## More Embedded Microcontrollers

- Motorola 68HC11
- Microchip PIC
- Motorola 683××
- Motorola 68328
- Intel i960
- Motorola MPC823
- Motorola ColdFire

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## Motorola 68HC11

- Motorola 68HC11 (A1 model)
  - 8-bit microcontroller with a M6800/M6801 processor core
  - I on-board 512-byte EEPROM and 256-byte RAM
  - 16-bit timer system with input capture and output compare
  - I built-in A/D converter for 8 analog inputs
  - I serial communications interfaces
- Development board for 68HC11 (M68HC11EVB)
  - I 68HC11A1 system with 8K user EPROM and up to 16K user RAM
  - port replacement unit
    - to regain I/O ports used for memory addressing
  - I two serial communications interfaces
  - I on-board monitor program for downloading and debugging programs
    - includes basic I/O utilities

## MC68HC11 and EVB

- Review manuals
  - I learn how to read documentation
- Instruction set
  - I instruction capabilities
  - timing
- Special registers and integrated I/O devices
  - I input capture
  - I output compare
  - I analog/digital conversion
- Interrupt organization
- Memory space and its allocation
- Timers

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# Small microcontrollers

#### 68HC11

- I basic microcontroller with simple instruction set
- I full-featured (many of the same features as larger microcontrollers)
- I good real-time capabilities
- A/D conversion built-in
- cheap
- I very common (lots of resources available including on web)
- I public domain C compiler available
- I evaluation board with debugging support (BUFFALO ROM)

## PIC (Microchip)

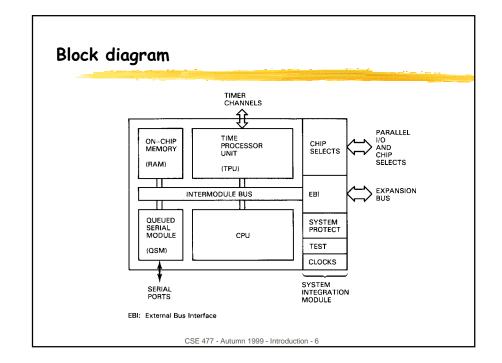
- small footprint (as few as 24 pins)
- I no external system bus
- I lots of members of family differentiated by I/O pin capabilities
  - A/D, serial I/O, interrupts, input capture, etc.

## Motorola MC683xx

- Designed by Motorola for automotive, data acquisition, printers, plotters, cameras, and other consumer products
- Introduced in 1989 (9 years ago)
- General characteristics
  - I operate in harsh environment (-40 to 125°C and noise)
  - low power (~625mW), low cost ~\$12
  - I crunch numbers (execute control loops)
  - I clock frequency (up to 78MHz)

#### Functional units

- CPU32 (68020 processor core)
- I SIM (System Integration Module)
- GPT (General Purpose Timer)
- QSM (Queued Serial Module)
- I TPU (Time Processor Unit)



## Functional blocks

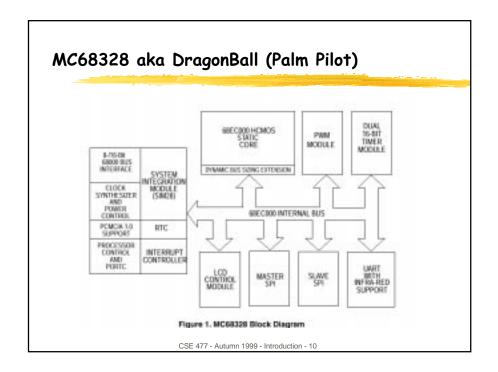
- CPU32
  - 32-bit processor based on 68020
- System Integration Module
  - I controls external bus, I/O functions and system clock
- Time Processor Unit
  - I 16-channel timer/counter unit
  - I controls internal/external events
- Memory Module
  - I on-chip RAM with stand-by power feature
- A/D
  - 16 channel queued
- CAN protocol
  - I Controller Area Network (automative bus, protocol)

# Time Processor Unit

- A microcontroller dedicated to timing control
- Two 16-bit timers/registers
  - I free running based on system clock
  - I can be controlled with external clock
- 16 independent channels (input or output)
- Functions
  - I input capture
  - I period or pulse width accumulation
  - I output compare
  - pulse width modulation
  - stepper motor control
  - automotive functions (fire spark plugs, determine engine rotation)

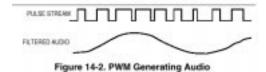
# Clocks and Timers

- System clock
- Periodic interrupt timer
- Software watchdog timer
- Bus monitor
- Synchronous communication
  - I baud rate, delay, min idle
- Asynchronous communication baud rate
- TPU timers



# PWM on DragonBall

- PWM transforms duty cycle into an average analog value
- In addition to controlling motor velocity, can synthesize music



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# I/O Bottleneck

- Off-chip communication very slow relative to processing speeds
  - I processor generating lots of memory requests
  - I multiple devices competing for system bus
- Technology wave increasing the gap in performance
  - I processors running faster
  - interconnect bandwidth increasing at slower rate
- How do local area networks handle this problem?
  - I restrict communication
  - I hubs, gateways
- Solution
  - I off load communication to a communication processor

# Intel's Approach

## A two-pronged attack

- I hardware: communication processor
- software: device-drivers

## Use a RISC processor to handle communication for the main processor

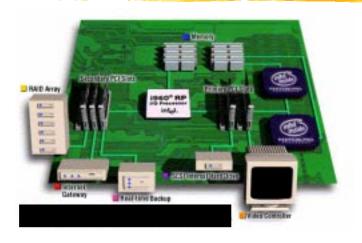
- I isolate main processor from slower peripherals
- I reduce interrupts to CPU
- support for system busses running at different clock rates

## Define a new standard: Intelligent I/O

- I standardize device-drivers
- I minimize OS dependencies
- I increase system throughput

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# System w/ Communication Processor



# $I_2O$

## Goals

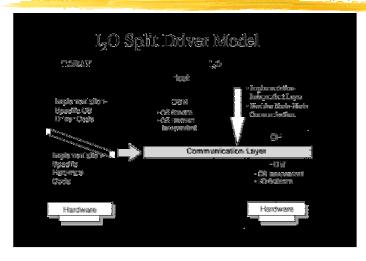
- abstract the I/O subsystem
- I improve system throughput
- I enable rapid deployment of new I/O technology

## Message-passing paradigm

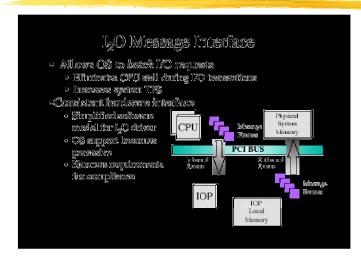
- supports peer communication
- simplifies device-drivers

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# I<sub>2</sub>O Device-Drivers



# I20 Message Passing



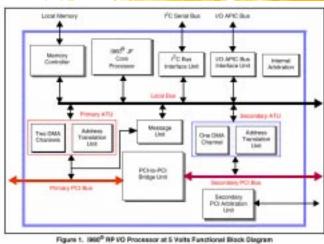
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# Intel i960-RP Processor

## Main features

- PCI to PCI bridge
- messaging unit
  - mechanism to transfer data between the PCI system and 80960
- I DMA access to both PCI busses
- I address translation units
  - 64-byte input and output queues
  - queues allow transactions to complete on initiating bus before they complete on target bus
- 7 to 150 MIPS

# i960 Block Diagram



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# i960 Messaging Unit

## Message registers

- i 960 sends and receives messages via special registers
- when written an interrupt generated to i960 or PCI

## Doorbell registers

- I inbound and outbound doorbells
- either hardware or software can generate doorbell interrupts
- I contain interrupt status from other message unit mechanisms

## Circular queues

- I two inbound and two outbound queues
- I posted messages contain orders
- I free messages indicate operation completed and message can be reused

# Motorola's Approach

- Use 2 RISC processors
  - 1 32-bit PowerPC core for application code
  - 1 32-bit customized RISC for imaging and communication
- Put communication processor on same die as main processor
  - system on a chip
  - I incorporate features common in portable devices
  - I single-chip solution for consumer electronics
  - signal processing functions

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## MPC 823 Features

- Performance of 66 MIPS @ 50MHz
- Low power
  - consumes less than 180mW @ 25MHz
  - 1 2.2V internal, 3.3V I/O boundary
  - I doze functional units disabled except
    - PLL, mem-controller, real-time clock, LCD, comm. proc in standby
  - I sleep all units disabled except
    - real-time clock, periodic interrupt timer, PLL active for fast wakeup
  - I deep sleep all units disabled except
    - real-time clock, periodic interrupt timer
- 1K data cache and 2K instruction cache
- PCMCIA support

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# Communication Module Features

- Interfaces to PPC core via on-chip dual ported RAM
- Protocols supported include
  - Ethernet/IEEE 802.3
  - Universal Serial Bus (USB), AppleTalk, UART/USART, I2C
  - IrDA 1.1
  - ISDN
- 16x16 bit multiply accumulate (MAC)
- DSP functions
  - V.32bis/V.34bis datapump filter
  - I JPEG compression
- Four independent baud rate generators

# More Communication Module Features

## ■ Video/LCD controller

- supports passive LCD and NTSC/PAL encoders
- end of frame interrupt generation
- I programmable display active area
- I programmable background color for inactive area
- I 1,2,4-bit per pixel grayscale
- I built-in color RAM with 256 12-bit entries
- I programmable polarity for all LCD interface signals

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# PDA Based on MPC823

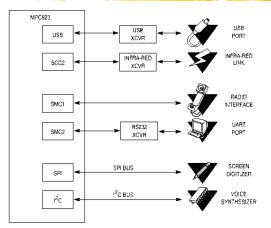
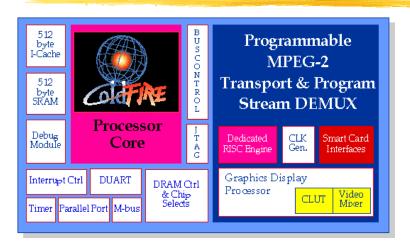


Figure 16-2. Example of a PDA Application





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## ColdFire Features

- Variable instruction length RISC 68K processor
  - I subset of 68K instruction set
  - 16, 32, 48-bit instruction sizes
  - single-cycle instruction execution
  - tighter code density than 32 or 64-bit processors
- Completely synthesizable
  - I core can be used in system on a chip designs
- Performance: 36 MIPS
- Price: ~\$25

