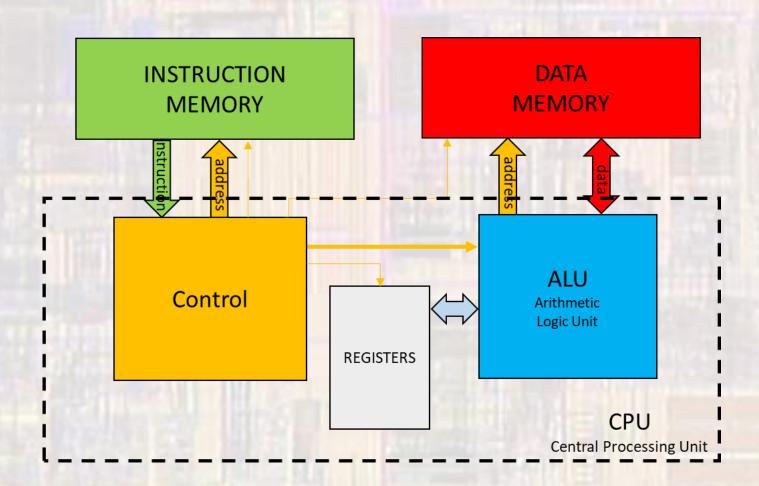
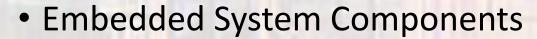
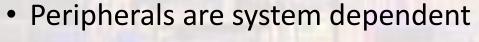
Last updated 7/25/24

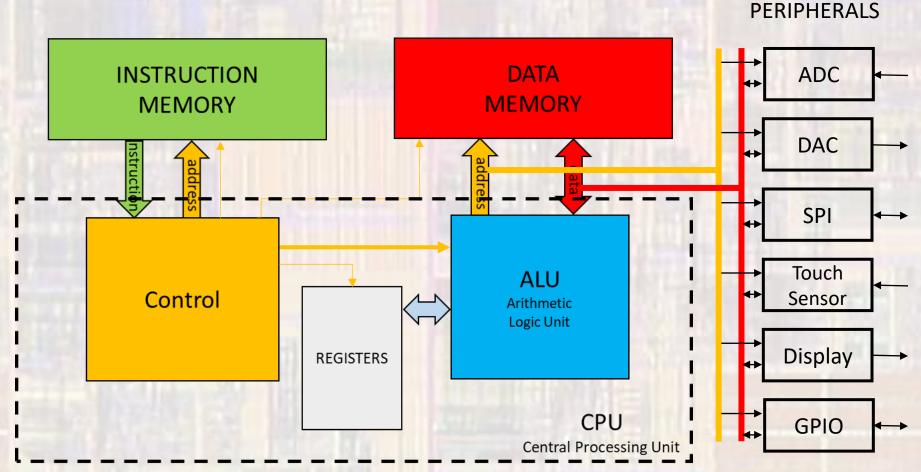
These slides introduce the architecture of embedded computer systems

Components (Harvard Architecture)





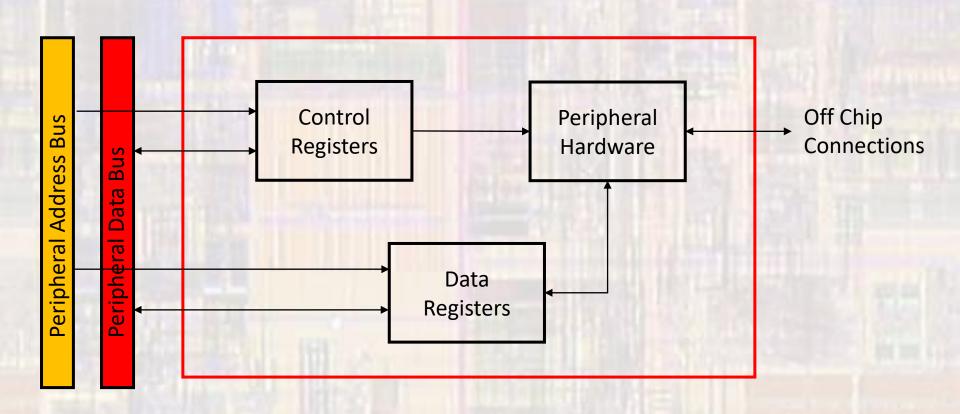




Peripherals

- Dedicated blocks used to perform specific functions
 - ADC convert analog signals to digital signals
 - SPI communicate to other processor systems or external components
 - GPIO general purpose I/O
 - Used to read/write to individual wires
 - Turn on an LED
 - Read the value on a switch
 - Many variations

Peripheral structure (typical)



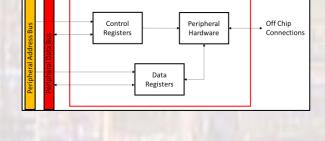
- Control Registers
 - Collection of 1/2/4 byte words
 - Selected via the peripheral address bus
 - R/W via the peripheral data bus
 - Store control information
 - Can be written to select various modes of operation
 - Can be read to determine current mode
 - Can be read to find status

Each peripheral has a base address assigned during design (0x2f00)

The base address is outside the normal data memory range

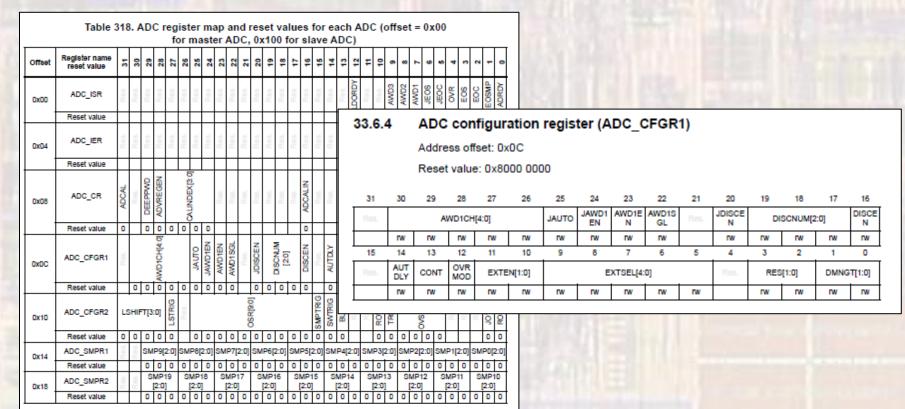
Individual registers are accessed using the base address + offset

Mode = base + 0x0C



Status 2	0x2F14
Status 1	0x2F10
Mode	0x2F0C
Control 3	0x2F08
Control 2	0x2F04
Control 1	0x2F00

- Control Registers cont'd
 - Collection of 1/2/4 byte words
 - Each word may be made up of a collection of independent bits or groups of bits



ELE 1601

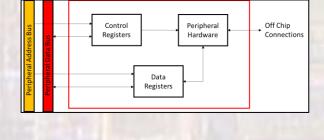
- Data Registers
 - Collection of 1/2/4 byte words
 - Selected via the peripheral address bus
 - R/W via the peripheral data bus
 - Store data to read/write from/to the peripheral hardware block
 - Data and Control registers are often combined

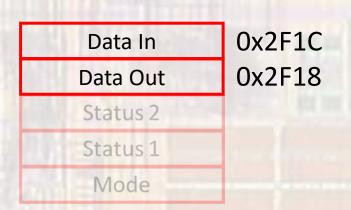
Each peripheral has a base address assigned during design (0x2f00)

The base address is outside the normal data memory range

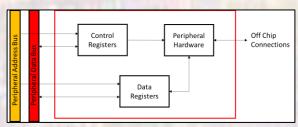
Individual registers are accessed using the base address + offset

Data In = base + 0x1C





Peripheral Hardware



- Dedicated hardware to perform a specific task
- Controlled via the control registers
- Data read/written from/to the data registers
- Has an interface to the external world