

Chapter 2 Learning to Use the Hardware and Software

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Chapter 2

Learning to Use the Hardware and Software Tools by Generating a Sine Wave

The directory C:\C6713dsk contains two example files that you can use as a starting point for all your projects.

A Sample Linker Command File

```
/*
*****
/* File dsk6713.cmd */
/* This linker command file can be used as the
/* starting point for linking programs for the
/* TMS320C6713 DSK. */
/* */
/* This CMD file assumes everything fits into
/* internal RAM. If that's not true, map some
/* sections to the external SDRAM. */
*****
-c
-heap 0x1000
-stack 0x400

/* Search Default Libraries */
-lrts6700.lib
-lcsl6713.lib
```

A Sample Linker Command File (cont. 1)

MEMORY

```
{
  IRAM : origin = 0x0,          len = 0x40000
                                           /* 256 Kbytes */
  SDRAM : origin = 0x80000000, len = 0x1000000
                                           /* 16 Mbytes SDRAM */
  FLASH : origin = 0x90000000, len = 0x40000
                                           /* 256 Kbytes */
}
```

SECTIONS

```
{
  .vec:  load = 0x00000000 /* Interrupt vectors */
         /* included by using intr_reset() */
  .text: load = IRAM /* Executable code */
  .const: load = IRAM /* Initialized constants */
  .bss:  load = IRAM /* Global and static
                    /* variables */
  .data: load = IRAM /* Data from .asm programs */
  .cinit: load = IRAM /* Tables for initializing
                    /* variables and constants */
}
```

A Sample Linker Command File (cont. 2)

```
.stack: load = IRAM /* Stack for local variables*/  
.far:   load = IRAM /* Global and static      */  
        /* variables declared far          */  
.system:load = IRAM /* malloc, etc. (heap)    */  
.cio:   load = IRAM /* Used for C I/O functions */  
.csldata load = IRAM  
.switch load = IRAM  
}
```

C Program to Use as a Starting Point

When Code Composer starts, the GEL file, DSK6713.gel, in the directory `C:\ti\cc\gel` is automatically called. It

- defines a memory map
- creates some GEL functions for the GEL menu
- sets some CPLD registers
- initializes the EMIF for the memory on the C6713 DSK.

The program `C:\c6713dsk\dskstart32.c` can be used as a starting point for writing C6713 DSK applications. It contains the code necessary to:

- initialize the DSK board
- initialize the TMS320C6713 McBSPs
- initialize the AIC_23 codec.

C Program to Use as a Starting Point (cont. 1)

The program `dskstart32.c` uses functions from the UMD modified DSK Board Support Library (BSL), `C:\c6713dsk\dsk6713bsl32.lib`, to continue the initialization. You can find detailed documentation for the BSL by starting Code Composer and clicking on

`Help ->Contents ->TMS320C6713 DSK ->
Software -> Board Support`

The modified library, its header files, and sources are in the directories:

`C:\c6713dsk\dsk6713bsl32\lib`
`C:\c6713dsk\dsk6713bsl32\include`
`C:\c6713dsk\dsk6713bsl32\sources`
`\dsk6713bsl.zip.`

C Program to Use as a Starting Point (cont. 2)

* The program `dskstart32.c` first initializes the board support library by calling `DSK6713_init()` whose source code is in the BSL file `dsk6713.c`.

This

- initializes the chip's PLL
- configures the EMIF based on the DSK version
- sets the CPLD registers to a default state

* Next `dskstart32.c` initializes the interrupt controller registers and installs the default interrupt service routines by calling the function `intr_reset()` in the UMD added file `intr.c`.

This:

- clears GIE and PGIE
- disables all interrupts except RESET in IER
- clears the flags in the IFR for the maskable interrupts INT4 - INT15

C Program to Use as a Starting Point (cont. 3)

- resets the interrupt multiplexers
- initializes the interrupt service table pointer (ISTP)
- sets up the Interrupt Service Routine Jump Table

The object modules `intr.obj` and `intr_.obj` were added to BSL library so you should not include `intr.c` and `intr_.asm` in your project.

Functions included in `intr.c` are:

<code>intr_reset()</code>	Reset interrupt regs to defaults
<code>intr_init()</code>	Initialize Interrupt Service Table Pointer
<code>ints_isn()</code>	Assign ISN to CPU interrupt
<code>intr_get_cpu_intr()</code>	Return CPU int. assigned to ISN
<code>intr_map()</code>	Place ISN in int. mux. register
<code>intr_hook()</code>	Hook ISR to interrupt

A set of macro functions for setting and clearing bits in the IER and IFR are available. See `intr.c` and `intr.h` for complete documentation.

C Program to Use as a Starting Point (cont. 4)

* Next the codec is started by calling the function `DSK6713_AIC23_openCodec()`. This function:

- configures serial port `McBSP0` to act as a unidirectional control channel in the SPI mode transmitting 16-bit words
- Then configures the `AIC23` stereo codec to operate in the DSP mode with 16-bit data words with a sampling rate of 48 kHz
- Then `McBSP1` is configured to send data samples to the codec or receive data samples from the codec in the DSP format using 32-bit words.
 - The first word transmitted by the `AIC23` is the left channel sample. The right channel sample is transmitted immediately after the left sample.

C Program to Use as a Starting Point (cont. 5)

- The AIC23 generates a single frame sync at the beginning of the left channel sample. Therefore, a 32-bit word received by McBSP1 contains the left sample in the upper 16 bits and the right sample in the lower 16 bits.
- The 16-bit samples are in 2's complement format.
- Words transmitted from McBSP1 to AIC23 must have the same format.
- The codec and McBSP1 are configured so that the codec generates the frame syncs and shift clocks.

* See the text at the top of `dskstart32.c` for more details about the UMD modifications of `DSK6713_AIC23_openCodec.c` from the TI BSL version which sets McBSP1 to transmit and receive 16-bit words.

C Program to Use as a Starting Point (cont. 6)

* Finally, `dskstart.c` enters an infinite loop that reads pairs of left and right channel samples from the codec ADC and loops them back out to the codec DAC. This loop should be replaced by the C code to achieve the goals of your experiments.

```
/* Program dskstart.c */  
  
#include <stdio.h>  
#include <stdlib.h>  
  
#include <dsk6713.h>  
#include <dsk6713_aic23.h>  
#include <intr.h>  
  
#include <math.h>  
  
/* Codec configuration settings */  
/* See dsk6713_aic23.h and the TLV320AIC23 Stereo */  
/* Audio CODEC Data Manual for a detailed */  
/* description of the bits in each of the 10 AIC23*/  
/* control registers in the following configura- */  
/* tion structure. */
```

C Program to Use as a Starting Point (cont. 7)

```
DSK6713_AIC23_Config config = { \  
    0x0017, /* 0 DSK6713_AIC23_LEFTINVOL  
           Left line input channel volume */ \  
    0x0017, /* 1 DSK6713_AIC23_RIGHTINVOL  
           Right line input channel volume */ \  
    0x00d8, /* 2 DSK6713_AIC23_LEFTHPVOL  
           Left channel headphone volume */ \  
    0x00d8, /* 3 DSK6713_AIC23_RIGHTHPVOL  
           Right channel headphone volume */ \  
    0x0011, /* 4 DSK6713_AIC23_ANAPATH  
           Analog audio path control */ \  
    0x0000, /* 5 DSK6713_AIC23_DIGPATH  
           Digital audio path control */ \  
    0x0000, /* 6 DSK6713_AIC23_POWERDOWN  
           Power down control */ \  
    0x0043, /* 7 DSK6713_AIC23_DIGIF  
           Digital audio interface format */ \  
    0x0081, /* 8 DSK6713_AIC23_SAMPLERATE  
           Sample rate control (48 kHz) */ \  
    0x0001 /* 9 DSK6713_AIC23_DIGACT  
           Digital interface activation */ \  
};
```

C Program to Use as a Starting Point (cont. 8)

```
void main(void){
    DSK6713_AIC23_CodecHandle hCodec;
    Uint32 sample_pair = 0;

    /* Initialize the interrupt system */
    intr_reset();

    /* dsk6713_init() must be called before other */
    /*   BSL functions                               */
    DSK6713_init(); /* In the BSL library */

    /* Start the codec */
    hCodec = DSK6713_AIC23_openCodec(0, &config);

    /* Change the sampling rate to 16 kHz */
    DSK6713_AIC23_setFreq(hCodec,
                          DSK6713_AIC23_FREQ_16KHZ);

    /* Read left and right channel samples from */
    /* the ADC and loop them back out to the DAC. */
    for(;;){
        while(!DSK6713_AIC23_read(hCodec, &sample_pair));
        while(!DSK6713_AIC23_write(hCodec, sample_pair));
    }
}
```


Getting Samples to and from the Codec

Sending Samples to the Codec

- Left and right sample pairs are sent to the codec as 32-bit words with the left channel sample in the upper 16 bits and the right channel sample in the lower 16 bits. Each sample is in 16-bit two's complement format.
- These 32-bit words are sent to the codec by the BSL function `DSK6713_AIC23_write()`. This function:
 - polls the McBSP1 XRDY flag and returns immediately without sending the sample if it is false and also returns the value 0.
 - It sends the sample word by writing it to the Data Transmit Register (DXR) of McBSP1 if XRDY is 1 (TRUE) and returns the value 1.

The Function `DSK6713_AIC23_write()`

```
#include <dsk6713.h>
#include <dsk6713_aic23.h>
Int16 DSK6713_AIC23_write(DSK6713_AIC23_CodecHandle
                          hCodec, Uint32 val)
{ /* If McBSP not ready for new data, return false */
  if (!MCBSP_xrdy(DSK6713_AIC23_DATAHANDLE)) {
    return (FALSE);
  }
  /* Write 16 bit data value to DXR */
  MCBSP_write(DSK6713_AIC23_DATAHANDLE, val);
  /* Short delay for McBSP state machine to update */
  asm(" nop");
  asm(" nop");
  asm(" nop");
  asm(" nop");
  asm(" nop");
  asm(" nop");
  asm(" nop");
  asm(" nop");
  return(TRUE);
}
```

Note: `MCBSP_xrdy()` and `MCBSP_write()` are in TI's CSL library.

Receiving Samples from the Codec

Words are read from the codec by using the function `DSK6713_AIC23_read()`. This function:

- polls the RRDY flag of McBSP1 and returns immediately if it is FALSE without reading a word and also returns the value FALSE.
- If RRDY is TRUE it reads a word from the Data Receive Register (DRR) of McBSP1 and returns the value TRUE.

Function `DSK6713_AIC23_read.c`

```
#include <dsk6713.h>
#include <dsk6713_aic23.h>
Int16 DSK6713_AIC23_read(DSK6713_AIC23_CodecHandle
                          hCodec, Uint32 *val)
{
    /* If no new data available, return false */
    if (!MCBSP_rrdy(DSK6713_AIC23_DATAHANDLE)) {
        return (FALSE);
    }
    /* Read the data */
    *val = MCBSP_read(DSK6713_AIC23_DATAHANDLE);
    return (TRUE);
}
```

Note: `MCBSP_rrdy()` and `MCBSP_read()` are in TI's CSL library.

AIC23 Properties

For complete details on the AIC23 Codec see:
Texas Instruments, “TLV320AIC23 Stereo Audio
CODEC Data Manual,” SLWS106C, July 2001.

AIC32 Sampling Rates

The C6713 DSK supplies a 12 MHz clock to the AIC23 codec which is divided down internally in the AIC23 to give the sampling rates shown in the table below. The codec can be set to these sampling rates by using the function

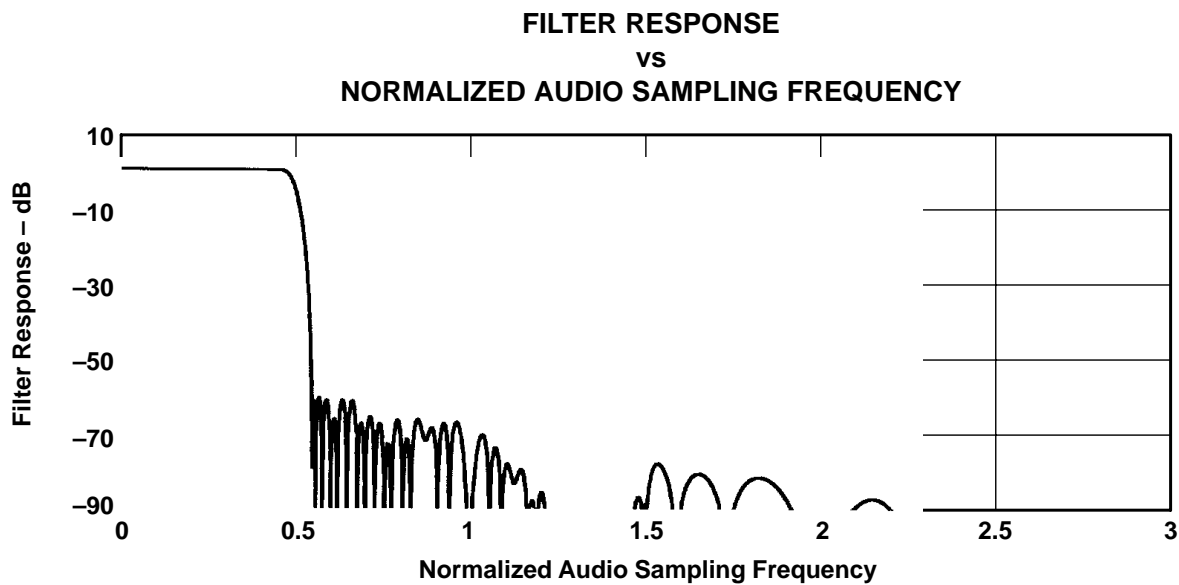
`DSK6713_AIC23_setFreq(handle, freq ID).`

freq ID	Value	Frequency
<code>DSK6713_AIC23_FREQ_8KHZ</code>	<code>0x06</code>	8000 Hz
<code>DSK6713_AIC23_FREQ_16KHZ</code>	<code>0x2c</code>	16000 Hz
<code>DSK6713_AIC23_FREQ_24KHZ</code>	<code>0x20</code>	24000 Hz
<code>DSK6713_AIC23_FREQ_32KHZ</code>	<code>0x0c</code>	32000 Hz
<code>DSK6713_AIC23_FREQ_44KHZ</code>	<code>0x11</code>	44100 Hz
<code>DSK6713_AIC23_FREQ_48KHZ</code>	<code>0x00</code>	48000 Hz
<code>DSK6713_AIC23_FREQ_96KHZ</code>	<code>0x0e</code>	96000 Hz

“Value” is put in AIC23 control register 8.

AIC23 Analog Interface Properties

- Line Inputs
ADC full-scale range of 1.0 V RMS
- Microphone Input
MICIN is a high-impedance, low-capacitance input compatible with a wide range of microphones.
- Line Outputs
DAC full-scale output voltage is 1.0 V RMS.
- Headphone Output
Stereo headphone outputs designed to drive 16 or 32-ohm headphones.
- Analog Bypass Mode
The analog line inputs can be directly connected to the analog line outputs.
- Sidetone Interface
The AIC23 has a sidetone insertion mode where the microphone input is routed to the line and headphone outputs.



**Figure 3–11. ADC Digital Filter Response I: TI DSP and Normal Modes
(Group Delay = 12 Output Samples)**

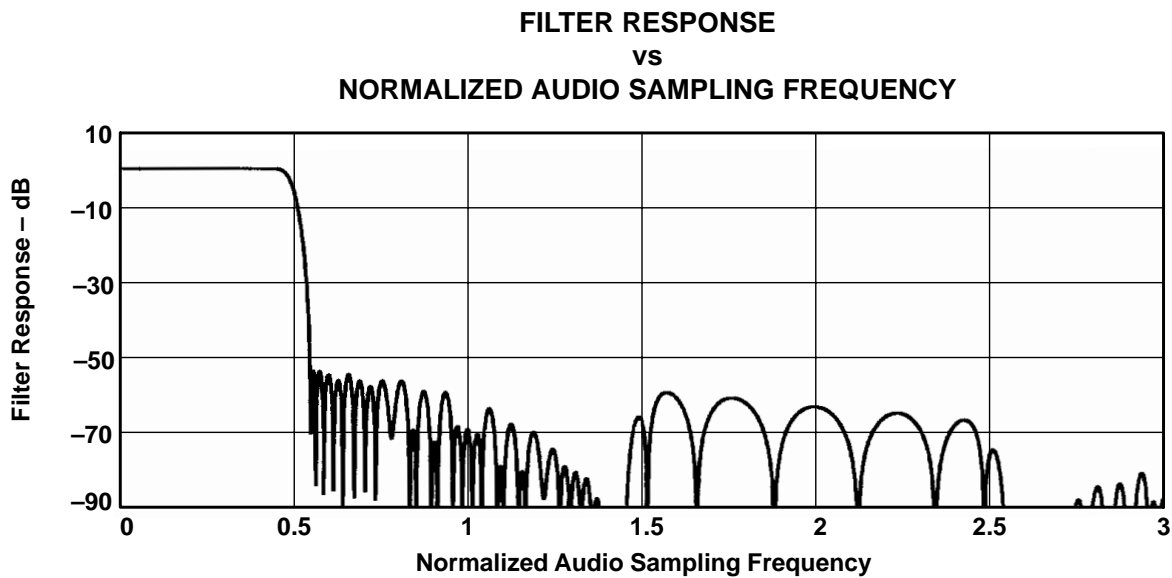


Figure 3–19. DAC Digital Filter Response I: TI DSP and Normal Modes

Note: NORMALIZED AUDIO SAMPLING FREQUENCY = f/f_s

Creating a CCS Project for dskstart32.c

- The first time you use Code Composer you need to save your Workspace in a place where you have write permission. To do this, start Code Composer, click on File, then Workspace, and then Save Workspace As ... and give it a valid name.
- To start a project in CCS, click on Project, select New, and fill out the boxes as follows:
 - Project Name: *give it a name*
 - Location: *a directory in your private workspace*
 - Project type: Executable (.out)
 - Target TMS320C67xx
- Copy C:\c6713dsk\dskstart32.c to your workspace and add the copied C source file to the project.

Project Build Options for Code Composer

Next set the build options for Code Composer. Click on Project and select Build Options. Enter the following options:

Compiler -> Basic

Target Version: 671x (-mv6710)
Generate Debug Info: Full Symbolic Debug (-g)
Opt Speed vs Size: Speed Most Critical (no ms)
Opt Level: None
Program Level Opt: None

Compiler -> Preprocessor

Include Search Path (-i):.; c:\c6713dsk\dsk6713bsl32\include
Define Symbols (-d): CHIP_6713
Preprocessing: None

Compiler -> Files

Asm Directory: "a directory in your workspace"
Obj Directory: "a directory in your workspace"

Linker -> Basic

Output Filename (-o): dskstart32.out (you can change)
Map Filename (-m): dskstart32.map (optional)
Autoinit Model: Run-time autoinitialization
Library Search Path:

Make sure to add to the project the linker command file:

c:\c6713dsk\dsk6713.cmd

and the library

c:\c6713dsk\dsk6713bsl32\lib\dsk6713bsl32.lib

A Simple First Experiment

- When the project has been created, build the executable module by clicking on the Rebuild All icon or Project → Rebuild All.
- Load the program using File → Load Program

The program, `dskstart32.c`, simply loops the ADC input back to the DAC output. Check this by doing the following:

- Plug a stereo cable into the DSK Line Input and connect both channels to the same signal generator output. The program `dskstart32` sets the codec to sample at 16000 Hz, so set the signal generator to output a sine wave of less than 8000 Hz.
- Plug a stereo cable into the DSK Line Output. Connect the left and right outputs to two different oscilloscope channels. You should use channels 1 and 4 on the HP oscilloscopes.

A Simple First Experiment (cont. 1)

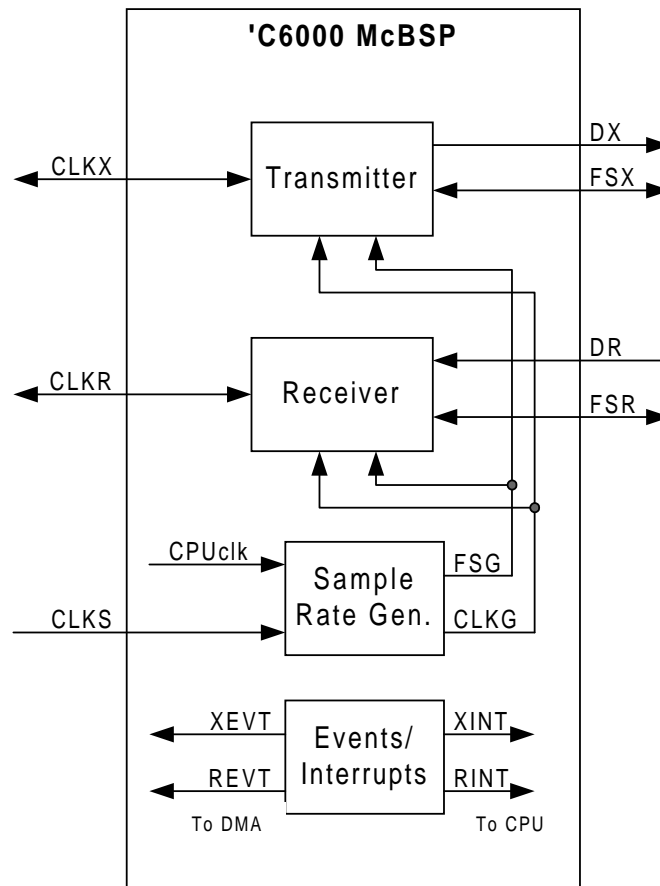
NOTE: The right channel is the white plug and the left channel is the red plug.

- Start the program running and check that the sine waves appear on the scope. Make sure the input level is small enough so that there is no clipping.
- Vary the sine wave frequency. What happens when it is more than 8000 Hz? Why?
- Measure the amplitude response of the system by varying the input frequency and dividing the output amplitude by the input amplitude. Plot the amplitude response. Use enough frequencies to get a smooth curve, particularly in regions where the amplitude response changes quickly. Your amplitude response results will be needed for Chapter 3 experiments.

Multichannel Buffered Serial Port (McBSP) Properties

- Can generate shift clocks and frame sync signals internally, or use external signals (The DSK uses external ones)
- Can transmit or receive 8, 12, 16, 20, 24, or 32-bit words
- Double-buffered data registers, which allow a continuous data stream
- Can generate receive and transmit interrupts to the CPU or events to the EDMA
- μ -law and A-law hardware companding options
- Multichannel selection of up to 32 elements from a 128 element TDMA frame
- Direct interface to industry-standard codecs

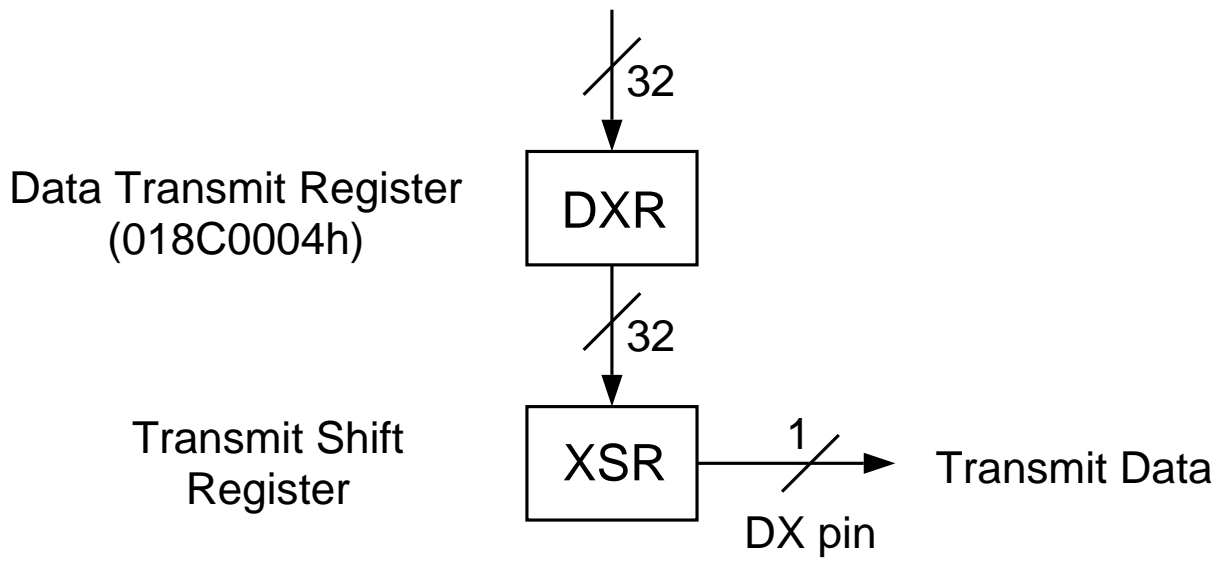
McBSP Block Diagram



DX/DR Serial transmit/receive data
 FSX/FSR Transmit/receive frame sync
 CLKX/CLKR Transmit/receive serial shift clock
 XINT/RINT Transmit/receive interrupt to CPU
 XEVT/REVT Transmit/receive interrupt to DMA
 CLKS External clock for Sample Rate Gen.

Shaku Anjanaiah and Brad Cobb, "TMS320C6000 McBSP Initialization," SPRA488A, September 2001, Figure 1, p. 2.

McBSP Transmitter Block Diagram



Serial Port Control Register (018C0008h)

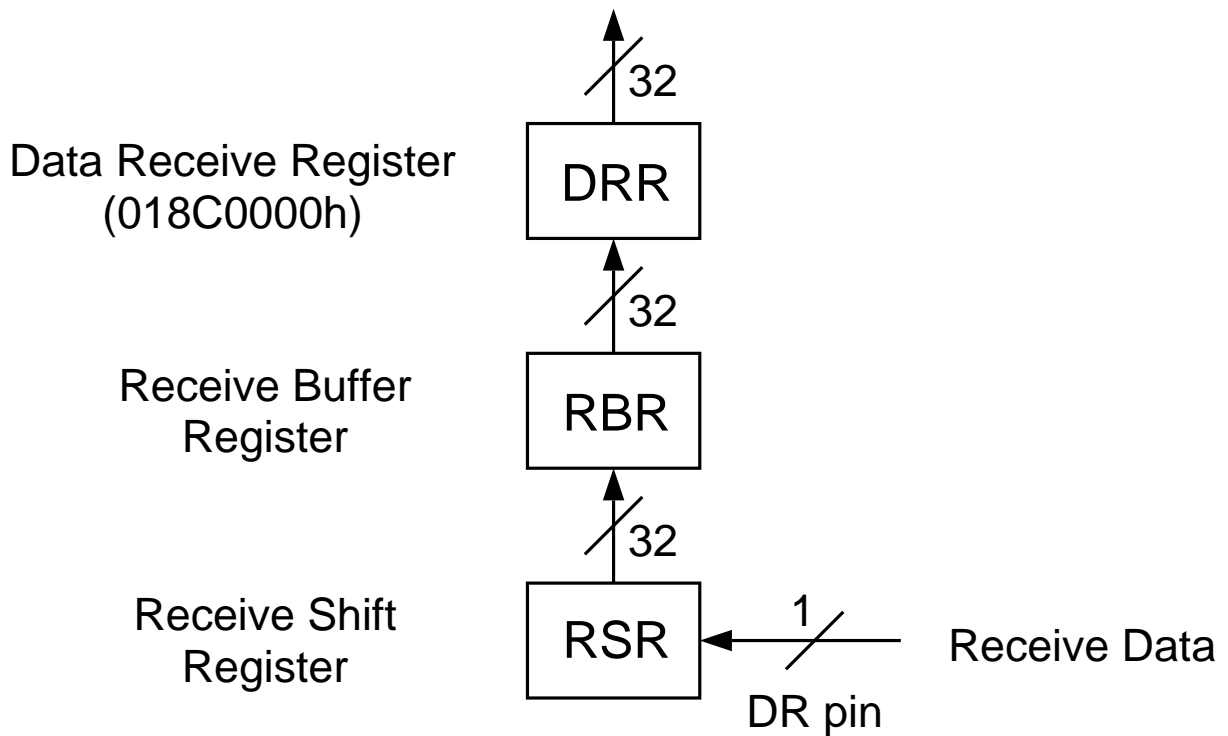
	XINTM		XEMPTY	XRDY	XRST		RJUST	RINTM	RFULL	RRDY	RRST			
	21	20		18	17	16		14	13	5	4	2	1	0

Note: Addresses are for McBSP0

Operation of Serial Port Transmitter

- The CPU or EDMA writes a word into the Data Transmit Register (DXR). The XRDY flag is cleared whenever data is written to the DXR.
- After a word (32 bits in our case) is shifted out of Transmit Shift Register (XSR), a parallel transfer of the DXR into the XSR is performed. The XRDY flag is set when the transfer occurs.
- The serial port transmitter sends an interrupt request (XINT) to the CPU when the XRDY flag makes a transition from 0 to 1 if XINTM = 00b in the SPCR. It also sends a Transmit Event Notice (XEVT) to the EDMA.

McBSP Receiver Block Diagram



Note: Addresses are for McBSP0

Operation of Serial Port Receiver

- RX bits shift serially into the Receive Shift Register (RSR).
- When a full element is received, the 32-bit RSR is transferred in parallel to the Receive Buffer Register (RBR) if it is empty.
- The RBR is copied to the Data Receive Register (DRR) if it is empty.
- The RRDY bit in SPCR is set to 1 when RSR is moved to DRR, and it is cleared when DRR is read.
- When RRDY transitions from 0 to 1, the McBSP generates a CPU interrupt request (RINT) if RINTM = 00b in the SPCR. A receive event (REVT) is also sent to the EDMA controller.

Example C Code for Polling Stereo Read

```
DSK6713_AIC23_CodecHandle hCodec;
Uint32 sample_pair = 0;
float left, right;
    :
/* Read input sample pair using the polling BSL
   McBSP read function */
while(!DSK6713_AIC23_read(hCodec,&sample_pair));

/* Shift right to move left ch 16 bits to
   bits 15 - 0 and extended sign into
   bits 31 - 16. Then convert to float. Since
   sample_pair is an unsigned 32-bit int it
   must be cast into a 32-bit signed int for an
   arithmetic right shift with sign extension */
left = ( (int) sample_pair) >> 16;

/* Shift left by 16 to lop off left ch and
   then right by 16 to sign extend.
   Convert to float. */
right =( (int) sample_pair) << 16 >> 16;
```

Example C Code for Polling Stereo Write

```
DSK6713_AIC23_CodecHandle hCodec;
float left, right;
int  ileft, iright, sample;
    :
/* Convert left and right values to integers */
ileft = (int) left;
iright = (int) right;

/* Combine L/R samples into a 32-bit word */
sample = (ileft<<16)|(iright & 0x0000FFFF);

/* Poll XRDY bit until true, then write to DXR*/
while(!DSK6713_AIC23_write(hCodec, sample));
```

Chapter 2, Experiment 2

Generating Sine Waves Using XRDY Polling

For Experiment 2.2, do the following:

1. Set the sampling rate to 16 kHz.
2. Set the codec to stereo mode.
3. Generate a 1 kHz sine wave on the left channel and a 2 kHz sine wave on the right channel. Remember that $|\sin(x)| \leq 1$ and that floats less than 1 become 0 when converted to ints. Therefore, scale your floating point sine wave samples to make them greater than 1 and fill reasonable part of the DAC dynamic range before converting them to ints.
4. Combine the left and right channel integer samples into a 32-bit integer and write the resulting word to the McBSP1 DXR using polling of the XRDY flag.

Experiment 2.2 (cont.)

5. Observe the left and right channel outputs on two oscilloscope channels.
6. Verify that the sine wave frequencies observed on the scope are the desired values by measuring their periods.
7. Use the signal generator to measure the frequencies.
8. When you have verified that your program is working, change the left channel frequency to 15 kHz and the right channel frequency to 14 kHz. Measure the DAC output frequencies. Explain your results mathematically with equations. (Hint: Look up “aliasing” in any reference on digital signal processing.)

Generating Samples of a Sine Wave

Continuous Time Sine Wave

$$s(t) = \sin 2\pi f_0 t$$

Sampled Sine Wave

Let $f_s = 1/T$ be the sampling rate where T is the sampling period.

$$\begin{aligned} s(nT) &= \sin 2\pi f_0 nT = \sin 2\pi \frac{f_0}{f_s} n \\ &= \sin n\Delta\theta \end{aligned}$$

where $\Delta\theta = 2\pi f_0 / f_s$

Recursive Angle Generation

Let

$$\theta(n) = n\Delta\theta$$

Then

$$\theta(n+1) = (n+1)\Delta\theta = n\Delta\theta + \Delta\theta = \theta(n) + \Delta\theta$$

Sample Program Segment for Polling

```
#include <math.h>
#define pi 3.141592653589
int sample = 0;
float fs = 16000.;
float f0 = 1000.;
float delta = 2.*pi*f0/fs;
float twopi = 2.0*pi;
float angle = 0;
float left;

for(;;){          /* Infinite loop      */
    left = 15000.0*sin(angle); /* Scale for DAC */
    sample = ((int) left) <<16; /* Put in top half*/
    /* Poll XRDY bit until true, then write to DXR*/
    while(!DSK6713_AIC23_write(hCodec, sample));
    angle += delta; /* Increment sine wave angle */
    if( angle >= twopi) angle -= twopi;
        /* Keep angle from overflowing */
}
```

Some Important Information

- Remember to include `math.h` in your C program.
- The DSK has stereo **LINE IN** and **LINE OUT** jacks. The lab has cables to convert from the DSK stereo plug to an RCA mono connector for the left channel and an RCA mono connector for the right channel. The RCA connectors are plugged into RCA to BNC adapters so they can be connected to the oscillators and oscilloscopes.
- Cable Color Scheme
 - **Left Channel:** Red plug
 - **Right Channel:** White plug

Method 2 for Generating a Sine Wave – Using Interrupts

Almost all the time in the polling method is spent sitting in a loop waiting for the XRDY flag to get set. A much more efficient approach is to let the DSP perform all sorts of desired tasks *in the background* and have the serial port interrupt these background tasks when it needs a sample to transmit. The *interrupt service routine* is called a *foreground task*.

The TMS320C6713 contains a vectored priority interrupt controller.

- The highest priority interrupt is RESET which cannot be masked.
- The next priority interrupt is the Non-Maskable Interrupt (NMI) which is used to alert the DSP of a serious hardware problem.

Using Interrupts (cont. 1)

- There are two reserved interrupts and 12 additional maskable CPU interrupts. The peripherals, such as, the timers, McBSP and McASP serial ports, EDMA controller, plus external interrupt pins sourced from the GPIO module present a set of many interrupt sources. The 16 CPU interrupts and their default sources are shown in the table on Slide 2-38. INT_00 has the highest priority and INT_15 the lowest.
- The interrupt system includes a multiplexer to select the CPU interrupt sources and map them to the 12 maskable prioritized CPU interrupts. The complete list of C6713 interrupt sources is shown in the tables on Slides 2-39 and 2-40 along with the required Interrupt Selector values.
- The GPIO module can select external pins as interrupt sources. The mapping is shown of Slide 2-41.

TMS320C6713 Default Interrupt Source Mapping

CPU INTERRUPT NUMBER	INTERRUPT SELECTOR CONTROL REGISTER	DEFAULT SELECTOR VALUE (BINARY)	DEFAULT INTERRUPT EVENT
INT_00	-	-	RESET
INT_01	-	-	NMI
INT_02	-	-	Reserved
INT_03	-	-	Reserved
INT_04	MUXL[4:0]	00100	GPINT4
INT_05	MUXL[9:5]	00101	GPINT5
INT_06	MUXL[14:10]	00110	GPINT6
INT_07	MUXL[20:16]	00111	GPINT7
INT_08	MUXL[25:21]	01000	EDMAINT
INT_09	MUXL[30:26]	01001	EMUDTDMA
INT_10	MUXH[4:0]	00011	SDINT
INT_11	MUXH[9:5]	01010	EMURTDXR
INT_12	MUXH[14:10]	01011	EMURTDXTX
INT_13	MUXH[20:16]	00000	DSPINT
INT_14	MUXH[25:21]	00001	TINT0
INT_15	MUXH[30:26]	00010	TINT1

First 16 Interrupt Sources

INTERRUPT SELECTOR VALUE (BINARY)	INTERRUPT EVENT	MODULE
00000	DSPINT	HPI
00001	TINT0	Timer 0
00010	TINT1	Timer 1
00011	SDINT	EMIF
00100	GPINT4	GPIO
00101	GPINT5	GPIO
00110	GPINT6	GPIO
00111	GPINT7	GPIO
01000	EDMAINT	EDMA
01001	EMUDTDMA	Emulation
01010	EMURTDXRX	Emulation
01011	EMURTDXTX	Emulation
01100	XINT0	McBSP0
01101	RINT0	McBSP0
01110	XINT1	McBSP1
01111	RINT1	McBSP1

Remaining 16 Interrupt Sources

INTERRUPT SELECTOR VALUE (BINARY)	INTERRUPT EVENT	MODULE
10000	GPINT0	GPIO
10001	Reserved	-
10010	Reserved	-
10011	Reserved	-
10100	Reserved	-
10101	Reserved	-
10110	I2CINT0	I2C0
10111	I2CINT1	I2C1
11000	Reserved	-
11001	Reserved	-
11010	Reserved	-
11011	Reserved	-
11100	AXINT0	McASP0
11101	ARINT0	McASP0
11110	AXINT1	McASP1
11111	ARINT1	McASP1

External Interrupt Sources

PIN	INTERRUPT	MODULE
NAME	EVENT	
GP[15]	GPINT0	GPIO
GP[14]	GPINT0	GPIO
GP[13]	GPINT0	GPIO
GP[12]	GPINT0	GPIO
GP[11]	GPINT0	GPIO
GP[10]	GPINT0	GPIO
GP[9]	GPINT0	GPIO
GP[8]	GPINT0	GPIO
GP[7]	GPINT0 or GPINT7	GPIO
GP[6]	GPINT0 or GPINT6	GPIO
GP[5]	GPINT0 or GPINT5	GPIO
GP[4]	GPINT0 or GPINT4	GPIO
GP[3]	GPINT0	GPIO
GP[2]	GPINT0	GPIO
GP[1]	GPINT0	GPIO
GP[0]	GPINT0	GPIO

Interrupt Control Registers

	Name	Description
CSR	Control status register	Globally set or disable interrupts
IER	Int enable reg	Enable interrupts. Bit n corresponds to INT_ n
IFR	Int flag register	Shows status of interrupts. Bit n corresponds to INT_ n
ISR	Interrupt set register	Manually set flags in IFR
ICR	Interrupt clear register	Manually clear flags in IFR
ISTP	Interrupt service table pointer	Pointer to the beginning of the interrupt service table
NRP	Nonmaskable interrupt return pointer	Return address used on return from a nonmaskable interrupt
IRP	Interrupt return pointer	Return address used on return from a maskable interrupt

Conditions for an Interrupt

The following conditions must be met to process a maskable interrupt:

- The *global interrupt enable bit* (GIE) which is bit 0 in the control status register (CSR) is set to 1. When $GIE = 0$, no maskable interrupt can occur.
- The NMIE bit in the *interrupt enable register* (IER) is set to 1. No maskable interrupt can occur if $NMIE = 0$.
- The bit corresponding to the desired interrupt is set to 1 in the IER.
- The desired interrupt occurs, which sets the corresponding bit in the *interrupt flags register* (IFR) to 1 and no higher priority interrupt flags are 1 in the IFR

What Happens When an Interrupt Occurs

- The corresponding flag bit in the IFR is set to 1.
- If $GIE = NMIE = 1$ and no higher priority interrupts are pending, the interrupt is serviced:
 - GIE is copied to PGIE and GIE is cleared to preclude other interrupts.
 - The flag bit in the IFR is cleared.
 - The return address is put in the *interrupt return pointer* (IRP).
 - When CPU interrupt INT_n occurs, program execution jumps to byte offset $4 \times 8 \times n = 32n$ in an *interrupt service table* (IST).
 - * The IST contains 16 *interrupt service fetch packets* (ISFP), each consisting of eight 32-bit instruction words.

What Happens When an Interrupt Occurs (cont.)

- * An ISFP may contain an entire interrupt service routine or may branch to a larger service routine.
- * We will normally start the interrupt service table (IST) at location 0. It can be relocated and the Interrupt Service Table Pointer register (ISTP) points to its starting address which must be a multiple of 256 words.
- The service routine must save the CPU state on entry and restore it on exit.
- A return from a maskable interrupt is accomplished by the assembly instructions

```
B    IRP;  return, moves PGIE to GIE
NOP 5    ;  delay slots for branch
```

Example of an Interrupt Service Fetch Packet

An ISFP for RESET for C programs is shown below.

```
mvkl _c_int00, b0; load lower 16 bits of _c_init
mvkh _c_int00, b0; load upper 16 bits of _c_init
b    b0          ; branch to C initialization
;
; Note: 5 instructions are executed before the
;       branch actually occurs.
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
mvc  PCE1, b0    ; get base of IST
mvc  b0, ISTP    ; load pointer to IST base
nop  3          ; do 3 NOP's to make a total of
                ; 5 instructions after branch
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
nop            ; add two words to fetch packet
nop            ; to make a total of 8 words
```

C Interrupt Service Routines TI Extension to Standard C

- Declare the function to be an ISR by using the `interrupt` keyword:

```
interrupt void your_isr_name() {}
```

or use the `interrupt` pragma:

```
#pragma INTERRUPT(your_isr_name)
```

- The C compiler will generate code to:
 1. Save the CPU registers used by the ISR on the stack. If the ISR calls another function, all registers are saved.
 2. Restore the registers before returning with a `B IRP` instruction.
- You cannot pass parameters to, or return values from an interrupt service routine.

Using the `dsk6713bsl32.lib` Interrupt Functions

To write and build programs using the TI C interrupt extensions and the `dsk6713bsl32` interrupt functions:

- Add the linker command file `c:\c6713dsk\dsk6713.cmd` to your project.
- Include the following header file in your C program

```
C:\c6713dsk\dsk6713bsl32\include\intr.h
```

You should set the “Include Search Path” in your project, so it is only necessary to use the line `include intr.h` in your C program.

- Be sure to add the library `dsk6713bsl32.lib` to your project file..
- The interrupt service table is generated in a section called `.vec`. The sample beginning linker command file `dsk6713cmd` loads the `.vec` section starting at absolute address 0.

Selected Library Interrupt Functions

<code>INTR_CHECK_FLAG(bit)</code>	Returns value of bit in IFR
<code>INTR_CLR_FLAG(bit)</code>	Clears int by writing 1 to ICR
<code>INTR_ENABLE(bit)</code>	Sets bit in IER
<code>INTR_DISABLE(bit)</code>	Clears bit in IER
<code>INTR_GLOBAL_ENABLE(bit)</code>	Sets GIE bit in CSR
<code>INTR_GLOBAL_DISABLE(bit)</code>	Clears GIE bit in CSR
<code>intr_hook(*fp,cpu_intr)</code>	Place func ptr into isr jump table at location for cpu interrupt
<code>intr_reset()</code>	Clears GIE, PGIE, IER, and IFR; resets interrupt select mux's; initializes IST and ISTP; installs ISR Jump Table
<code>intr_init()</code>	Initialize ISTP
<code>intr_map(cpu_intr, isn)</code>	Maps int source to the CPU interrupt
<code>intr_isn(cpu_intr)</code>	Returns interrupt src number for CPU interrupt

Installing a C ISR

- Use `intr_init()` to initialize the ISTP, and install the interrupt service table and interrupt branch table.

- Map the interrupt source number to a CPU interrupt number.

```
intr_map(CPU_INT15, ISN_XINT0);
```

- Clear the interrupt flag to make sure none is pending.

```
INTR_CLR_FLAG(CPU_INT15);
```

- Hook the ISR to the CPU interrupt. Let the ISR be `my_isr()`.

```
intr_hook(my_isr, CPU_INT15);
```

- Enable the NMI interrupt.

```
INTR_ENABLE(CPU_INT_NMI);
```

- Enable the CPU interrupt in the IE register.

```
INTR_ENABLE(CPU_INT15);
```

- Set the GIE bit in the CSR.

```
INTR_GLOBAL_ENABLE();
```

Chapter 2, Experiment 3

Generating Sine Waves by Using Interrupts

Repeat the steps for Experiment 2.2 but now use a C interrupt service routine to generate the sine wave samples and write them to the McBSP1 data transmit register (DXR1). No polling of the XRDY flag is needed because samples are transmitted only when interrupts from the McBSP1 transmitter cause execution to jump into your interrupt service routine.

The `main()` function should:

- initialize McBSP0, McBSP1, and the codec with a 16 kHz sampling rate
- map CPU INT15 to McBSP1 XINT1
Note: The choice of INT15 was arbitrary. Any of INT4 – INT15 can be used.
- hook CPU INT15 to your ISR
- enable interrupts
- go into an infinite interruptable loop

Sample C Segment for Interrupts

```
#include <stdio.h>
#include <stdlib.h>

#include <dsk6713.h>
#include <dsk6713_aic23.h>

#include <intr.h>
    .
    .
    .

#define sampling_rate 16000.
#define freq_left 1000.
#define freq_right 2000.
#define scale 10000.0
#define PI 3.141592653589

float twopi = 2.*PI;
float delta_left = 2.0*PI*freq_left/sampling_rate;
                    /*phase increment left sine */
float delta_right = 2.0*PI*freq_right/sampling_rate;
                    /*phase increment right sine*/
interrupt void tx_isr(void); /* prototype the ISR */
```


Sample Program for Ints (cont. 1)

```
void main(void){
DSK6713_AIC23_CodecHandle hCodec;

/* Initialize interrupt system with intr_reset() */
/*                                          */
/* The default interrupt service routines are */
/* set up by calling the function intr_reset() in */
/* the UMD added file intr.c. This clears GIE */
/* and PGIE, disables all interrupts except RESET */
/* in IER, clears the flags in the IFR for the */
/* the maskable interrupts INT4 - INT15, resets */
/* the interrupt multiplexers, initializes the */
/* interrupt service table pointer (ISTP), and */
/* sets up the Interrupt Service Routine Jump */
/* Table. */

    intr_reset();

/* dsk6713_init() must be called before other */
/* BSL functions */
DSK6713_init(); /* In the BSL library */

/* Start the codec. McBSP1 uses 32-bit words */
hCodec = DSK6713_AIC23_openCodec(0, &config);
```

Sample Program for Ints (cont. 2)

```
/* Change the sampling rate to 16 kHz */
DSK6713_AIC23_setFreq(hCodec,
                     DSK6713_AIC23_FREQ_16KHZ);

/* Select McBSP1 transmit int for INT15 */
intr_map(CPU_INT15, ISN_XINT1);

/* Hook our ISR to INT15 */
intr_hook(tx_isr, CPU_INT15);

/* Clear old interrupts */
INTR_CLR_FLAG(CPU_INT15);

/* Enable interrupts */
/* NMI must be enabled for other ints to occur */
INTR_ENABLE(CPU_INT_NMI);

/* Set INT15 bit in IER */
INTR_ENABLE(CPU_INT15);

/* Turn on enabled ints */
INTR_GLOBAL_ENABLE();

/*Write a word to start transmission */
MCBSP_write(DSK6713_AIC23_DATAHANDLE, 0);
for (;;) /* infinite loop */
}
```

Sample Program for Ints (cont. 3)

```
interrupt void tx_isr(void){
    float x_left, x_right;
    /***/
    /* Note: angle_left and angle_right must retain */
    /* their values between ISR calls. This can be */
    /* done by making them static as below or global.*/
    /***/
    static float angle_left=0.;
    static float angle_right=0.;
    int output, ileft, iright;

    /* 1. Generate scaled left and right channel sine */
    /* samples. Convert them to integers and combine */
    /* into a 32-bit word, output. */
    /* 2. Increment phase angles of sines modulo 2 pi.*/
    /* 3. There is no need to poll XRDY since its */
    /* transition from false to true causes a jump */
    /* to this ISR. DSK6713_AIC23_DATAHANDLE is */
    /* declared as a global variable in */
    /* DSK6713_aic23_opencoddec.c. Just write the */
    /* output sample to McBSP1 by the CSL library */
    /* function McBSP_write as shown below. */

    McBSP_write(DSK6713_AIC23_DATAHANDLE, output);
}
```

Enhanced Direct Memory Access (EDMA)

The Enhanced Direct Memory Access Controller (EDMA) handles all data transfers between the L2 cache/memory controller and the peripherals. These include cache servicing, non-cacheable memory access, user-programmed data transfers, and host access.

The EDMA can move data to and from any addressable memory spaces including internal memory (L2 SRAM), peripherals, and external memory.

The EDMA is quite complex and we will only touch on its operation. See *TMS320C6000 Peripherals Reference Guide*, SPRU190D, Chapter 4 and *TMS320C6713B Floating-Point Digital Signal Processor*, SPRS294B, October 2005 for complete details.

EDMA Overview

- The EDMA controller includes event and interrupt processing registers, an event encoder, a parameter RAM, and address generation hardware.
- The EDMA has 16 independent channels and they can be assigned priorities.
- Data transfers can be initiated by the CPU or events.
- When an event occurs, its transfer parameters are read from the Parameter RAM (PaRAM). These parameters are sent to address generation hardware.
- The EDMA can transfer elements that are 8-bit bytes, 16-bit halfwords, or 32-bit words.
- Very sophisticated block transfers can be programmed. The EDMA can transfer 1-dimensional and 2-dimensional data blocks consisting of multiple frames. (See SPRU190D Section 6.8 for details.)

EDMA Overview (cont.)

- After an element transfer, source and/or destination element addresses can stay the same, be incremented or decremented by one element, or incremented or decremented by the value in the index register **ELEIDX** for the channel. Arrays are offset by **FRMIDX** for the channel.
- After a programmed transfer is completed, the EDMA can continue data transfers by linking to another transfer programmed in the Parameter RAM for the channel or by chaining to a transfer for another channel.
- The EDMA can generate transfer completion interrupts to the CPU along with a programmable transfer complete code. The CPU can then take some desired action based on the transfer complete code.
- The EDMA has a quick DMA mode (QDMA) that can be used for quick, one-time transfers.

EDMA Event Selection

The 'C6713 EDMA supports up to 16 EDMA channels. Channels 8 through 11 are reserved for chaining, leaving 12 channels to service peripheral devices. Data transfers can be initiated by (1) the CPU or (2) *events*. The default mapping of events to channels is shown in Slide 2-61.

The user can change the mapping of events to channels. The EDMA selector registers ESEL0, ESEL1, and ESEL2 control this mapping. Slides 2-62, 2-63, and 2-64 show the events and selector codes.

Registers for Event Processing

- **Event Register (ER)**

When event n occurs, bit n is set in the ER.

- **Event Enable Register (EER)**

Setting bit n of the EER enables processing of that event. Setting bit n to 0 disables processing of event n . The occurrence of event n is latched in the ER even if it is disabled.

Registers for Event Processing (cont.)

- **Event Clear Register (ECR)**

If an event is enabled in the EER and gets posted in the ER, the ER bit is automatically cleared when the EDMA processes the transfer for the event. If the event is disabled, the CPU can clear the event flag bit in the ER by writing a 1 to the corresponding bit in the ECR. Writing a 0 has no effect.

- **Event Set Register (ESR)**

Writing a 1 to a bit in the ESR causes the corresponding bit in the event register (ER) to get set. This allows the CPU to submit event requests and can be used as a good debugging tool.

TMS320C6713 Default EDMA Events

EDMA CHAN.	EDMA SELECTOR CONTROL REGISTER	DEFAULT SELECTOR CODE (BINARY)	DEFAULT EDMA EVENT
0	ESEL0[5:0]	000000	DSPINT
1	ESEL0[13:8]	000001	TINT0
2	ESEL0[21:16]	000010	TINT1
3	ESEL0[29:24]	000011	SDINT
4	ESEL1[5:0]	000100	GPINT4
5	ESEL1[13:8]	000101	GPINT5
6	ESEL1[21:16]	000110	GPINT6
7	ESEL1[29:24]	000111	GPINT7
8	-	-	TCC8 (Chaining)
9	-	-	TCC9 (Chaining)
10	-	-	TCC10 (Chaining)
11	-	-	TCC11 (Chaining)
12	ESEL3[5:0]	001100	XEVT0
13	ESEL3[13:8]	001101	REVT0
14	ESEL3[21:16]	001110	XEVT1
15	ESEL3[29:24]	001111	REVT1

EDMA Event Selection (1)

EDMA SELECTOR BINARY CODE	EDMA EVENT	MODULE
000000	DSPINT	HPI
000001	TINT0	Timer 0
000010	TINT1	Timer 1
000011	SDINT	EMIF
000100	GPINT4	GPIO
000101	GPINT5	GPIO
000110	GPINT6	GPIO
000111	GPINT7	GPIO
001000	GPINT0	GPIO
001001	GPINT1	GPIO
001010	GPINT2	GPIO
001011	GPINT3	GPIO
001100	XEVT0	McBSP0
001101	REVT0	McBSP0
001110	XEVT1	McBSP1
001111	REVT1	McBSP1
010000-011111	Reserved	

EDMA Event Selection (2)

EDMA SELECTOR BINARY CODE	EDMA EVENT	MODULE
100000	AXEVTE0	McASP0
100001	AXEVTO0	McASP0
100010	AXEVT0	McASP0
100011	AREVTE0	McASP0
100100	AREVTO0	McASP0
100101	AREVT0	McASP0
100110	AXEVTE1	McASP1
100111	AXEVTO1	McASP1
101000	AXEVT1	McASP1
101001	AREVTE1	McASP1
101010	AREVTO1	McASP1
101011	AREVT1	McASP1

EDMA Event Selection (3)

EDMA SELECTOR BINARY CODE	EDMA EVENT	MODULE
101100	I2CREVT0	I2C0
101101	I2CXEVT0	I2C0
101110	I2CREVT1	I2C1
101111	I2CXEVT1	I2C1
110000	GPINT8	GPIO
110001	GPINT9	GPIO
110010	GPINT10	GPIO
110011	GPINT11	GPIO
110100	GPINT12	GPIO
110101	GPINT13	GPIO
110110	GPINT14	GPIO
110111	GPINT15	GPIO
111000-111111	Reserved	

The Parameter RAM (PaRAM)

The transfer parameter table for the EDMA channels and link information is stored in the Parameter RAM (PaRAM) which is a 2K-byte RAM block located within the EDMA. The table consists of six-word parameter sets for a total of 85 sets. Each set uses $6 \times 4 = 24$ bytes and contains the parameters for a transfer shown in the following table.

Format of a Transfer Set Record

31	16	15	0	
Options (OPT)				Word 0
Source Address (SRC)				Word 1
Array/frame count (FRMCNT)		Element count (ELECNT)		Word 2
Destination Address (DST)				Word 3
Array/frame index (FRMIDX)		Element index (ELEIDX)		Word 4
Element count reload (ELERLD)		link address (LINK)		Word 5

The **OPT** Field in the (**PaRAM**)

The meanings of all the fields in a transfer set are fairly obvious except for **OPT** which contains fields to:

- to set the priority to High or Low
- set the element size to 8, 16, or 32 bits
- define the source and destination as 1- or 2-dimensional
- set the source and destination address update modes
- enable or disable the transfer complete interrupt
- define the transfer complete code
- enable or disable linking
- set the frame synchronization mode.

Contents of the PaRAM

The PaRAM is organized as follows:

- The first 16 parameter sets are for the 16 EDMA events. Each set contains 24 bytes.
- The remaining parameter sets are used for linking transfers. Each set is 24 bytes.
- The remaining 8 bytes of unused RAM can be used as a scratch pad area. A part of or the entire PaRAM can be used as a scratch pad RAM when the events corresponding to this region are disabled.

When an event mapped to a particular channel occurs, say channel n with $n \in \{0, 1, \dots, 15\}$, its parameters are read from parameter set n in the PaRAM and sent to the address generation hardware.

Synchronization of EDMA Transfers

The EDMA can make 1 or 2-dimensional transfers. We will only consider the 1-D case. A 1-D *block* transfer consists of $\text{FRMCNT} + 1$ *frames*. Each frame consists of the number of *elements* specified by the field **ELECNT** in the parameter set. The following two types of 1-D synchronized transfers are possible:

1. Element Synchronized 1-D Transfer (**FS=0** in **OPT**)

When a channel sync event occurs, for example, a transition of a McBSP XRDY flag from false to true,

- an element in a frame is transferred from its source to destination,
- The source and destination addresses are updated in the parameter set after the element is transferred,
- and the element count (**ELECNT**) is decremented in the parameter set.

Synchronization of Transfers (cont.)

When $ELCNT = 1$, indicating the final element in the frame, and a sync event occurs,

- the element is transferred.
- Then the element count is reloaded with the value of $ELERLD$ in the parameter set and
- the frame count ($FRMCNT$) is decremented by 1.
- The EDMA continues transfers at sync events for a new frame if one still remains to be transferred.

2. Frame Synchronized 1-D Transfers ($FS = 1$ in OPT)

A sync event causes all the elements in a frame to be transferred as rapidly as possible. Each new event causes another frame to be transferred as rapidly as possible until the requested number of frames has been transferred.

Linking EDMA Transfers

- When the LINK field, bit 1, in options parameter OPT is set to 0, the EDMA stops after a transfer is completed.
- When LINK = 1 and the requested transfer is completed, the transfer parameters are reloaded with the parameter set pointed to by the 16-bit link address, and the EDMA continues transfers with this new set.
 - The entire parameter RAM is located in the memory area 01A0xxxxh, so a 16-bit link address is sufficient. The link address must be located on a 24-byte boundary.
 - There is no limit to the number of transfers that can be linked. However, the final transfer should link to a NULL parameter set which is one with all its entries set to 0 (24 zero bytes).

Linking EDMA Transfers (cont.)

- A transfer can be linked to itself to simulate the autoinitialization feature of the TMS320C6201 and TMS320C6701 DMA. This is useful for circular buffering and repetitive transfers.
- To eliminate timing problems resulting from the parameter reload time, the event register (ER) is not checked while the parameters are being reloaded. However, new events are registered in the ER.
- Any record in the PaRAM can be used for linking. However, a set in the first 16 should be used only if the corresponding event is disabled.

EDMA Interrupts to the CPU

When the TCINT bit is set to 1 in OPT for an EDMA channel and the event mapped to the channel occurs, the EDMA sets a bit in the channel interrupt pending register (CIPR) determined by the transfer complete code programmed in OPT.

Then, if the bit corresponding to the channel is set in the channel interrupt enable register (CIER), the EDMA generates the interrupt EDMA_INT to the CPU.

If the CPU interrupt EDMA_INT (default CPU_INT8) is enabled in the CPU IER, program execution jumps to the vectored interrupt service routine (ISR). The ISR can read the CIPR to check which EDMA events have been registered as completed and take the appropriate action.

Chaining EDMA Channels

The EDMA chaining capability allows the completion of an EDMA channel transfer to trigger another EDMA channel transfer. EDMA chaining does not modify any channel parameters. It just gives a synchronization event to the chained channel.

Linking and chaining are different. Linking reloads the current channel parameters with the linked parameters and transfers continue on the same channel with the linked parameters.

Chaining does not modify or update any chained parameters. It simply gives a synchronization event to the chained channel.

Channels 8, 9, 10, and 11 are reserved for chaining. Chaining is enabled by setting bit 8, 9, 10, or 11 in the channel chain enable register (CCER). The four-bit field, transfer complete code (TCC), in OPT for a channel must also be set to one of these four values to cause chaining to occur at the end of the transfer.

Chapter 2, Experiment 4

Generating a Sine Wave Using the EDMA Controller

To learn how to use the EDMA controller, do the following:

- Configure the McBSP's and codec as before and again use a 16 kHz sampling rate.
- Generate a 512 word integer array, `table[512]`, where the upper 16 bits are the samples for 32 cycles of a 1 kHz sine wave for the left channel, and the lower 16 bits are the samples for 64 cycles of a 2 kHz sine wave for the right channel. Of course, the left and right channel sine wave samples must be scaled to use a large part of the DAC's dynamic range and must be converted to 16-bit integers before being combined into 32-bit words.

Experiment 2.4, EDMA (cont.)

- Configure the EDMA controller to transfer the entire array of 512 samples to the Data Transmit Register (DXR) of McBSP1 which will send them to the codec. Synchronize the transfers with the XRDY1 event to get the 16 kHz sampling rate.
- Link the channel parameter set back to itself so the sine waves are continuously sent.
- Observe the codec left and right channel outputs on the oscilloscope and verify that they are sine waves with the desired frequencies.

An example code segment is shown in the following slides that does most of the work for you. This code segment is on the PC's hard drive as `C:\c6713dsk\edma_sines.c` and on the class web site.

Example EDMA Code Segment

This program segment uses TI's Chip Support Library (CSL) to configure the EDMA. Detailed information about the CSL can be found in the manual:

TMS320C6000 Chip Support Library API Reference Guide, SPRU401.

You can also find CSL documentation by bringing up Code Composer and following the path:

Help → Contents → Chip Support Library → EDMA Module.

The EDMA is configured to:

- Use element sync by the event **XEVT1** which happens when **XRDY1** makes a transition from 0 to 1. The default mapping of this event to EDMA channel 14 is used.
- Transfer single frames containing 512 elements with the elements being 32-bit words.
- Repeatedly transmit the same 512-word sine wave sample frame by linking back to the same parameter set at the end of each frame transfer.

Example EDMA Code Segment (cont. 1)

```
#include <stdio.h>
#include <stdlib.h>
#include <dsk6713.h>
#include <dsk6713_aic23.h>
#include <csl_edma.h>
#include <intr.h>
#include <math.h>
/* NOTE: The TI compiler gives warnings
   if math.h is moved up under stdlib.h */

#define sampling_rate 16000
#define SZ_TABLE 512
#define f_left 1000.
#define f_right 2000.
#define scale 15000.
#define pi 3.141592653589

int table[512];

/* Codec configuration settings
   See dsk6713_aic23.h and the TLV320AIC23 Stereo
   Audio CODEC Data Manual for a detailed
   description of the bits in each of the 10 AIC23
   control registers in the following configuration
   structure. */
```

Example EDMA Code Segment (cont. 2)

```
DSK6713_AIC23_Config config = { \  
    0x0017, /* 0 DSK6713_AIC23_LEFTINVOL  
           Left line input channel volume */ \  
    0x0017, /* 1 DSK6713_AIC23_RIGHTINVOL  
           Right line input channel volume */ \  
    0x00d8, /* 2 DSK6713_AIC23_LEFTHPVOL  
           Left channel headphone volume */ \  
    0x00d8, /* 3 DSK6713_AIC23_RIGHTHPVOL  
           Right channel headphone volume */ \  
    0x0011, /* 4 DSK6713_AIC23_ANAPATH  
           Analog audio path control */ \  
    0x0000, /* 5 DSK6713_AIC23_DIGPATH  
           Digital audio path control */ \  
    0x0000, /* 6 DSK6713_AIC23_POWERDOWN  
           Power down control */ \  
    0x0043, /* 7 DSK6713_AIC23_DIGIF  
           Digital audio interface format */ \  
    0x0081, /* 8 DSK6713_AIC23_SAMPLERATE Sample  
           rate control (48 kHz) */ \  
    0x0001 /* 9 DSK6713_AIC23_DIGACT  
           Digital interface activation */ \  
};
```

```
EDMA_Handle hEdmaXmt;          // EDMA channel handles  
EDMA_Handle hEdmaReloadXmt;
```

Example EDMA Code Segment (cont. 3)

```
Int16 gXmtChan;           // TCC code (see initEDMA())

/* Transmit side EDMA configuration */
EDMA_Config gEdmaConfigXmt = {
    EDMA_FMKS(OPT, PRI, HIGH)      | // Priority
    EDMA_FMKS(OPT, ESIZE, 32BIT) | // Element size
    EDMA_FMKS(OPT, 2DS, NO)      | // 1 dimensional source
    EDMA_FMKS(OPT, SUM, INC)     | // Src update mode
    EDMA_FMKS(OPT, 2DD, NO)     | // 1 dimensional dest
    EDMA_FMKS(OPT, DUM, NONE)   | // Dest update mode
    EDMA_FMKS(OPT, TCINT, NO)   | // No EDMA interrupt
    EDMA_FMKS(OPT, TCC, OF(0)) | // Trans. compl. code
    EDMA_FMKS(OPT, LINK, YES)   | // Enable linking
    EDMA_FMKS(OPT, FS, NO),     // Use frame sync?

    (Uint32) table,           // Src address

    EDMA_FMK (CNT, FRMCNT, NULL) | // Frame count
    EDMA_FMK (CNT, ELECNT, SZ_TABLE), // Element cnt

    EDMA_FMKS(DST, DST, OF(0)), //Dest address

    EDMA_FMKS(IDX, FRMIDX, DEFAULT) | // Frame index
    EDMA_FMKS(IDX, ELEIDX, DEFAULT), // Element index
};
```

Example EDMA Code Segment (cont. 4)

```
    EDMA_FMK (RLD, ELERLD, NULL) | // Reload element
    EDMA_FMK (RLD, LINK, NULL)    // Reload link
};
/* Function Prototypes */
void initEdma(void);
void create_table(void);

void main(void){
    DSK6713_AIC23_CodecHandle hCodec;

    intr_reset(); /* Initialize interrupt system */

    /* dsk6713_init() must be called before other
       BSL functions */
    DSK6713_init(); /* In the BSL library */

    /* Start the codec. McBSP1 uses 32-bit words,
       1 phase, 1 word frame */
    hCodec = DSK6713_AIC23_openCodec(0, &config);

    /* Change the sampling rate to 16 kHz */
    DSK6713_AIC23_setFreq(hCodec,
                          DSK6713_AIC23_FREQ_16KHZ);

    create_table(); /* You must write this function. */
}
```

Example EDMA Code Segment (cont. 4)

```
initEdma(); /* Initialize the EDMA controller
            (See below) */
while(1); /* infinite loop */
} /* end of main() */

/*****
/* Create a table where upper 16-bits are samples */
/* of a sine wave with frequency f_left, and the */
/* lower 16 bits are samples of a sine wave with */
/* frequency f_right. */
*****/

void create_table(void){
    Put your code to generate the sine table here.
}

/*****
/* initEdma() - Initialize the DMA controller. */
/* Use linked transfers to automatically restart */
/* at beginning of sine table. */
*****/

void initEdma(void)
{
    /* Configure transmit channel */
```

Example EDMA Code Segment (cont. 5)

```
/* get hEdmaXmt handle, Set channel event to XEVT1 */
hEdmaXmt =EDMA_open(EDMA_CHA_XEVT1, EDMA_OPEN_RESET);
// get handle for reload table
    hEdmaReloadXmt = EDMA_allocTable(-1);

// Get the address of DXR for McBSP1
    gEdmaConfigXmt.dst = MCBSP_getXmtAddr(
                                DSK6713_AIC23_DATAHANDLE);
// then configure the Xmt table
    EDMA_config(hEdmaXmt, &gEdmaConfigXmt);

// Configure the Xmt reload table
    EDMA_config(hEdmaReloadXmt, &gEdmaConfigXmt);

// link back to table start
    EDMA_link(hEdmaXmt,hEdmaReloadXmt);
    EDMA_link(hEdmaReloadXmt, hEdmaReloadXmt);

// enable EDMA channel
    EDMA_enableChannel(hEdmaXmt);

/* Do a dummy write to generate the first
    McBSP transmit event */
    MCBSP_write(DSK6713_AIC23_DATAHANDLE, 0);
}
```