

# Industrial Embedded Systems

## - Design for Harsh Environment -

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Part V

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Technical University Munich (TUM)

# Agenda

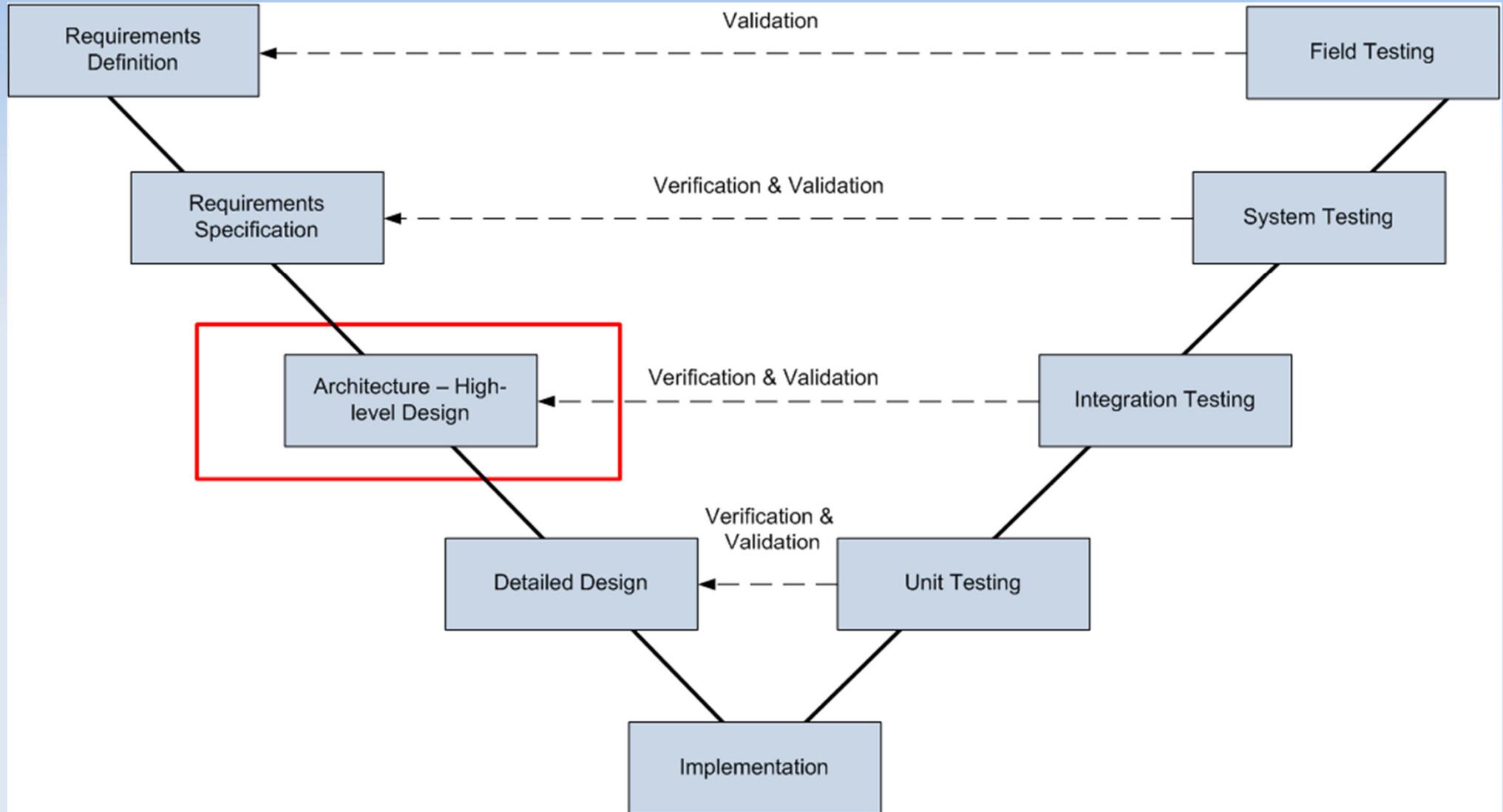
Today:

Architecture – High Level Design

Recap:

- Requirements Specification for PMU

# V-Model



# Overview

- We do have a requirements specification which describes the requirements at the system border at this point
- Define the major building blocks and their interfaces within the system:
  - Board, Connectors
  - Input, output, processing, power supply hardware
  - Input, output, scheduling, application software
- Define architecture constraints which are implied by safety and/or reliability requirements
- Describe how these blocks refer to the requirements in the requirements specification
- Compile an „architecture design document“

# Approach

- Identify standards (coding, best practice, etc.) which should be used (overlap with requirements analysis)
- Define major system hardware components
- Specify major hardware building blocks and do rough a footprint calculation
- Identify hardware design patterns if applicable (reusable principles)
- Specify interfaces between hardware building blocks
- Specify major software building blocks and do rough a footprint calculation (e.g. OS, libraries)
- Identify software design patterns if applicable

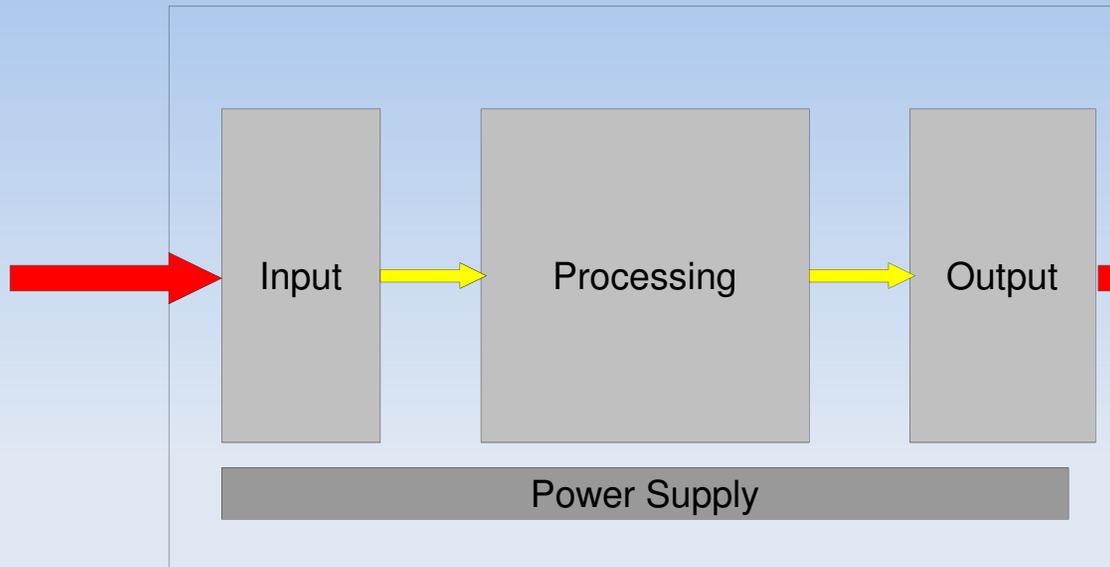
# Standards and Best Practice

- Hardware
  - Company internal design practice: packages, traces, component size limits
  - Proven in use components (the latest stuff is not always the best)
  - Standards: architectural and design constraints imposed by certification
- Software
  - Company internal design practice
  - Coding standards (MISRA C/C++, JSF C++): what must be used and what is not permitted
  - Coding style guides: Look and feel of the SW code
  - Standards: architectural and design constraints imposed by certification

# Standards and Best Practice Ctd.

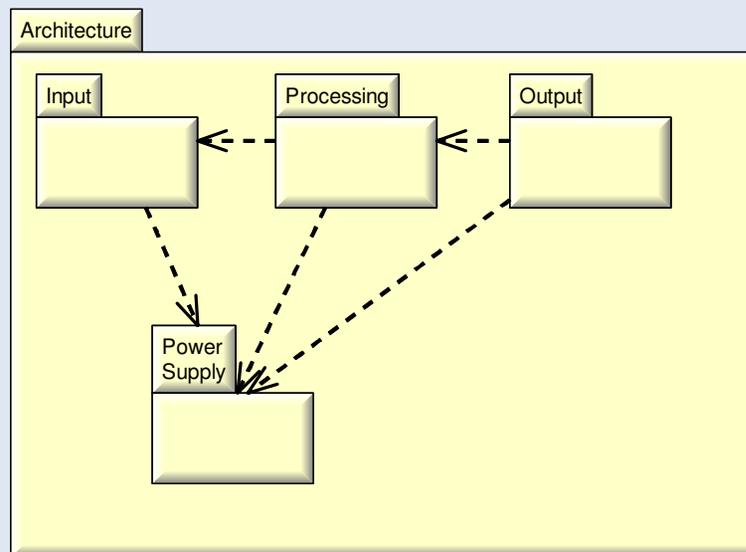
- General
  - Ask more senior people who have gone through similar challenges in the past
  - Tools and their versions (HW CAD, CASE)
  - Aligned with the budget
  - Milestones and reviews

# Graphical Representation



- Block diagram vs. UML:

- Block diagram widely used in HW design
- Easy to understand and sufficient for architectures
- UML has no advantage since hardware needs to be described in CAD tool from scratch anyways



# Major System Hardware Components

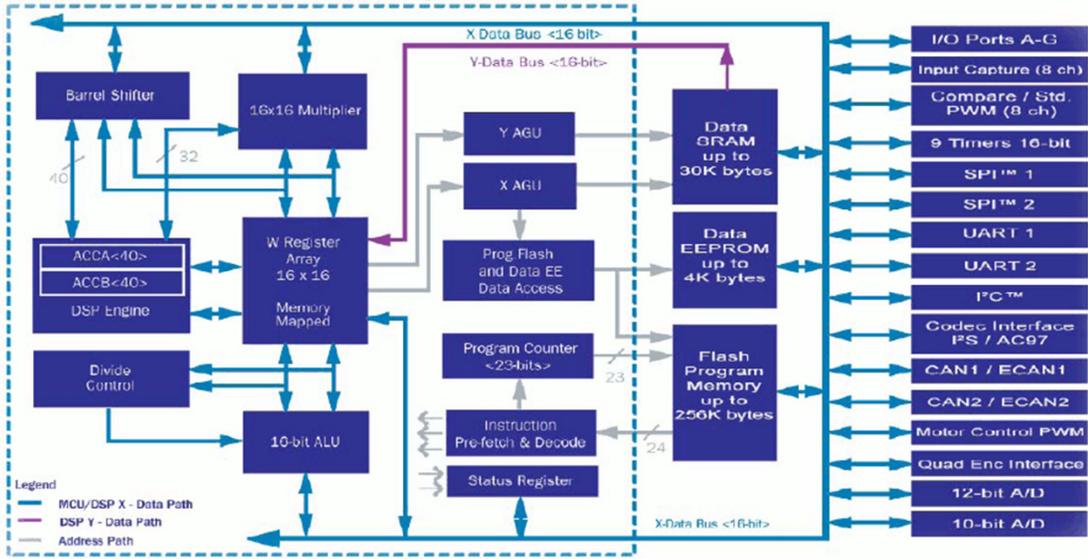
- We will look into the following components and introduce design patterns:
  - Processors - uC, DSP, general purpose
  - Reconfigurable electronics - CPLD, FPGA
  - Analog Input – Op Amps, INAs, filters, ADCs
  - Analog Outputs – DACs
  - Power supplies – step down/up converters
  - Boards
  - Connectors, Communication
- Afterwards we will try to take the patterns and apply it to the PMU

# Processors

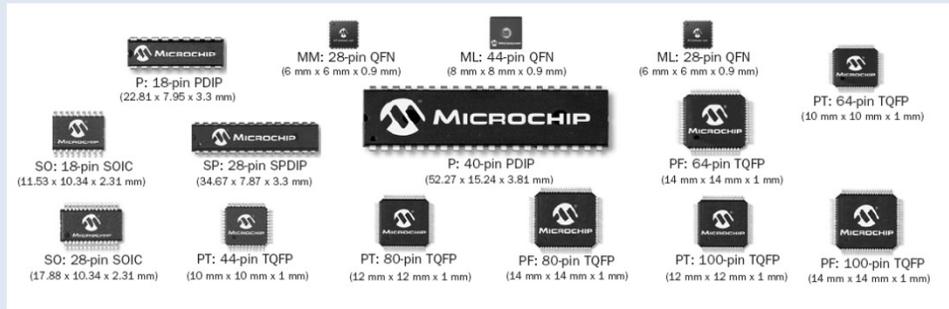
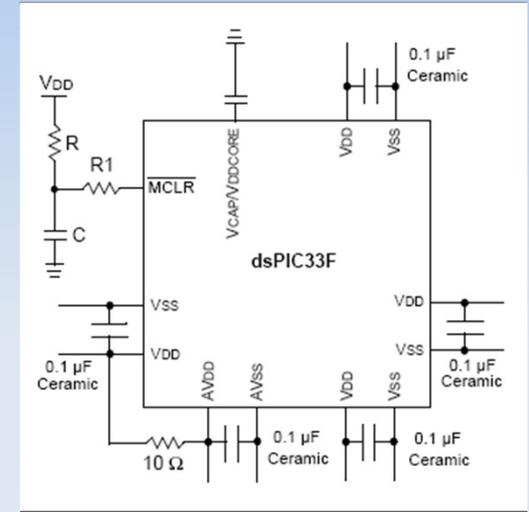
- Processor itself contains data path, control
- Embedded processors usually contain
  - Memory (SRAM, EEPROM, Flash)
  - Communication (UART, I2C, SPI, CAN, etc.)
  - Watchdog
  - Peripherals (ADC, DAC, PWM, Timer, Capture-Compare, etc.)
- Embedded processors are System-on-Chips and do not need any general hardware configuration. There are two add-ons that we want to highlight:
  - Reset circuitry (power on reset, brown out detection)
  - External watchdogs (program flow supervision)

# Example: Microchip dsPIC

dsPIC30F/dsPIC33F Family Block Diagram



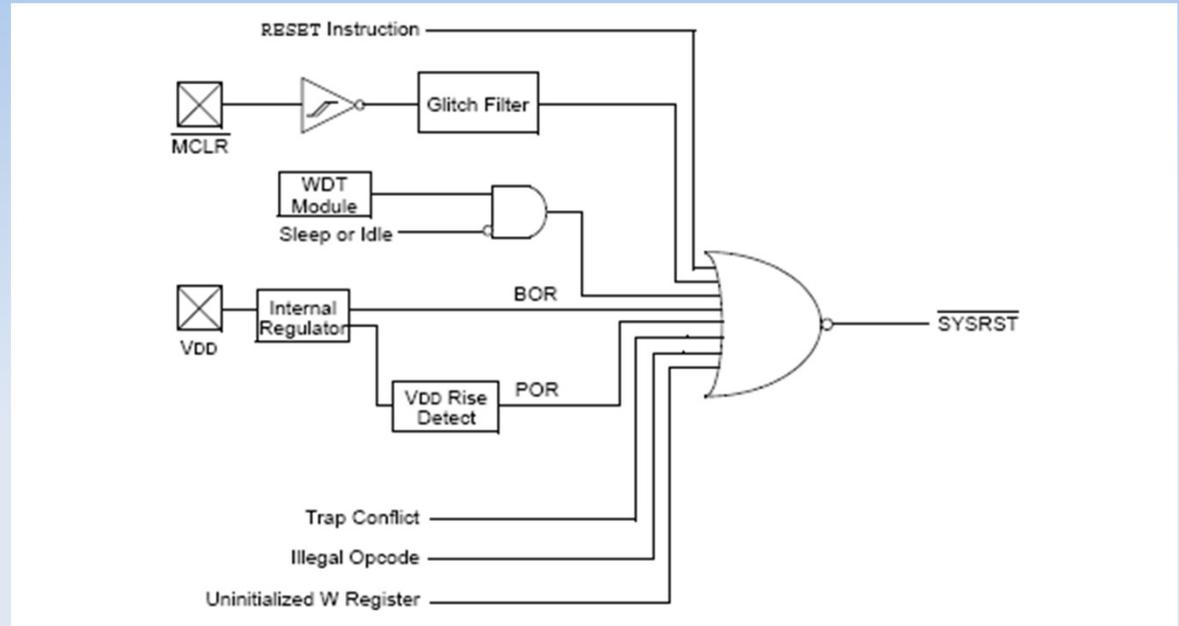
Source: microchip.com



| Product          | Pins | Flash Memory Kbytes | RAM Kbytes | DMA # Ch | Timer 16-bit | Input Capture | Output Compare/Standard PWM | Codec Interface | A/D* 12-bit 500 kpsps | UART | SPI™ | I²C™ | CAN | I/O Pins (max)† | Package Code |
|------------------|------|---------------------|------------|----------|--------------|---------------|-----------------------------|-----------------|-----------------------|------|------|------|-----|-----------------|--------------|
| dsPIC33FJ64GP206 | 64   | 64                  | 8          | 8        | 9            | 8             | 8                           | 1               | 1 ADC, 18 Ch, 1 S/H   | 2    | 2    | 1    | —   | 53              | PT           |

# Reset Circuits

- Reset: puts the system into a defined state
- A reset can be requested for many reasons:
  - Instruction
  - External event or fault
  - Internal Fault
- The cause of a reset is usually indicated by a flag internal to the processor
- Reset stops the processor immediately. After release the reset vector is executed.

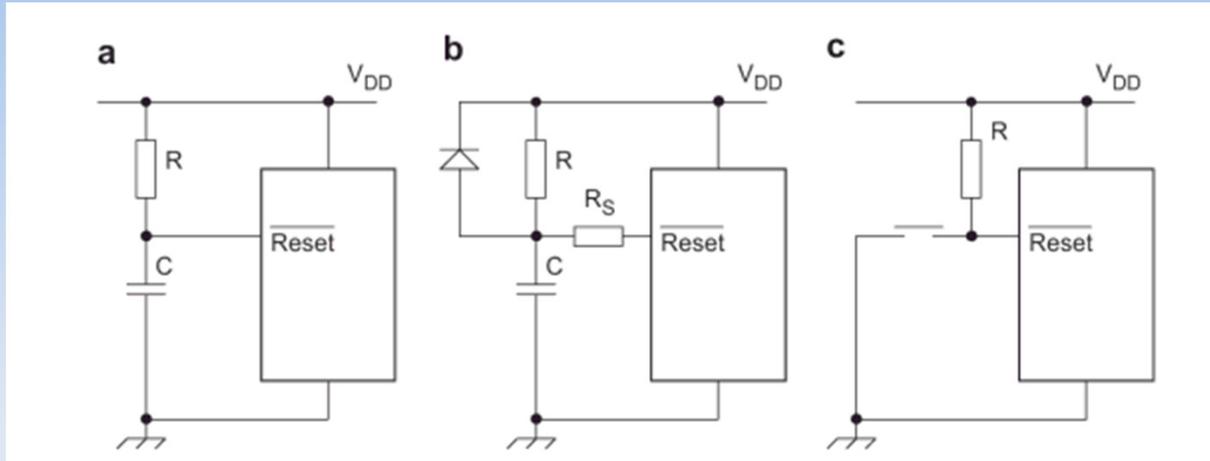


Source: microchip.com

# Reset Circuits Ctd.

## - Power on Reset -

Source: Wilmshurst,  
Designing Embedded  
Systems with PIC  
Microcontrollers

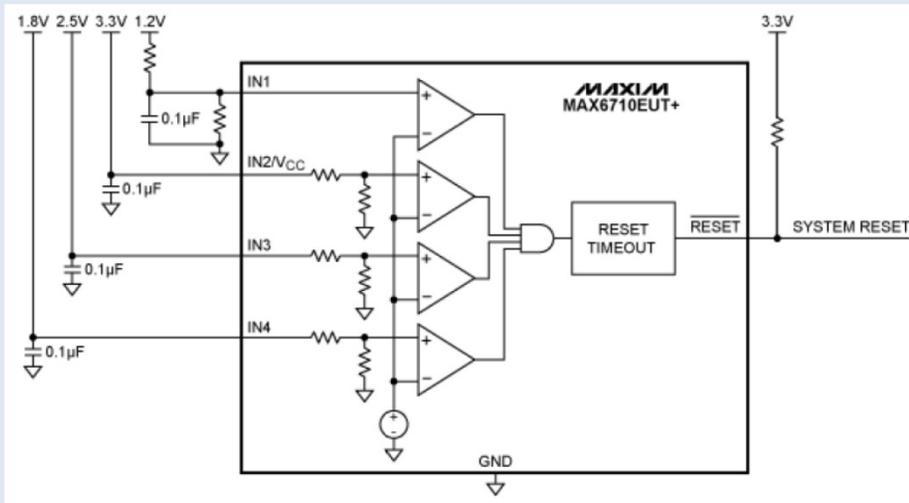


- Example circuits for active low resets (processor is reset if voltage is low, operational if voltage is high)
  - a) simple power on reset circuit
  - b) reset pin current limitation, additional current path to allow quick power cycle with subsequent power on reset
  - c) reset button (only for lab tests – not populated in products)

# Reset Circuits Ctd.

## - Voltage Supervision -

- Commercial products require supervision of several board level voltages
- Voltage violations other than the processor voltage can cause erroneous results
- Supervisory and reset circuits are available from all major IC companies (Maxim, Analog Devices, ...). There are programmable ones where limits can be set by software.

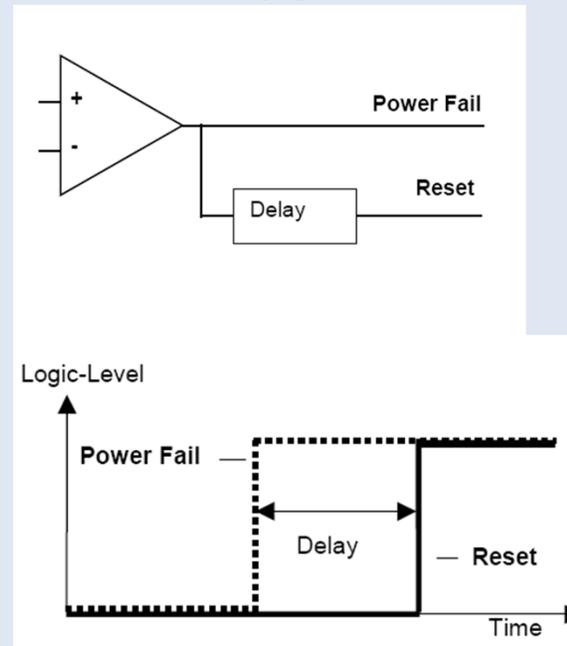
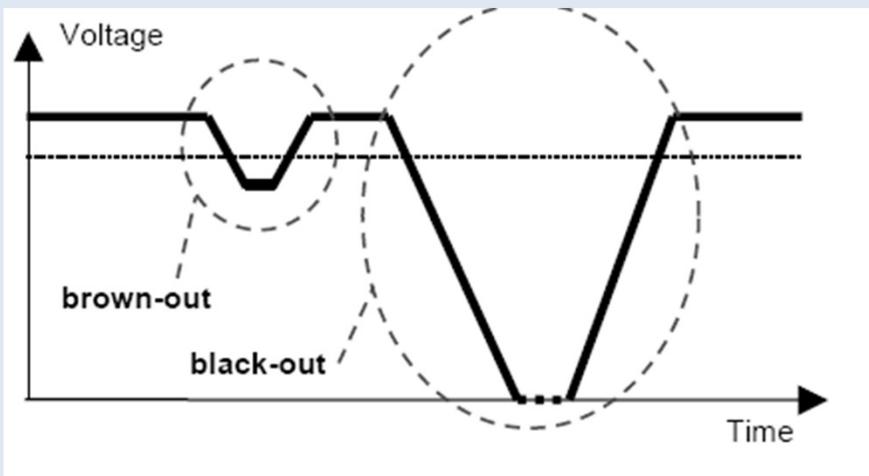


Source: Maxim AN540

# Reset Circuits Ctd.

## - Brown Out Detection -

- Brown out detection (BOR) important for battery operated systems
- Voltage glitch or gradually decreasing voltage
- Some data might to be stored in non-volatile memory (e.g. EEPROM)
- Routing of a delayed reset to an NMI triggers a data storage routine

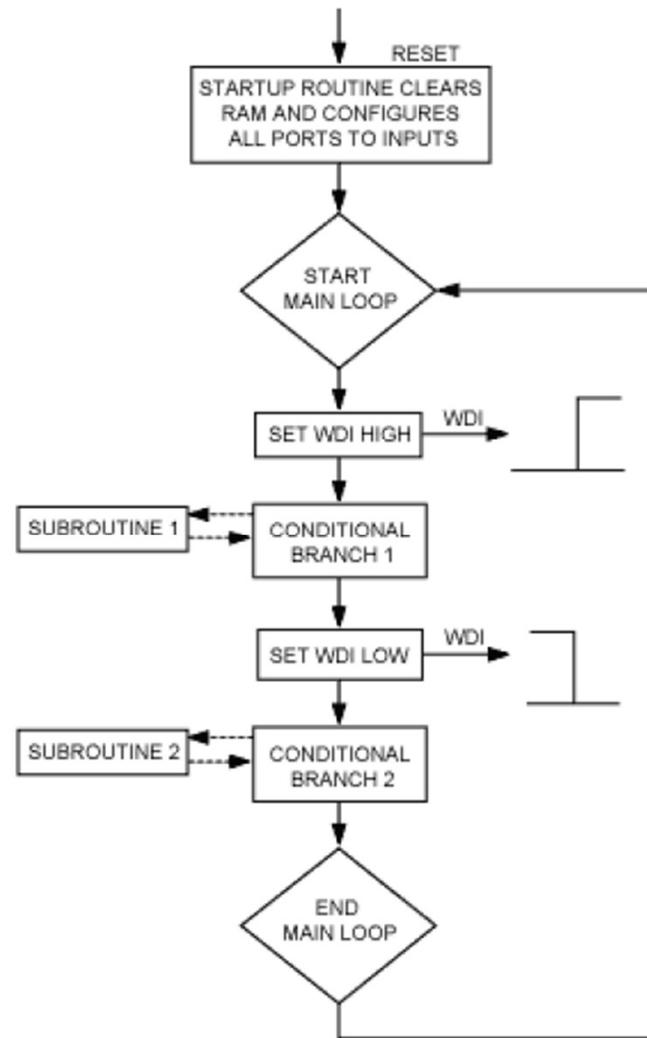
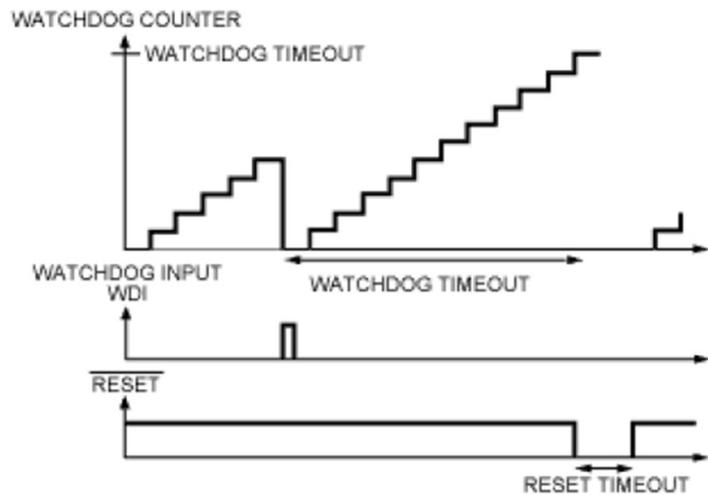
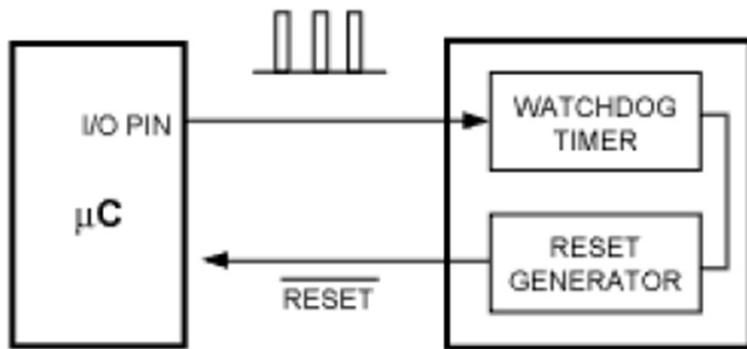


Source: Philips AN468

# Watchdog Circuits

- A watchdog timer is a supervisory component which must be triggered in regular intervals in order to avoid system reset
- Embedded processors usually come with internal watchdog circuits.
- A possible failure mode of the oscillator (FMEA) makes a second external one with a separate clock source highly advisable for robust systems.
- Internal watchdogs can be disabled accidentally by software
- Set and reset the watchdog in different parts of the software to disallow stuck-at watchdog pulse loops

# Watchdog Circuits Ctd.



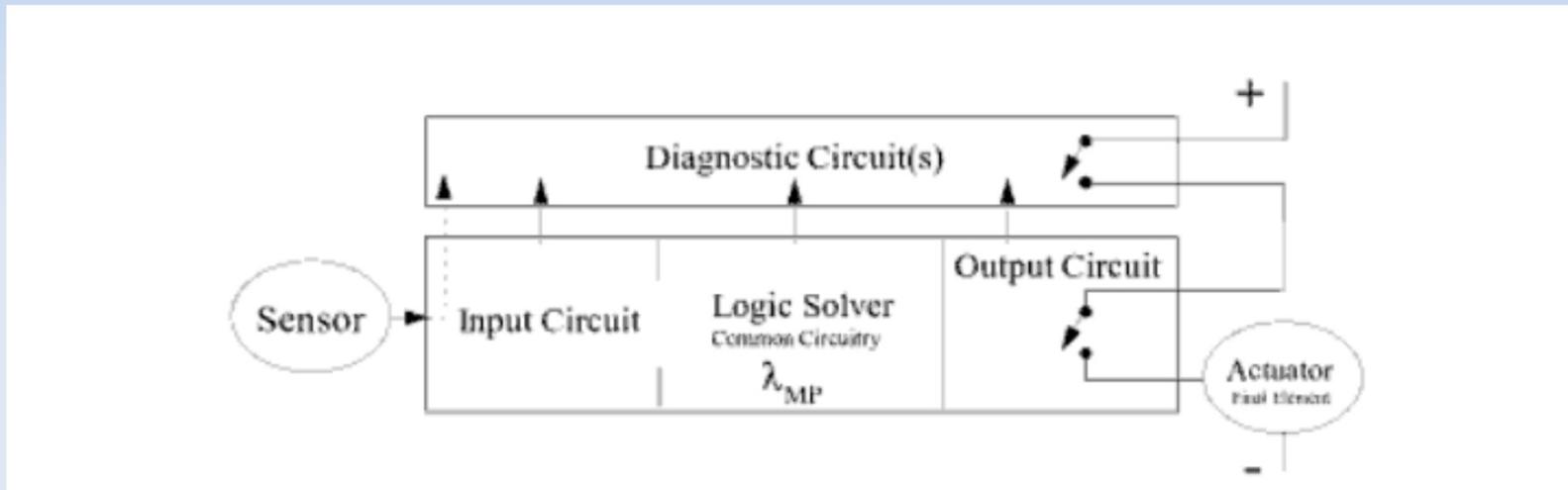
Source:  
Maxim AN1926

# Watchdog Circuits Ctd.

- 1oo1D architecture: embedded processor is supervised by an external watchdog and a separate independent output is provided
- A single channel can fail dangerously and safely:  $\lambda_d, \lambda_s$
- Dangerous failures (different failure modes) can be detected and undetected:  $\lambda_{dd}, \lambda_{du}$
- Dangerous detected failures are „converted“ into safe failures (the response is the safe state).
- An external watchdog detects deviations in software execution sequence and timeliness and thus detects possible dangerous failures.
- Availability and safety aspects similar to results from lecture #4.

# Watchdog Circuits Ctd.

- 1oo1D architecture:  
used when an independent way of de-energizing the output is used to achieve safety



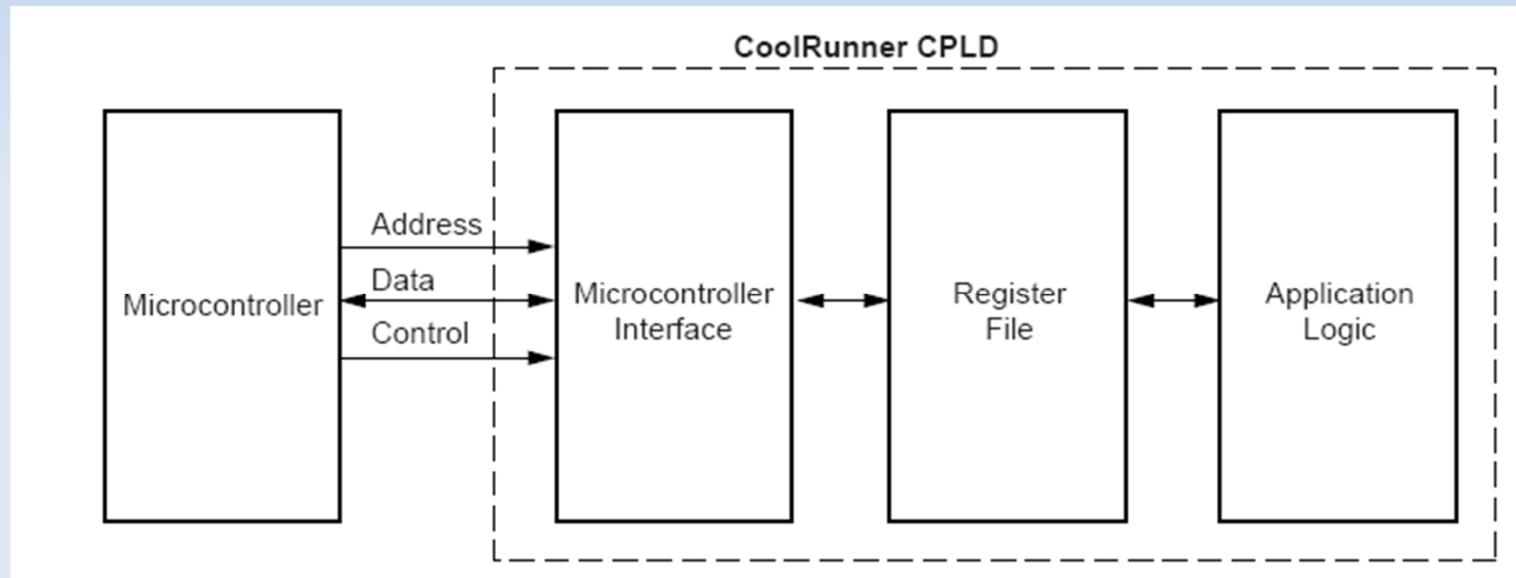
Source:  
Goble, Control Systems  
Safety and Reliability

# Reconfigurable Electronics

- FPGAs, CPLDs widely used. More exotic reconfigurable components out there – e.g. analog FPAA's
- Functionality is specified by high-level languages (e.g. VHDL, Verilog) or schematic entry.
- Coprocessors for time-critical functions, I/O or signal processing. Connected via parallel or serial standard interface (digital) or configurable part of conditioning electronics.
- FPGAs mostly SRAM based (volatile) while CPLDs mostly Flash or EEPROM based (non-volatile).
- CPLDs are less complex and used for the realization of combinatorial and sequential electrical circuits with a deterministic pin-to-pin latency by design.
- FPGAs at the high end are very costly and hold complex circuitry.

# Reconfigurable Electronics Ctd.

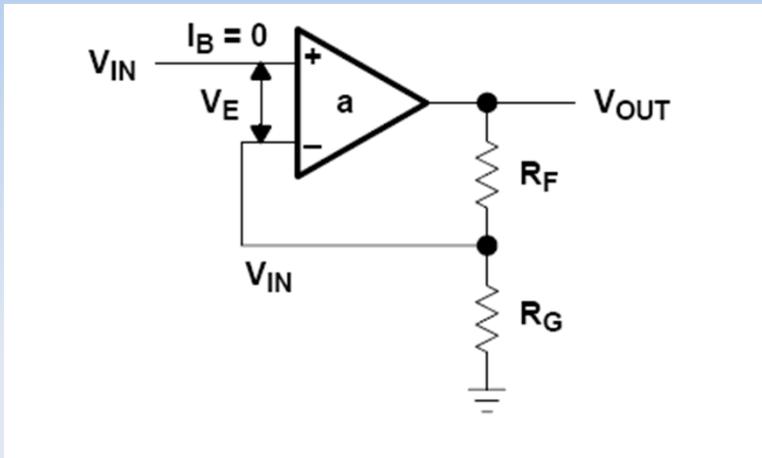
- FPGAs and CPLDs can be connected to embedded processors using either the system bus or a communication interface (SPI e.g.).



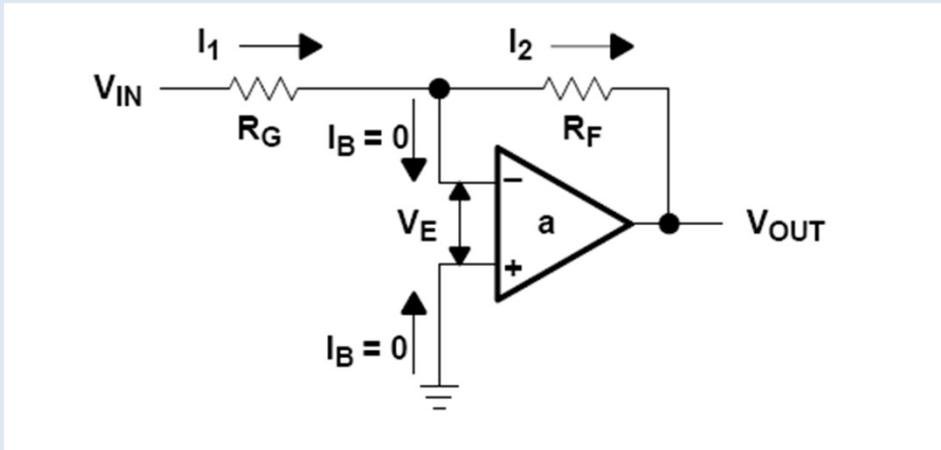
Source:  
Xilinx XAPP349

# Analog Electronics

- Non-inverting amplifier:  $V_{out} = V_{in} \left(1 + \frac{R_F}{R_G}\right)$



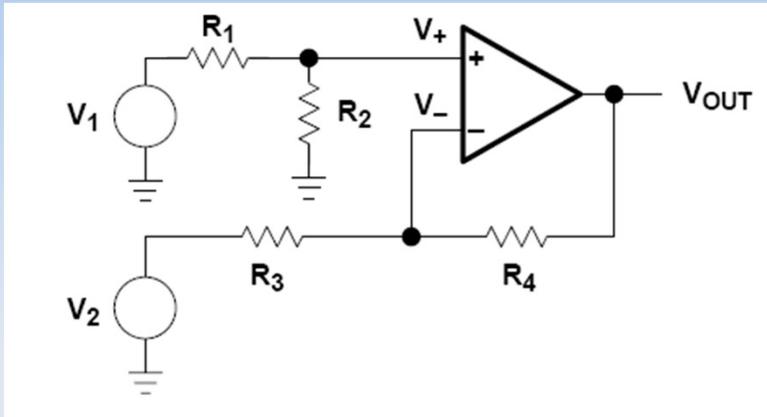
- Inverting amplifier:  $V_{out} = -V_{in} \frac{R_F}{R_G}$



Source:  
TI, Op Amps for Everyone

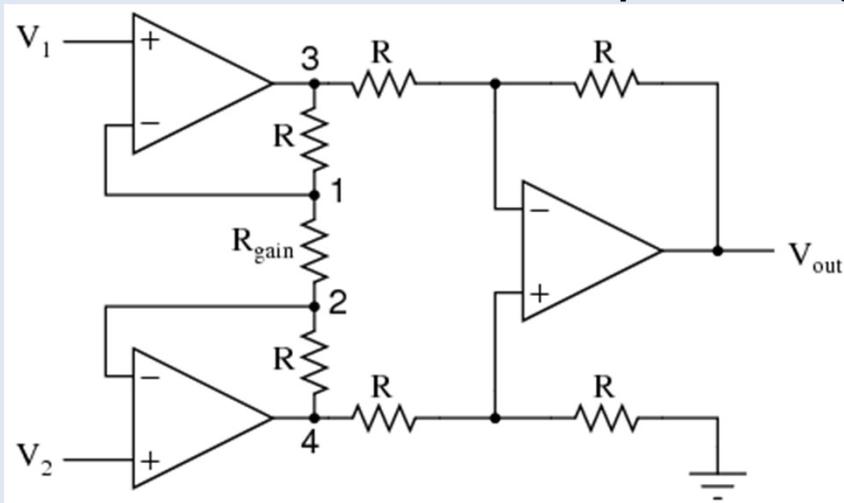
# Analog Electronics Ctd.

- Differential amplifier:  $V_{out} = (V_1 - V_2) \frac{R_4}{R_3}$



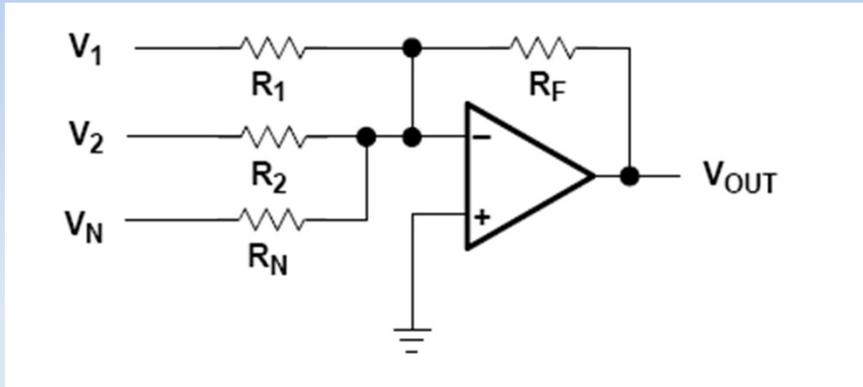
Source:  
TI, Op Amps for Everyone

- Instrumentation amplifier:  $V_{out} = (V_1 - V_2) \left( 1 + \frac{2R}{R_{gain}} \right)$



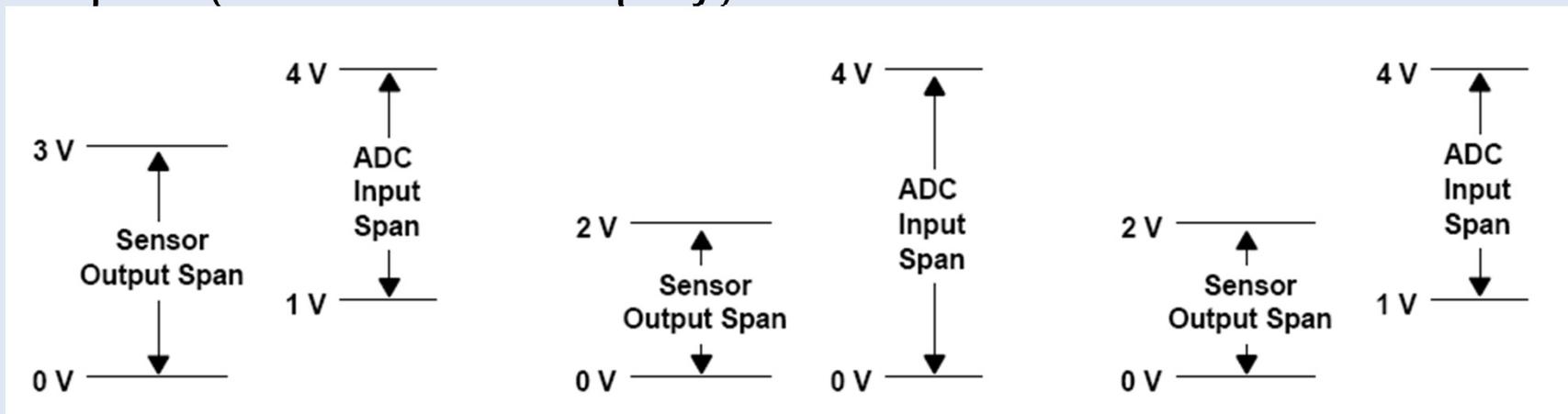
# Analog Electronics Ctd.

- Adder:  $V_{out} = -\left(\frac{R_F}{R_1} V_1 + \frac{R_F}{R_2} V_2 + \frac{R_F}{R_N} V_N\right)$



Source:  
TI, Op Amps for Everyone

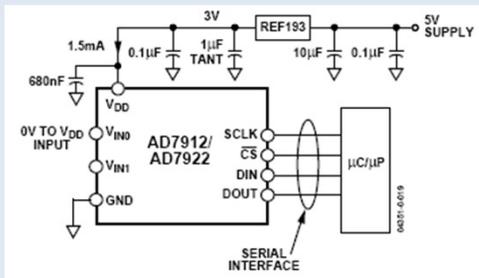
- What is that good for? - Adjust sensor output span to ADC input span (level shift + amplify):



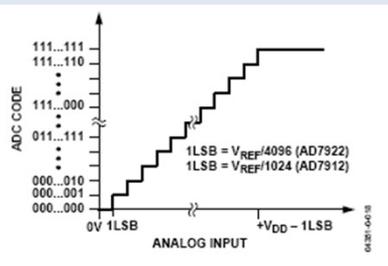
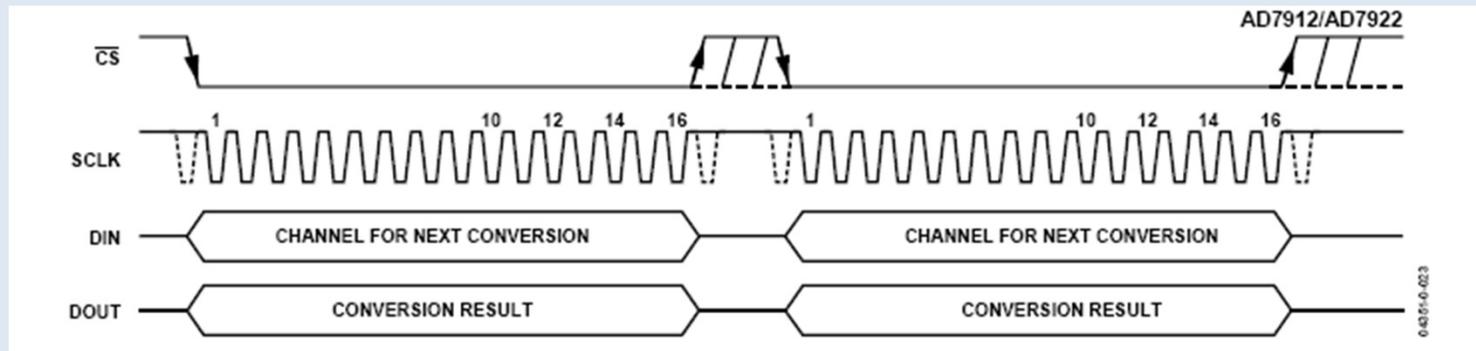
# Mixed-signal Electronics

## - ADC -

- ADCs: analog to digital conversion
  - Internal to the embedded processor or external
  - Decision criteria (focus on low-bandwidth like monitoring):
    - Resolution: # of output bits (resolution of amplitude)
    - Sampling frequency (resolution in time)
    - #channels: e.g. 8 (e.g. sampling n channels simultaneously)
    - Input dynamic range: ratio between the largest and the smallest input
- Example: AD 7192



Source:  
Analog Devices, AD7192



# Mixed-signal Electronics

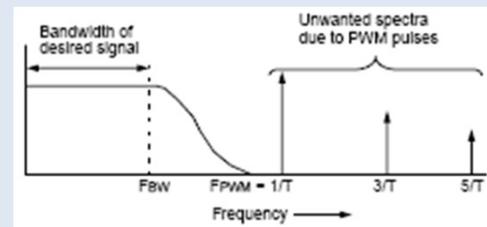
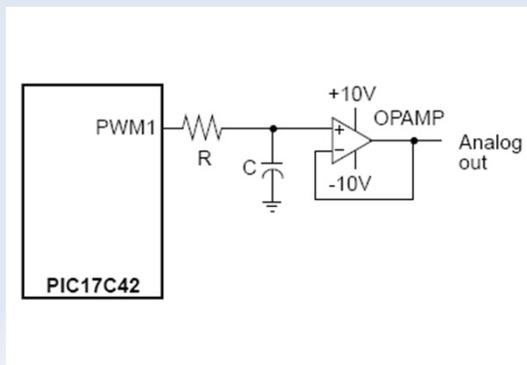
## - DAC -

- DACs: digital to analog conversion
  - PWM, internal to embedded processor or external component
  - PWM:
    - Base frequency fixed, pulse width is a variable
    - Pulse width proportional to the amplitude of the unmodulated signal (a digital value provided to the PWM logic)



Source:  
Microchip, AN538

- Use external low pass filter (RC) to extract analog information

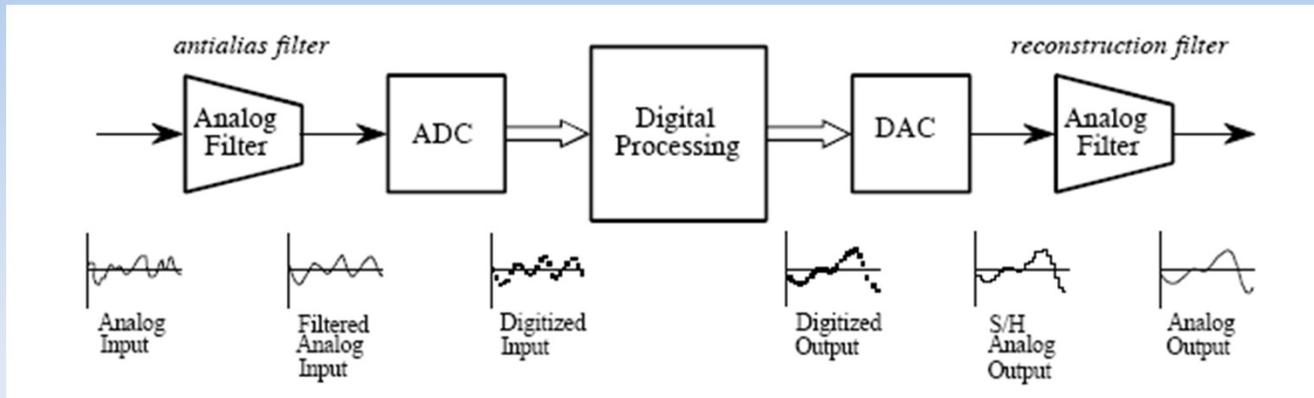


A. Walsch, IN2244

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# Mixed-signal Electronics

- General signal chain:

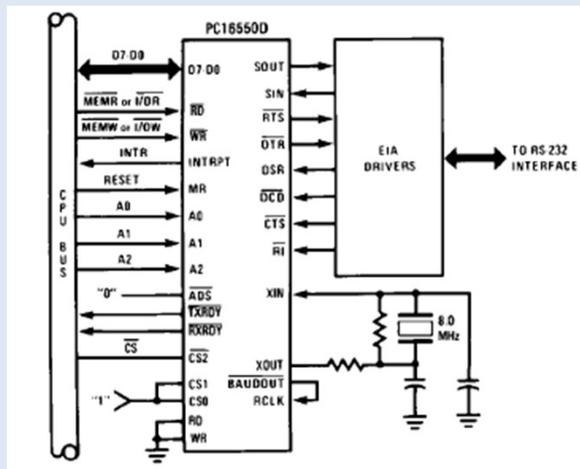


Source:  
Smith, dspguide.com

- Analog filter: RC (simple), Sallen Key (more complex)
- ADC/DAC to processor interface: mostly standard serial for low bandwidth circuits (e.g. I2C, SPI) or integrated into embedded processor

# Communication - UART -

- UART: Universal Asynchronous Receiver/Transmitter
  - Literally any embedded processor comes with built in UART (sometimes we need more and need to connect an additional one)
  - Full-duplex asynchronous protocol which translates data from serial to parallel and vice versa
  - Defines start (synchronization), data, stop, parity bit(s) per frame
  - kbps to Mbps transmission rate, e.g. 9600baud
  - Physical link to other UARTs: TTL (native) , RS232 (single-ended), RS422/485 (differential) for off-board data transmission



Source:  
TI, PC16550D

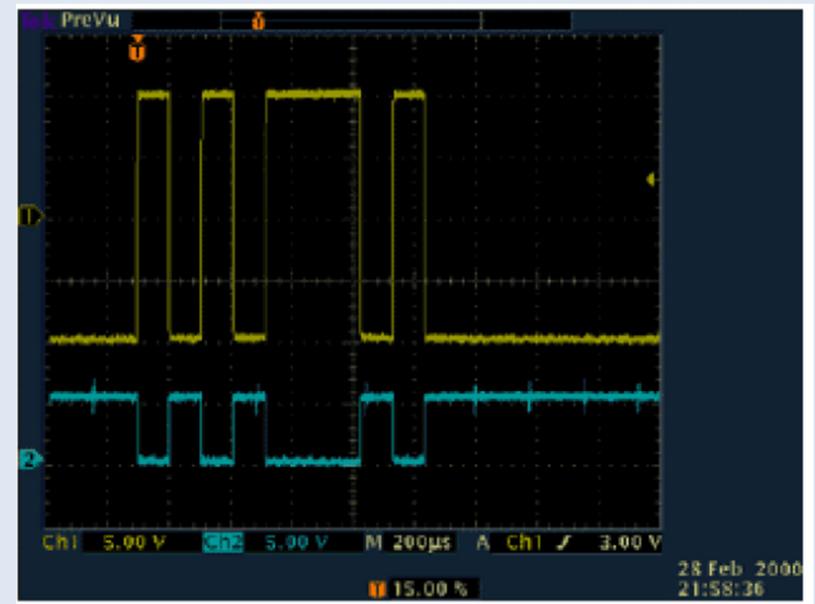
# Communication

## - RS232 -

- Standard serial interface on older PCs. Now replaced by USB.
- Physical layer single-ended data transmission (usually point-to-point)
- Often used as debug interface in embedded systems, not used as regular data transmission line.
- e.g. MAX232 (Maxim), LTC2801 (LT)

| Parameter                           | Conditions                  | Min     | Max      | Units      |
|-------------------------------------|-----------------------------|---------|----------|------------|
| Driver Output Voltage, Open Circuit |                             |         | 25       | V          |
| Driver Output Voltage, Loaded       | $3k\Omega < R_L < 7k\Omega$ | $\pm 5$ | $\pm 15$ | V          |
| Driver Output Resistance, Power Off | $-2V < V < 2V$              |         | 300      |            |
| Slew Rate                           |                             | 4       | 30       | V/ $\mu$ s |
| Maximum Load Capacitance            |                             |         | 2500     | pF         |
| Receiver Input Resistance           |                             | 3       | 7        | k $\Omega$ |
| Receiver Input Threshold:           |                             |         |          |            |
| Output = Mark (Logic 1)             |                             | -3      |          | V          |
| Output = Space (Logic 0)            |                             |         | 3        | V          |

Source:  
Maxim, AN723

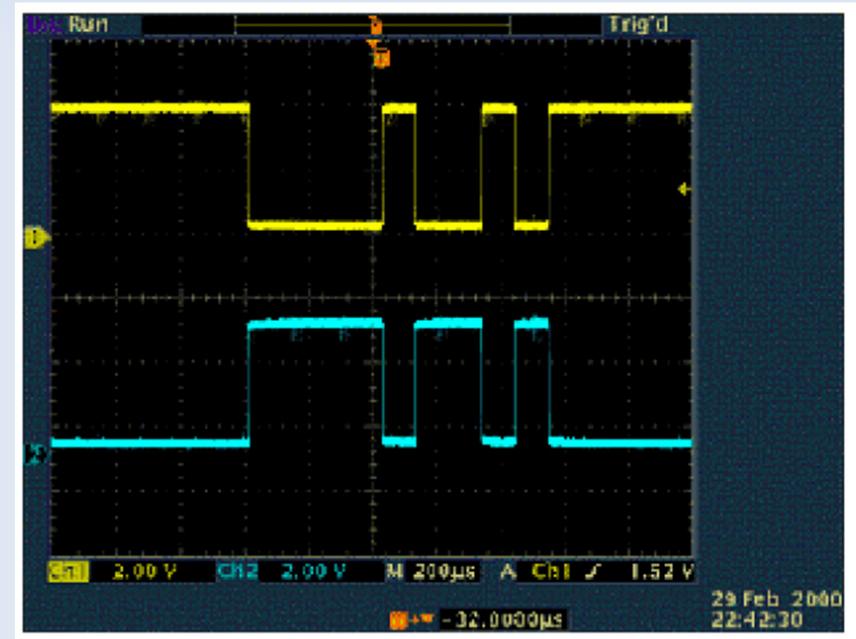
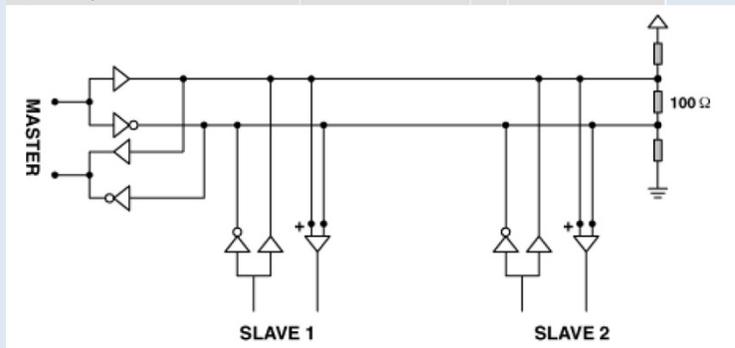


# Communication

## - RS422/485 -

- Physical layer differential data transmission (multi-drop)
- Often used as regular data transmission line since robust and inexpensive.
- RS422 and RS485 differ in increased common mode range and input impedance (RS485).

| Parameter                           | Conditions                              | Min  | Max        | Units             |
|-------------------------------------|---|------|------------|-------------------|
| Driver Output Voltage, Open Circuit |   | 1.5  | 6          | V                 |
|                                     |   | -1.5 | -6         | V                 |
| Driver Output Voltage, Loaded       | $R_L = 100\Omega$                       | 1.5  | 5          | V                 |
|                                     |   | -1.5 | -5         | V                 |
| Driver Output Short-Circuit Current | Per output to common                    |      |            | $\pm 250$ mA      |
| Driver Output Rise Time             | $R_L = 54\Omega$<br>$C_L = 50\text{pF}$ |      |            | 30 % of bit width |
| Driver Common-Mode Voltage          | $R_L = 54\Omega$                        |      |            | $\pm 3$ V         |
| Receiver Sensitivity                | $-7\text{V} < V_{CM} < 12\text{V}$      |      |            | $\pm 200$ mV      |
| Receiver Common-Mode Voltage Range  |   | -7   | 12         | V                 |
| Receiver Input Resistance           |   | 12   | k $\Omega$ |                   |

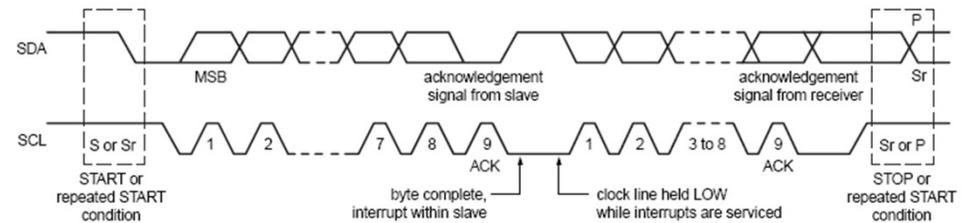
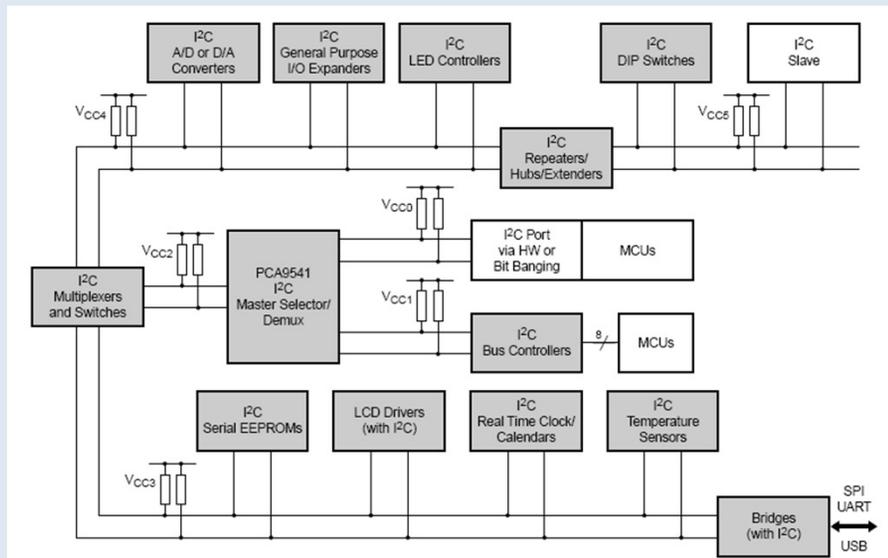


Source:  
Maxim, AN723

# Communication

## - I2C -

- I2C: Inter-IC Bus, inexpensive, only two lines (SDA, SCL), master usually in embedded processor
- Each device is addressable by software
- Master/slave protocol, serial 8-bit oriented, multi-master bus, 100kbit/s in standard mode
- Protocols for additional low-speed peripheral connection



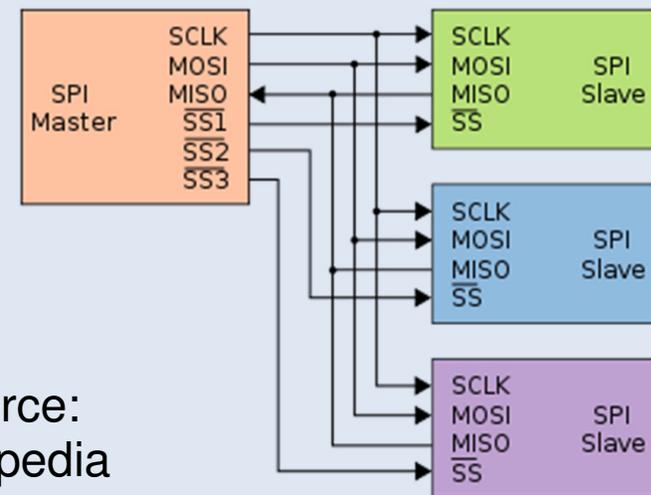
from master to slave  
 from slave to master  
 A = acknowledge (SDA LOW)  
 $\bar{A}$  = not acknowledge (SDA HIGH)  
 S = START condition  
 P = STOP condition

Source:  
NXP, UM10204

# Communication

## - SPI -

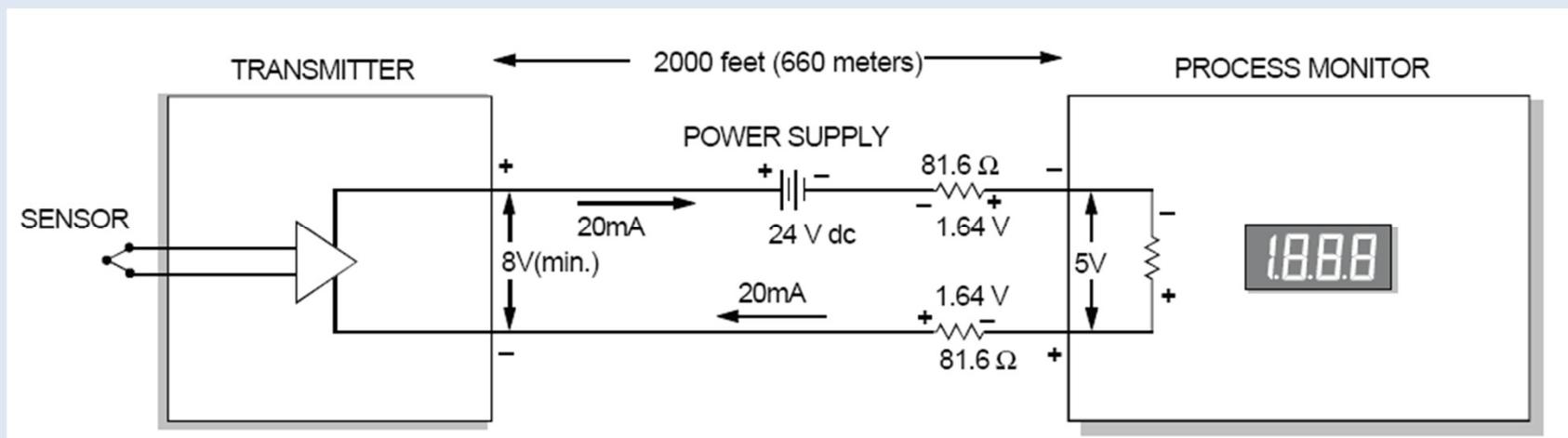
- SPI: Serial Peripheral Interface, common peripheral in embedded processors
- Used to move streams of data, bit rates in the MHz range
- Synchronous, master-slave
- Protocol for high-speed devices (Ethernet, ADC/DAC, ...)
- As data is clocked out, new data is clocked in (data exchange)
- Clock (SCLK), Slave Select (SS)
- Master-out-slave-in (MOSI)
- Master-in-slave-out (MISO)



Source:  
wikipedia

# Communication - Current Loop -

- 4-20 mA interface
  - Robust interface for sensor data transmission .
  - A sensor transmitter converts its reading into a current (4 mA being the zero level and 20 mA the FS of the sensor e.g.) - DAC
  - A receiver converts the current into a voltage for further usage - OpAmp
  - Advantage: loop voltage drops (line resistance) can be compensated, less sensitive to noise



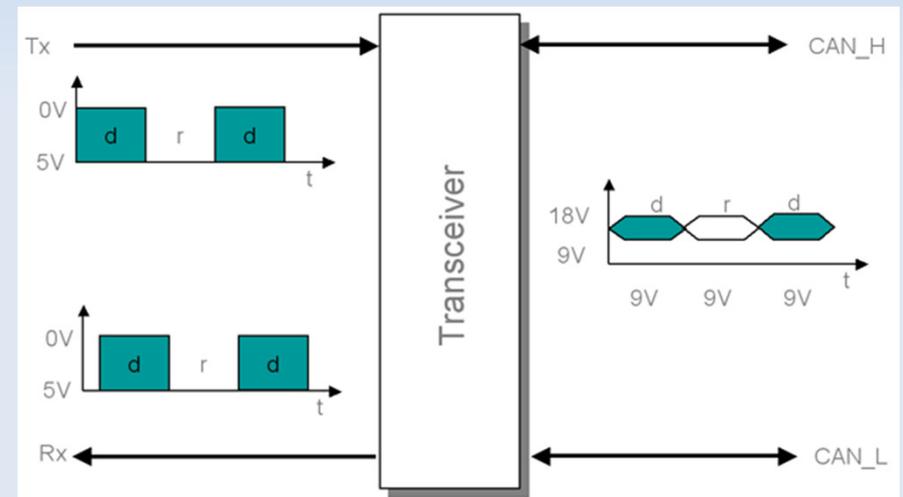
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Source:  
Murata,  
DMS-AN-20

Slide33

# Communication - CAN -

- CAN: Controller Area Network, ISO 11898 (PHY, DLL)
- Protocol controller available as peripheral of embedded processors, line driver external (creates differential signals, adds protection circuits)
- Serial protocol, up to 1 Mbit/s
- Bit-wise arbitration
- Error detection



Source:  
Softing



# Control Loop (from Microchip)

