

TI-RSLK

Texas Instruments Robotics System Learning Kit



TEXAS INSTRUMENTS



Module 11

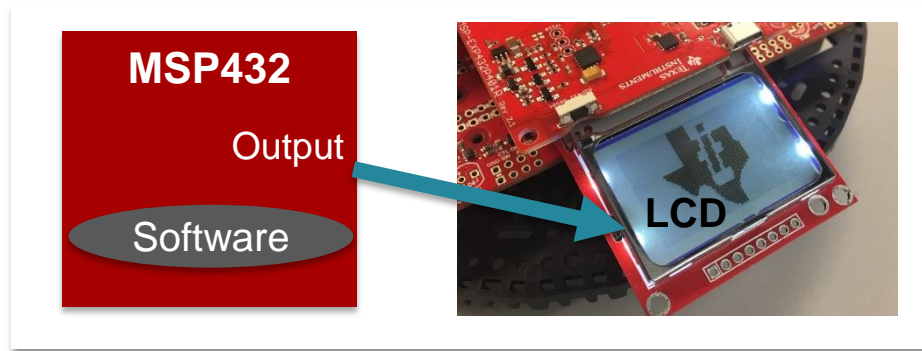
Lecture: Liquid Crystal Display



Liquid Crystal Display

You will learn in this module

- Busy-wait hardware/software synchronization
- Fundamentals of synchronous serial communication
- How to interface an LCD to TI's Launchpad Development board
- Software driver (set of functions to create an abstract module)
- Create a minimally intrusive debugging monitor

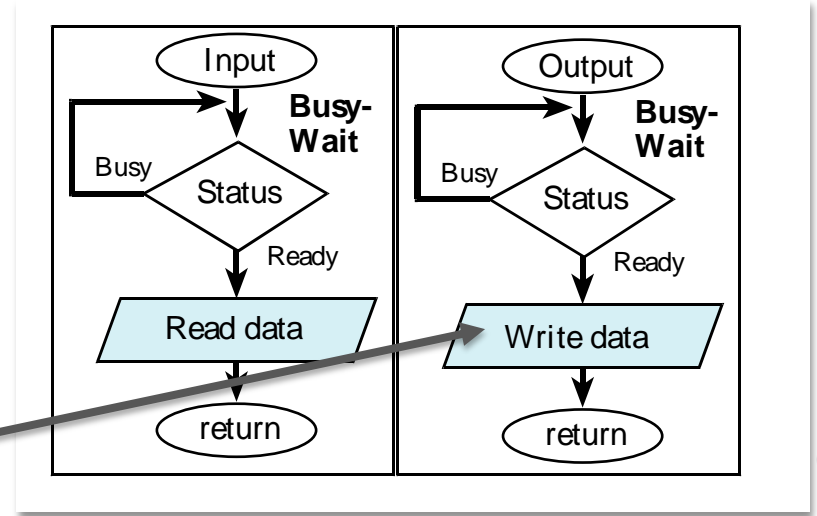




Hardware/software synchronization

The fundamental problem

- Software executes quickly (48 MHz)
 - Instruction takes 42 ns
- Hardware operates slowly
 - Takes 2 μs to send 1 byte
 - Takes 14 μs to output a character
- Solutions
 - Blind (fixed wait time)
 - Busy-wait
 - Interrupts (Labs 10,13,14)
 - Direct memory access



Synchronous Serial Communication on the MSP432

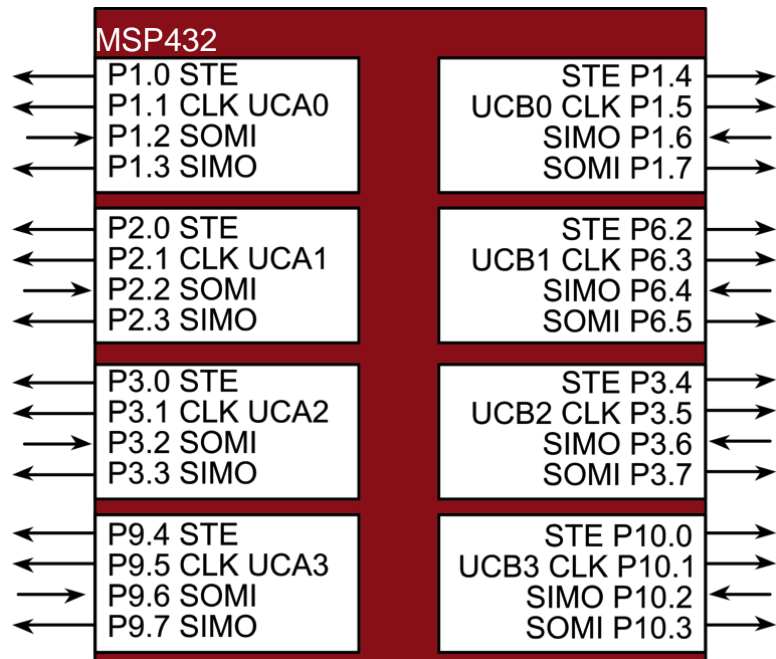
Components

- Enable
- Clock
- Data out
- Data in

MSP432 is master

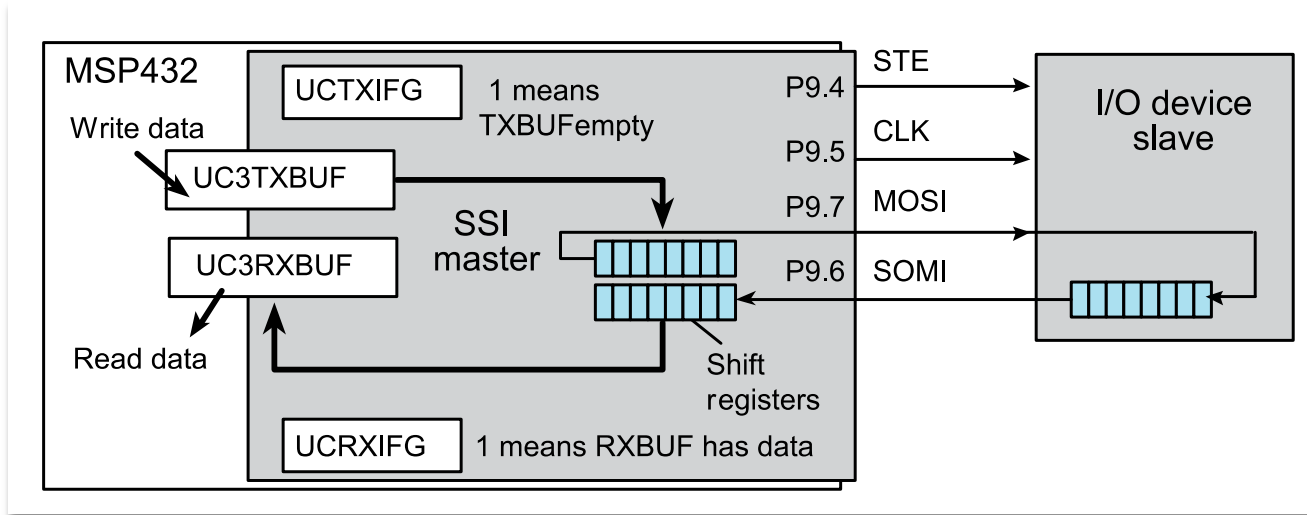
- Drives clock
- Drives enable
- Initiates transfer

LCD is slave



Synchronous Serial Communication on the MSP432

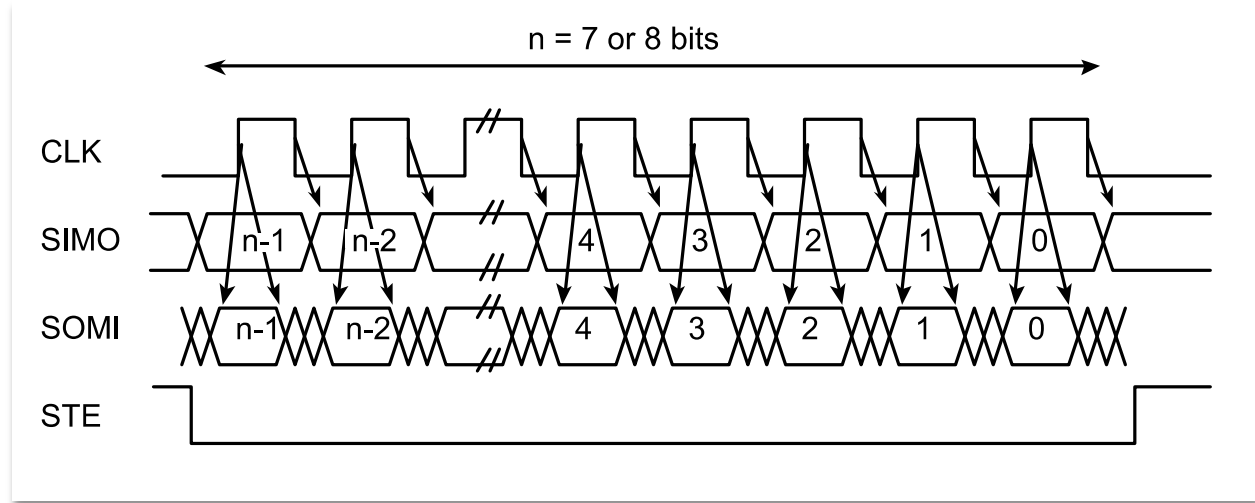
- Synchronous means send clock and data
 - Send data on one edge of clock
 - Receive data on other edge
- Serial Peripheral Interface (SPI) Protocol



Serial Peripheral Interface (SPI) Timing

Signals

- Clock
- Data out
- Data in
- Enable

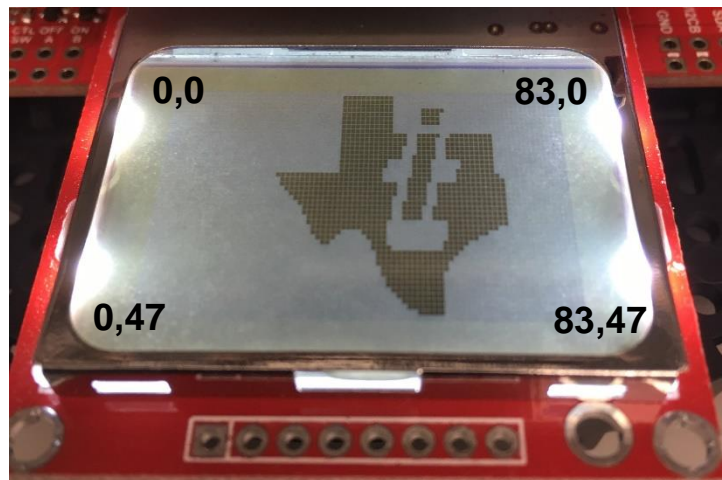




Nokia5110 LCD functionality

Monochrome

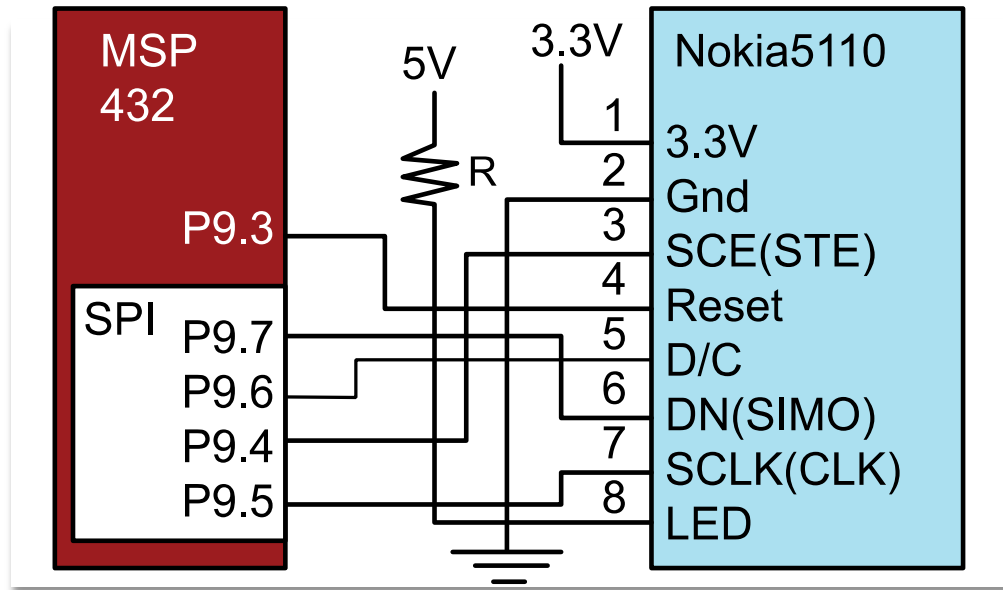
- Serial Peripheral Interface (SPI)
 - 5 pins
- 84 pixels wide
- 48 pixels high
- 4 MHz speed
- Low cost





LCD Interface

- SPI
 - P9.4 STE
 - P9.5 CLK
 - P9.7 SIMO
- GPIO
 - P9.3 Reset
 - P9.6 Data/command





Decimal output

Output an unsigned integer, n

- Assume n is between 1000 and 9999
- Print as 5 characters, right justified

```
OutChar(0x20);           // space
OutChar(0x30+n/1000);    // thousand's digit
n = n%1000;
OutChar(0x30+n/100);     // hundred's digit
n = n%100;
OutChar(0x30+n/10);      // ten's digit
OutChar(0x30+n%10);      // one's digit
```

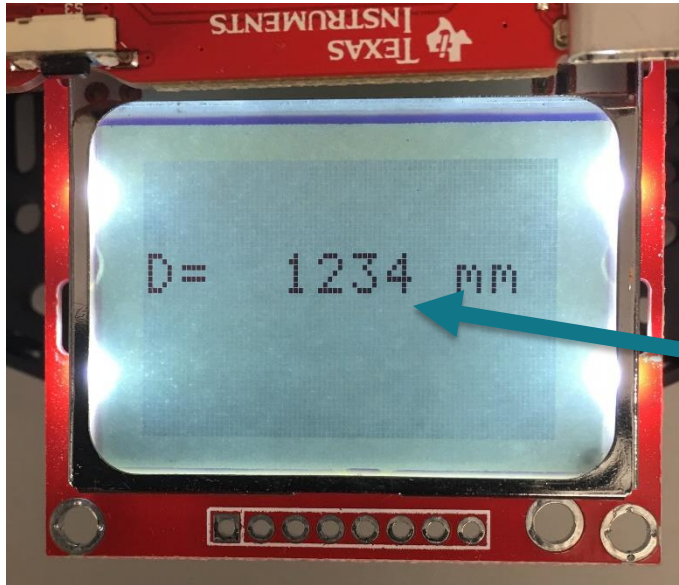
Application

LCD provides

1. Debugging information in real time as robot is moving ($14 \mu\text{s}/\text{character}$)
2. Graphical representation of data (optional)

Minimally intrusive

```
Nokia5110_SetCursor(0,2);  
Nokia5110_OutString("D= ");  
Nokia5110_OutUDec(distance);  
Nokia5110_OutString(" mm");
```



$4+5*14=74 \mu\text{s}$

```
Nokia5110_SetCursor(3,2);  
Nokia5110_OutUDec(distance);
```




Module 11

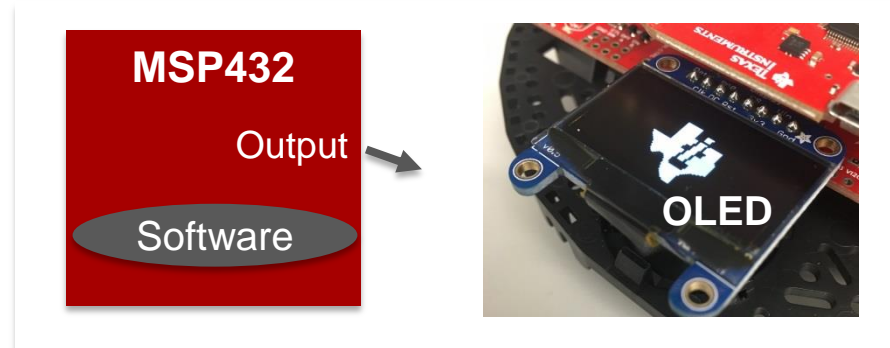
Lecture: Organic light-emitting diode display (OLED)



OLED Display

You will learn in this module

- Busy-wait hardware/software synchronization
- Fundamentals of synchronous serial communication
- How to interface an OLED to TI's Launchpad Development board
- Software driver (set of functions to create an abstract module)
- Create a minimally intrusive debugging monitor

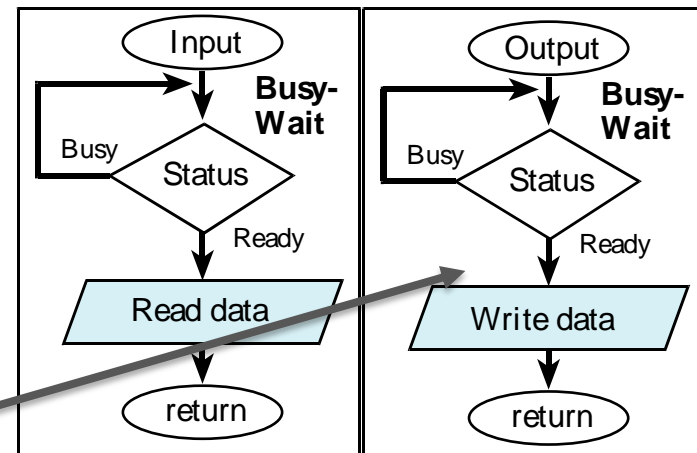




Hardware/software synchronization

The fundamental problem

- Software executes quickly (48 MHz)
 - Instruction takes 42 ns
- Hardware operates slowly
 - Takes 2 μ s to send 1 byte
 - Takes 12 μ s to output a character
- Solutions
 - Blind (fixed wait time)
 - Busy-wait
 - Interrupts (Labs 10,13,14)
 - Direct memory access



Synchronous Serial Communication on the MSP432

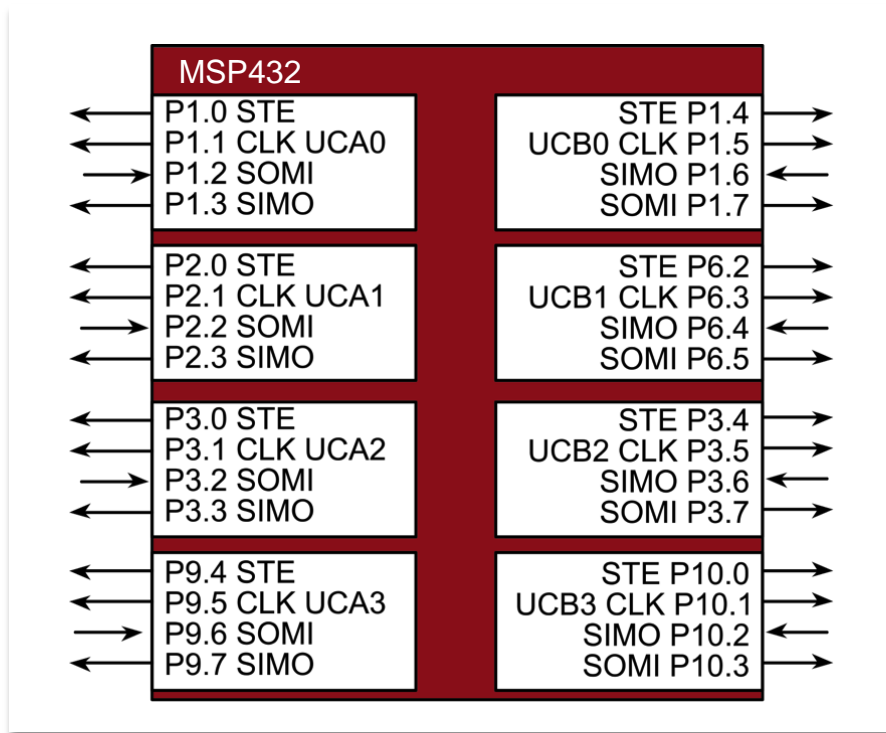
Components

- Enable
- Clock
- Data out
- Data in

MSP432 is master

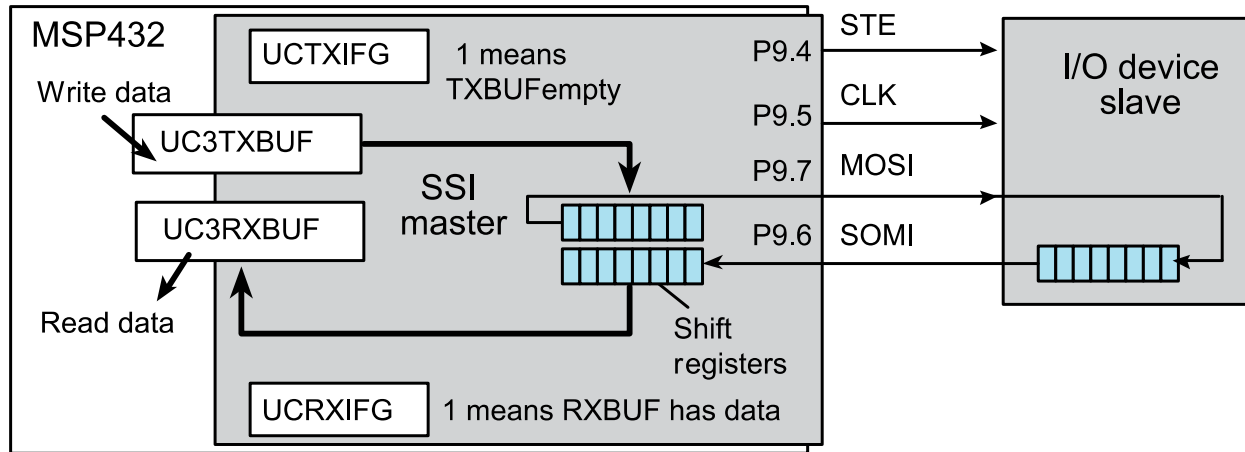
- Drives clock
- Drives enable
- Initiates transfer

OLED is slave



Synchronous Serial Communication on the MSP432

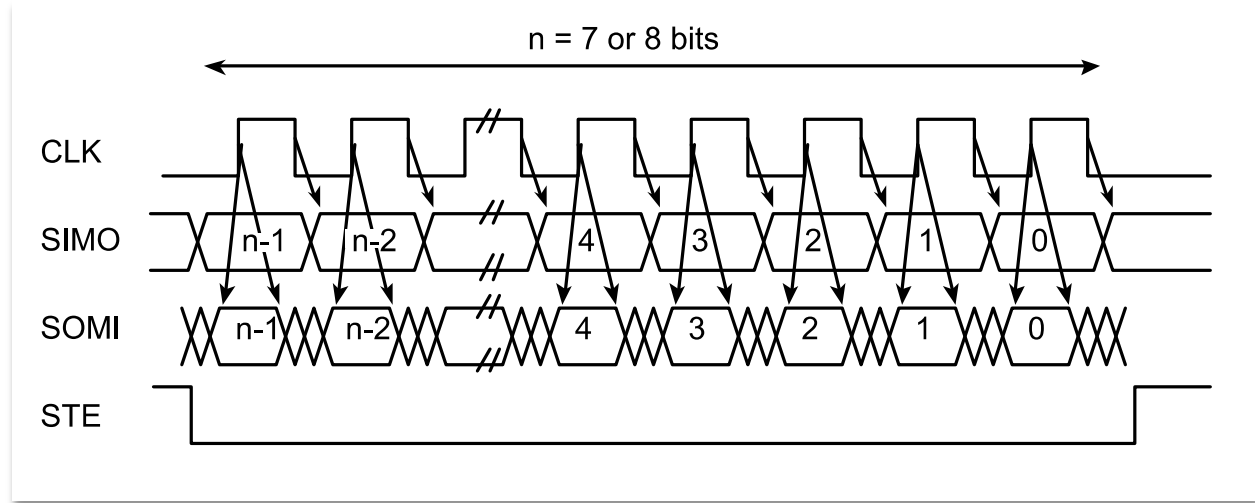
- Synchronous means send clock and data
 - Send data on one edge of clock
 - Receive data on other edge
- Serial Peripheral Interface (SPI) Protocol



Serial Peripheral Interface (SPI) Timing

Signals

- Clock
- Data out
- Data in
- Enable





SSD1306 OLED functionality

Monochrome

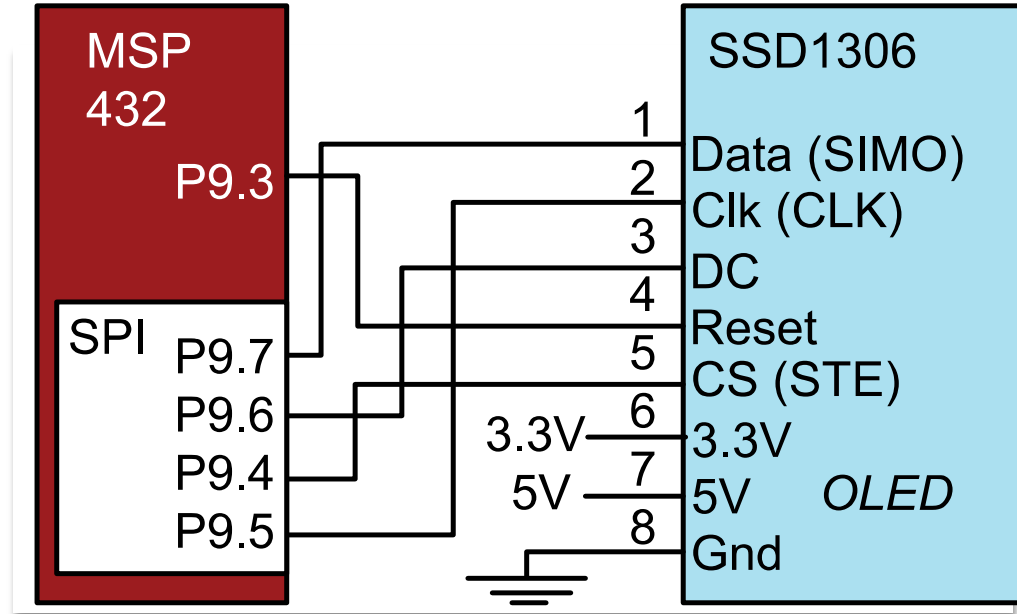
- Serial Peripheral Interface (SPI)
 - 5 pins
- 128 pixels wide
- 64 pixels high
- 4 MHz speed
- Low cost





OLED Interface

- SPI
 - P9.4 STE
 - P9.5 CLK
 - P9.7 SIMO
- GPIO
 - P9.3 Reset
 - P9.6 Data/command





Decimal output

Output an unsigned integer, n

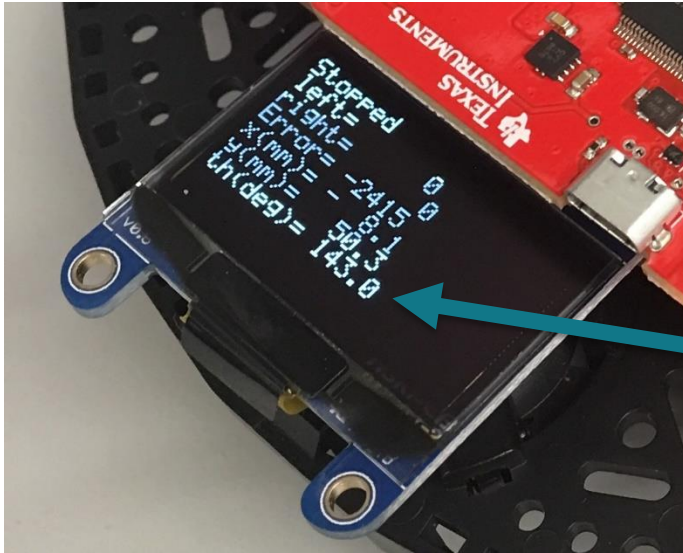
- Assume n is between 1000 and 9999
- Print as 5 characters, right justified

```
OutChar(0x20);           // space
OutChar(0x30+n/1000);    // thousand's digit
n = n%1000;
OutChar(0x30+n/100);     // hundred's digit
n = n%100;
OutChar(0x30+n/10);      // ten's digit
OutChar(0x30+n%10);      // one's digit
```

Application

OLED provides

1. Debugging information in real time as robot is moving (12 μ s/character)
2. Graphical representation of data (optional)



Minimally intrusive

```
SSD1306_SetCursor(0,6);  
SSD1306_OutString("th(deg) ");  
SSD1306_OutSFix1(theta);
```

12+6*12=84 μ s

```
SSD1306_SetCursor(8,6);  
SSD1306_OutSFix1(theta);
```




Module 11

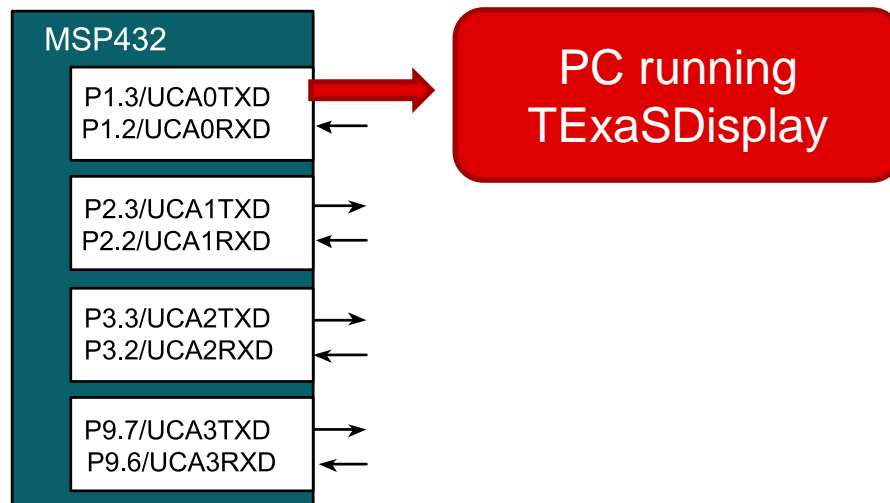
Lecture: UART(for debugging)



Serial Communication

You will learn in this module


- Busy-wait hardware/software synchronization
- Fundamentals of asynchronous serial communication
- Software driver (set of functions to create an abstract module)
- Create a minimally intrusive debugging monitor

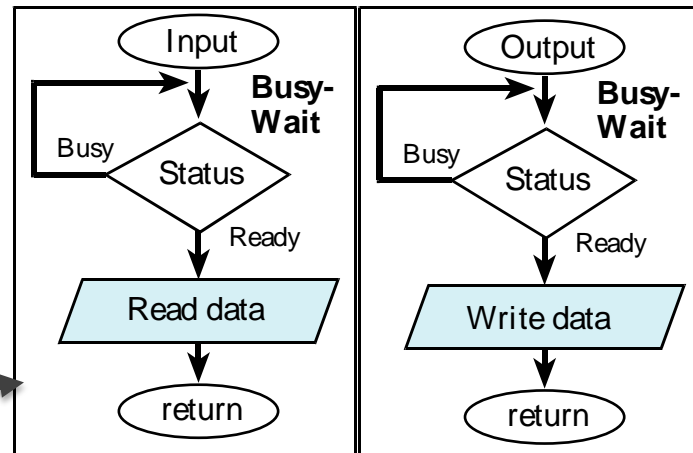




Hardware/software synchronization

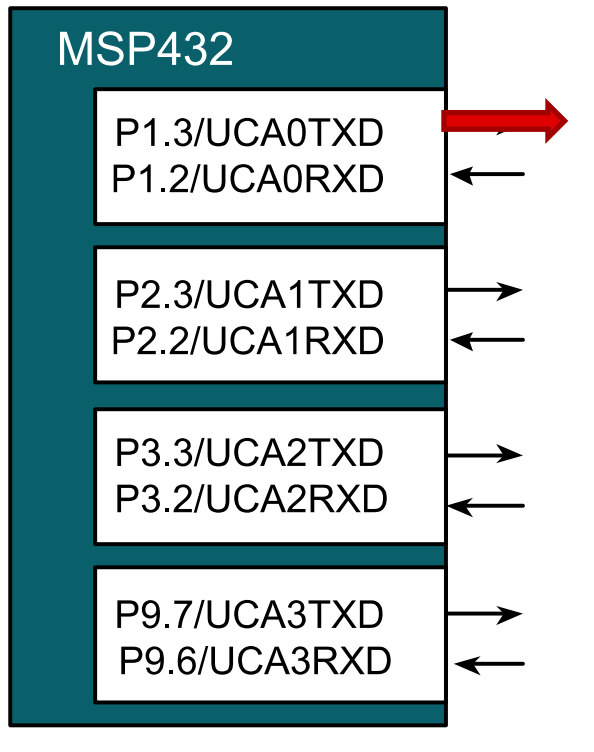
The fundamental problem

- Software executes quickly (48 MHz)
 - Instruction takes 42 ns
- Hardware operates slowly
 - UART takes 87 μ s to output a character
- Solutions
 - Blind (fixed wait time)
 - Busy-wait 
 - Interrupts (Labs 10,13,14)
 - Direct memory access





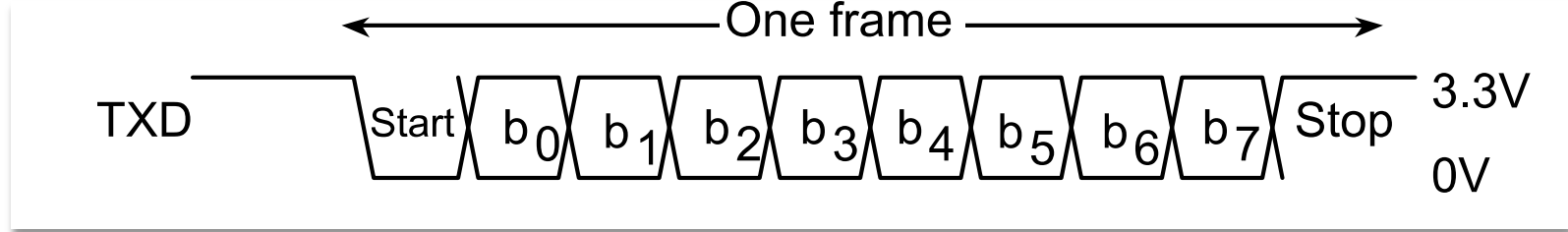
UART Port Selection



Pin	PxSEL1=0, PxSEL0=1
P1.2	UCA0RXD
P1.3	UCA0TXD
P2.2	UCA1RXD
P2.3	UCA1TXD
P3.2	UCA2RXD
P3.3	UCA2TXD
P9.6	UCA3RXD
P9.7	UCA3TXD



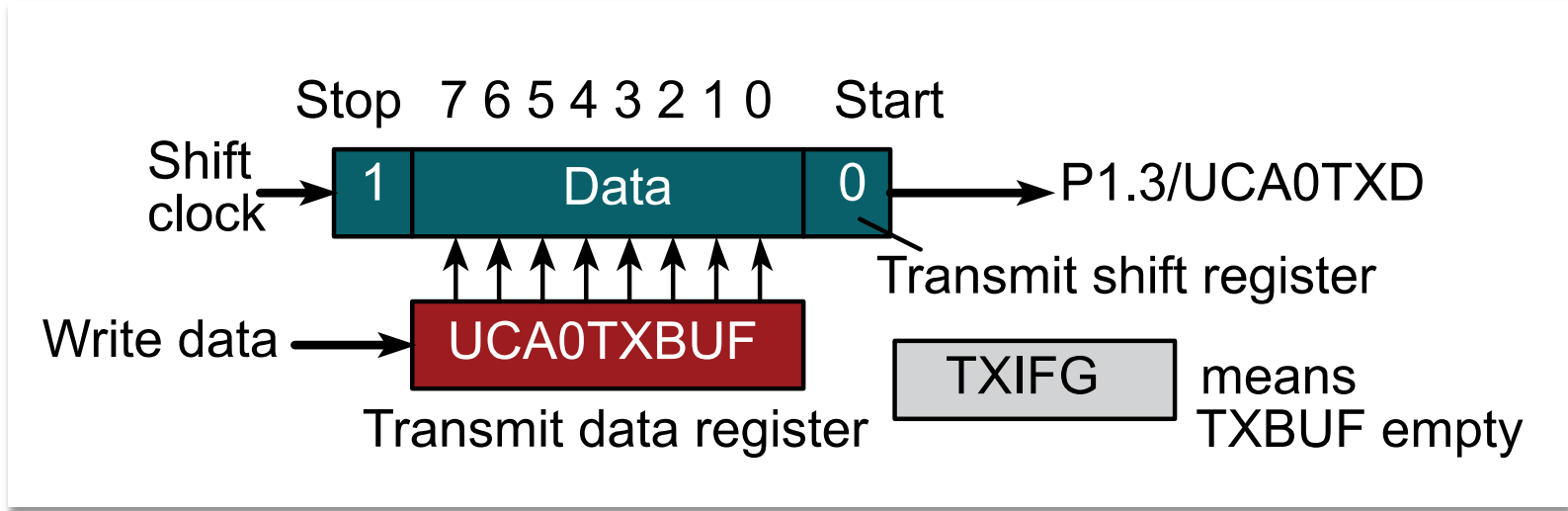
Universal Asynchronous Receiver/Transmitter (UART)



- Send/receive a **frame**
 - 1 start (low), 5-8 data bits , 1 stop (high)
 - Serial fashion, one bit every **bit-time**
 - No clock is sent, asynchronous, timing derived from data
- **Baud rate** is total number of bits per unit time
 - Baud rate = 1 / bit-time
 - Both transmitter and receiver agree to use the same baud rate
- **Bandwidth** is data or information per unit time
 - Bandwidth = (data-bits / frame-bits) * baud rate



UART - Transmitter



Software

- Busy-wait on TXIFG
- Write data to UCA0TXBUF

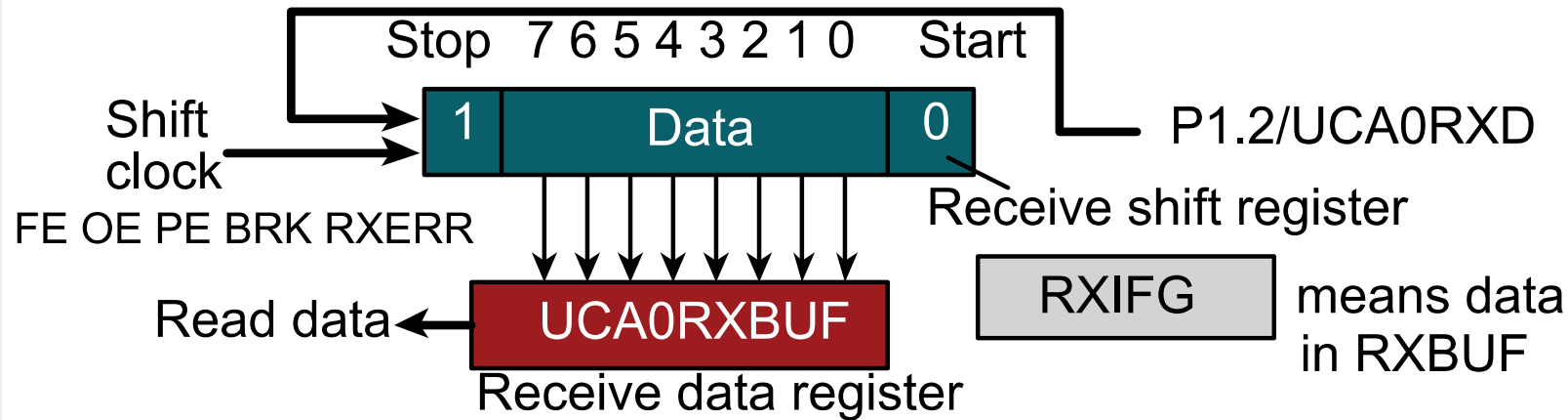


Hardware

- Add start, stop bits
- Shift out at Baud Rate clock



UART - Receiver

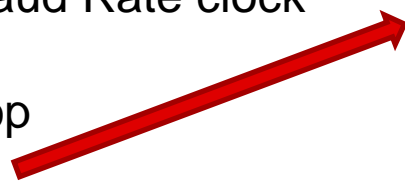


Hardware

- Wait for start
- Shift in Data at Baud Rate clock
- Check for errors
- Remove start, stop
- Set RXIFG

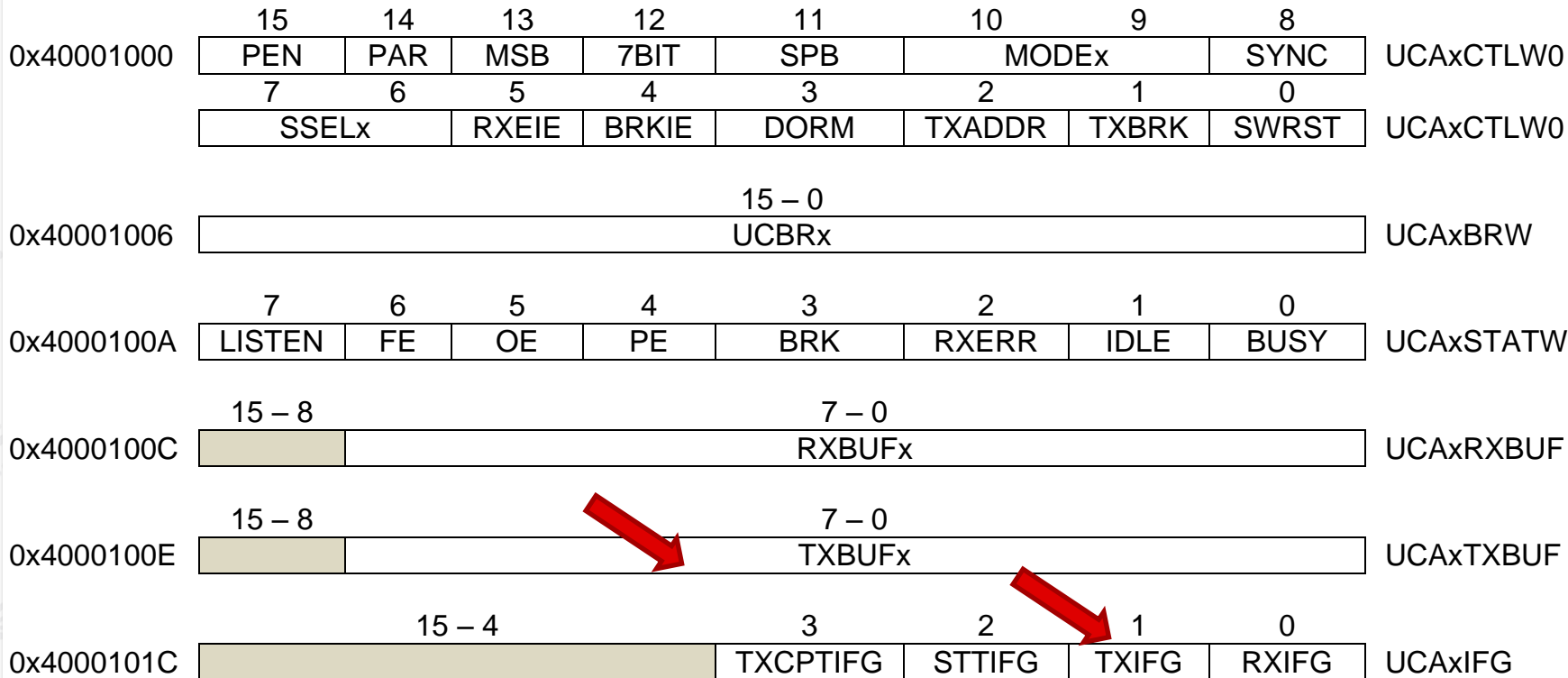
Software

- Busy-wait on RXIFG
- Read data from UCA0RXBUF





UART Registers





Decimal output

Output an unsigned integer, n

- Assume n is between 1000 and 9999
- Print as 5 characters, right justified

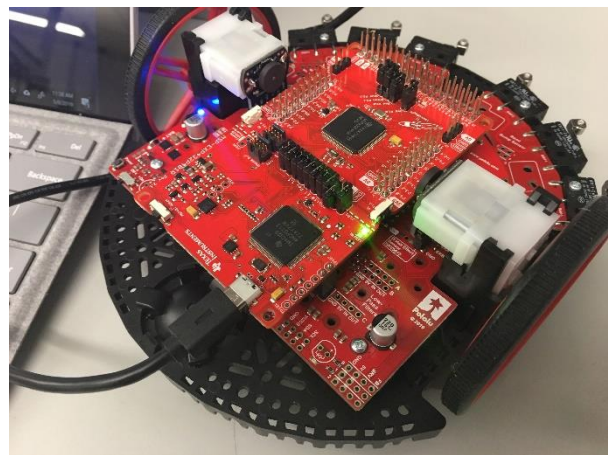
```
OutChar(0x20);           // space
OutChar(0x30+n/1000);    // thousand's digit
n = n%1000;
OutChar(0x30+n/100);     // hundred's digit
n = n%100;
OutChar(0x30+n/10);      // ten's digit
OutChar(0x30+n%10);     // one's digit
```




Application

UART serial output provides

1. Debugging information in real time as robot is moving ($87 \mu\text{s}/\text{character}$)
2. Numerical and character information



Moderately intrusive

```
UART_OutString("D= in mm\n");
```

$$4\text{char} * 87\mu\text{s}/\text{char} = 348 \mu\text{s}$$

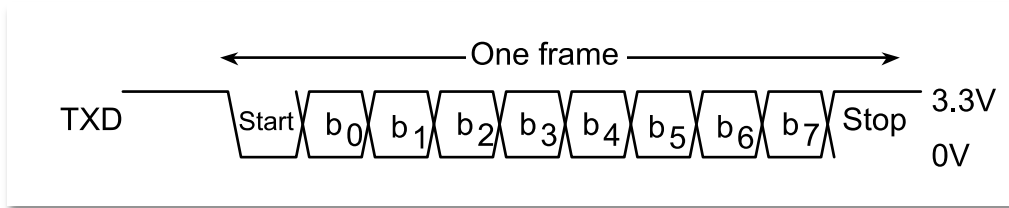
```
UART_OutUDec(distance);  
UART_OutChar('\n');
```

Assume called every 100ms;
Intrusiveness = $348\mu\text{s}/100\text{ms} = 0.35\%$



Summary

- Busy-wait synchronization
- Asynchronous serial communication
- Numerical output
- Moderately intrusive debugging monitor



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