

Planning for the rest of the semester.

Yesterday evening Dordt announced that we need to add days to the schedule to assure a full semester for accreditation purposes, but EGR 304 does not need them in the sense that we are finishing our planned syllabus on the original schedule.

F	4/05	Video Ethernet CSMA/CD animation, typical small business network
M	4/06	Video Discussion of test, Def'n of the Internet, Internet is not Ethernet
W	4/08	Test #2
F	4/10	No class--Easter Break
M	4/13	No class--Easter Break
W	4/15	Video Ethernet an Internet Protocol--higher OSI layers, client-server roles
F	4/17	
M	4/20	
W	4/22	Lab Project II Report Due 11:59 PM
F	4/24	
M	4/27	
W	4/29	
F	5/01	(Last day of class)

M 5/04 New last day of class

W 5/06 10:30 AM to 12:30 PM—Final Exam—Now removed from schedule!
Take-home exams recommended.

Spring 2020
DAILY NOTES

Click on a date to download the notes for that day.
M = Monday, W = Wednesday, F = Friday

DATE	TOPICS
M 1/10	Intro, Microprocessor vs. Microcontroller vs SoC, trends (First day of class)
W 1/13	Introduction to Git, Demonstration of a repository
F 1/17	More on Git, HEAD, branch, other commands
M 1/20	Parallel Ports, Configuration of, I/O strategies, Arduino code examples of
W 1/22	I/O Ports on Arduino and R-Pi, Pos or neg-triue drive, V- vs. I-driven loads
F 1/24	Driving higher powered loads, MOSFETs & BJTs as switches, flyback
M 1/27	More on flyback, debouncing switches, modeling sensors, decibels
W 1/29	Sensors: range, dyn range, precision, accuracy, models, single-ended
F 1/31	Differential sources, diff inputs, connections, variations
M 2/03	A/D conversion: anti-aliasing, sampling, quantizing, audio demo
W 2/05	Sensors: an overview, matching sensor range to A/D range
F 2/07	Devotion: "What, me worry?", Intro motors, DC motors, AC motors
M 2/10	3-phase synchronous w/ salient pole or cylindrical rotor motors
W 2/12	Stepper motors, DC motor examples
F 2/14	Stepper holding torque, stepper motor examples, H-bridge, relative speed, V-scan, U-scan, interrupts
M 2/17	Memory cache, cache sizes, cache organization, sources of interrupts
W 2/19	Detail on bus, advantages of interrupts, OOP, risks of OOP
F 2/21	Test #1
M 2/24	Interrupt density, latency, interrupt intervals
W 2/26	Int. intervals example; critical regions; task schedg via-software-hardware
F 2/28	Measuring freq. and period, Memory applications and technologies
M 3/02	Characteristics of memory and data storage
W 3/04	Control of AC loads, SCR devices, triac devices
F 3/06	No class--Spring Break
M 3/09	No class--Spring Break
W 3/11	No class--Spring Break
F 3/13	No class--Spring Break
M 3/16	No class--Spring Break
W 3/18	Extended Spring Break due to Corona Virus, Video: virtual classroom
F 3/20	Video Practice virtual live classroom, IEEE Aereospace conference report
M 3/23	Video Devotion: "Weak"; Async vs sync serial, RS-232 history & voltages
W 3/25	Video RS-232 reception, libraries, configuration, power over RS-232
F 3/27	Video Baud, synchronous serial interfacing, Ethernet
M 3/30	Video "Scope view of Manchester, PoE+, Wi-Fi, Frames and OSI model
W 4/01	Video Definition of Ethernet hub, switch, bridge, router, WAP
F 4/03	Video Ethernet CSMA/CD animation, typical small business network
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How shall we deal with the extra lecture day?

1.) We are headed for finishing the topic of USB on about 4/24. That leaves about four class periods. I propose to add a two topics to the syllabus:

Security of Embedded Systems

Message Broker Services

What about our now unscheduled exam?

Stay with the 2-hour sit-down timed exam in the style of the 2nd test?

Switch to a take-home test with 1 week to finish it? (Dordt's administration is recommending this second option.)

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Planning for the rest of the semester.

The second lab project is scheduled to be done now, and all of you are actually done with the hardware. The lab report is due on Wednesday, 4/22.

PLAN A

F 4/17 USB
 M 4/20 USB
 W 4/22 USB 2:00 PM lab demo: transmission lines. [LR#2 due](#)
 F 4/24 Security of Embedded Systems (SES)
 M 4/27 SES
 W 4/29 SES 2:00 PM no lab
 F 5/01 Message Broker Services (not on final exam)
 M 5/04 Message Broker Services (not on final exam)

Th 5/07 [Final exam](#) offered in a 2-hour format similar to Test #2.

PLAN B

F 4/17 USB
 M 4/20 USB
 W 4/22 USB 2:00 PM lab demo: transmission lines. [LR due](#)
 F 4/24 Security of Embedded System (SES)
 M 4/27 SES
 W 4/29 SES 2:00 PM no lab, [Take-home exam](#) is sent out
 F 5/01 Message Broker Services (not on final exam)
 M 5/04 Message Broker Services (not on final exam)

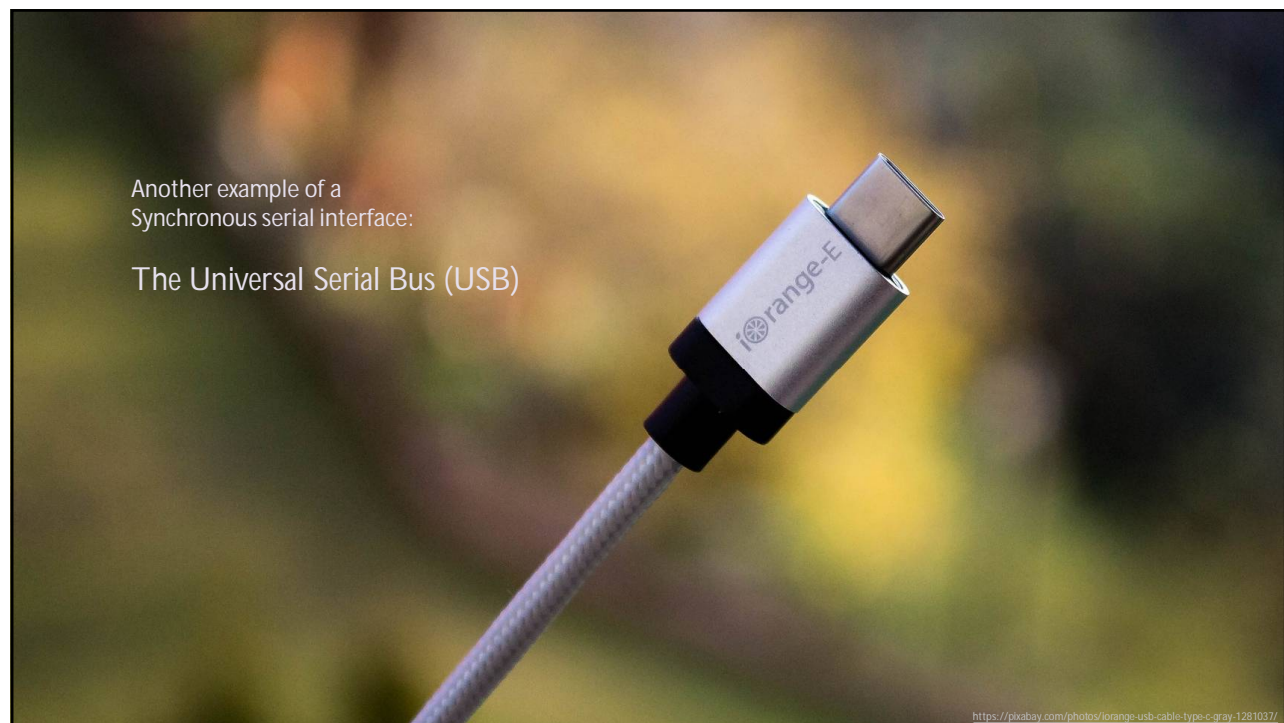
W 5/06 [Take-home exam](#) is due.

PLAN C

Propose your own plan!

Please e-mail me your thoughts before you go to bed on Saturday.
 On Monday I'll report the results and we will make a decision.

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USB, Another synchronous LAN

- Bulk of the design work was done in 1990-1995, refinements continue to this day
- Goals of the project
 - **Connectors enforce network topology.** Easy to use, especially compared to RS-232, Centronics Parallel, PS-2.
 - Low cost in the sense of not much higher cost than other choices but better performance
 - Support for streaming audio in version 1.0, later speed upgrades to support video (2.0) and HD video.
 - Originally envisioned for desktop applications such as mouse, keyboard, printer, speaker, microphone, joystick, etc. Later web cam, cell phone charger, etc.
 - 15 foot maximum distance between endpoints.
 - **"Class Drivers"** provide generic driver software for any hardware—or at least that was the idea. Class drivers to be built into the operating system (Windows, OS X, Linux, Unix, etc.)
The reality is that in the early days many class drivers that came with the OS were very poor quality. Therefore many manufacturers of USB devices included replacement drivers with their products. Also, replacement drivers could give products differentiation by offering special features to only one brand of products! But this resulted in installation difficulties that remain to this day.
 - USB was the first LAN to provide **power as well as data**. The idea had been pioneered with RS-232 and Centronics interfaces but these applications were never standardized for them.
 - USB copied twisted-pair Ethernet's **"hot-plugging"** concept. Making or breaking a USB connection will have no effect on other USB devices and most certainly **must not crash the OS!** (This did routinely happen with RS-232, Centronics and PS-2 connections.)

Gold = 4 new ideas pioneered by USB

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USB, Another synchronous LAN

USB 1.0 supports two speeds—as of 1996 when USB first gained market share.

Low Speed—"up to 1.5 Mbps." Typical maximum useful throughput is more like 1.0 Mbps
For various reasons low speed is usually most practical for less than 0.1 Mbps!

Full Speed—12 Mbps maximum

Actually used typically for rates between 0.5 and 10 Mbps.
(Originally in the mid 1990's this was too slow for video then, but HD video is now possible at this rate due to improved data compression!)

Truly **goof-proof "type A" and "B" connectors**—a really distinct advantage of USB. Too bad they were so big!

USB 2.0 adds

High Speed—"480 Mbps maximum"—to support video applications including video editing.
Mini connectors. (Too bad they were still too big!)
Micro connectors added to the 2.0 standard in 2007! (On your many cell phones for example.)

USB 3.0 adds

Superspeed—"5 Gbps"—about 3 Gbps of practical throughput—to support fast mass storage
Battery charging mode with "up to 5 A" but in practice about 1.5 A (7.5 watts) available.
Most modern USB 2.0 hosts and hubs actually meet this 3.0 spec for battery charging.
New connectors with more contacts for more data wires. (not strictly a serial port anymore)

USB 3.1 adds

Superspeed+ —"10 Gbps" Speeds of about 7 Gbps have actually been demonstrated!
Another new connector, "type C." (Actually not part of the 3.1 standard, but came out at the same time.)
Type C connector has 24 pins! (Hardly a serial data connection!) Plug it in any which way (active)

USB 3.2 also known as "USB type C" adds

Superspeed+ now increased to "20 Gbps," type C connectors and cabling required (24 conductors!)

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USB, Another synchronous LAN

These plugs and sockets relate to various USB 1.0 and 2.0 standards

Micro-B
(non-standard)
"USB 1.1 mini-B"
Mini-B
Standard -A
receptacle
Standard-A
Standard-B

Fairly good-performing and economical connector design has been a hallmark of USB.

Table from Wikipedia, used by permission. CC BY-SA

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USB, Another synchronous LAN

USB 1.0 and 2.0

One twisted pair for data,
Two more wires for power

Standard-A plug

Standard-B plug

micro-B plug

Standard-A receptacle

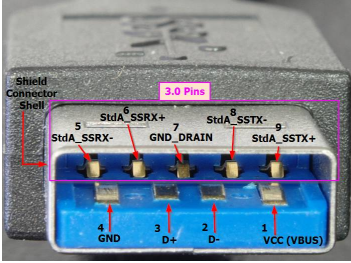
Standard-B receptacle

micro-B receptacle

<https://www.usb-3.com/usb-3-info.html>
https://commons.wikimedia.org/wiki/File:Usb_connectors.JPG
<https://www.easycac.com/media-center/how-to-fix-a-phone-that-couldnt-charge-properly/>

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USB, Another synchronous LAN



SS Standard-A plug

USB 3.0, 3.1
a.k.a.
Superspeed USB

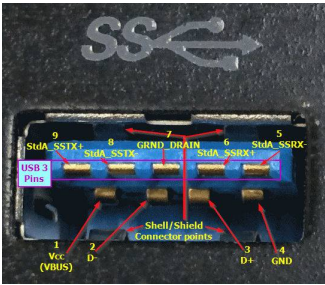
Two more twisted pairs,
Total of 3 twisted pairs.



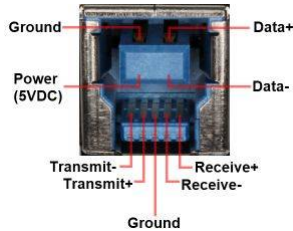
SS Standard-B plug



SS micro-B plug



SS Standard-A receptacle



SS Standard-B receptacle



SS micro-B receptacle
(on a Samsung Galaxy 3 phone)

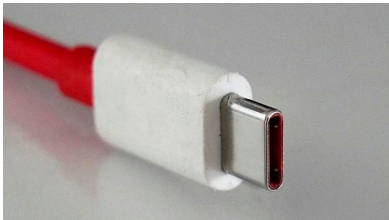
[https://commons.wikimedia.org/wiki/File:USB-3.0-Stecker_\(Typ_B\).jpg](https://commons.wikimedia.org/wiki/File:USB-3.0-Stecker_(Typ_B).jpg)
<https://commons.wikimedia.org/wiki/File:USB-3.0.png>
https://commons.wikimedia.org/wiki/File:USB_3_Pins_static.jpg
<https://www.usb3.com/usb3-info.htm>

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USB, Another synchronous LAN

USB 3.1, 3.2, a.k.a USB type C

24 pins!
Up to 16 conductors!

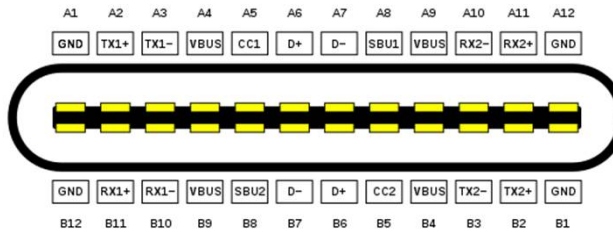


USB-C plug



USB-C receptacle

- No more type A, type B enforcement.
- Loop detection and elimination in software.
- USB-C cables have identical plugs.
- USB-C sockets are all identical
- Plug may be inserted either way.
- Adaptors can allow connection of older USB devices.
- Supports analog mode for mic, headphone, charging.
- Up to 100 W of power-over-USB-C (Up to 20 V at 5 A)
- "Alternate modes" allows a USB socket to act as HDMI or other type—special cable.



USB-C receptacle—looking into the open end.

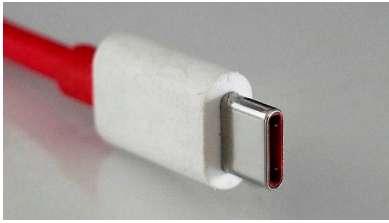
https://commons.wikimedia.org/wiki/File:LeTV_X600_USB_Type_C_port.jpg
https://commons.wikimedia.org/wiki/File:USB_Type-C_plug_20170626_crop.jpg
https://commons.wikimedia.org/wiki/File:USB_Type-C_Receptacle_Pinout.svg

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USB, Another synchronous LAN

USB 4.0

Coming this fall. . .
To a smartphone near you!

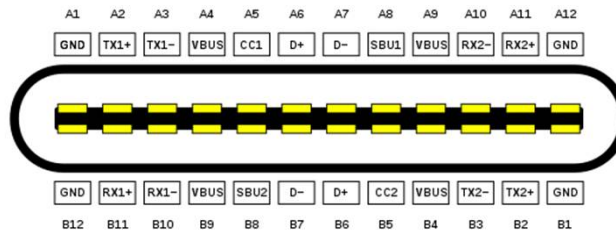


USB-4.0 plug



USB-4.0 receptacle

"Up to" **40 Gbps!**



USB-4.0 receptacle—looking into the open end.

https://commons.wikimedia.org/wiki/File:LeTV_X600_USB_Type_C_port.jpg
https://commons.wikimedia.org/wiki/File:USB_Type-C_plug_20170626_crop.jpg
https://commons.wikimedia.org/wiki/File:USB_Type-C_Receptacle_Pinout.svg

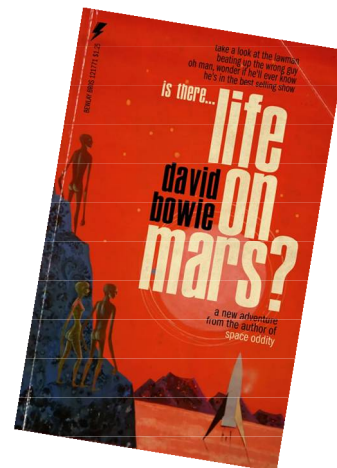
11

Just how fast is 40 Gbps?

That's 40/8 GBps = 5 GBps.

Consider that a pulp paperback novel is about 100000 words with six ASCII characters (bytes) per word.
Thus a pulp novel has on average about 600 kB of text.

At 40 Gbps that's 1.66667 kpnps (kilo pulp novels per second).
Might that possibly be fast enough for your Kindle?



<https://www.theguardian.com/artanddesign/gallery/2019/may/04/from-pulp-to-pulp-fiction-musical-book-jackets-in-pictures>

12

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But it is hard to grasp the concept of "per second."

We need a more intuitive measure to get rid of the "per second" concept.

A You-Tube cat video typically streams in 720p at about 4 Mbps. At 40 Gbps you can simultaneously watch **10 thousand cat videos** (or any videos) in 720p.



13

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Dividing by 4 and reducing the SI-prefix by a factor of 10^6 changes the units from "bps" to "cats"

40 Gbps = **10 Kcats**.

(Watch 10000 cat videos simultaneously on your smartphone.)

NOW you have some perception of what 40 Gbps is.



14

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That's 40/8 GBps = 5 GBps.

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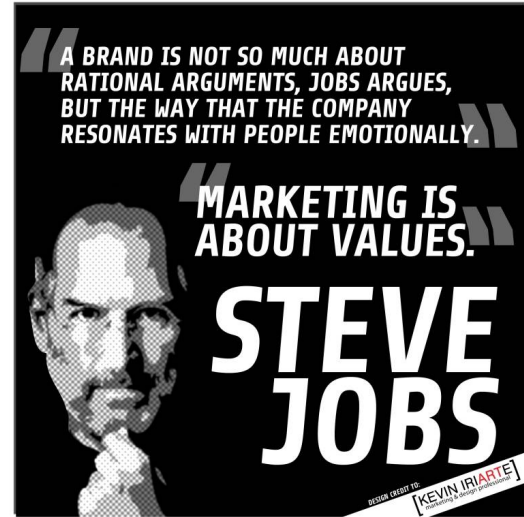
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40 Gbps = [10 Kcats](#).

NOW you have some perception of what 40 Gbps is.

USB 4.0's success will have nothing to do with it's speed.



<https://survelinks.wordpress.com/2015/04/25/best-marketing-strategy-ever-steve-jobs-knew-it-the-best/>