

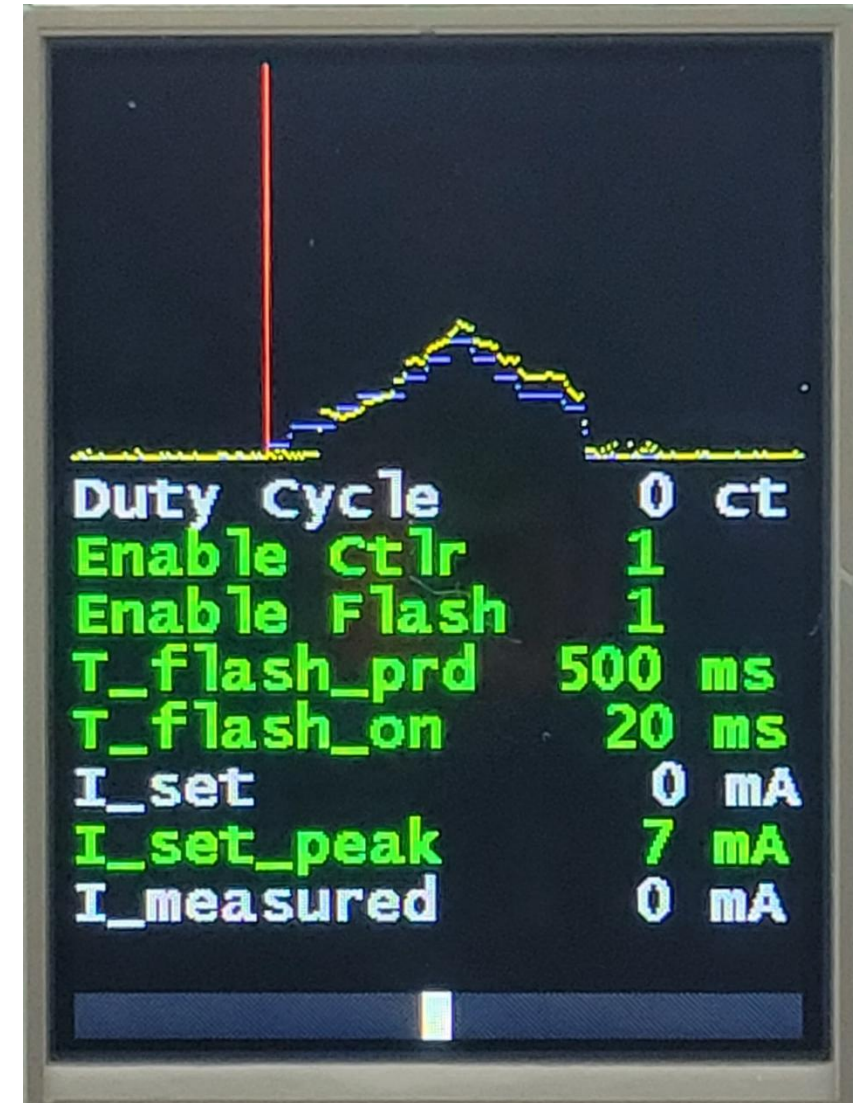
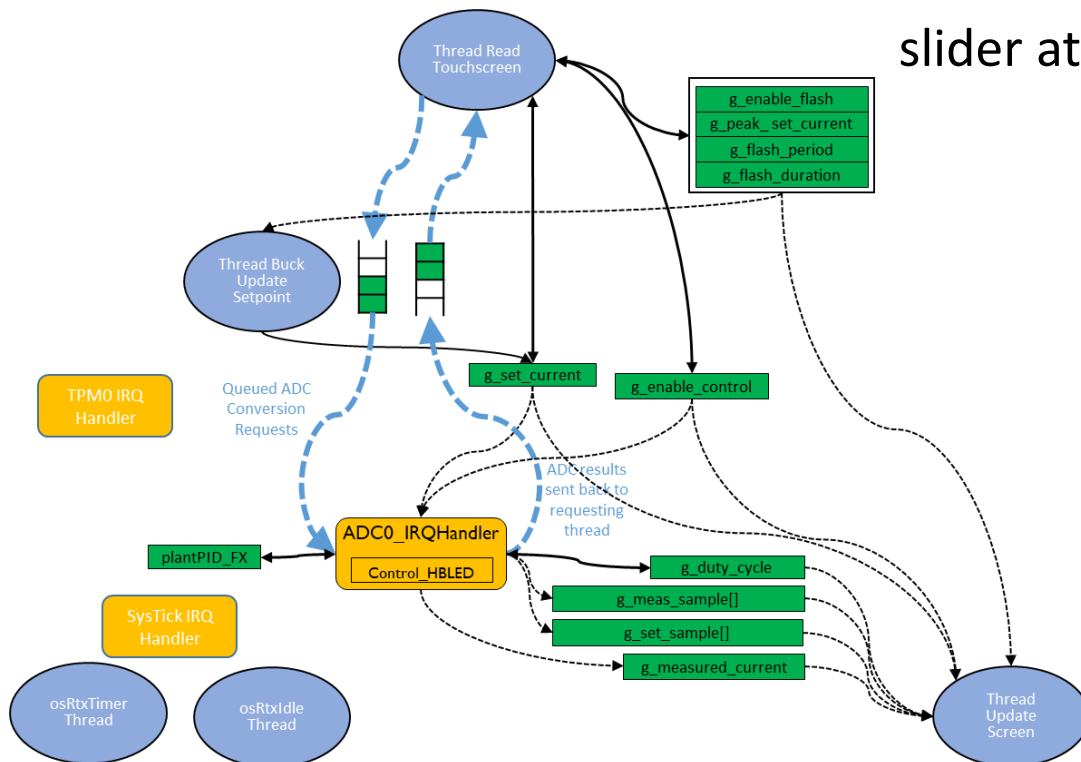
Shield ADC Server

Overview: Two Challenges

- System Overview
- Major Challenges
 - Free up CPU time for rest of application
 - Share ADC between touchscreen driver and buck converter controller

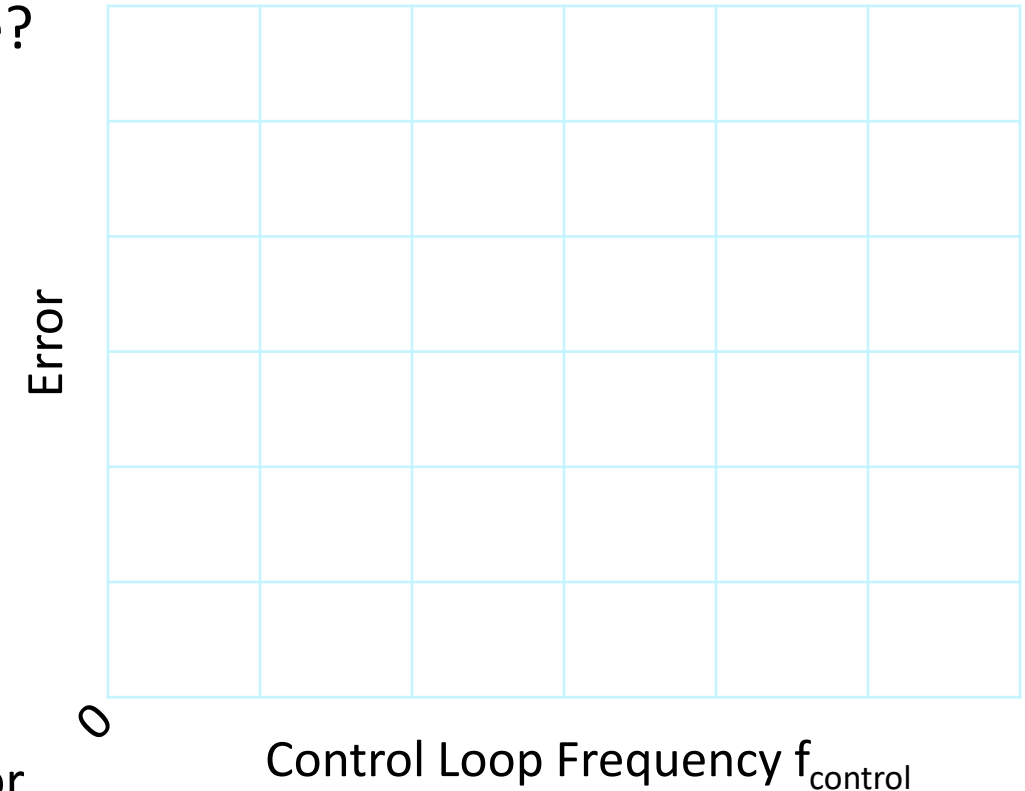
System Overview

- Bright flashing light!
- LCD Oscilloscope
 - Show LED current setpoint vs. measured value
- User interface (LCD + touchscreen)
 - Monitor and adjust system parameters
 - Select field, then adjust with slider at bottom of LCD



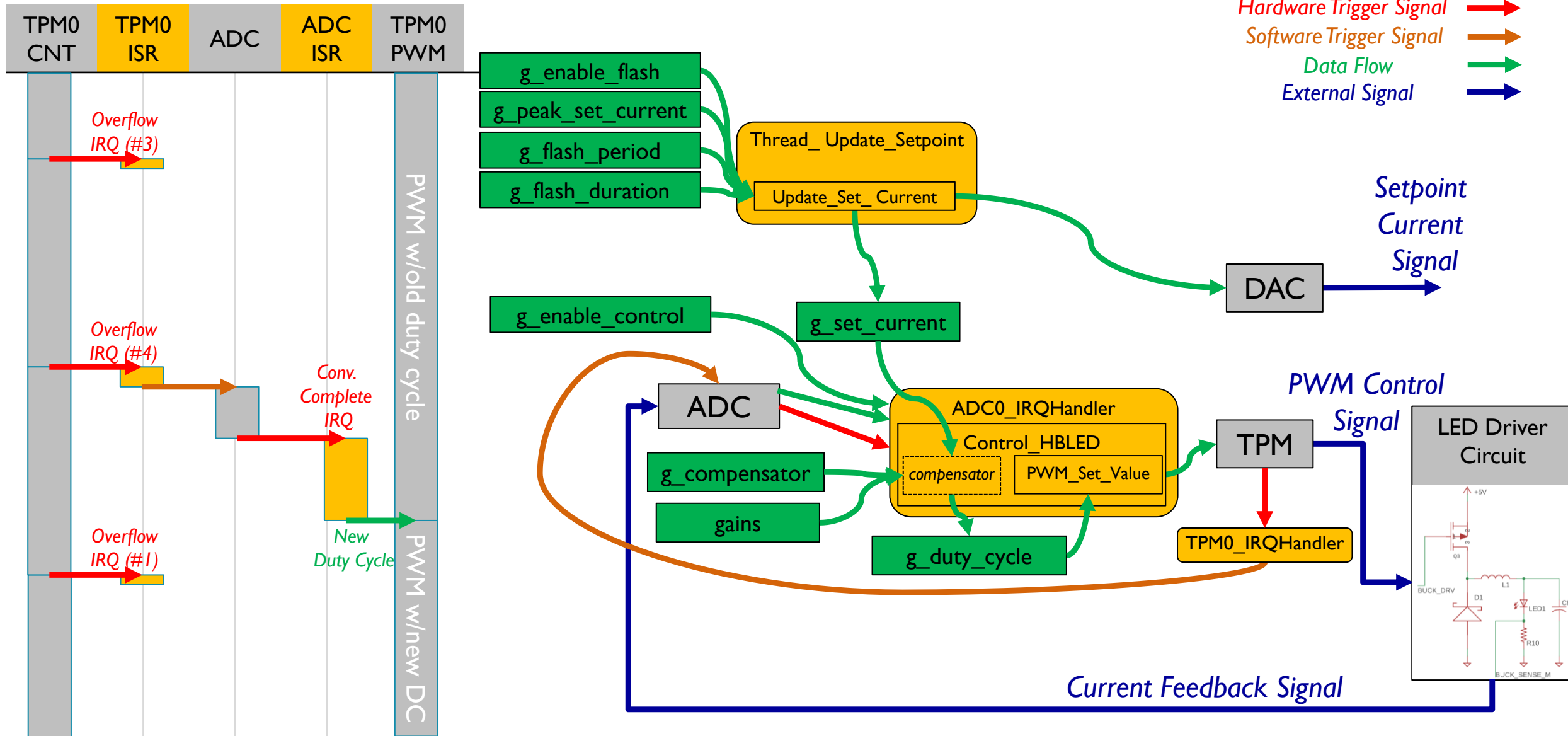
Challenge 1. Need to Free Up CPU Time

- Run control loop on every converter switching cycle?
 - $f_{\text{control}} = f_{\text{switching}}, T_{\text{control}} = T_{\text{switching}}$
 - Uses most of CPU and ADC time
 - Diminishing returns? How much performance improvement over slower f_{control} ?
- Run control loop on every Nth converter switching cycle?
 - Keep benefits of high switching frequency: smaller inductors and capacitors
 - Still perform synchronous A/D conversion to reduce error



Trigger ADC on every Nth TPM Overflow with ISR

Hardware Trigger Signal →
 Software Trigger Signal →
 Data Flow →
 External Signal →



2. Need to Share ADC

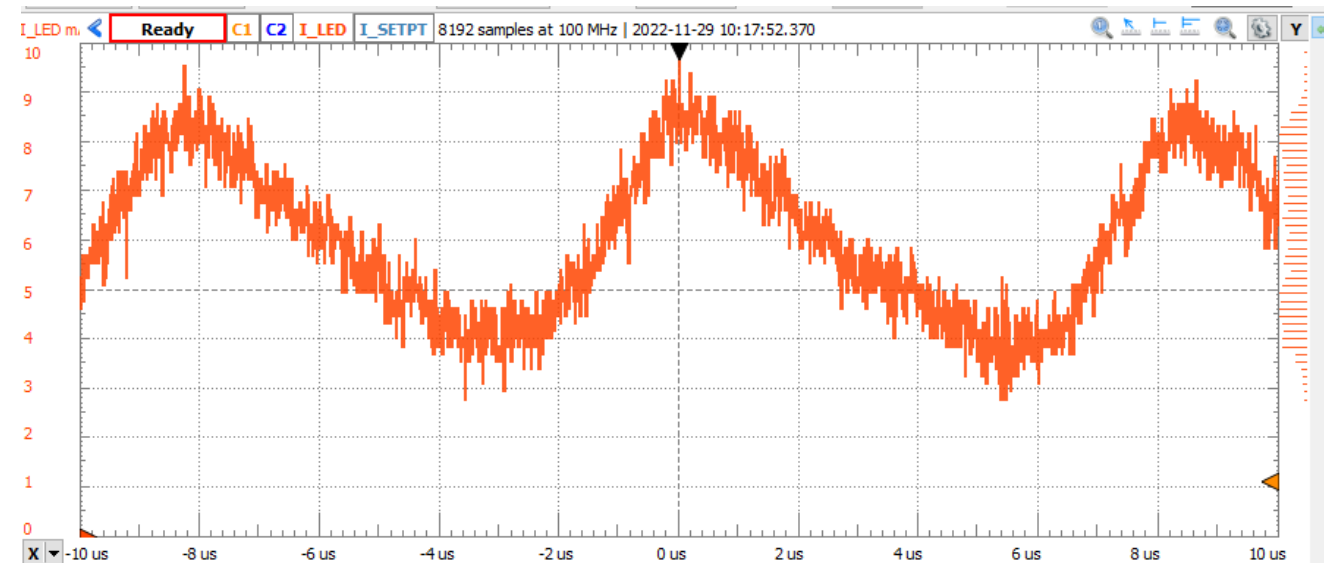
- Touchscreen Interface
 - Read X-axis, Y-axis voltages from two resistive voltage dividers
- Constant-Current Controller
 - Read feedback signal indicating current through LED

Examine Timing Characteristics: Touchscreen Interface

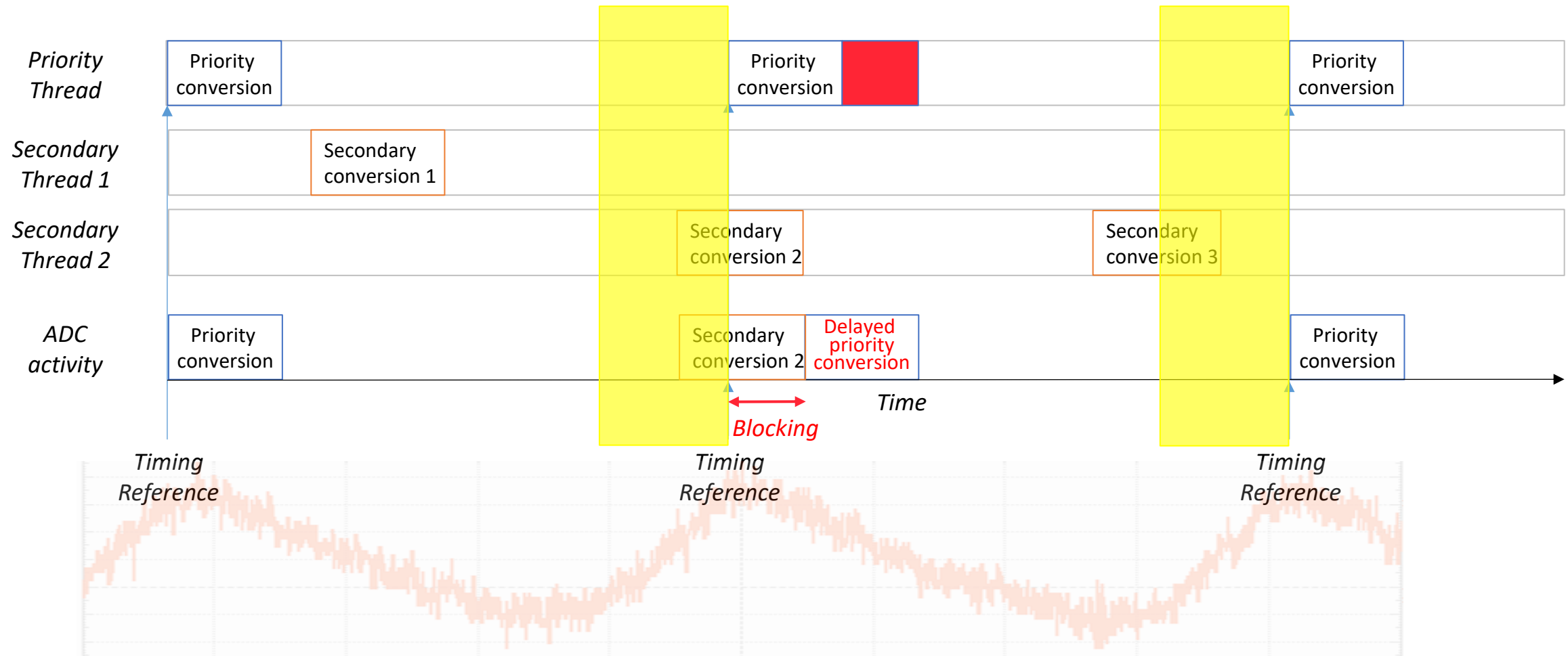
- Signals have no ripple, are essentially DC (flat).
- Even when swiping, signal changes slowly
- Tolerates timing error well
- Delay of up to 100 ms doesn't affect accuracy significantly

Examine Timing Characteristics: Constant-Current Controller

- Signal ripple period is $8\text{ }\mu\text{s}$ for $f_{\text{switching}}=120\text{ kHz}$
- For synchronous sampling, need very good timing accuracy.
- Doesn't tolerate timing error well
- Error grows, maxes out at $\sim 6\text{ }\mu\text{s}$ (for this waveform)



Share ADC with Mutex?



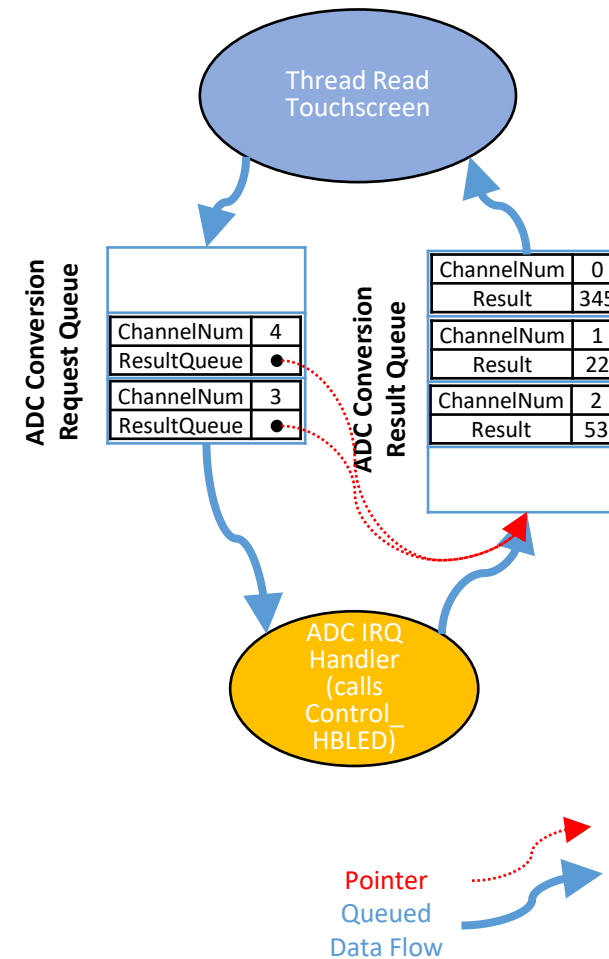
- Secondary conversion starting just before timing reference leads to priority thread blocking, being delayed
- Timing window of vulnerability

Alternative: ADC Server Thread

- Client threads send non-priority conversion requests to server via request queue
 - “Please convert ADC channel 3, and put the result in this result queue”
- Server sends results back to client threads in specified result queue
 - “Here is the result of your requested conversion”
- Use RTOS message queues to buffer data, trigger threads when ready
- Server thread
 - Blocks on all request queues awaiting requests
- Client threads
 - Enqueue request
 - Block on result queue

Alternative: ADC Server in ISR

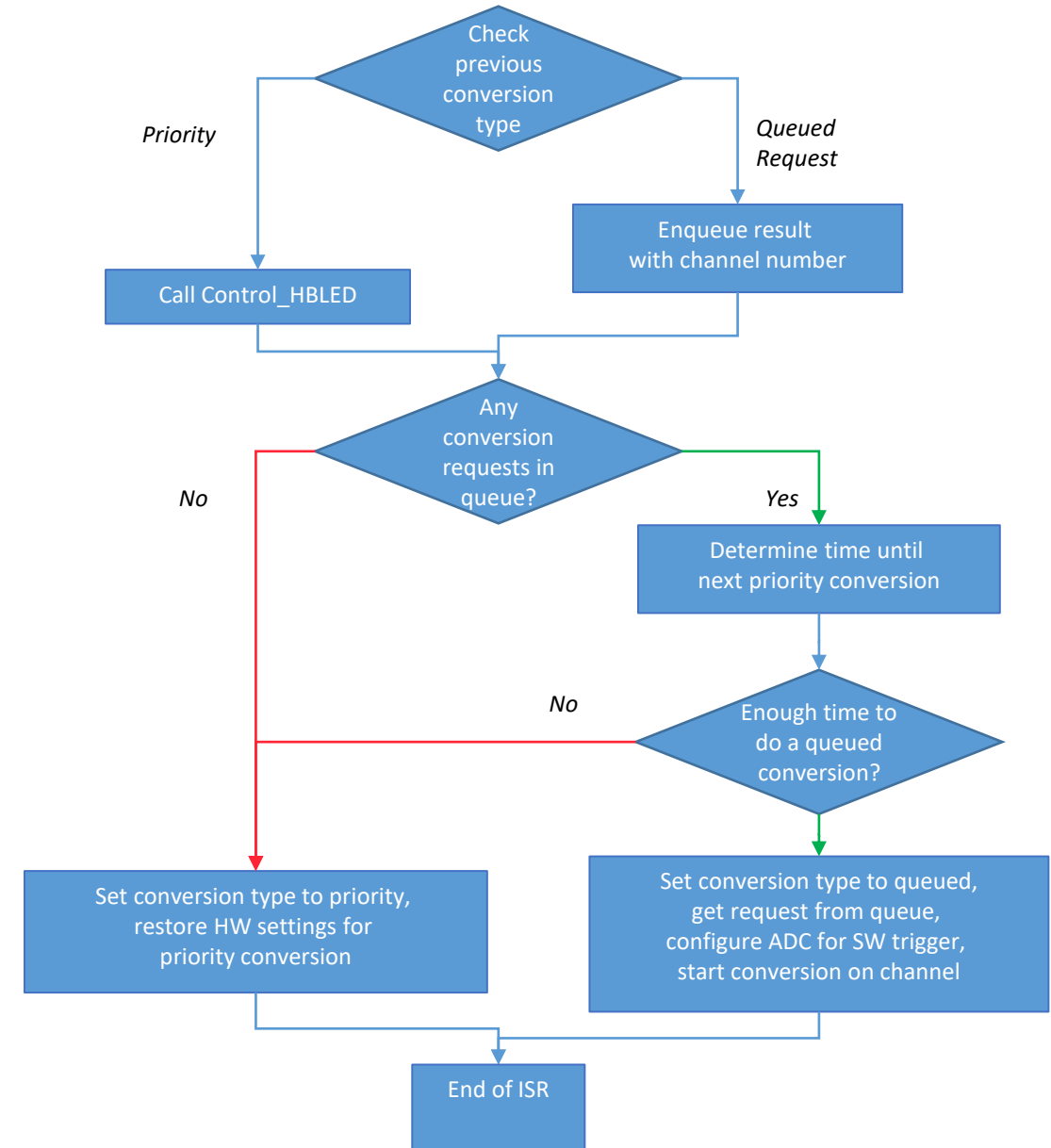
- Server embedded within ADC IRQ handler
 - Runs after each conversion completes
- Priority conversion done directly by server (in this case)
- Secondary threads send non-priority conversion requests to server
 - “Please convert channel 3, and put the result in this message queue”
- Use RTOS message queues to buffer data, signal when ready



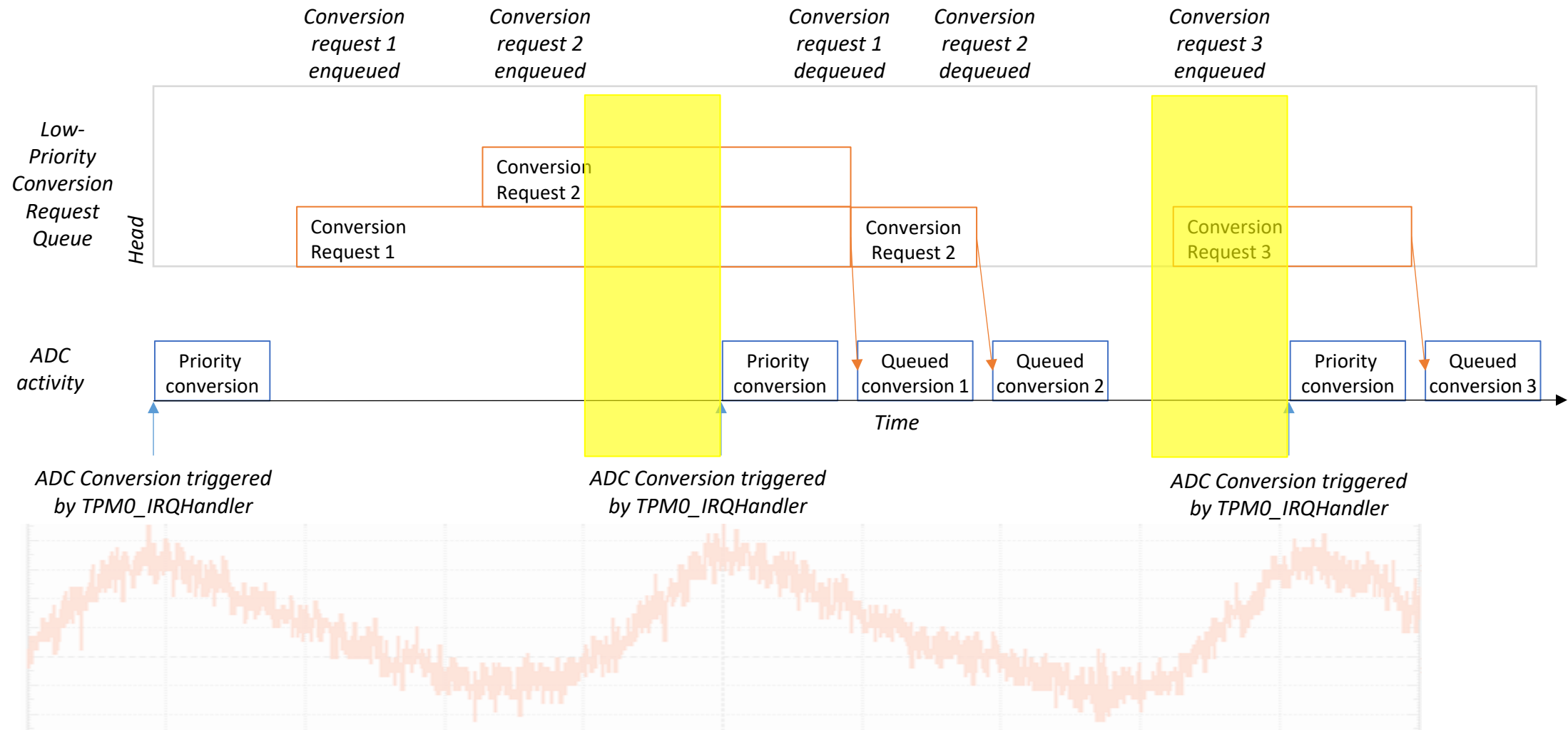
ADC Server Flowchart

- First process result of conversion which just completed
 - Either run control loop or enqueue result

- Then check for pending conversion requests
 - If time available, get conversion request, configure ADC and start conversion
 - Otherwise, configure ADC for priority conversion

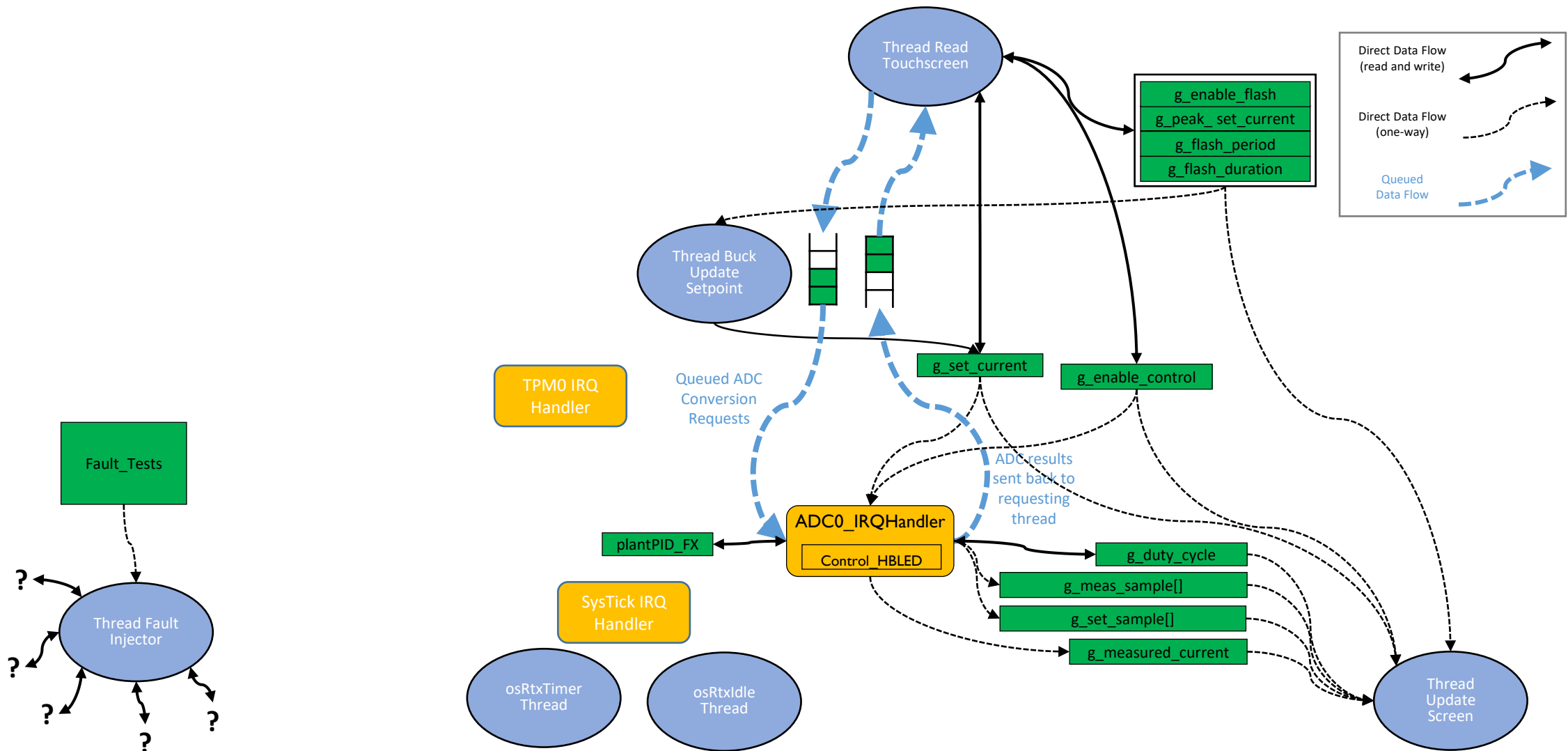


Timing Diagram



Example Code

System Software Overview



Summary

- Free up CPU time
 - Control loop uses most of CPU time, slowing rest of application
 - Little benefit from running control loop as often as converter switching cycle
 - Slow down control loop using timer ISR to start ADC on every Nth timer overflow
 - Other approaches possible based on available hardware: chain hardware timers, run two timers in parallel, DMA control...
- Share ADC between time-sensitive users
 - For synchronous sampling, must limit timing error of ADC sampling
 - ADC conversion for a secondary channel would delay priority sampling too much
 - Use server software
 - Accept conversion requests
 - Service priority requests on-time, others when time is available)
 - Use RTOS message queue to support multiple pending conversion requests and responses
 - Design Optimization: Merge server into ADC ISR, as it will be running at least once every control loop (T_{control})