

Real-Time Processor (R5)



How can we do **hard real-time** on the BYAI?

How can we get our **code** into the R5?

How can we use **GPIO** with the R5?

Hard Real-Time with BYAI: About the R5

r Definitions of Realtime

Hard Real-time

- User requires..
- "Guaranteed Services"
Mathematical/logical proof or exhaustive simulation required
- Hard real-time is about..

Soft Real-time

- User only requires..
(statistical analysis)
- "Best effort Services"
E.g.: Average # missed deadline < 2 per minute.
- Soft real-time is about..

motivation

Linux can do fine with **soft real-time tasks**

- ~10s of ms accuracy/latency

hard real-time

- Cannot use Linux:
 - ..
- but, Linux gives us **great software power!**
- Analyze system and
 - ..
- from **soft real-time** and **non-real-time**

hard real-time task solution

- Run hard real-time tasks on a processor without Linux
 - Use external processor (**Arduino**)
 - Use internal microcontroller (**R5**)

= Sub System

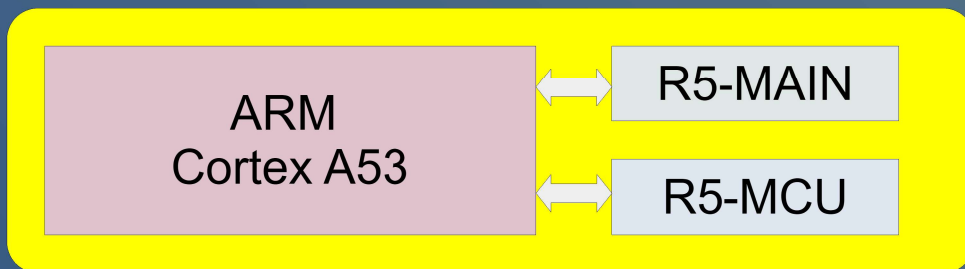
The BeagleY-AI has a
Texas Instruments AM67A SoC..

- Powerful main processor:
Arm Cortex-A53 (quad-core, 1.4GHz)
- 2 Dedicated real-time processors:
Arm Cortex-R5 (single-core, 800MHz)
- 2 general purpose digital signal processors (DSPs):
C7x DSP (4-TOPS with Matrix Multiply Accelerator)

We'll use:

- ..
- ..
GPIO for NeoPixel LED

AM67A SoC



5 is useful for hard real-time interactions, such as:

- deterministic latency to respond to GPIO event
- .. GPIO and ..
(Ex: timing ultrasonic distance sensor readings)
- .. (manual) protocol implementation:
UART, I2C, SPI, Neo-pixel 1-wire protocol, etc.

called the Cortex R5F Subsystem (R5FSS)

- The *F* means it has a hardware floating point unit.

Architecture

R5's:

- Dedicated R5 core to manage boot, power mode
- Available R5 for running custom code.
- Available R5; able to access different GPIO pins.

Each R5:

- 32-bit ARM processors, 800MHz
- 2-banks of fast (uncached) memory:
- ..

Resources

- Can share RAM banks with Linux
- Each R5F allows access to different GPIO pins
- Peripheral access (UART, etc)
- And more! (interrupts, ...)

Interface to R5

Linux's Remote Processor Framework

- ..
- called `remoteproc`

```
(byai)$ ls /sys/class/remoteproc/
```

- `remoteproc0` - DSP #1
- `remoteproc1` - DSP #2
- `remoteproc2` - R5 - MCU
- `remoteproc3` - R5 - WKUP
- `remoteproc4` - R5 - Main

view status of processor by viewing its state file

```
(byai)$ cat /sys/class/remoteproc/remoteproc3/state
```

Coding for the R5

Sample Program

```
DELAY_TIME_uS    (250 * 1000)
```

```
tree nodes for pin aliases
```

```
LED0_NODE DT_ALIAS(led0)
```

```
BTN0_NODE DT_ALIAS(btn0)
```

```
static struct gpio_dt_spec led = GPIO_DT_SPEC_GET(LED0_NODE, gpios);
```

```
static struct gpio_dt_spec btn = GPIO_DT_SPEC_GET(BTN0_NODE, gpios);
```

```
void initialize_gpio(const struct gpio_dt_spec *pPin, int dir) {
```

```
    gpio_pin_configure_dt(pPin);
```

```
    gpio_pin_configure_dt(pPin, dir);
```

```
int main(void) {
```

```
    printf("Hello World! %s\n");
```

```
    initialize_gpio(&led, GPIO_OUTPUT_ACTIVE);
```

```
    initialize_gpio(&btn, GPIO_INPUT);
```

```
    while (true) {
```

```
        gpio_pin_toggle_dt(&led);
```

```
        k_busy_wait(DELAY_TIME_uS);
```

```
        // Delay longer when button pressed
```

```
        if (gpio_pin_get_dt(&btn) == 0)
```

```
            k_busy_wait(DELAY_TIME_uS);
```

```
    }
```

```
}
```

```
return 0;
```

```
}
```

Id Process

ur R5 programs will use..

Setup

- Install the Zephyr SDK & Tools
SDK = ..

on Host

- Build project using CMake
Builds build/zephyr_mcu.elf
- Copy to NFS

on Target

- Copy zephyr_mcu.elf to /lib/firmware
- Load into R5:
echo zephyr_mcu.elf | sudo tee /sys/class/remoteproc/remoteproc2/firmware
echo start | sudo tee /sys/class/remoteproc/remoteproc2/state

GPIO with R5

erview

code refers to pins by name.

device tree nodes for pin aliases

```
static const struct gpio_dt_spec led = GPIO_DT_SPEC_GET(LED0_NODE, gpios);

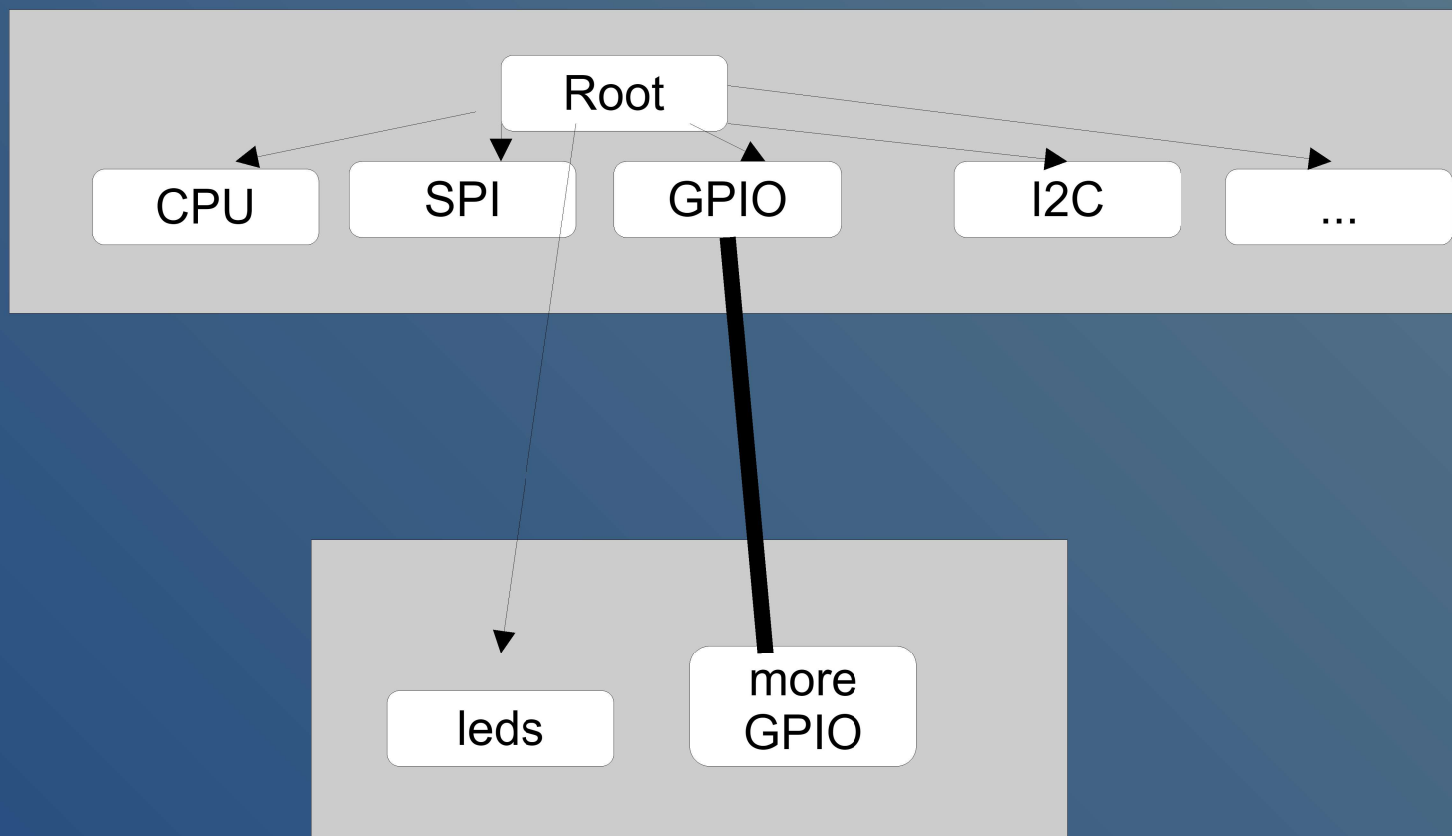
int main(void)
{
    gpio_is_ready_dt(&led);
    gpio_pin_configure_dt(&led, GPIO_OUTPUT_ACTIVE);

    while (true) {
        gpio_pin_toggle_dt(&led);
        k_busy_wait(250 * 1000); //uS
    }

    return 0;
}
```

Device Tree

5f
Tree



Tree

```

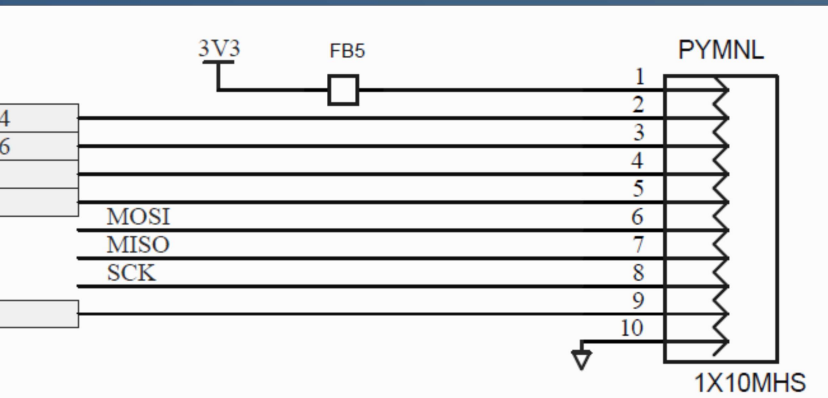
3 / {
4     aliases {
5         led0 = &mcu_led;
6     };
7
8     leds {
9         compatible = "gpio-leds";
10
11         mcu_led: led_gpio7 {
12             gpios = <&mcu_gpio0 9 GPIO_ACTIVE_HIGH>;
13         };
14     };
15
16     pinctrl_mcu: pinctrl_mcu@4084000 {
17         compatible = "ti,k3-pinctrl";
18         reg = <0x04084000 0x88>;
19         status = "okay";
20     };
21 };
22
23 &pinctrl_mcu {
24     mcu_gpio0_led_btn_default: mcu_gpio0_led_btn_default {
25         pinmux = <K3_PINMUX(0x0024, PIN_OUTPUT, MUX_MODE_7)>; /* (B3)
26     };
27 };
28
29 &mcu_gpio0 {
30     pinctrl-0 = <&mcu_gpio0_led_btn_default>;
31     pinctrl-names = "default";
32     status = "okay";
33 };

```

mystifying GPIO

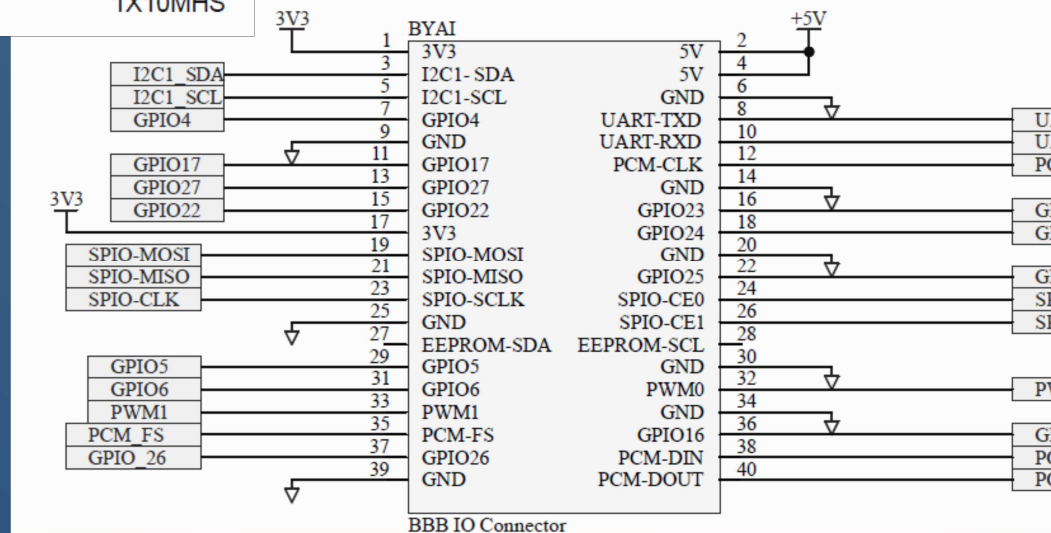
How do we know what to put into a device tree?

- On schematic, identify pin:



is PYMNL-Pin 9
s to SPI0-CE1

SPI0-CE1 maps to
hat-pin 26



Check out info on Hat Pin

Use this website to investigate a hat pin
<https://pinout.beagleboard.io/>

BeagleY-AI Pinout

5v Power	1	•	2	5v Power
(I2C1 SDA)	3	•	4	5v Power
(I2C1 SCL)	5	•	6	Ground
	7	•	8	GPIO 14 (UART TX)
	9	•	10	GPIO 15 (UART RX)
	11	•	12	GPIO 18 (PCM CLK)
	13	•	14	Ground
	15	•	16	GPIO 23
5v Power	17	•	18	GPIO 24
0 (SPI0 MOSI)	19	•	20	Ground
(SPI0 MISO)	21	•	22	GPIO 25
1 (SPI0 SCLK)	23	•	24	GPIO 8 (SPI0 CE0)
	25	•	26	GPIO 7 (SPI0 CE1)
(EEPROM SDA)	27	•	28	GPIO 1 (EEPROM SCL)
	29	•	30	Ground
	31	•	32	GPIO 12 (PWM0)
3 (PWM1)	33	•	34	Ground
9 (PCM FS)	35	•	36	GPIO 16
6	37	•	38	GPIO 20 (PCM DIN)
	39	•	40	GPIO 21 (PCM DOUT)

MCU GPIO SoC Pin 1-WIRE I2C 5v Power Ground GPCLK* JTAG*
PWM 3v3 Power UART SPI DPI* PCM SDIO*

Browse pinouts for HATs, pHATs and add-ons »

GPIO 7 (SPI Chip Select 1)

Alt0	Alt2	Alt7
WKUP_UART0_RXD	MCU_SPI0_CS2	MCU_GPIO0_9

- Physical/Board pin 26
- GPIO/BCM pin 7
- SoC pin B3

D Config Register

We know we are working with **Ball Number B3**

- Look it up in **processor data sheet**:

<https://www.ti.com/lit/ds/symlink/am67a.pdf>

BALL NUMBER [1]	BALL NAME [2] PADCONFIG Register [15] PADCONFIG Address [16]	SIGNAL NAME [3]
B3	WKUP_UART0_RXD PADCONFIG MCU_PADCONFIG9 0x04084024	WKUP_UART0_RXD
		MCU_SPI0_CS2
		MCU_GPIO0_9

tells us:

- ..
(MCU_PADCONFIG9)
- Configuration reg addr = 0x04084024

Config Register Offset

Given the **config register address**, we actually need..

- The pin's config register offset is bottom 13 bits of the address

```
K3_PINMUX(offset, value, mux_mode) (((offset) & 0x1fff)) ((value) | (mux_mode))
```

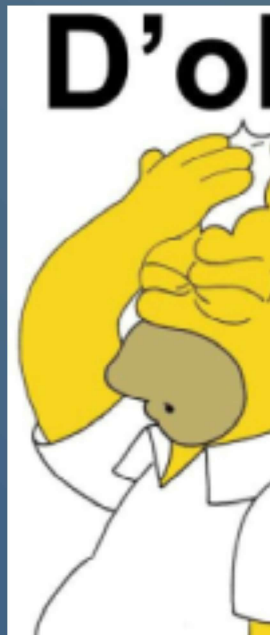
- So offset for address 0x04084024

```
..  
mcu {  
    mcu_gpio0_led_btn_default: mcu_gpio0_led_btn_default {  
        pinmux = <K3_PINMUX(0x0024, PIN_OUTPUT, MUX_MODE_7)>; /* (B3) GPIO0 */  
    }  
}
```

Configuration Confession

This investigation is (likely?) correct;
however, the configuration is not
yet working for MCU GPIO!

- A **work-around** is to
execute the GPIO command in Linux to set configuration:
gpioset gpiochip0 9=1
- This causes **Linux to setup the configuration**
in the way we need it for the R5.



Example Blinky

e up

et's have R5 flash a custom wired LED

- Wire this circuit



Process: Build

Build on host

```
cmake -S . -B build -DBOARD=beagle_ai/j722s/mcu_r5f0_0  
cd build  
make  
cd ..
```

Copy to NFS

```
mkdir -p ~/cmpt433/public/r5/  
cp build/zephyr/zephyr.elf ~/cmpt433/public/r5/zephyr_mcu.elf
```

Process: Install

Copy firmware from NFS to firmware folder

```
sudo cp /mnt/remote/r5/zephyr_mcu.elf /lib/firmware/
```

Start code

```
echo zephyr_mcu.elf | sudo tee
```

```
/sys/class/remoteproc/remoteproc2/firmware
```

```
echo start | sudo tee /sys/class/remoteproc/remoteproc2/state
```

Work-around for GPIO Config

```
gpiochip0 9=1
```

Summary

Use **R5** to meet **hard real-time** deadlines for RT tasks

Process

- Develop on host
- Compile on host, install on Target

GPIO for R5

- Use of **device trees**
- **Finding pin info:**
 - Use **circuit diagram** to find pin.
 - Use BeagleY-AI **pinout** for ball number.
 - Use AM67a **Datasheet** for register info.
 - Configure in **device tree**.