

# **Contents**

<b>Preface .....</b>	<b>xix</b>
<b>Chapter 1: Introduction.....</b>	<b>1</b>
Expected reader background .....	1
The parts of a robot.....	2
Where to get help .....	4
Tools you will need.....	5
Components .....	7
<b>Chapter 2: Mechanical and Electrical Disassembly of the RC Car .....</b>	<b>9</b>
Mechanical disassembly .....	9
Electrical inspection .....	11
On/Off switch .....	12
Connections to the drive motor .....	14
Connections to the steering motor .....	15
Electrical disassembly .....	15
<b>Chapter 3: Beginning Electronics – Resistors, Capacitors, and Inductors.....</b>	<b>17</b>
Some basic laws .....	18
Ohm's law .....	18
Kirchoff's laws .....	19
Resistors, capacitors, and inductors .....	23
Resistors .....	23
DC and AC voltages.....	23
Capacitors .....	24
Inductors .....	29
Inductors in series and parallel.....	31
Electric and magnetic fields .....	31
Magnetic fields.....	32
Storing energy in capacitors and inductors .....	32
Making analog filters out of resistors, capacitors and inductors .....	33
Resistor/capacitor filters .....	33

Resistor/inductor filters.....	36
A final word about filters .....	37
Stray capacitance and inductance.....	38
Chapter wrap-up .....	42
Bibliography .....	42
<b>Chapter 4: Basic Electronics—Semiconductors .....</b>	<b>43</b>
P–n junctions .....	44
The diode.....	45
The diode’s reverse breakdown voltage.....	46
Special diodes .....	46
The bipolar transistor .....	46
NPN transistor.....	46
A side note – ground conventions in electronics schematics.....	49
NPN transistor saturation.....	49
Is a saturated transistor ever desirable?.....	50
When is it linear and when is it saturated?.....	51
The PNP transistor.....	51
Metal oxide semiconductor field-effect transistor (MOSFET) .....	52
The enhancement N-channel MOSFET .....	52
The enhancement P-channel MOSFET.....	55
The operational amplifier.....	57
The non-inverting amplifier .....	58
Inverting amplifiers .....	59
Powering the op amp.....	60
Single-supply op amp power.....	60
Input and output range of the op amp.....	60
Op amps as comparators .....	61
Bandwidth and slew rate .....	62
Other constraints on op amp performance .....	63
The H-bridge .....	63
Bipolar transistor implementation of an H-bridge.....	64
Semiconductor wrap-up .....	65
Bibliography .....	65
<b>Chapter 5: DC Motors .....</b>	<b>67</b>
Learning by doing .....	68
Beakman’s motor .....	68
How does Beakman’s motor work? .....	70

Shortcomings of Beakman's motor.....	70
Improving on Beakman's motor .....	72
Improved commutation.....	73
Improving the DC motor still further.....	74
Is a DC motor also a DC generator? .....	74
So when is it a motor and when is it a generator?.....	75
Torque, force, and current .....	76
Dynamic braking .....	77
Powering the motor .....	77
Digital and analog – definitions.....	77
The analog DC motor drive .....	78
What's a load and how do we drive a heavy one?.....	78
Disadvantages of an analog DC motor drive.....	80
The pulsedwidth-modulated (PWM) DC motor drive.....	80
Example of a PWM DC motor drive .....	81
PWM power advantages.....	82
Brakeable and reversible PWM motor drive .....	83
Gears .....	84
Bibliography .....	84
<b>Chapter 6: Inexpensive Ways to Perform Circuit Simulation.....</b>	<b>85</b>
Circuit simulation history.....	85
Modern circuit simulation programs.....	86
TINA-TI.....	87
Simulations wrap-up.....	90
<b>Chapter 7: Computer Logic .....</b>	<b>91</b>
The birth of integrated circuits .....	91
The advent of logic .....	92
Boole .....	92
Shannon.....	92
Why is it called logic? .....	93
Some algebraic identities .....	94
Associativity, commutativity, and distributivity .....	95
Logic optimization .....	96
Advanced topics in computer logic .....	96
Electronic implementation of logic .....	97
A logic example – the adder.....	99
The Exclusive-Or gate.....	100
The multiple-bit adder.....	101

Flip-flops and registers.....	103
Registers.....	104
Logic chapter wrap-up .....	104
Bibliography .....	105
<b>Chapter 8: Computer Arithmetic.....</b>	<b>107</b>
Getting started with binary.....	108
Converting from binary to decimal .....	108
Converting from decimal to binary .....	109
Addition .....	110
Fractional numbers.....	112
Negative numbers.....	112
Sign-magnitude representation .....	113
Complements .....	113
Two's complement arithmetic .....	114
Overflow .....	115
Subtraction.....	115
Multiplication .....	116
Software multiply .....	116
Multiplication by iterative addition.....	116
Multiplication by shifting .....	116
Multiplication by powers of 2.....	118
Division .....	118
Division by powers of 2 .....	118
Hexadecimal and octal .....	119
Floating-point arithmetic.....	119
Bibliography .....	119
<b>Chapter 9: Introducing the MSP430 Microcontroller.....</b>	<b>121</b>
What is a central processing unit and how does it work?.....	121
How is a microcontroller different from a computer?.....	123
What does an MSP430 instruction look like? .....	123
How does the microcontroller talk to the peripherals? .....	125
Interrupts.....	125
Is there more than one type of MSP430 and what are the differences?.....	126
What is the MSP430 launchpad? .....	126
Which MSP430 types does this book focus on? .....	127
MSP430 pinout .....	128
Choosing the programming language .....	130
The case for C .....	130

The case for assembly language.....	130
Deciding between the two .....	131
Clocks .....	131
Bibliography .....	132
<b>Chapter 10: Getting Started with MSP430 Assembler.....</b>	<b>133</b>
The TI MSP430x2xx family user's guide .....	134
The MSP430 datasheets .....	134
Registers and memory.....	134
Special registers .....	134
Program Counter.....	134
Stack Pointer .....	135
Status Register .....	135
Constant Generator register .....	136
General-purpose registers .....	136
Addressing memory and registers in assembly language.....	136
Byte vs. word instructions .....	136
Addressing words in memory.....	137
Hexadecimal memory address conventions .....	137
Memory addressing modes.....	137
Register Mode .....	137
Indexed Mode .....	137
The Indirect and the Indirect Autoincrement Addressing Modes .....	139
Immediate Addressing Mode.....	139
Simplifying addressing .....	140
Instruction set .....	140
Instructions not used in this book .....	140
Instructions by category .....	142
The move instruction .....	142
Arithmetic instructions.....	143
Logic instructions.....	144
Rotation instructions .....	145
Program Control instructions.....	145
The lowly NOP instruction.....	149
Bibliography .....	149
<b>Chapter 11: Running Assembly Language Programs.....</b>	<b>151</b>
Getting started .....	152
Downloading the code examples.....	152
Creating the project .....	153

What does the Include statement do?.....	155
What's an ORG statement? .....	156
The blinking LED program .....	156
Running the program.....	158
What do I do if this doesn't work?.....	159
Getting familiar with IAR Embedded workbench IDE.....	160
Starting the program again later.....	160
Modifying the LaunchPad board.....	161
A second programming example – the software multiply.....	163
The basic multiply algorithm .....	164
The unsigned 16 × 16 multiply subroutine .....	164
Writing the program .....	165
The program file .....	165
Getting more familiar with IAR Embedded Workbench IDE .....	169
Bibliography .....	169
<b>Chapter 12: Programming the MSP430 in C .....</b>	<b>171</b>
The multiply program in C .....	173
The compiler's multiply call .....	175
Back to the assembly language vs. C question.....	176
C programming wrap-up .....	177
Bibliography .....	177
<b>Chapter 13: System Clocking for the MSP430 .....</b>	<b>179</b>
Back to hardware! .....	179
System clocking in a computer.....	179
The MSP430 system clocks .....	180
The DCOCLK.....	181
Frequency inaccuracy of the RC oscillator .....	182
Setting the frequency of the DCOCLK.....	184
Calibrated frequencies .....	187
Bibliography .....	189
<b>Chapter 14: Parallel and Serial Input/Output Ports.....</b>	<b>191</b>
Parallel I/O .....	191
The input port .....	191
Output port.....	193
Port 1 as both an input port and output port.....	193
Additional parallel digital I/O features .....	194
How many digital I/O ports does the MSP430 have? .....	195

Sharing I/O pins with other peripheral functions .....	196
Serial I/O .....	196
Universal asynchronous receiver/transmitter (UART) .....	197
Digital I/O wrap-up .....	198
Bibliography .....	198
<b>Chapter 15: Timers and Counters .....</b>	<b>199</b>
Capture – timestamping events .....	199
Timer compare mode .....	200
Pulse-width modulation .....	201
Timers and counters wrap-up .....	205
Bibliography .....	207
<b>Chapter 16: Data Acquisition .....</b>	<b>209</b>
Digital-to-analog converters .....	210
Using superposition to analyze D/A circuits .....	210
PWM D/A functions .....	213
Analog-to-digital conversion .....	219
Successive approximation guessing .....	220
How does successive approximation work? .....	220
Non-ideal sampling .....	223
The sample-and-hold amplifier .....	225
Nyquist-Shannon sampling theorem .....	226
Aliasing .....	227
Other types of A/D converters .....	228
The sigma-delta converter .....	229
$\Sigma\Delta$ A/D converters in MSP430 microcontrollers .....	230
Is resolution the same as accuracy? .....	230
A/D noise .....	230
A/D distortion due to component mismatch .....	231
A/D resolution conclusions .....	231
The MSP430 10-bit A/D .....	231
The analog multiplexer .....	231
A/D example .....	232
ADC10AE0 register .....	232
ADC10CTL0 register .....	233
ADC10CTL1 register .....	236
ADC10MEM .....	238
ADC10 example .....	238
Bibliography .....	239

<b>Chapter 17: Circuit Building.....</b>	<b>241</b>
Types of circuit construction .....	241
Building a circuit assembly from an existing printed circuit board.....	241
How to solder.....	242
Making your own printed circuit boards.....	243
Outsourcing printed circuit board fabrication .....	244
Building a circuit assembly on a solderless board .....	244
Building a circuit assembly on vector board, using solder .....	245
Building a circuit assembly on vector board, using wirewrap .....	246
Deadbugging .....	247
Where to buy parts .....	248
Bibliography .....	248
<b>Chapter 18: Using Sensors to Avoid Collisions.....</b>	<b>249</b>
Ultrasonic generation and detection .....	250
Ultrasonic generation.....	250
Advantages of using ultrasound .....	252
Driving the ultrasonic transmitter .....	253
Single-ended drive .....	253
Bridge-tied drive .....	254
MOSFET IC drive .....	254
Ultrasonic detection.....	255
Program to produce ultrasonic waveform.....	260
Envelope detection .....	261
The AM receiver.....	261
Determining the number of pulses to use.....	263
Making decisions about potential obstructions.....	267
Optical generation and detection .....	267
Simple LED sensing .....	267
Imaging-type distance measurement.....	268
Combining sensors for improved avoidance decisions .....	269
Bibliography .....	272
<b>Chapter 19: Measuring Speed .....</b>	<b>273</b>
Ways to measure vehicle speed .....	274
Improving the accuracy of the back EMF voltage measurement.....	274
An optical method of measuring speed.....	275
Using the slots in the wheel to count revolutions .....	275
Other optical methods for measuring speed .....	276
Avoiding crosstalk in speed measurements .....	278

Calculating speed from the slot count .....	278
Sampling rate .....	279
Converting optical power to voltage .....	279
Photodiodes .....	279
Photoreceivers .....	280
When is the transimpedance amplifier not linear?.....	282
Ambient light characteristics .....	282
Light wavelength .....	282
Ambient light interference – the sun.....	284
Ambient light interference – incandescent lighting.....	284
Ambient light interference – fluorescent lighting.....	285
Reducing the effect of ambient lighting .....	286
Optical filtering to reduce ambient light effects.....	286
Matched filters .....	286
Analog electrical filtering to reduce ambient light.....	288
Digital filtering to reduce ambient light .....	289
Synchronizing the samples with the interference .....	291
Reducing the photodiode's field of view to reduce interference .....	292
Speed measurement example .....	293
Hysteresis .....	297
Bibliography .....	298
<b>Chapter 20: Creating High Voltage.....</b>	<b>299</b>
The charge pump .....	299
Inductor-based boost circuits .....	301
The switch.....	302
Boost circuit performance.....	307
A simpler MOSFET driver.....	307
Negative feedback maintains the proper output voltage .....	308
Bibliography .....	312
<b>Chapter 21: Remote Controls .....</b>	<b>313</b>
RF remote controls .....	313
Using the existing radio-controlled car controller .....	313
RF network solutions .....	314
Optical remote controls .....	314
Improving interference immunity through modulation .....	316
Robot remote transmitter .....	317
Robot remote receiver .....	321
What is an integrator? .....	323

Numerical integration (summation of samples).....	325
The integrate-and-dump .....	328
The integrate-and-dump circuit .....	329
Remote control wrap-up.....	330
Bibliography .....	330
<b>Chapter 22: Troubleshooting .....</b>	<b>331</b>
Learning to troubleshoot is invaluable .....	331
Strategies for troubleshooting .....	332
Make good use of the integrated development environment .....	332
Simplify! .....	338
Use the IC/software vendors' support services.....	339
Look around.....	339
Specific troubleshooting tips.....	340
Options set incorrectly in IDE .....	340
Specifying a decimal number when a hexadecimal number is intended .....	340
Differences between the BIS and MOV instructions .....	341
Forgetting to use a "#" before the label for a CALL instruction.....	343
Unexpected resets .....	343
ADC10 encode bit .....	343
Troubleshooting wrap-up .....	344
Bibliography .....	344
<b>Chapter 23: Creating a Real-Time Operating System .....</b>	<b>345</b>
Juggling multiple tasks using a real-time operating system .....	346
Just what is a real-time operating system? .....	346
Scheduling.....	347
Ultrasonic transmission.....	347
Ultrasonic reception .....	347
Ultrasonic transmission/reception timing summary .....	347
Motor drive .....	348
Steering .....	349
High voltage generation .....	349
Scheduling .....	349
The schedule .....	350
Handling the steering command.....	352
Dispatching the tasks .....	353
The jump table .....	353
Intertask communications.....	355
RTOS wrap-up.....	355
Bibliography .....	356