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Quadrature Decoder Design Using Microcontroller On-Chip Configurable Logic

by Michael Don and Mark Ilg

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14. ABSTRACT
The US Army Combat Capabilities Development Command (CCDC) Army Research Laboratory has developed a highly maneuverable airframe for long-range precision munitions research. This new design requires four quadrature encoders, more than the number available on the real-time microcontroller CCDC Army Research Laboratory employs for actuator control. Texas Instruments' configurable logic block was used to provide a low-cost, elegant solution using on-chip configurable logic to construct an additional decoder. In addition, since microcontroller on-chip configurable logic is relatively new and outside the scope of typical microcontroller-programming expertise, this note serves as a valuable example for future designs.

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1. Introduction

The US Army Combat Capabilities Development Command (CCDC) Army Research Laboratory (ARL) has developed a high-maneuverability airframe (HMA) in support of the long-range precision fires' modernization priority.[1] Prior research explored under-actuated solutions with reduced actuator requirements that dithered canards in phase with projectile rotation.[2] In order to increase maneuverability, HMA uses four independent actuators, requiring four independent quadrature decoders. This presents a problem. The Texas Instruments (TI) C2000 microcontroller family that the CCDC Army Research Laboratory uses for real-time control possesses a maximum of three decoders.[3] So, what is the simplest, most cost-effective way to add an extra decoder to the system?

The solution is to use a powerful capability that has been added to several microcontroller families in recent years: on-chip configurable logic.[4–6] TI's configurable logic block (CLB) can implement custom logic and augment existing peripherals like pulse-width modulators, quadrature encoders, and general-purpose input/outputs (GPIO), eliminating external programmable logic components. Even though there has been a long history of combining processors and programmable logic on a single chip,[7,8] current products that augment the functionality of mainstream microcontrollers using programmable logic are relatively new and not well documented. In addition, the custom digital-design capabilities offered by configurable logic are outside the purview of typical microcontroller-programmer expertise. This makes it difficult to find advice and examples from standard resources that are usually extremely helpful when attempting to utilize new microcontroller functionality. Thus, besides providing an elegant, low-cost solution for HMA's hardware requirements, this technical note is also important as an example of adding complex functionality to a microcontroller using on-chip configurable logic.

This note is organized as follows. First, the concept of quadrature encoding is explained. Next, the Very High Speed Integrated Circuit Hardware Description Language (VHDL) decoder design is presented. Finally, the decoder implementation using TI's CLB is described.

2. Quadrature Encoding

A rotary encoder translates the angular position into an analog or digital signal.[9] A quadrature encoder is a type of rotary encoder that uses two signals in quadrature (90° out of phase) to encode angular position. Figure 1 shows a representation of a quadrature encoder. As the encoder rotates, Tracks A and B produce square waves

90° out of phase. Channel A leads Channel B when the shaft rotates clockwise, and Channel B leads Channel A when the rotation is counterclockwise.

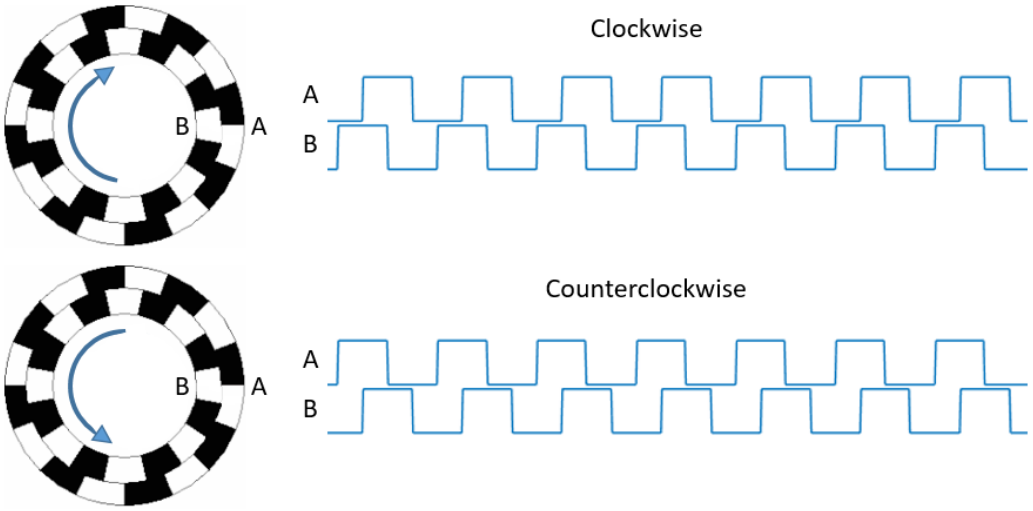

Fig. 1 Quadrature encoder operation

3. VHDL Design

A quadrature decoder measures the rotational angle by counting the pulses on A and B and detecting the relative phases of the signals. (A VHDL description of the decoder logic and test program is included in the Appendix.) A block diagram of the synthesized design is shown in Fig. 2. The `ar_reg` and `br_reg` blocks are shift registers that create delayed versions of the input signals. When there is a change in Channel A or B, the position counter is enabled using a counter enable signal (ce). Lookup Table (LUT) 4 implements this logic as

$$ce = a(0) \oplus a(1) + b(0) \oplus b(1).$$

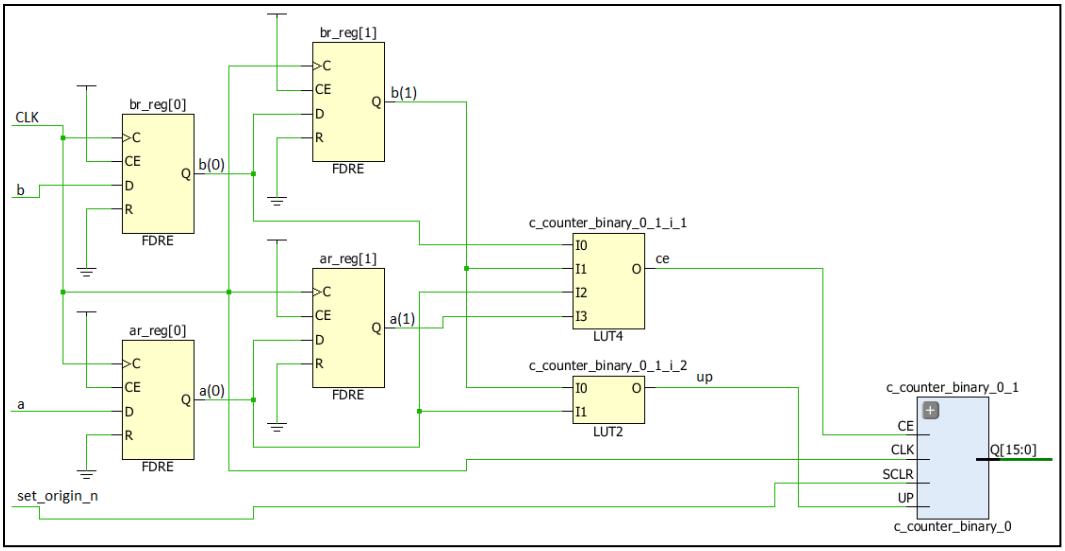

Fig. 2 VHDL quadrature decoder diagram

The control of the counter's direction is less intuitive than the enable signal. Figure 3 shows a simulation of the quadrature encoder with B leading A in the first pair of pulses and A leading B in the second pair of pulses. Each pulse consists of two transitions, giving a total of eight ce assertions for the four pulses that are numbered in red on the figure. Table 1 relates the time period of the ce signal, the values of a(0) and b(1), and the counter's direction signal (up). This assumes the convention that the counter counts up when Channel B leads A. Examining the table, it is evident that a(0) and b(1) are different during the ce assertion when counting up, and the same when counting down. Thus, the logic for the counter's up input is

$$\text{up} = \text{a}(0) \oplus \text{b}(1),$$

which is implemented in LUT2, shown in Fig. 2.

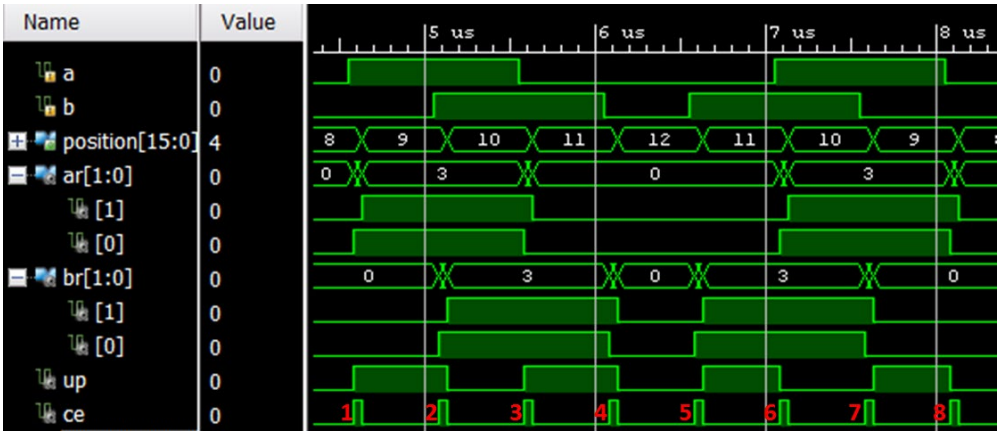

Fig. 3 Quadrature encoder simulation

Table 1. Direction signal logic

ce number	a(0)	b(1)	Direction
1	1	0	up
2	1	0	up
3	0	1	up
4	0	1	up
5	0	0	down
6	1	1	down
7	1	1	down
8	0	0	down

4. TI CLB Design

TI's C2000 series microcontrollers have four CLB tiles, each consisting of eight inputs, three LUT4s, three finite-state machine (FSM) blocks, three counters, eight LUT3s, and a high-level controller (HLC).[10] Inputs can be chosen from GPIOs, peripherals, central processor unit (CPU) signals, or other tiles. Outputs can be sent to GPIOs or other tiles. The HLC provides an interface between the CLB and CPU memory.

Figure 4 shows a block diagram of the CLB implementation of the quadrature decoder, which mirrors the VHDL design in Fig. 2. The in0 and in1 are Channels A and B, respectively. Each FSM has contains two registers. Two FSMs are connected together to create the input shift registers for Channels A and B. The next state logic simply passes through the input signals (i.e. eqn_s0 = e0 and eqn_s1 = e1) for both FSM_0 and FSM_1. The LUT_0.OUT is the ce signal and LUT_1.OUT is the up indicator, giving

$$\mathrm{LUT\_0.OUT} = \mathrm{i0} \oplus \mathrm{i1} + \mathrm{i2} \oplus \mathrm{i3}.$$

and

$$\mathrm{LUT\_1.OUT} = \mathrm{i0} \oplus \mathrm{i1}.$$

The value of the counter can be accessed by the processor through the HLC.

CLB simulation with custom input signals is undocumented, but square wave inputs can be easily configured. Figure 5 shows a simulation using a square wave with 9 cycles high and 10 cycles low as in0, and 10 cycles high and 10 low as in1. The difference in frequencies gradually causes the phases to shift from in1 leading in0 to in0 leading in1, causing a change in the up signal. An analogous simulation shown in Fig. 6 was performed in VHDL. The results are the same as the CLB simulation, verifying the CLB logic design. VHDL test source code is included in the Appendix.

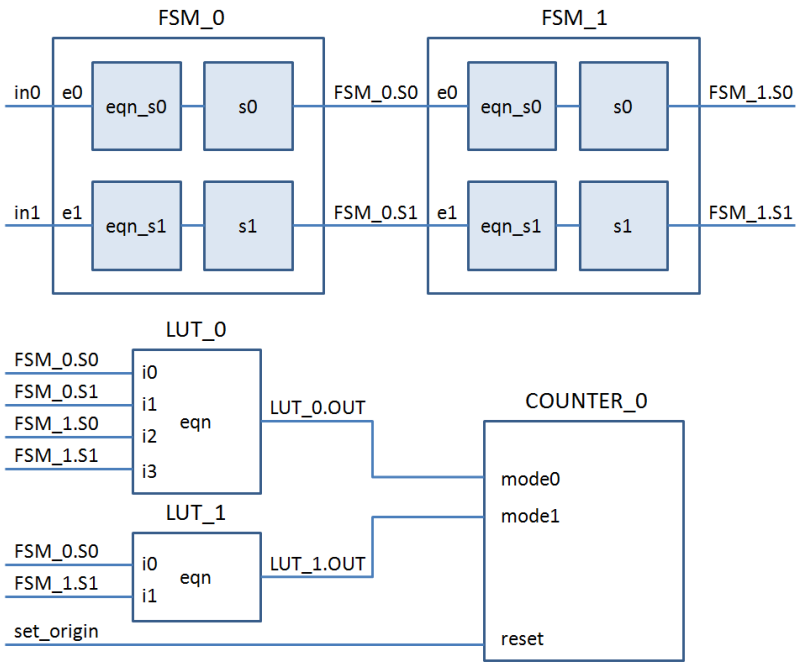

Fig. 4 CLB quadrature decoder diagram

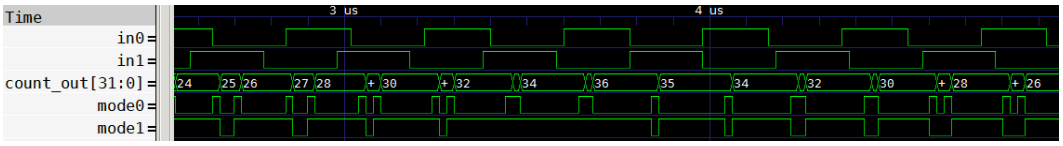

Fig. 5 CLB logic simulation

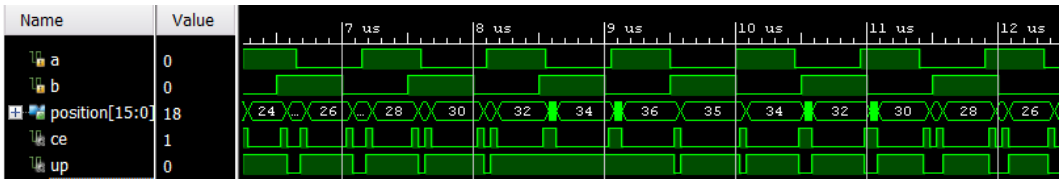

Fig. 6 VHDL logic simulation

5. Conclusion

ARL has developed HMA to provide a maneuverable airframe for long-range precision munitions research. This new design requires four quadrature encoders, more than the number available on the real-time microcontroller ARL employs for actuator control. TI's CLB was used to provide a low-cost, elegant solution using on-chip configurable logic to construct an additional decoder. In addition, since microcontroller on-chip configurable logic is relatively new and is outside the scope of typical programming expertise, this note serves as a valuable example for future designs.

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Appendix. Very High Speed Integrated Circuit Hardware Description Language (VHDL) Files

This appendix comprises two VHDL files: quadrature_decoder2.vhd is the code for the quadrature decoder and testbench.vhd is the test bench.

quadrature_decoder2.vhd:

```
LIBRARY ieee;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

ENTITY quadrature_decoder2 IS
 PORT(
  clk   :   IN              STD_LOGIC;
  a     :   IN              STD_LOGIC;
  b     :   IN              STD_LOGIC;
  set_origin_n      :       IN     STD_LOGIC;  --active-low position clear
  position    : OUT STD_LOGIC_VECTOR(15 DOWNTO 0));   --position cnt
END quadrature_decoder2;

ARCHITECTURE logic OF quadrature_decoder2 IS

    component c_counter_binary_0 IS
      PORT (
        CLK : IN STD_LOGIC;
        CE : IN STD_LOGIC;
        SCLR : IN STD_LOGIC;
        UP : IN STD_LOGIC;
        Q : OUT STD_LOGIC_VECTOR(15 DOWNTO 0)
      );
    END component;

 SIGNAL   ar  :     STD_LOGIC_VECTOR(1 DOWNTO 0); -- a register
 SIGNAL   br  :     STD_LOGIC_VECTOR(1 DOWNTO 0); -- b register
 SIGNAL   dir_i,cnt_en,set_origin  :    STD_LOGIC;

BEGIN

--shift in a and b values
PROCESS(clk)
BEGIN
    IF(clk'EVENT AND clk = '1') THEN

        ar <= ar(0) & a;

        br <= br(0) & b;

    END IF;
END PROCESS;

--counter control logic
cnt_en<=(ar(1) XOR ar(0)) OR (br(1) XOR br(0));
dir_i<=br(1) XOR ar(0);
set_origin<=not(set_origin_n);

--counter
c_counter_binary_0_1 : c_counter_binary_0 port map (clk=>clk, ce=>cnt_en,
sclr=>set_origin, up=>dir_i, q=>position);

END logic;
```

testbench.vhd:

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY testbench IS
END testbench;

ARCHITECTURE behavior OF testbench IS

component quadrature_decoder2 IS
 PORT(
    clk             : IN            STD_LOGIC;
    a               : IN            STD_LOGIC;
    b               : IN            STD_LOGIC;
    set_origin_n    : IN            STD_LOGIC;
    position        : out    STD_LOGIC_VECTOR(15 DOWNTO 0));
END component;

   constant sys_clk_in_period : time := 50 ns;
   signal sys_clk_in : std_logic := '0';
   signal qa,qb,set_o_n,dir : std_logic; --controlled inputs
   signal qas,qbs : std_logic;  --square waves

BEGIN

--clk
sys_clk_in_process :process
begin
    sys_clk_in <= '0';
    wait for sys_clk_in_period/2;
    sys_clk_in <= '1';
    wait for sys_clk_in_period/2;
end process;

--square wave a
a_process :process
begin
    qas <= '0';
    wait for sys_clk_in_period*10;
    qas <= '1';
    wait for sys_clk_in_period*10;
end process;

--square wave b
b_process :process
begin
    qbs <= '0';
    wait for sys_clk_in_period*10;
    qbs <= '1';
    wait for sys_clk_in_period*9;
end process;

--use controlled a and b inputs
quadrature_decoder_2 : quadrature_decoder2 port map (
       clk=>sys_clk_in,
       a=>qa,
       b=>qb,
       set_origin_n=>set_o_n,
       position=>open
       );

--use square wave a and b inputs
```

```
quadrature_decoder_3 : quadrature_decoder2 port map (
     clk=>sys_clk_in,
     a=>qas,
     b=>qbs,
     set_origin_n=>set_o_n,
     position=>open
     );

stimulus_en : process
begin

qa<='0';
qb<='0';
set_o_n<='0';
wait for 50 ns;
set_o_n<='1'; --reset counter

--count up
for i in 0 to 2 loop
    wait for 500 ns;
    qa<='1';
    wait for 500 ns;
    qb<='1';
    wait for 500 ns;
    qa<='0';
    wait for 500 ns;
    qb<='0';
end loop;

--count down
for i in 0 to 6 loop
    wait for 500 ns;
    qb<='1';
    wait for 500 ns;
    qa<='1';
    wait for 500 ns;
    qb<='0';
    wait for 500 ns;
    qa<='0';
end loop;

--count up
for i in 0 to 2 loop
    wait for 500 ns;
    qa<='1';
    wait for 500 ns;
    qb<='1';
    wait for 500 ns;
    qa<='0';
    wait for 500 ns;
    qb<='0';
end loop;

end process;

END;
```

List of Symbols, Abbreviations, and Acronyms

ARL	Army Research Laboratory
CCDC	US Army Combat Capabilities Development Command
CLB	configurable logic block
CPU	central processing unit
FSM	finite-state machine
GPIO	general-purpose input/output
HLC	high-level controller
HMA	high-maneuverability airframe
LUT	lookup table
TI	Texas Instruments
VHDL	Very High Speed Integrated Circuit Hardware Description Language

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