SNS COLLEGE OF TECHNOLOGY

Coimbatore-35
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DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

19ECT312 – EMBEDDED SYSTEM DESIGN

III YEAR/ VI SEMESTER

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UNIT 2 : **DEVICES AND EMERGING BUS STANDARDS**

TOPIC 2.2 : Communication from serial devices-I2C

Outline

- Introduction to Serial Buses
- UART
- SPI
- I2C

What is I²C (or I2C)?

- Inter-Integrated Circuit
- Pronounced “eye-squared-see”
- Two-wire serial bus protocol
- Invented by Philips in the early 1980’s
  - That division now spun-off into NXP

Where is it Used?

- Originally used by Philips inside television sets
- Now very common in peripheral devices intended for embedded systems use
  - Philips, National Semiconductor, Xicor, and Siemens , …
- Also used in the PC world
  - Real time clock
  - Temperature sensors

Basic Description

- Two-wire serial protocol with addressing capability
- Speeds up to 3.4 Mbit/s
- Multi-master/Multi-slave

Electrical Wiring

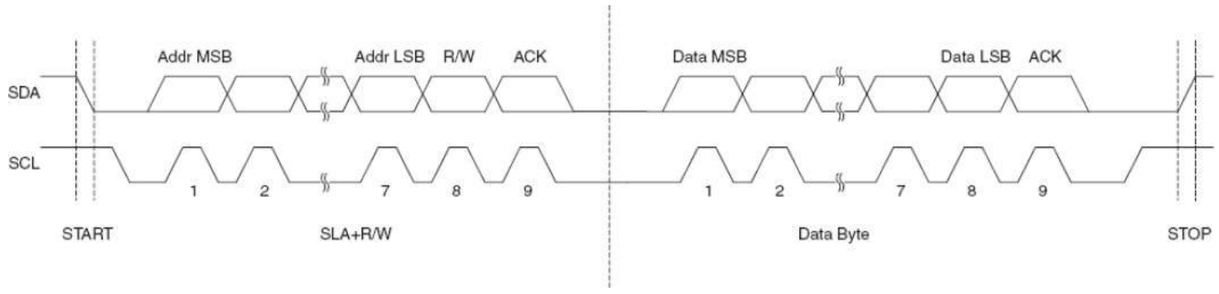
- Two lines
  - SDA (data)
  - SCL (clock)
- Open-collector
  - Very simple interfacing between different voltage levels

Clock

- Not a traditional clock
- Normally high (kept high by the pull-up)
- Pulsed by the master during data transmission (whether the master is transmitter or receiver)
- Slave device can hold clock low if it needs more time

A Basic I2C Transaction

- Master always initiates transactions
- Start Condition
- Address
- Data
- Acknowledgements
- Stop Condition



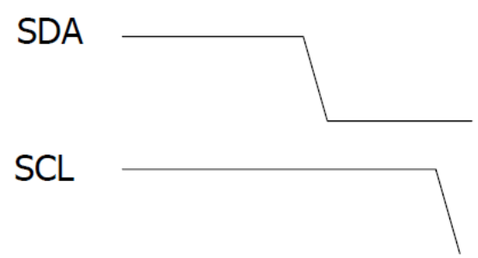
Source: ATMega8 Handbook

A Basic I2C Transaction

- Transmitter/Receiver differs from Master/Slave
- Master initiates transactions, slave responds
- Transmitter sets data on the SDA line, Receiver acknowledges
  - For a read, slave is transmitter
  - For a write, master is transmitter

Start Condition

- Master pulls SDA low while SCL is high
  - Normal SDA changes only happen while SCL is low

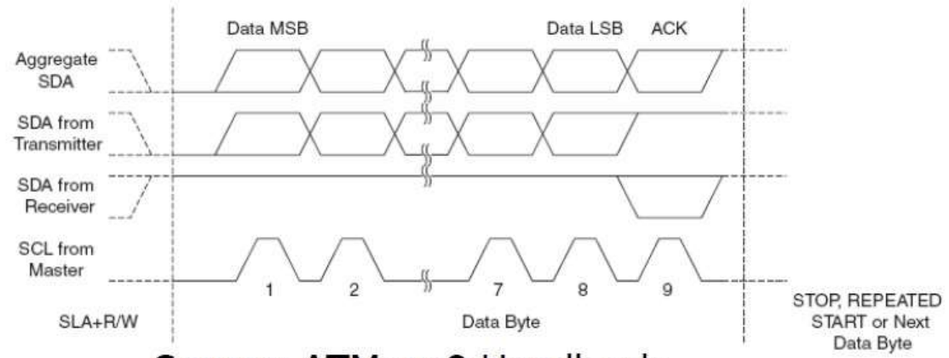


Address Transmission

- Data is always sampled on rising edge of clock
- Address is 7 bits
- An 8th bit indicates read or write
  - High for read, low for write
- Addresses assigned by Philips/NXP (for a fee)

Data transmission

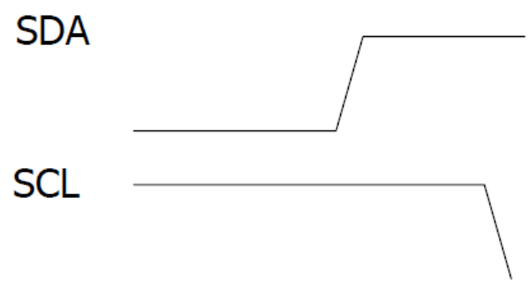
- Transmitted just like address (8 bits)
- For a write, master transmits, slave acknowledges
- For a read, slave transmits, master acknowledges
- Transmission continues with subsequent bytes until master creates stop condition



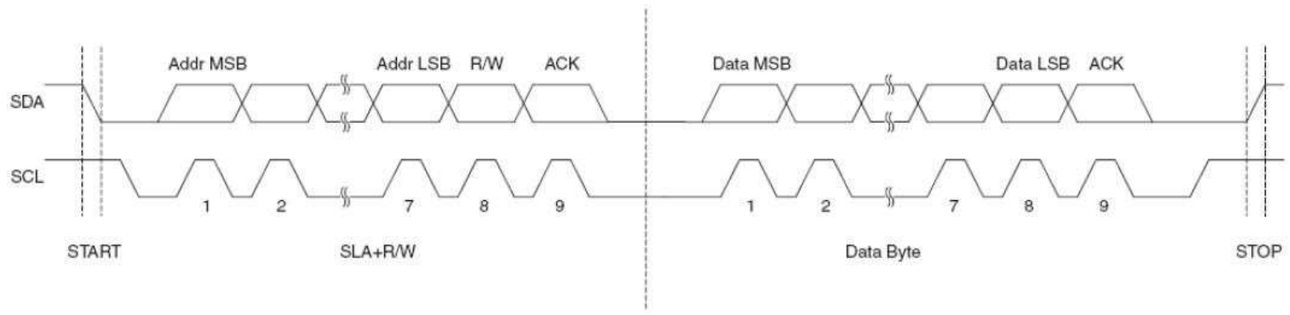
Source: ATMega8 Handbook

Stop Condition

- Master pulls SDA high while SCL is high
- Also used to abort transactions

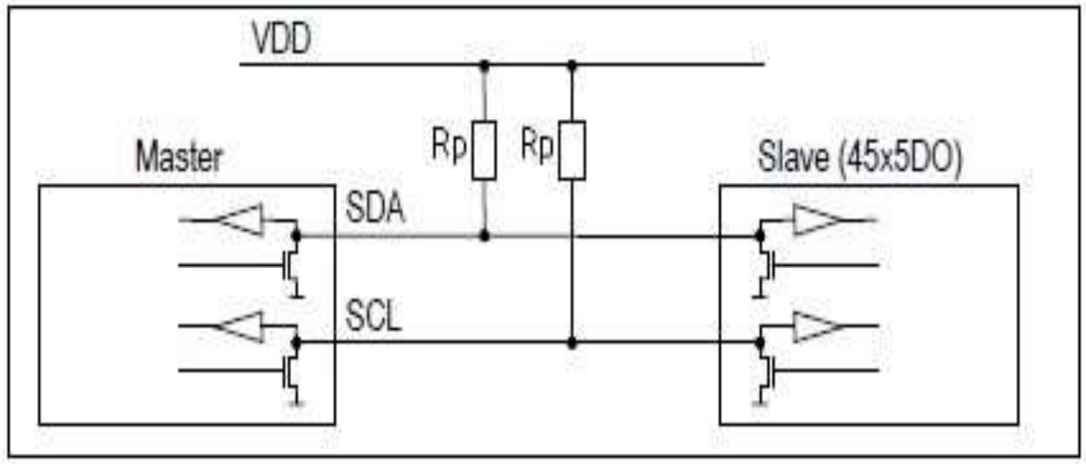


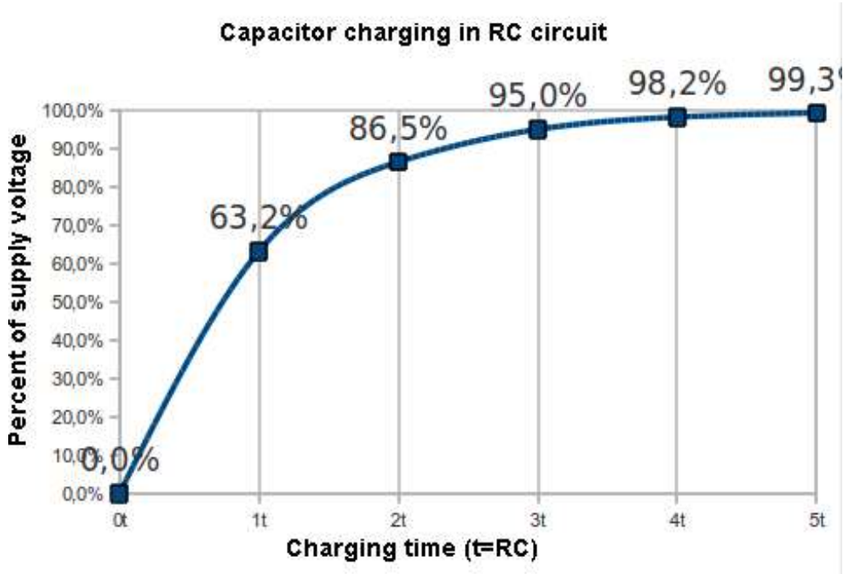
Another look at I2C



Source: ATMega8 Handbook

Exercise: How fast can I2C run?





- How fast can you run it?
- Assumptions
  - 0's are driven
  - 1's are "pulled up"
- Some working figures
  - R_p = 10 kΩ
  - C_{cap} = 100 pF
  - V_{DD} = 5 V
  - V_{in_high} = 3.5 V
- Recall for RC circuit
  - $V_{cap}(t) = V_{DD}(1-e^{-t/\tau})$
  - Where $\tau = RC$

Exercise: Bus bit rate vs Useful data rate

- An I2C “transactions” involves the following bits
  - <S><A6:A0><R/W><A><D7:D0><A><F>
- Which of these actually carries useful data?
  - <S><A6:A0><R/W><A><D7:D0><A><F>
- So, if a bus runs at 400 kHz
  - What is the clock period?
  - What is the data throughput (i.e. data-bits/second)?
  - What is the bus “efficiency”?

SUMMARY & THANK YOU