

Kuwait University
College of Engineering and Petroleum



جامعة الكويت
KUWAIT UNIVERSITY

ME319 MECHATRONICS

PART I: THE BRAINS - – MICROCONTROLLERS, SOFTWARE AND DIGITAL LOGIC

LECTURE 1: MICROCONTROLLER ARCHITECTURE

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Lecture Plan

- Objectives:
 - Review the fundamentals of a microcontroller architecture



Anatomy of a Typical Mechatronic System



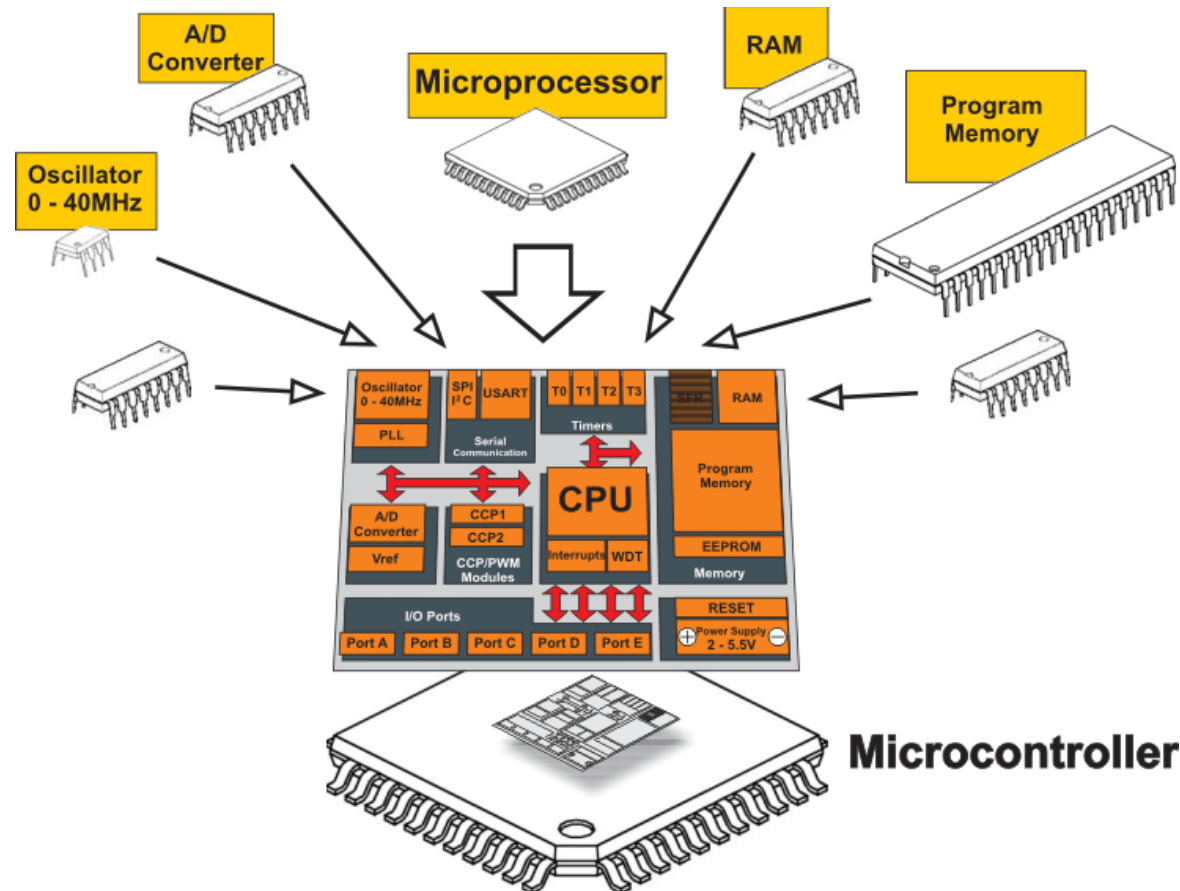
What is a microcontroller

- A microcontroller (abbreviated μC , uC or MCU), is a small computer on a single integrated circuit:
 - Contains at least a processor, memory, and general purpose input/output.
- Microcontrollers are the brains in modern systems:
 - Automotive, Robotics, Households, Manufacturing, Aerospace, Astrospase, Military, and much more
- Depending on their design they may include:
 - Analog/Digital converter, Clock generator, Memories (RAM, ROM, EEPROM, EPROM), serial input/output.
- Different companies make different types of microcontrollers, and they:
 - Differ in size, price, capabilities and applications.
 - Must be programmed to implement specific task.

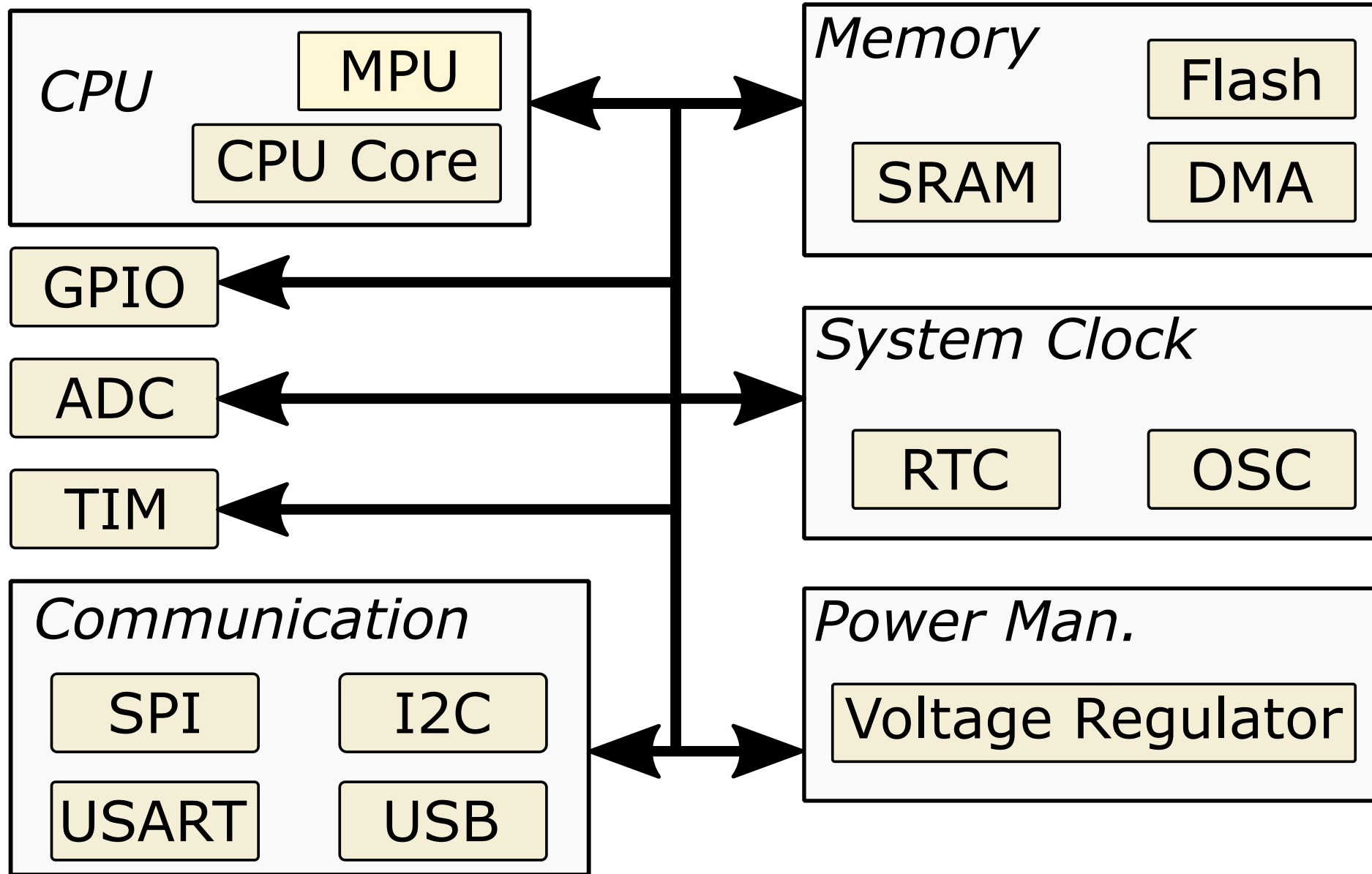


What is a microcontroller

- Microcontrollers include many sub-systems/components in small package.
- Connecting external components to Microcontrollers increase their functionality.



Microcontroller Architecture

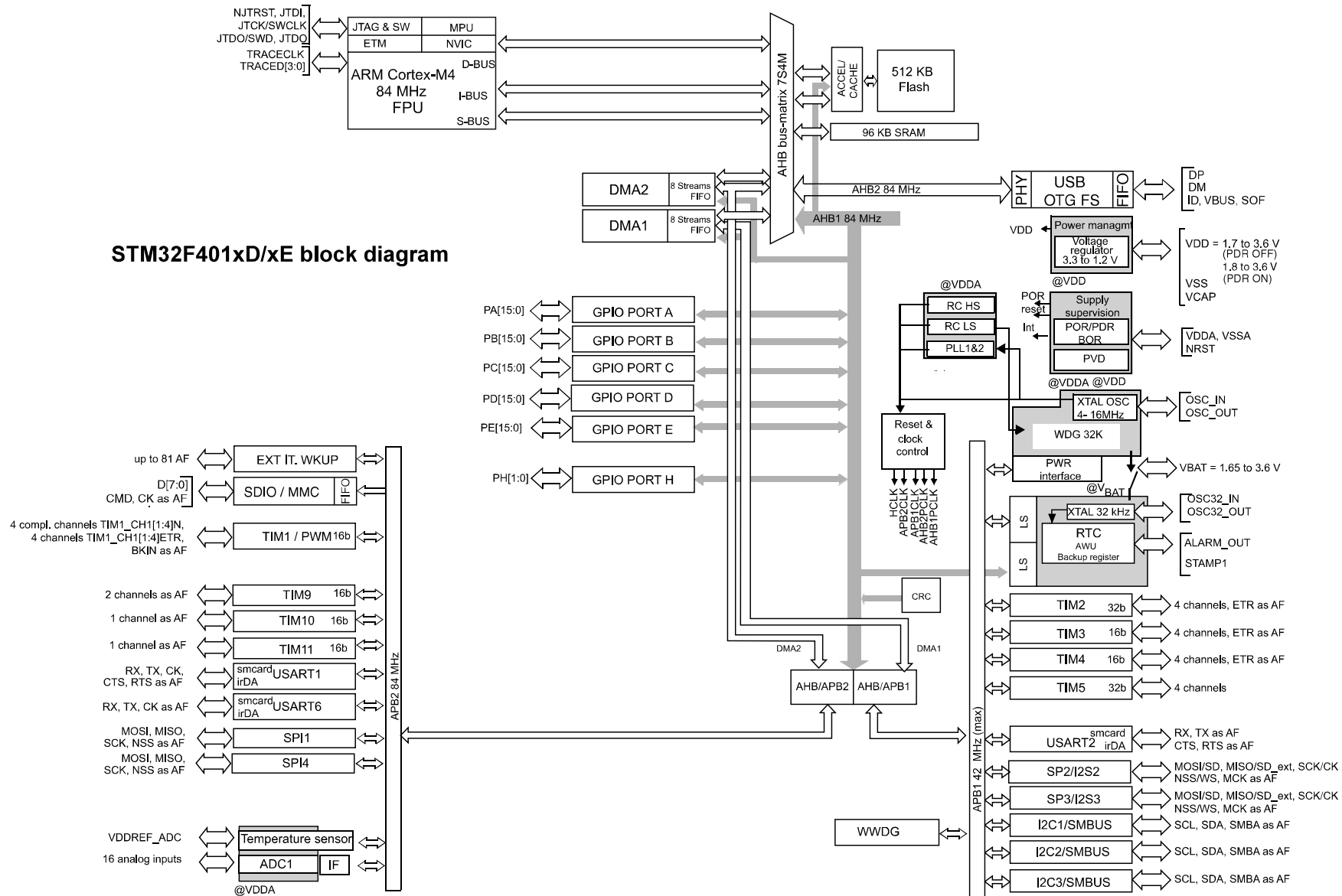


Microcontroller Architecture

- **CPU**: Central Processing Unit. **MPU**: Memory Protection Unit
- **GPIO**: General Purpose Input/Output
- **ADC**: Analog-to-Digital Conversion
- **RTC**: Real-Time Clock
- **OSC**: Oscillator
- **SRAM**: Static Random-Access-Memory. Flash: A Type of **EEPROM**
- **DMA**: Direct Memory Access
- **I2C**: Inter squared C, synchronous communication
- **SPI**: Serial Peripheral Interface, synchronous communication
- **USART**: Universal Synchronous/Asynchronous Receiver/Transmitter
- **USB**: Universal Serial Bus
- **TIM**: Timer



STM32F401xD/xE Block Diagram



Microprocessor vs. Microcontroller vs. DSP vs. FPGA

- Microprocessor
 - Only a Central Processing Unit (CPU): Intel CPU, AMD etc.
- Microcontroller
 - Encompasses CPU + Memory (RAM, ROM) + Peripherals (A/D, UART, etc.)
- DSP
 - Digital Signal Processor (Very similar to MCUs nowadays, but focused on fast math)
- FPGAs
 - Field Programmable Gate Arrays



CPU

- The functional heart of the microcontroller
- Its job is to retrieve data from memory or peripheral and manipulate the data
- Manipulate: Perform Logical/Math/Reorganize Operations
- A CPU does not store data within it, it only processes the data
- Data is represented as numbers, a combination of **1's** and **0's**



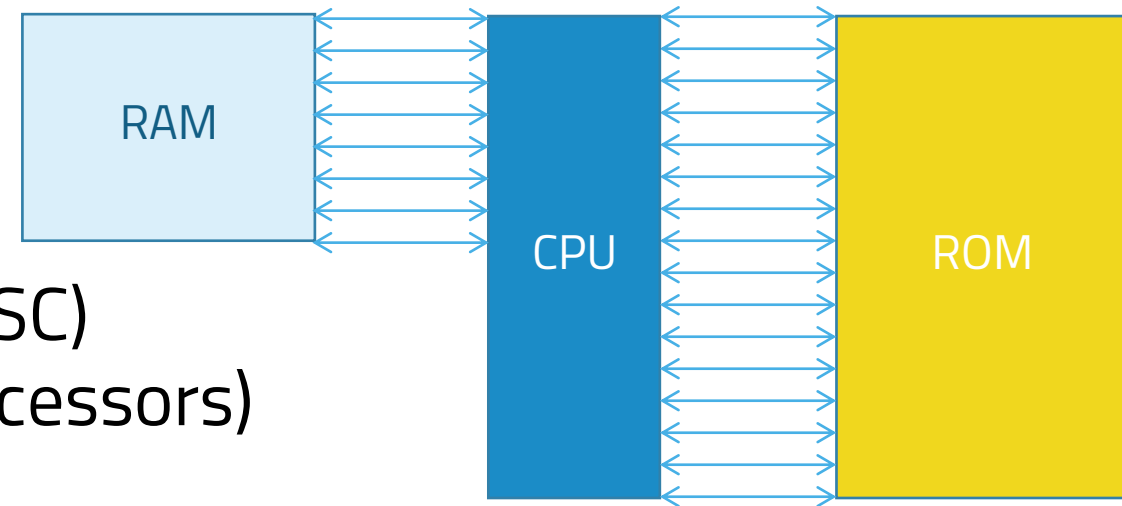
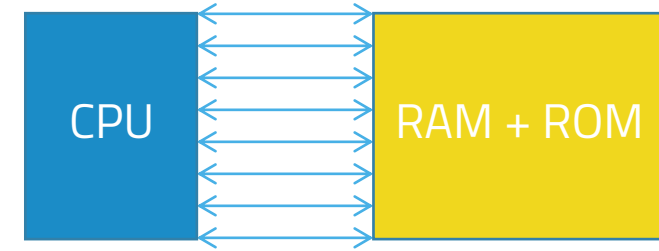
CPU Instruction

- Every CPU manufactured has a set of defined instructions, examples:
 - Retrieve data in address bank 2
 - Add data in address bank 1 to data in address bank 2
 - Move data from address bank 2 to address bank 3
 - Go to address bank 4, then execute the instruction saved there
- Some operational instructions are built into the CPU
- Other instructions are available to be used by the programmer
- Millions of simple instructions build up complicated programs
- The concept is true in 8-bit microcontrollers or 64-bit 16-core processors



CPU Architecture

- Von-Neumann Architecture
 - Complex Instruction Set Computer (CISC)
 - Still used by Intel and AMD (primarily)
 - Instructions Take >1 Cycle
 - Efficient RAM use
- Harvard Architecture
 - Reduced Instruction Set Computer (RISC)
 - Used by ARM, AVR (Embedded Processors)
 - Single-Cycle Instructions
 - Simple and standardized instructions
 - Emerged in 1980s
- Unless otherwise mentioned, we will be dealing with RISC



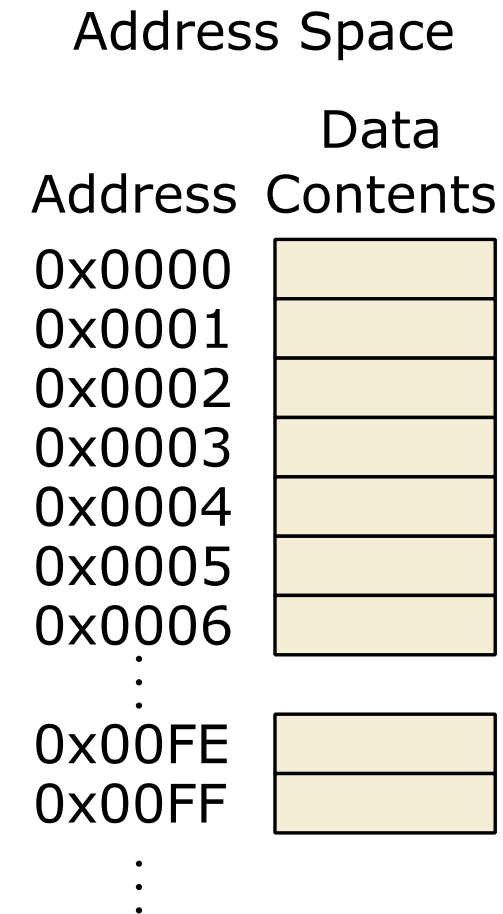
CPU Clock

- Processors loops through given instructions at a determined frequency
- Clock speed determines the frequency
- For MCUs the clock speed is normally fixed
 - Setup by the programmer
 - Can be reduced in a more complex program (hibernation, sleep)
- A CPU uses a type of oscillator to synchronized the clock
 - MCUs typically use a crystal oscillator (quartz, think of your wristwatch)
- Clock speed is related to energy use
 - Faster Clock setting -> More energy used
 - Faster not always better



Memory

- The same types of memory available in computers, can be used in MCUs
- MCUs generally come with Memory, and external memory can be connected
- Memory Map:
 - Memory content is reached via addresses
 - Each memory space has a distinct address
 - Memory space can be:
 - Data Memory
 - Program Memory
 - Control Registers
 - Interrupt Vectors



Memory Types

- Volatile vs. Non-Volatile
 - Volatile: Content will be erased if power is removed

Volatile Memory:

- RAM: Random Access Memory
 - SRAM: Static RAM – Typically Used for CPU Cache <- **MCU's Data Memory**
 - DRAM: Dynamic RAM – Typically used for Computer Memory

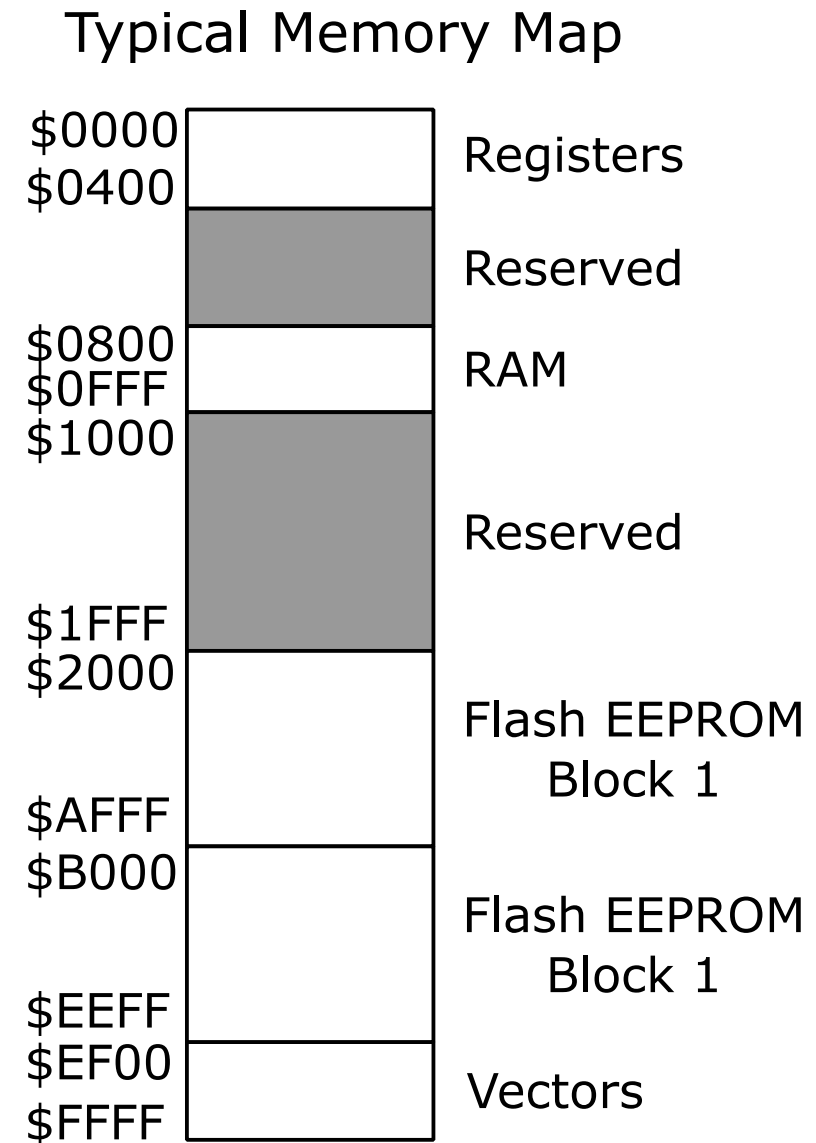
Non-Volatile Memory:

- EEPROM: Electronically Erasable Programmable Read Only Memory
- Flash Memory: A type of EEPROM <- **MCU's Program Memory**
- ROM: Read Only Memory <- **Small but available in MCU**



Memory Map

- The different types of memories inside a microcontroller are mapped in an organized fashion.
- The address range for each block is typically expressed using hexadecimal representation.
- The dollar sign indicates hex
- Hex can also be expressed by 0x prefix
- An 8-bit MCU means each memory address holds 8 bits of data
- A 16-bit MCU means each memory address holds 16-bits of data



Subsystems and Peripherals

- Most microcontrollers include additional subsystems + CPU + Memory
- Control Registers
 - Special memory locations where MCU is configured and controlled
- Input/Output Ports
 - Provide simple interaction with outside world
- Timers and Counters
 - Keep track of time, register time when events occurred
- Serial Communication
 - Many different types: communicate with other sensors, other MCUs, other PCs
- Analog-to-Digital Convertors
 - Many sensors are analog, a special subsystem to convert readings to digital
- Digital-to-Analog Convertors
 - Emulate an analog signal
- And the list keeps growing every year



CPU as a Board Game

