HANDS-ON WORKSHOP: S32 SDK FOR S32K

VLAD LIONTE
EMBEDDED SW ENGINEER

NON-AUTOSAR SOFTWARE SOLUTIONS BASED ON S32 SDK

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SECURE CONNECTIONS FOR A SMARTER WORLD

AGENDA

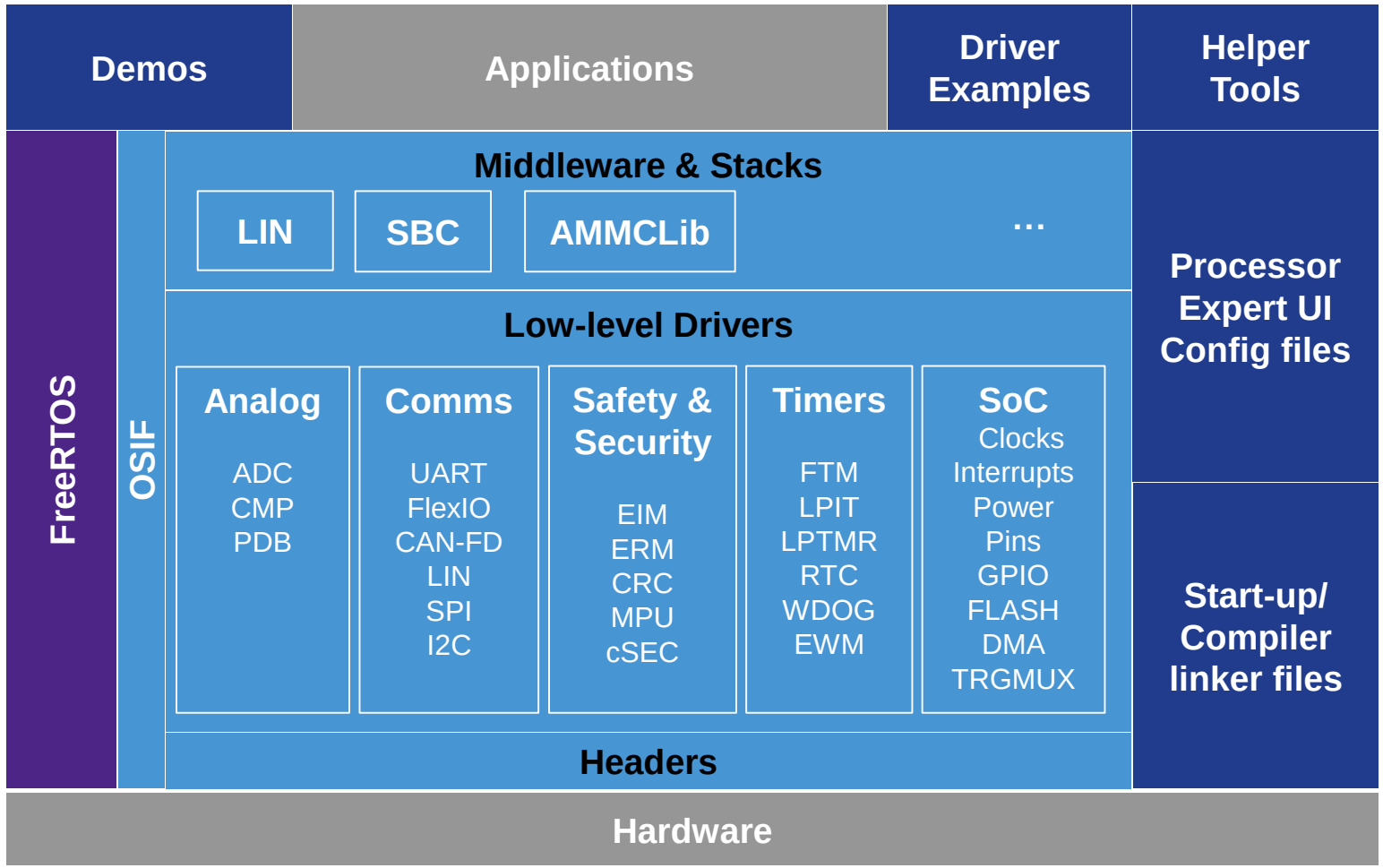
- Introduction
  - S32 SDK
  - S32 Design Studio
- Hands-on
  - Blinking LED
  - Secured CAN Communication
- Q&A

01.
Introduction

S32 Software Development Kit (SDK)

- Non-Autosar Software package
- **Automotive Grade:** SPICE/CMMI compliant, MISRA 2012
- Graphical-based configuration
- Compatible with Eclipse & other IDEs
- Supports all S32K MCU Families
- Supports multiple toolchains

S32 SDK – Architecture



SW Quality Class

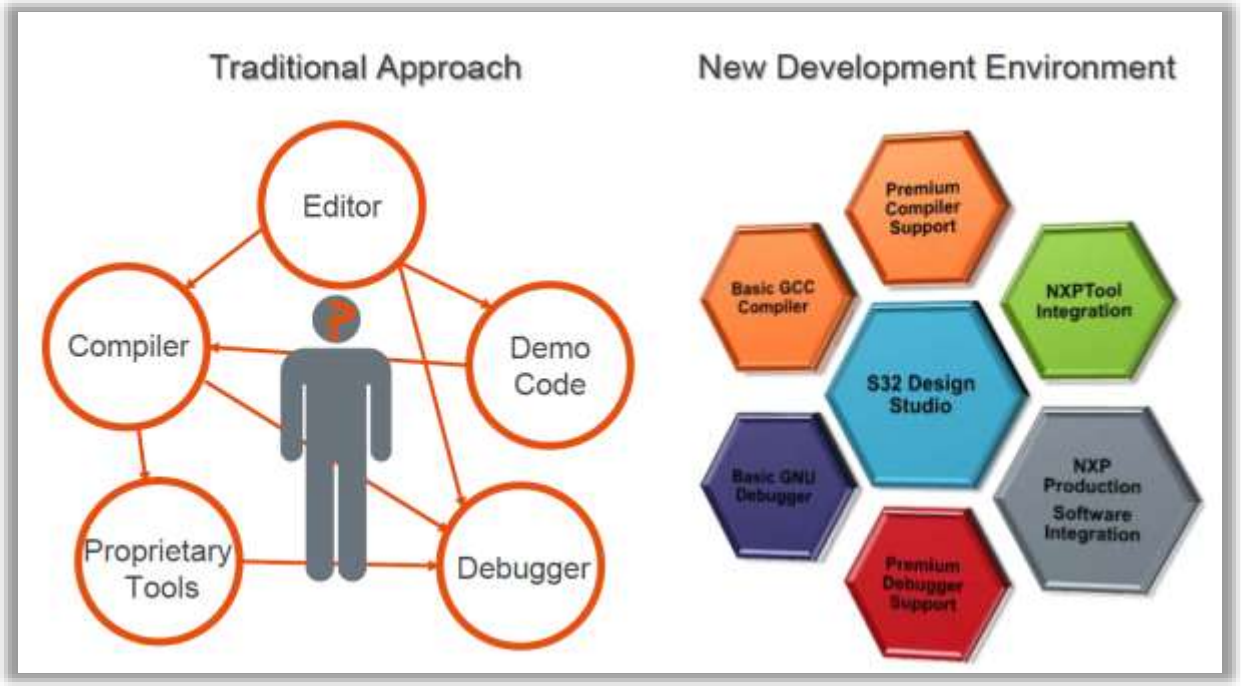
- Class B
- Class C
- Class D

Features

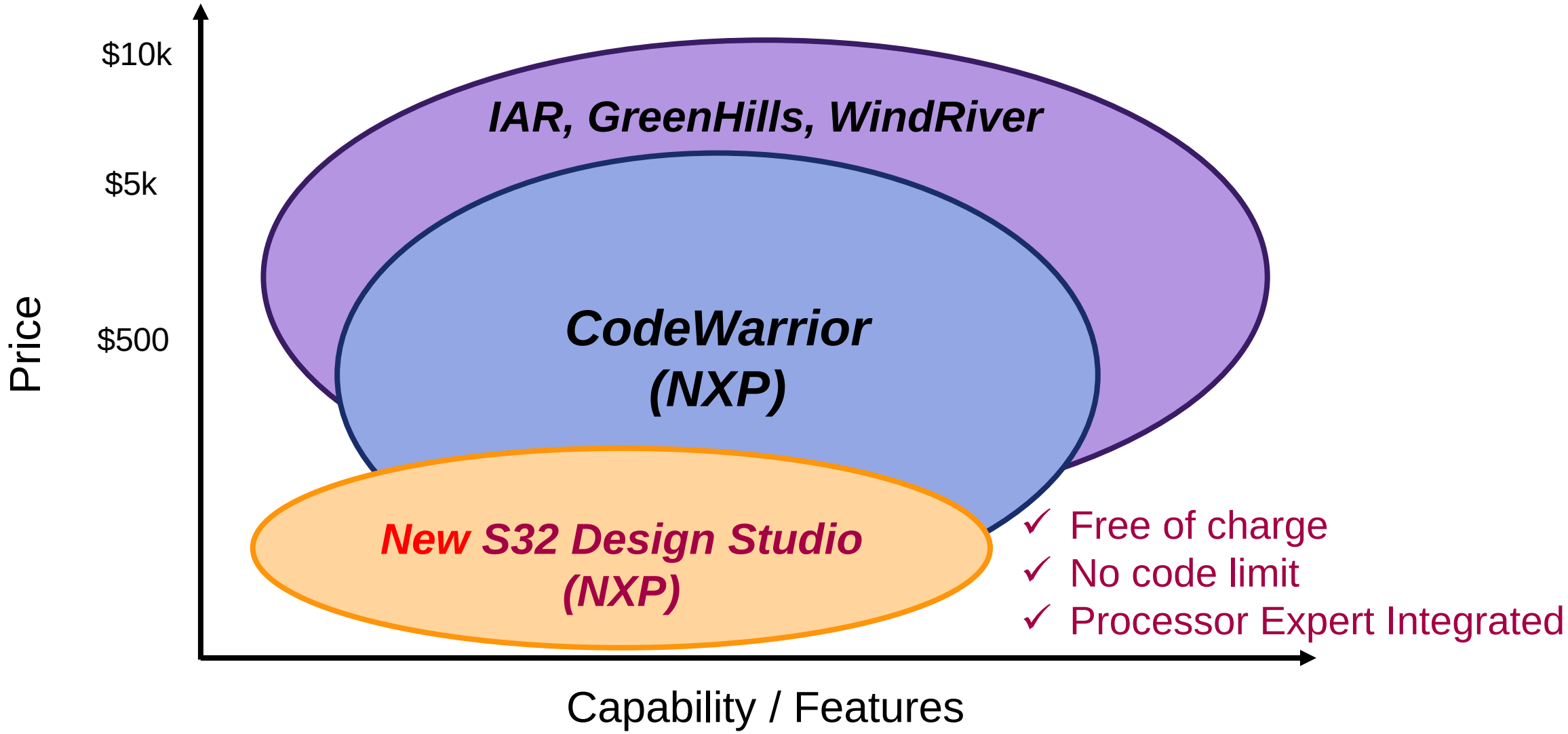
- Integrated **Non-Autosar SW Production-grade** software
- Graphical-based Configuration
- Layered Software Architecture
- Documented Source Code and Examples
- Integrated with S32 Design Studio and other IDEs
- Featuring various Middleware
- FreeRTOS integration
- Multiple toolchains supported
- Several examples and demos

NXP S32 Design Studio IDE www.nxp.com/S32DS

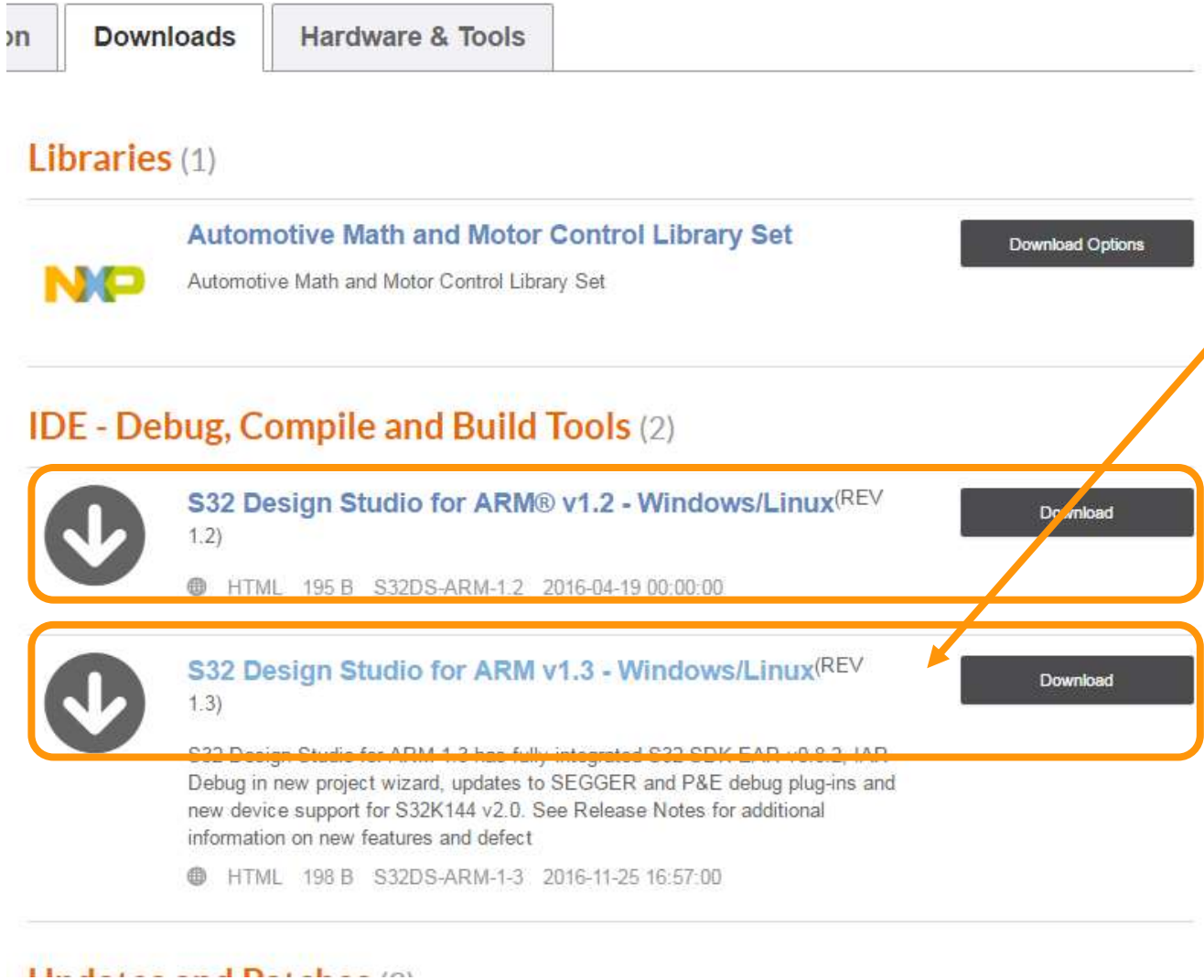
- Free of charge
- Unlimited code size
- Eclipse based environment
- GNU compiler & debugger integrated
- S32 SDK integrated (graphical configuration)
- Processor Expert integrated (automatic code generator)
- Can use with 3rd party compliers & debuggers (IAR) via Connection Utility
- Supports S32K and Power Architecture (MPC) products
- Not a replacement for NXP's CodeWarrior IDE
- Not intended to compete with premium 3rd party IDEs



NXP & 3rd Party IDEs – Performance/Price Map

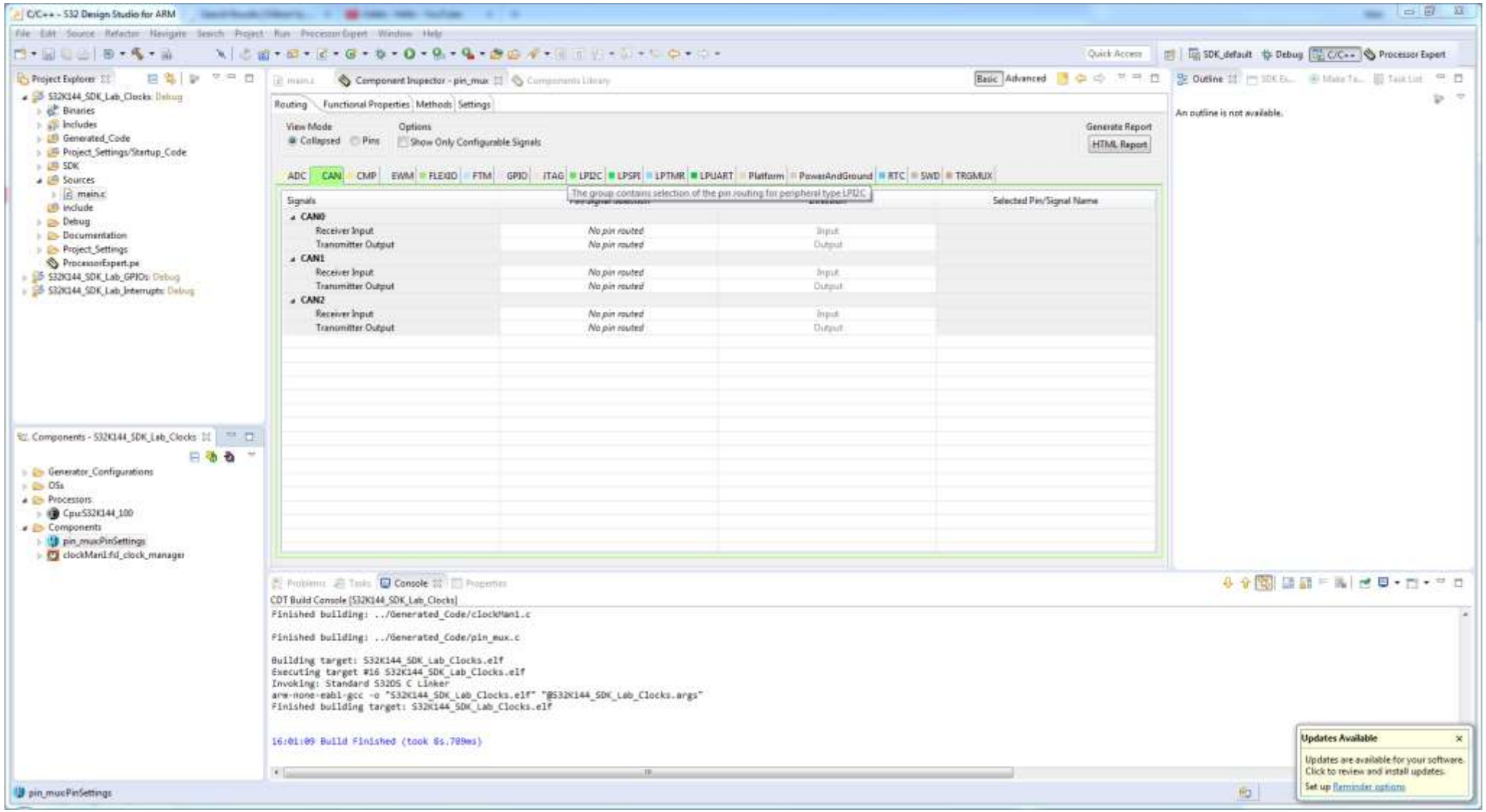


S32 Design Studio @ www.nxp.com/S32DS



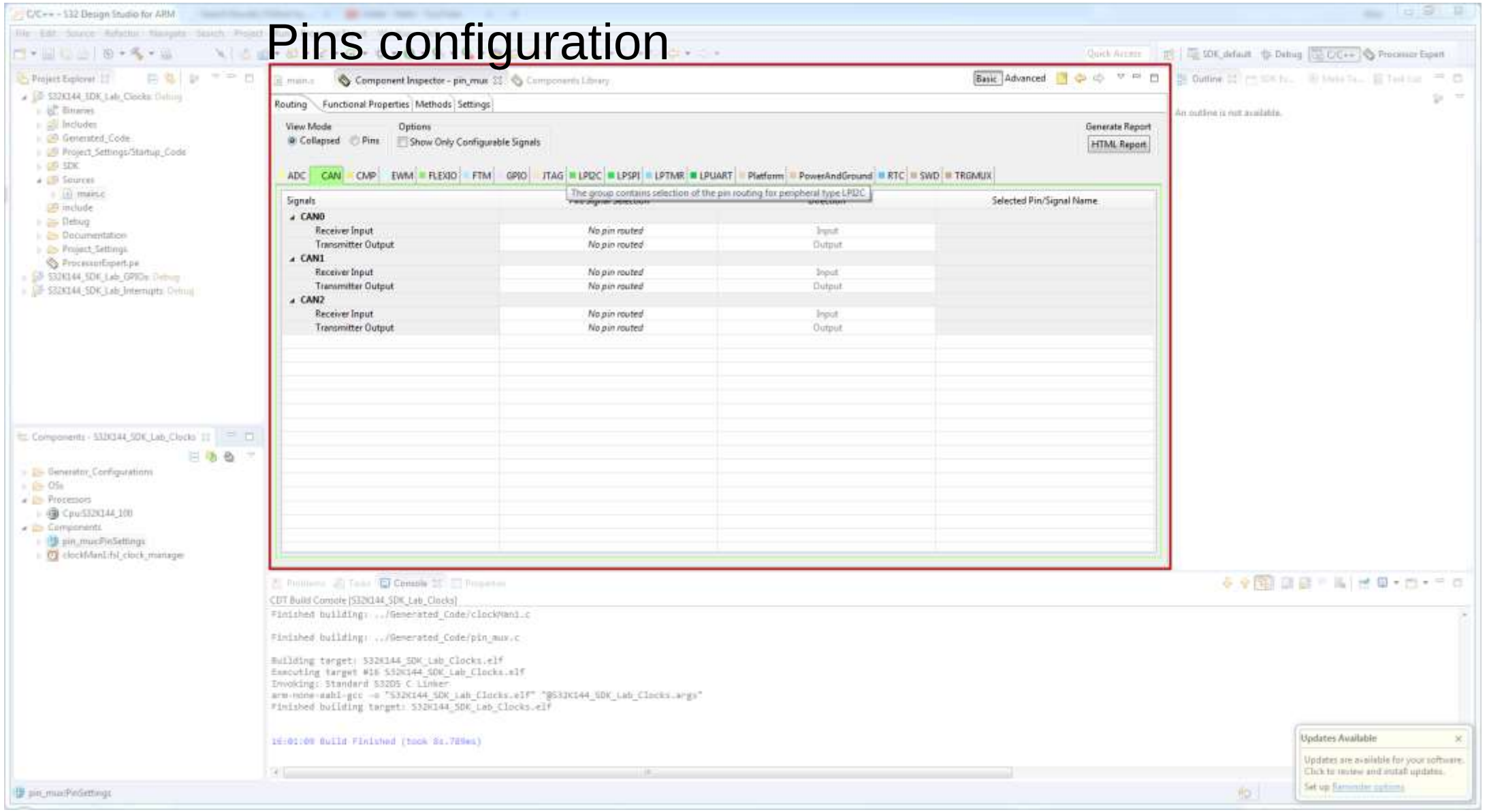
- **S32DS_v1.3 (includes SDK v0.9.0)**
  - Supports S32K144 MCU, 0N47T & 0N57U mask sets
- **S32DS_v1.2 (includes SDK_v0.8.2)**
  - Supports S32K144 MCU, 0N77P mask set only (early silicon for alpha customers only – not available to mass market customers)

S32 Design Studio – graphical configuration environment



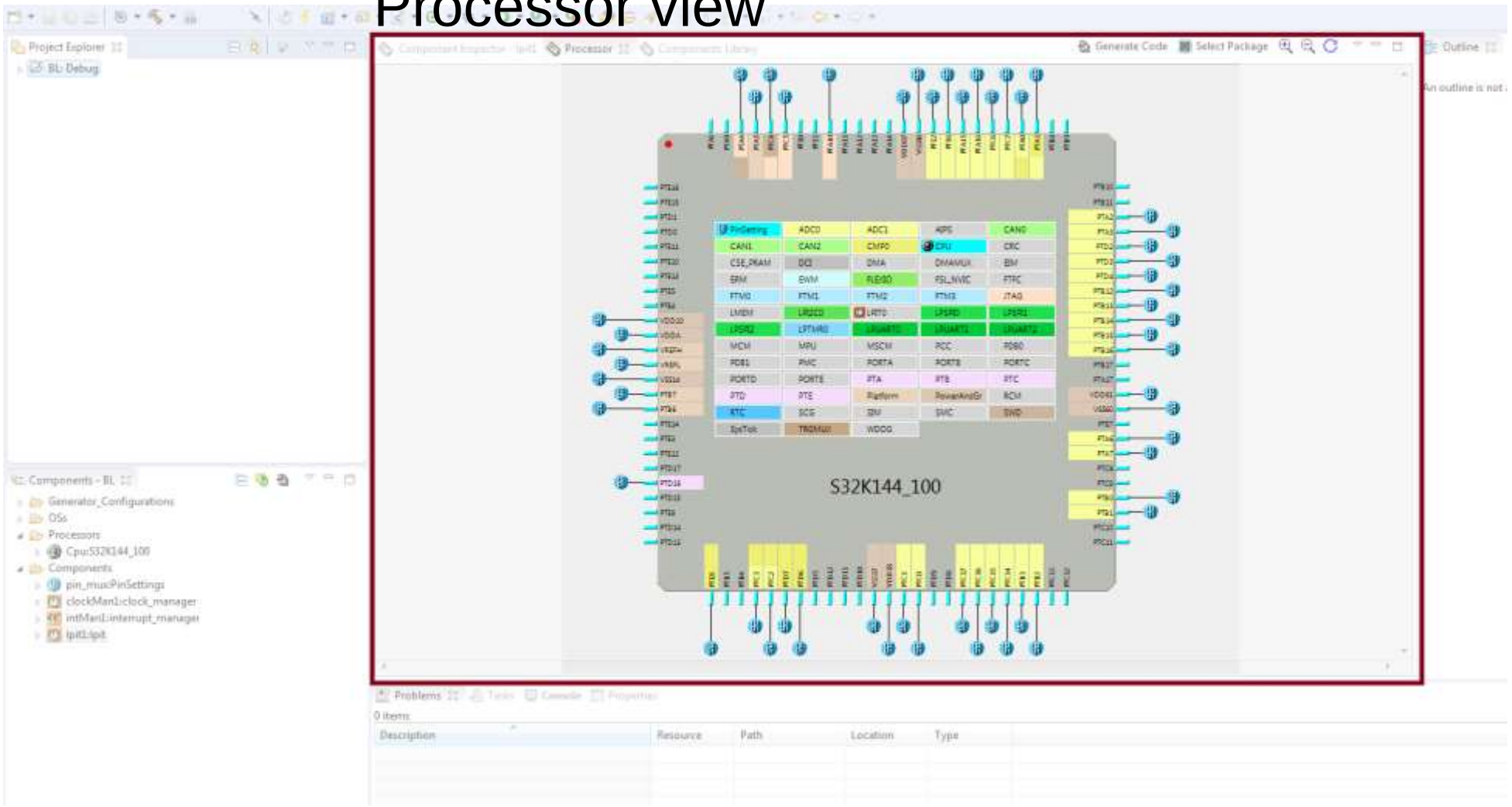
S32 Design Studio – graphical configuration environment

Pins configuration



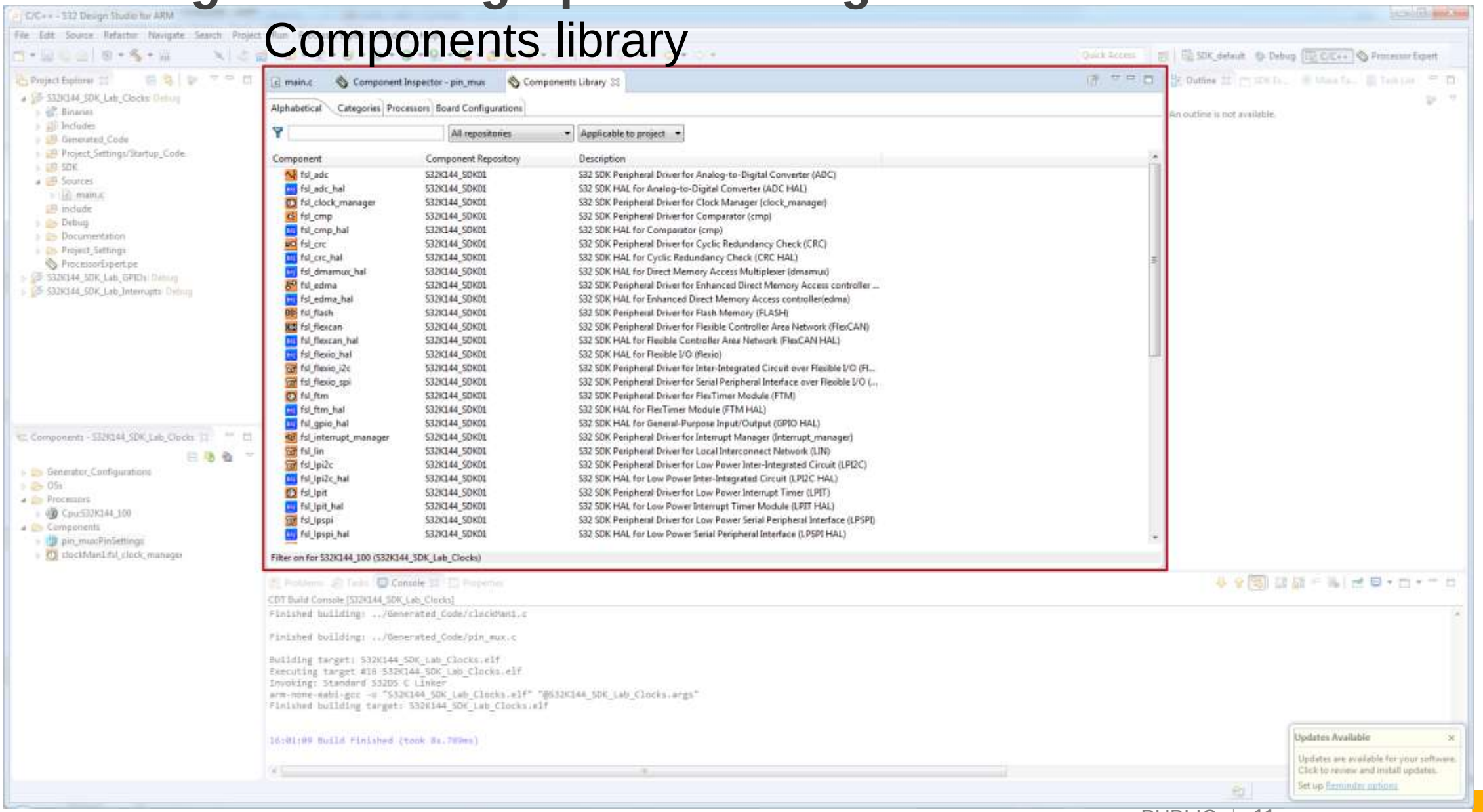
S32 Design Studio – graphical configuration environment

Processor view

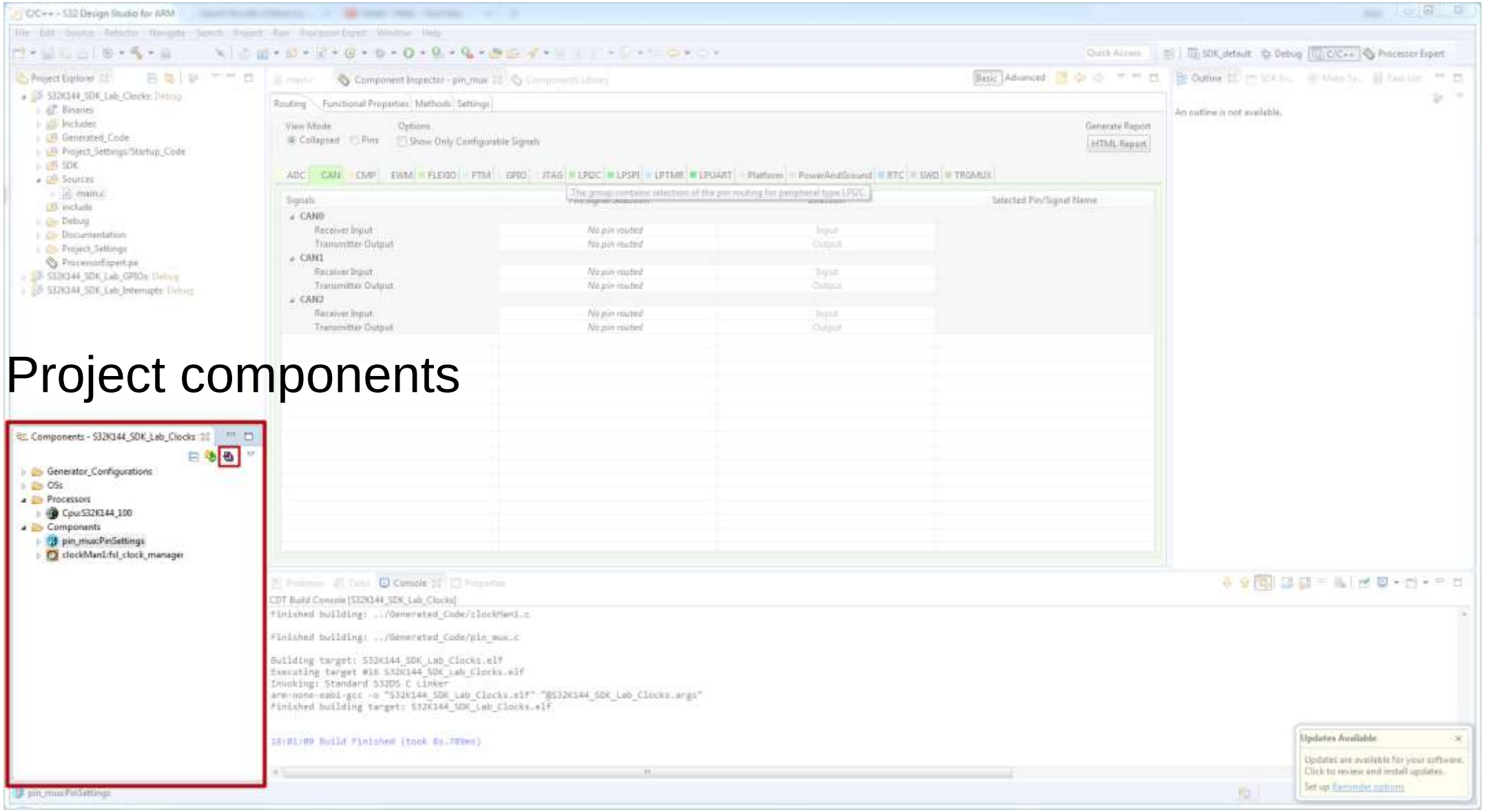


S32 Design Studio – graphical configuration environment

Components library

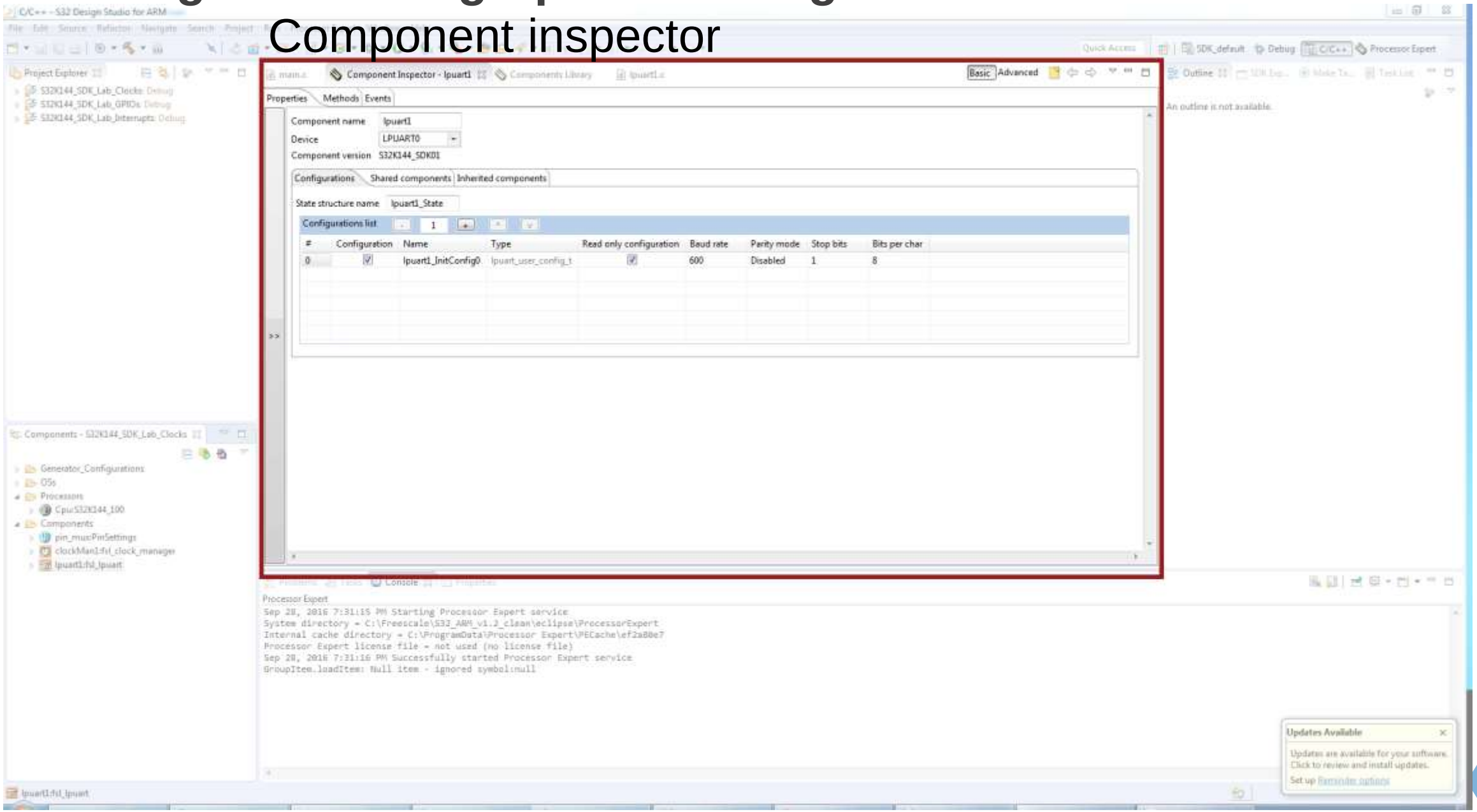


S32 Design Studio – graphical configuration environment



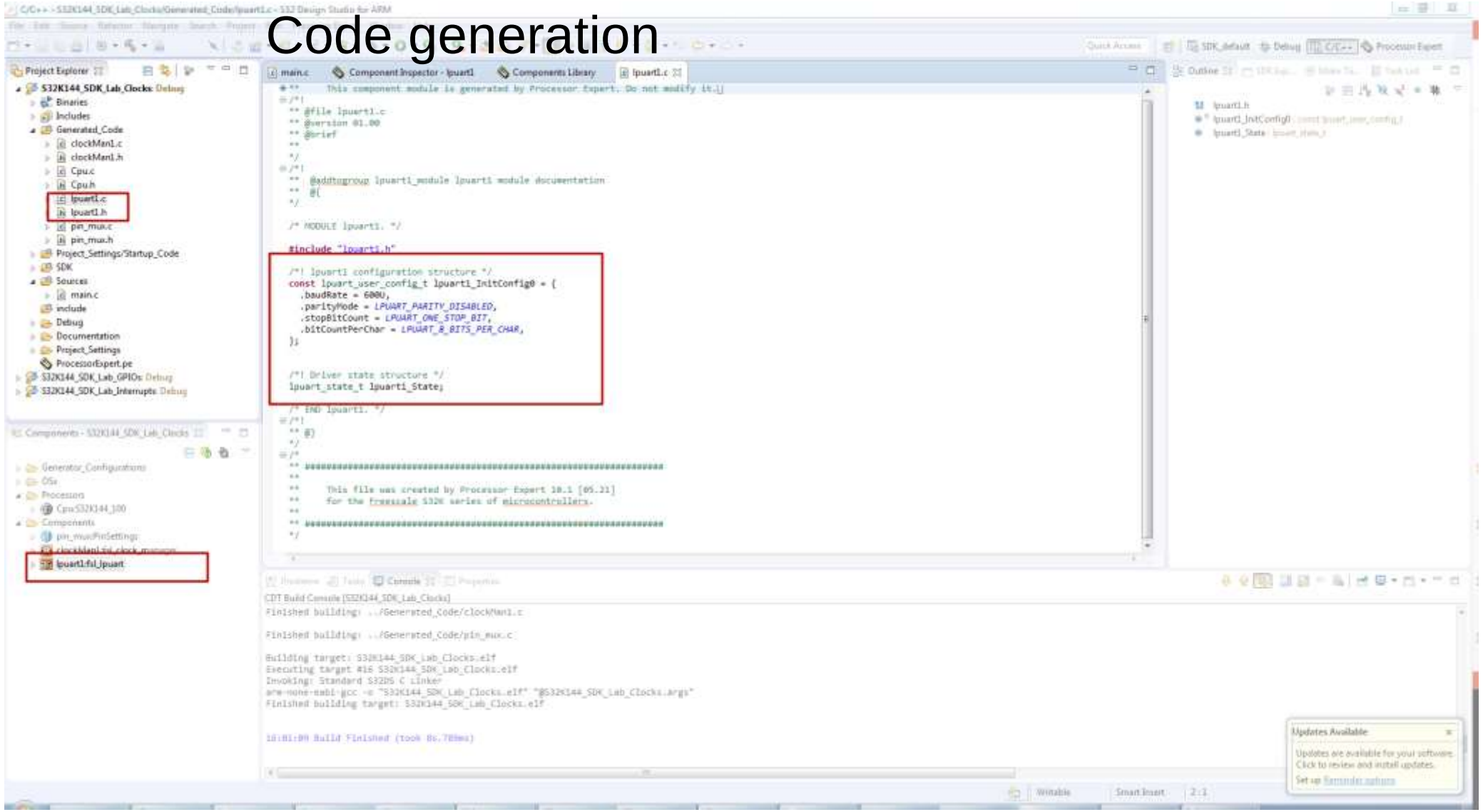
S32 Design Studio – graphical configuration environment

Component inspector

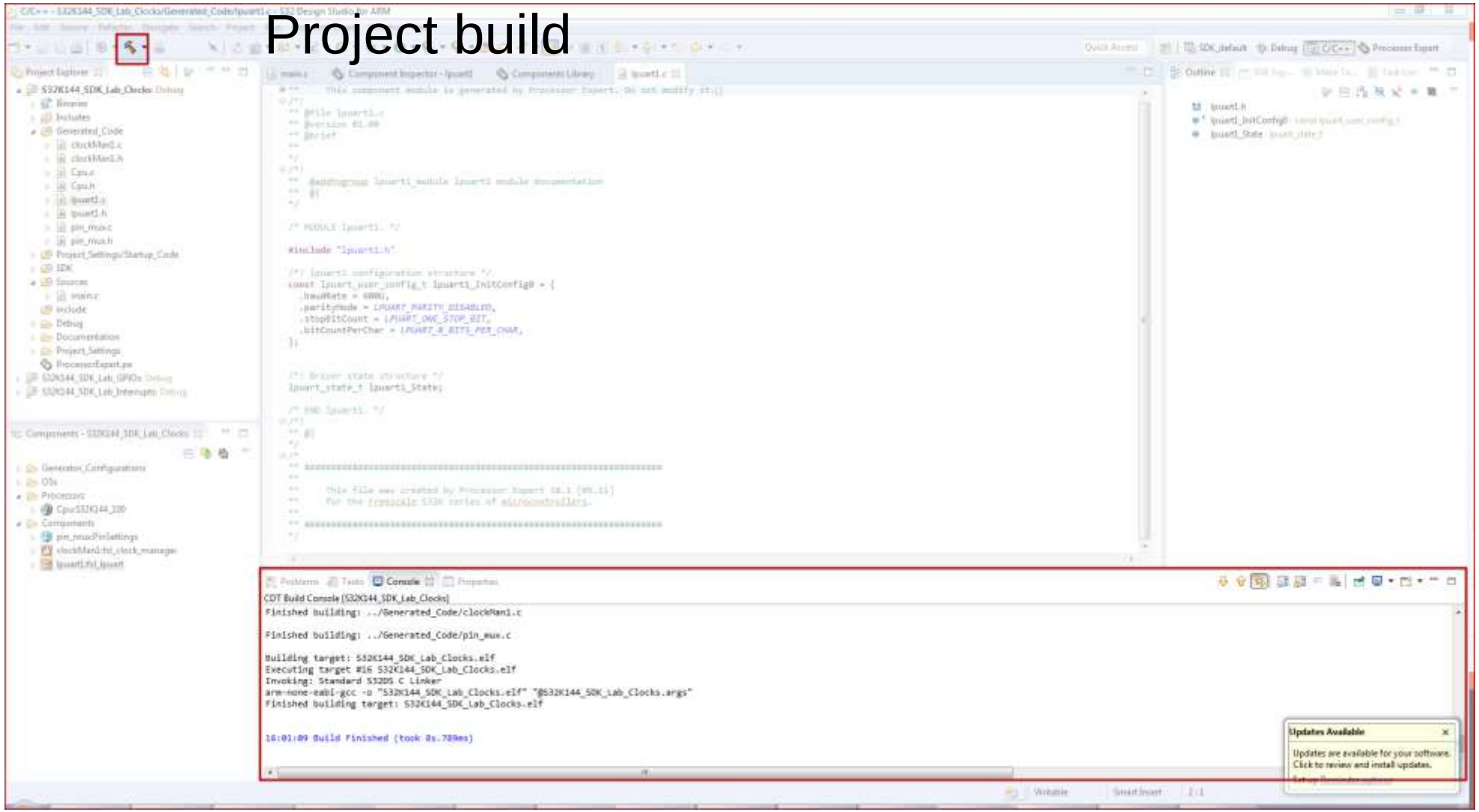


S32 Design Studio – graphical configuration environment

Code generation

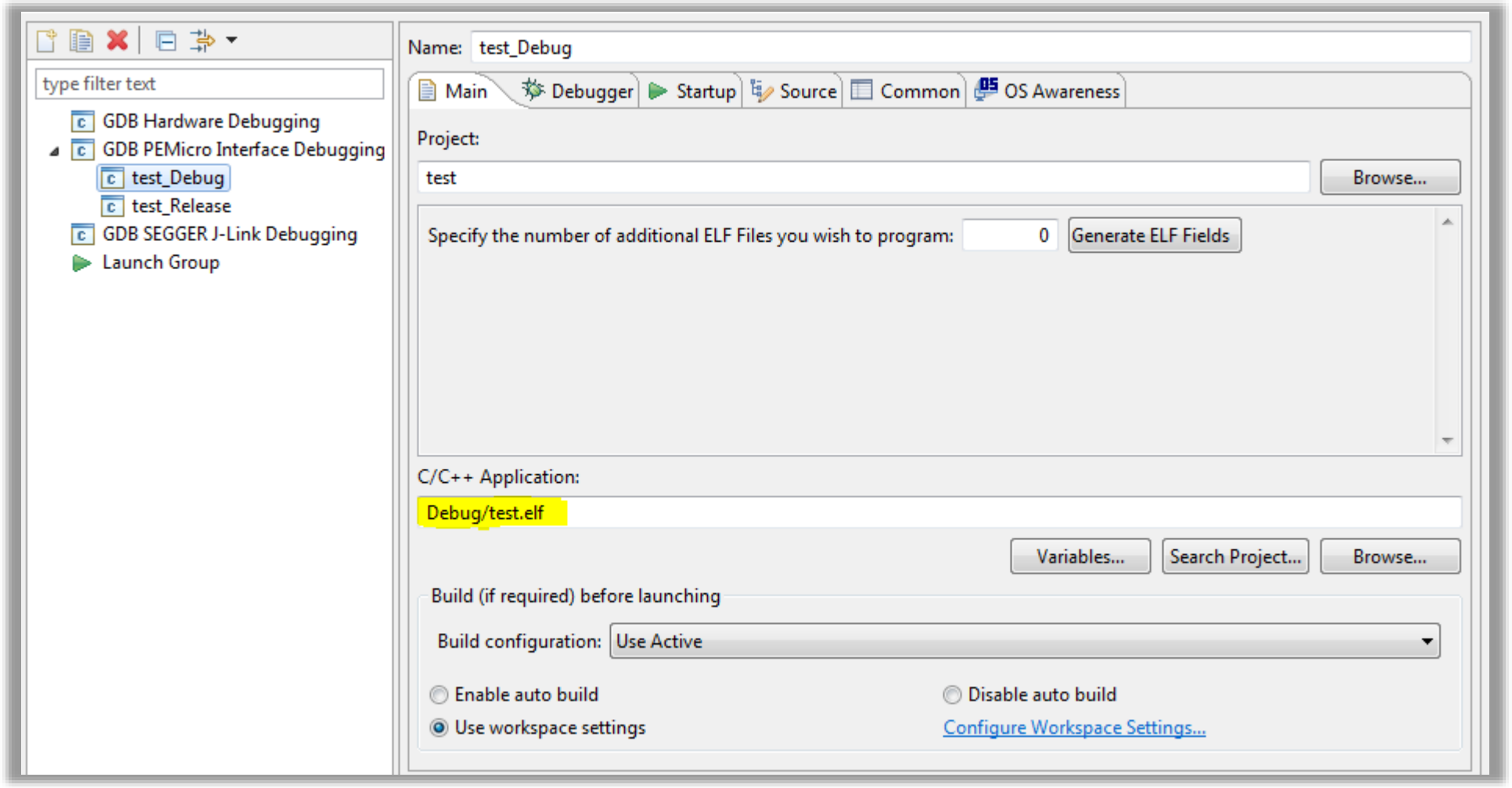


S32 Design Studio – graphical configuration environment



S32 Design Studio – deploying the application

Target debug



02.

Hands-on – Blinking LED

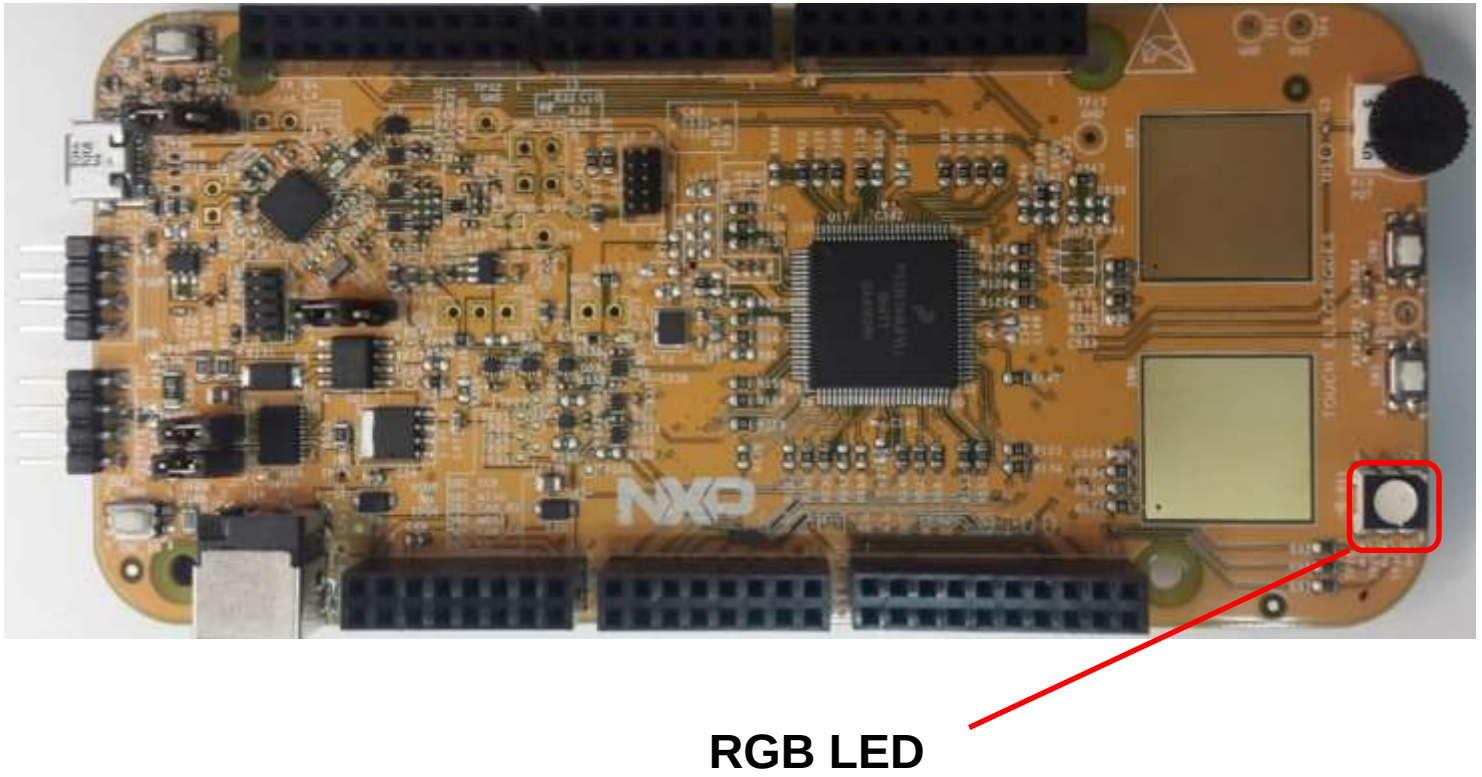
S32K144 Blinking LED: Objective

- In this lab you will learn:
  - About the GPIOs structure in S32K144
  - How interrupts works on S32K144
  - How to create a new SDK project with S32DS.
  - How to set a pin as output/input with SDK
  - How the use the LPIT peripheral
  - Set up an interrupt in S32K144 using SDK
  - Blink an LED every 0.5 sec using the LPIT interrupt

S32K144 Blinking LED: Resources to be used

- In this lab will be used the following components of the EVB:
  - RGB LED

LED	S32K144 PIN
BLUE	PTD0
RED	PTD15
GREEN	PTD16



S32K144 Blinking LED: Theory

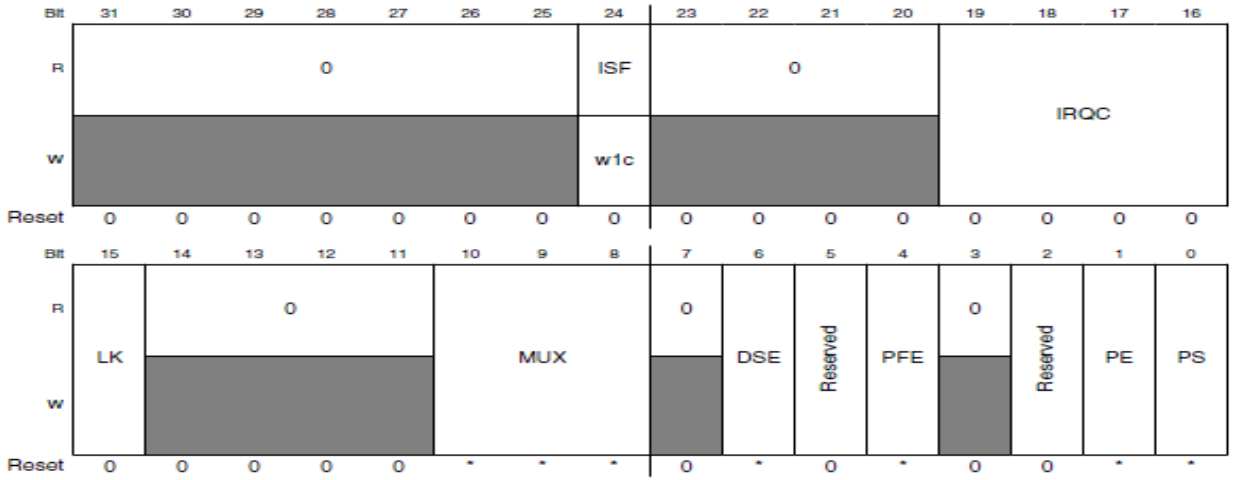
- There are up to 89 GPIOs in the S32K144
  - 5 PORTs (PTA, PTB, PTC, PTD, PTE)
- 8 high current pins (up to 20 mA each):
  - PTD1, PTD0, PTD16, PTD15, PTB5, PTB4,PTE1, and PTE0
- Each I/O is interrupt capable
- Each I/O is DMA capable
- Support for edge or level sensitive
- Each can wake up MCU from low power modes
- Digital filter included for each I/O

Package	GPIOs	High current pins
100 LQFP	89	8 - PTD1 - PTD0 - PTD16 - PTD15 - PTB5 - PTB4 - PTE1 - PTE0
64 LQFP	59	8 - PTD1 - PTD0 - PTD16 - PTD15 - PTB5 - PTB4 - PTE1 - PTE0

S32K144 Blinking LED: Theory

- Each I/O is multiplexed with different functionalities
- I/O functionality is selected with PORTx register, MUX bits.
- Alternative 1 (MUX=0b001) is GPIO functionality for all I/OS
- I/O interrupt configuration is controlled independently
- I/O Pull resistor is controlled independently

Pin Control Register n (PORT_PCR*n*)



S32K144 Blinking LED: Theory

- Each port pin is mapped to the following 32-bit GPIO registers, each bit represents a pin in the port x:
    - GPIOx->PDOR. Data Output
    - GPIOx->PSOR. Set Output
    - GPIOx->PCOR. Clear Output.
    - GPIOx->PTOR. Toggle Output
    - GPIOx->PDIR. Input register
    - GPIOx->PIDR. Input disable register
    - GPIOx-> PDDR. Data Direction register

S32K144 Blinking LED: Theory

GPIO Direction selected with PDDR register.

GPIO INPUT

- Logic state available in PDIR register

GPIO OUTPUT

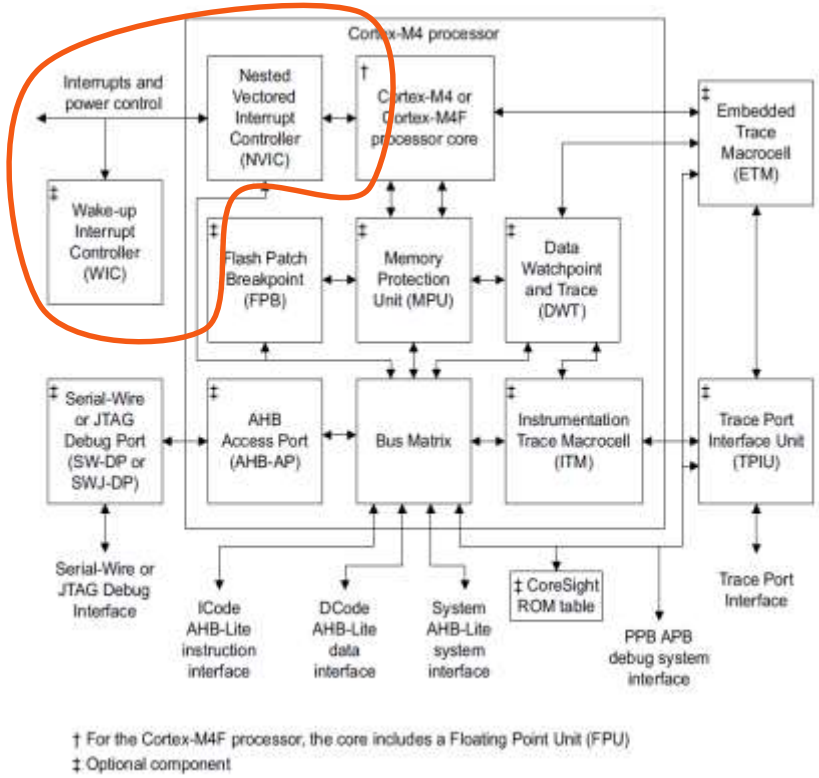
- Logic state controlled via PDOR or PCOR,PSOR and PTOR.

If	Then
A pin is configured for the GPIO function and the corresponding port data direction register bit is clear.	The pin is configured as an input.
A pin is configured for the GPIO function and the corresponding port data direction register bit is set.	The pin is configured as an output and and the logic state of the pin is equal to the corresponding port data output register.

S32K144 Blinking LED: Theory

NVIC (Nested Vector Interrupt Controller)

- Responsible of interrupt handling
- Supports vector table relocation
- Up to 240 vectored interrupts
- 111 interrupts available in S32K144

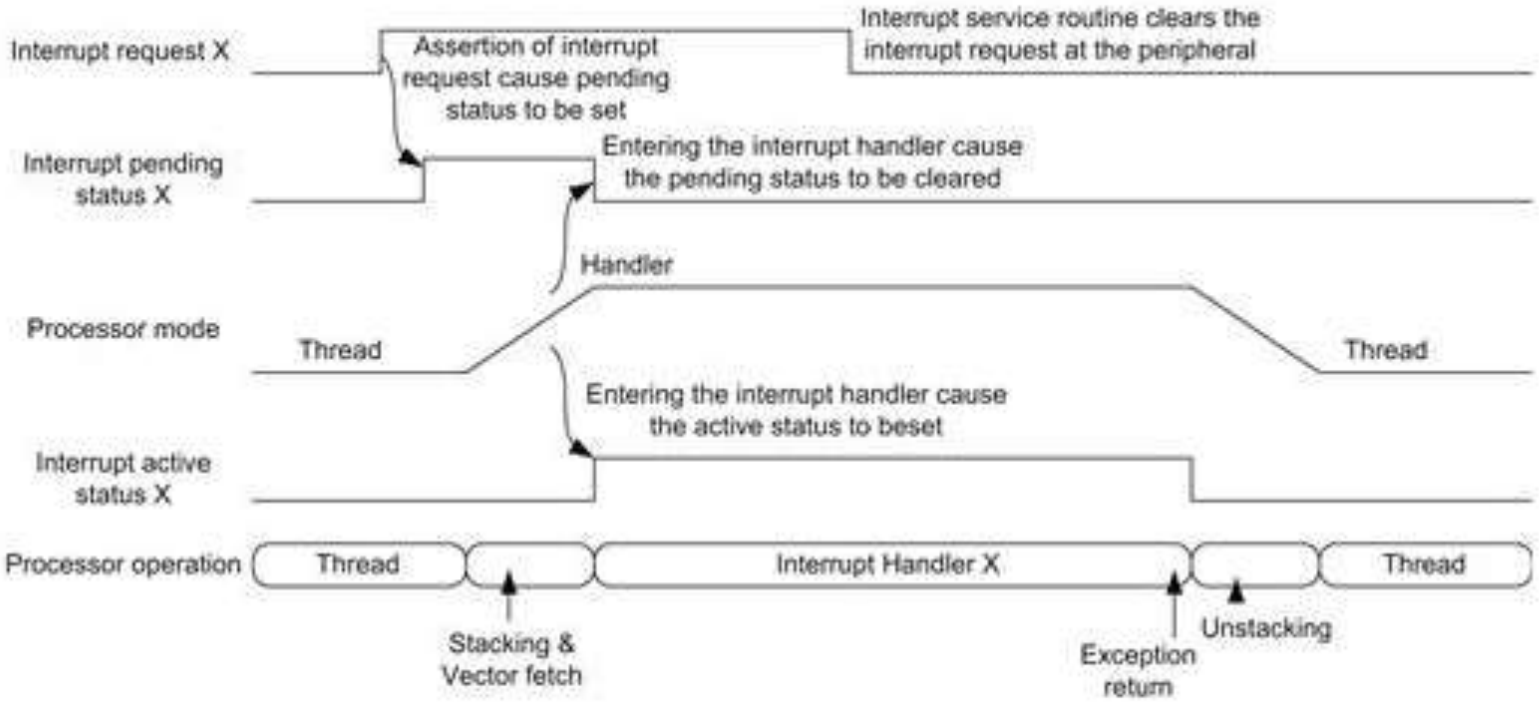


Asynchronous Wake-up Interrupt Controller (AWIC)

- Detect asynchronous wake-up events in stop modes
- Signal to clock control logic to resume system clocking
- After clock restart, NVIC observes the pending interrupt and performs normal interrupt process
- Used during low power modes to generate an wake up signal

S32K144 Blinking LED: Theory

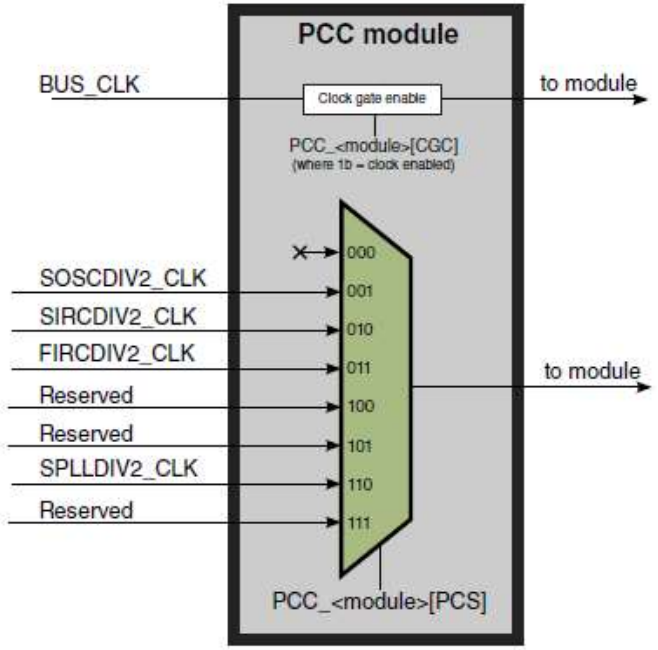
What happens when an interrupt occurs in an ARM Cortex M4?



S32K144 Blinking LED: Theory

LPIT (Low power interrupt timer)

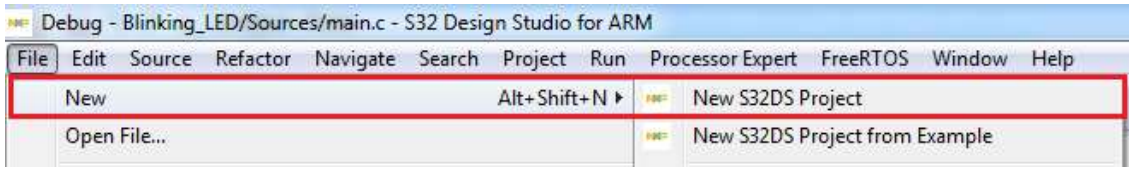
- 4 channels
- Individual or chained channel operation
- 32 bit counter per channel
- 4 operation modes:
    - 32-bit Periodic Counter
    - Dual 16-bit Periodic Counter
    - 32-bit Trigger Accumulator
    - 32-bit Trigger Input Capture

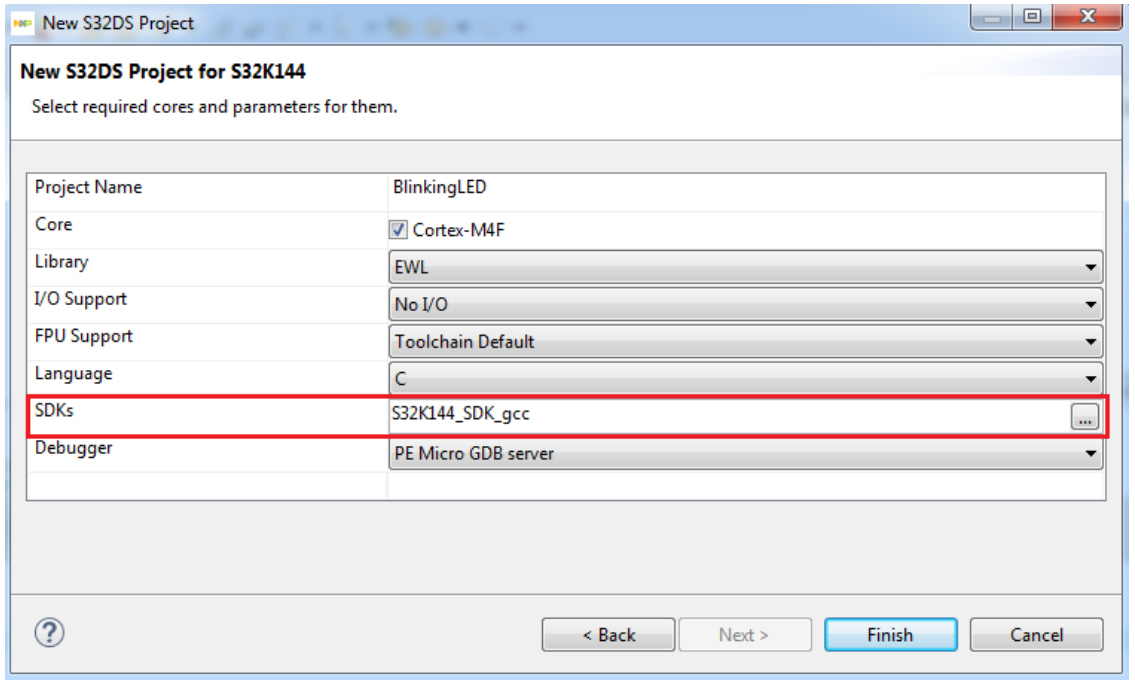


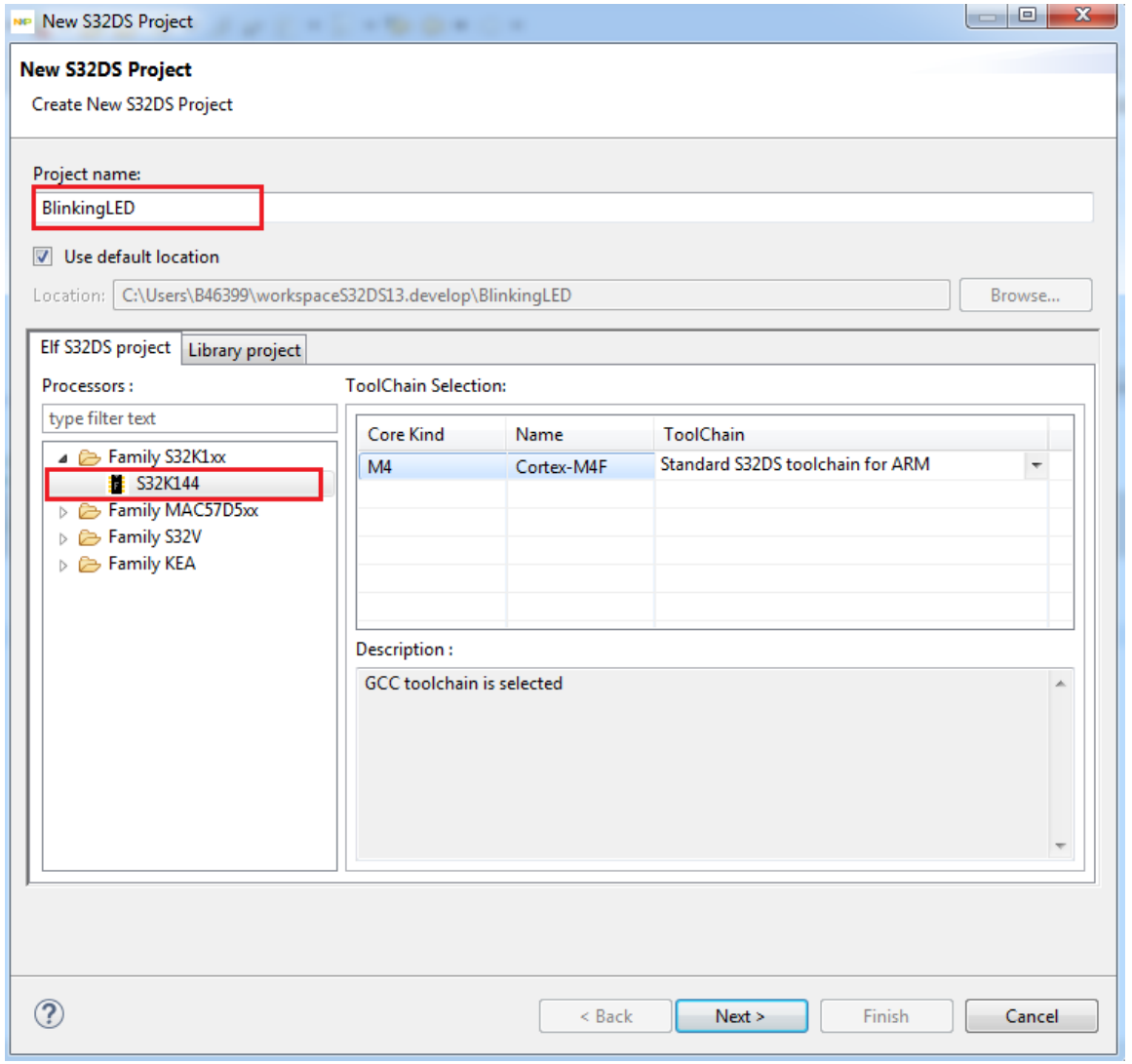
Module	VLPR	VLPW	Stop	VLPS
LPIT	Full functionality	Full functionality	Async operation	Async operation

S32K144 Blinking LED: Create New Project

- Create a new S32DS Project

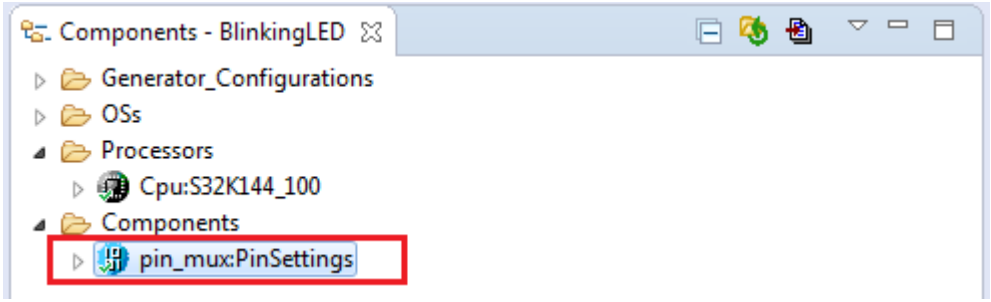






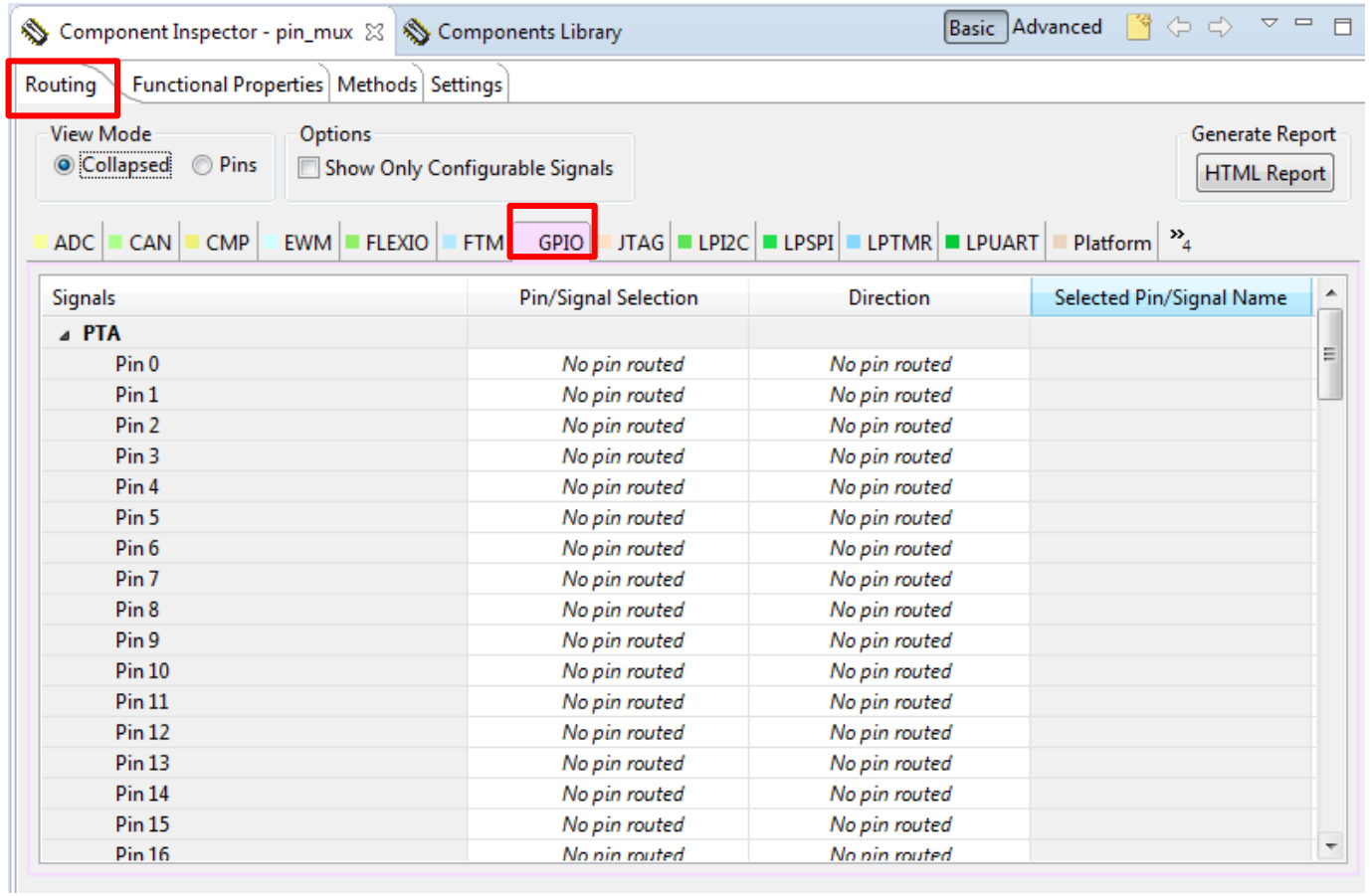
S32K144 Blinking LED: Configuring pins

- Select the **pin_mux** component in the **Components** window



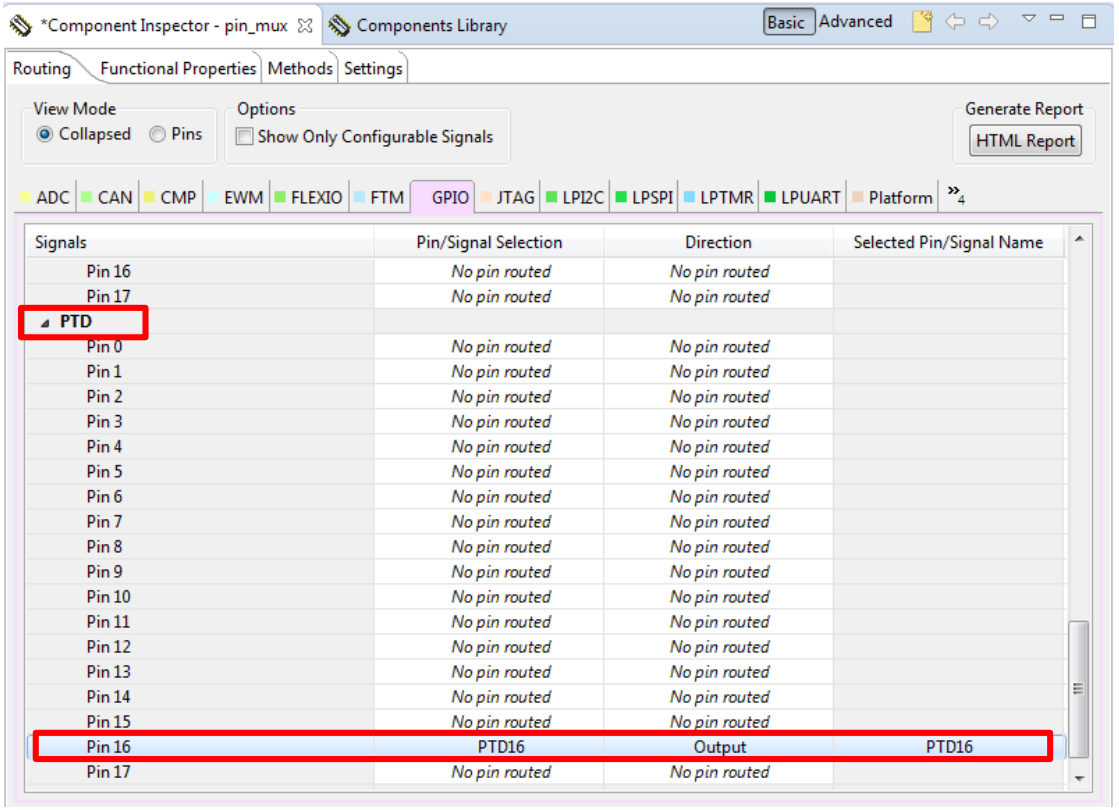
S32K144 Blinking LED: Select I/O pins direction

- In the **Component Inspector** window
- Select **GPIO** tab inside the **Routing** tab



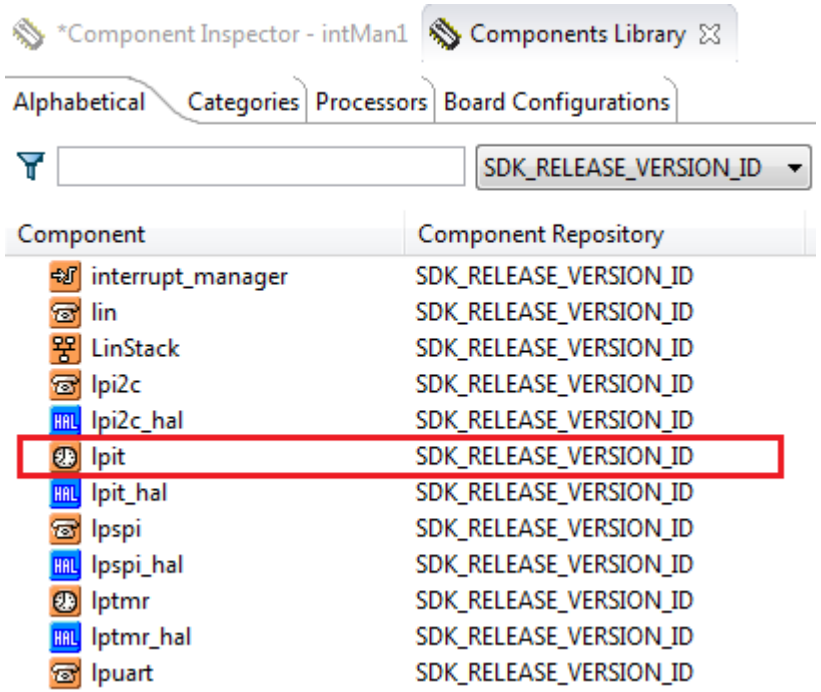
S32K144 Blinking LED: Select Output pin

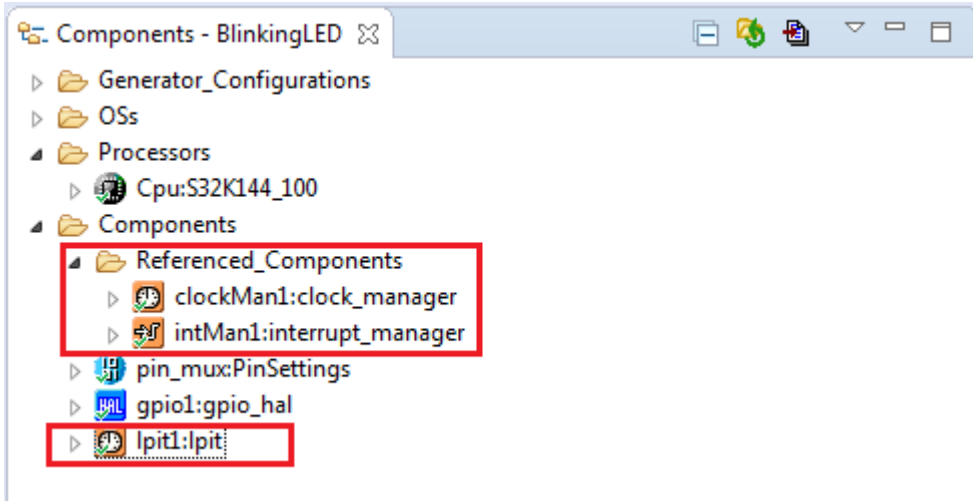
- Go to **PTD** and select pin **16**.
- In the **Pin/Signal Selection** Colum, select **PTD16**.
- In the **Direction** Colum, select **Output.**



S32K144 Blinking LED: Add LPIT Component

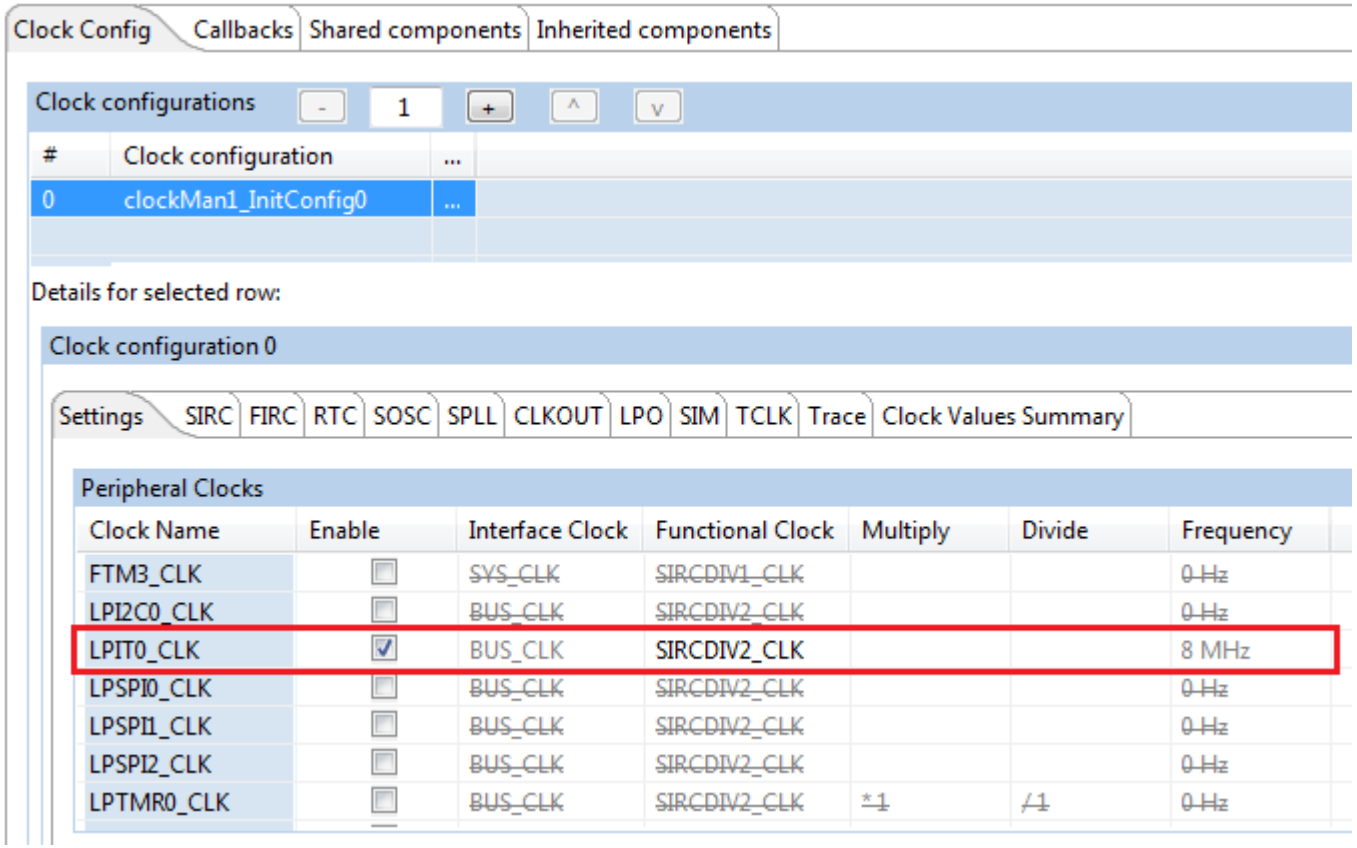
- Go to **Component Library** window.
- Select the **lpit** in the Alphabetical tab.
- Double click **lpit** to add to your project.
- lpit component should appear on the component window.
- Adding the lpit component will automatically add clock_manager and interrupt_manager components

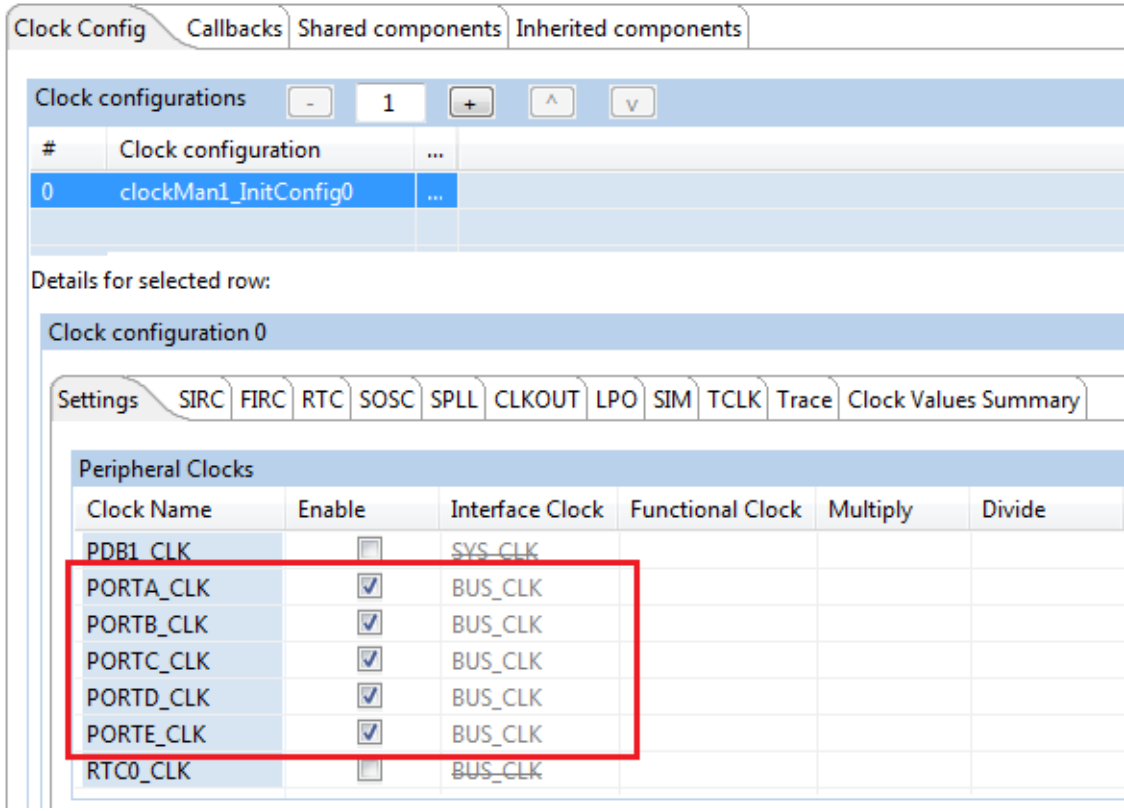




S32K144 Blinking LED: Peripheral Clocks

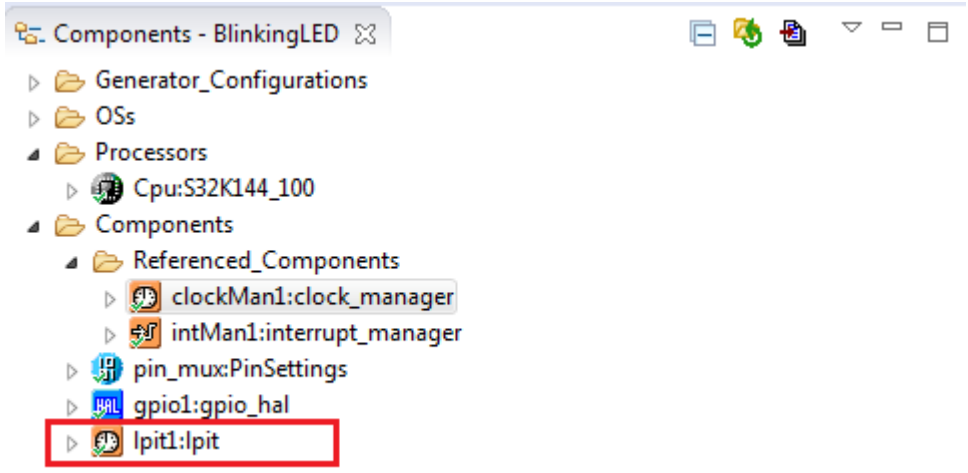
- When adding a component to project, the clock_manger component enables the appropriate peripheral clocks.





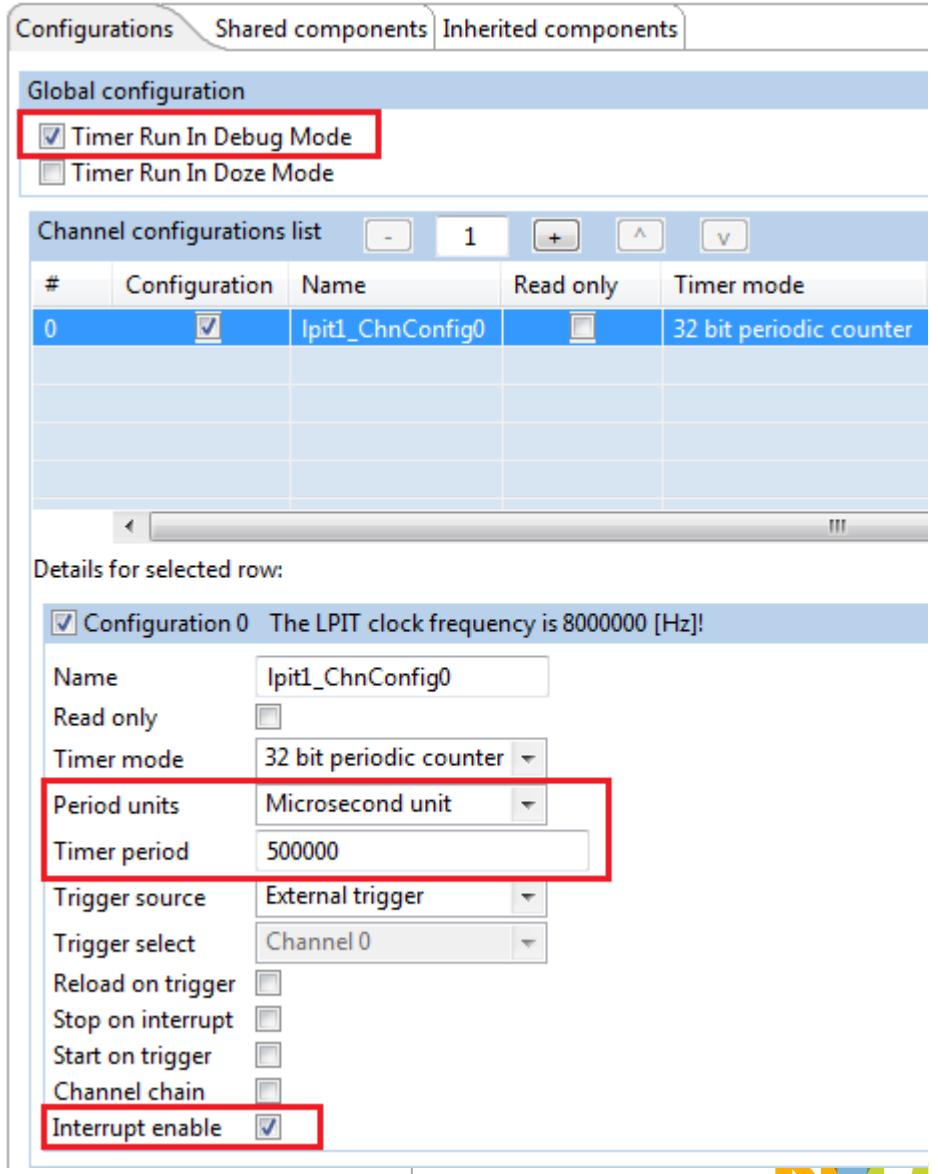
S32K144 Blinking LED: LPIT Configuration

In the **Components Window** select the **lpit component**



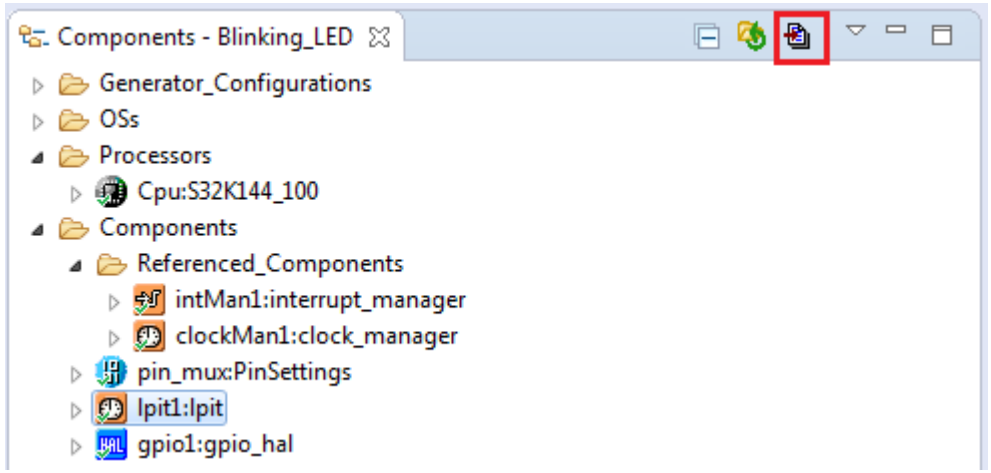
S32K144 Blinking LED: LPIT Configuration

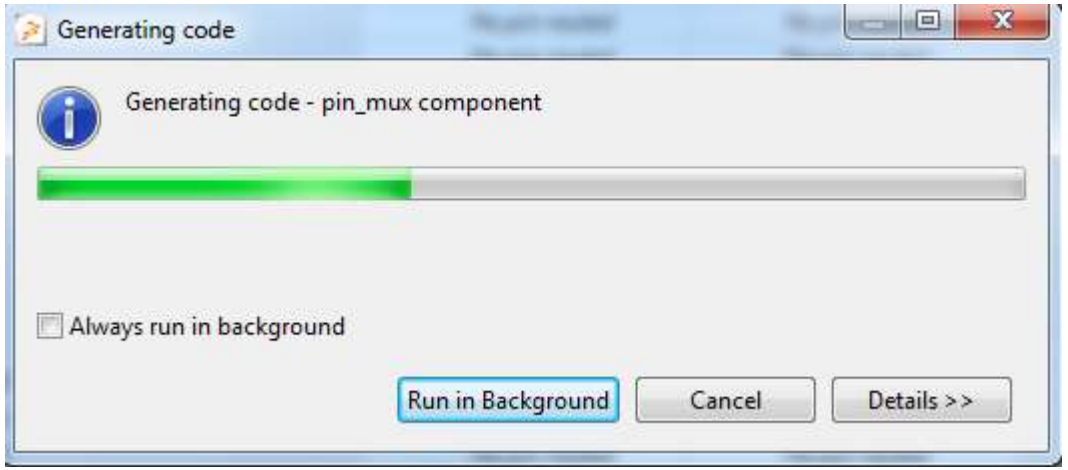
- Go to **Components Inspector**.
- Check the **Timer Run In Debug Mode** box
- Check the **Interrupt enable** box
- Select **Microsecond unit** as period unit
- In the **Time period** field type **500000** counts for 0.5 sec.



S32K144 Blinking LED: Generate the code

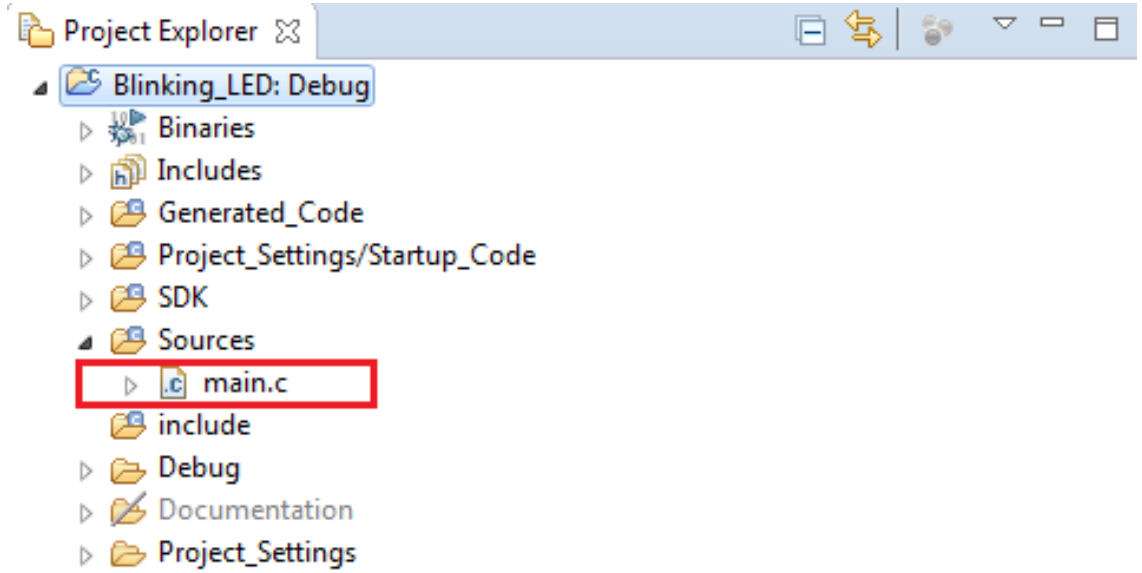
- To generate the code for the configuration select, click the **generate code** icon in the **Components** window.
- Wait for the code to be generated.





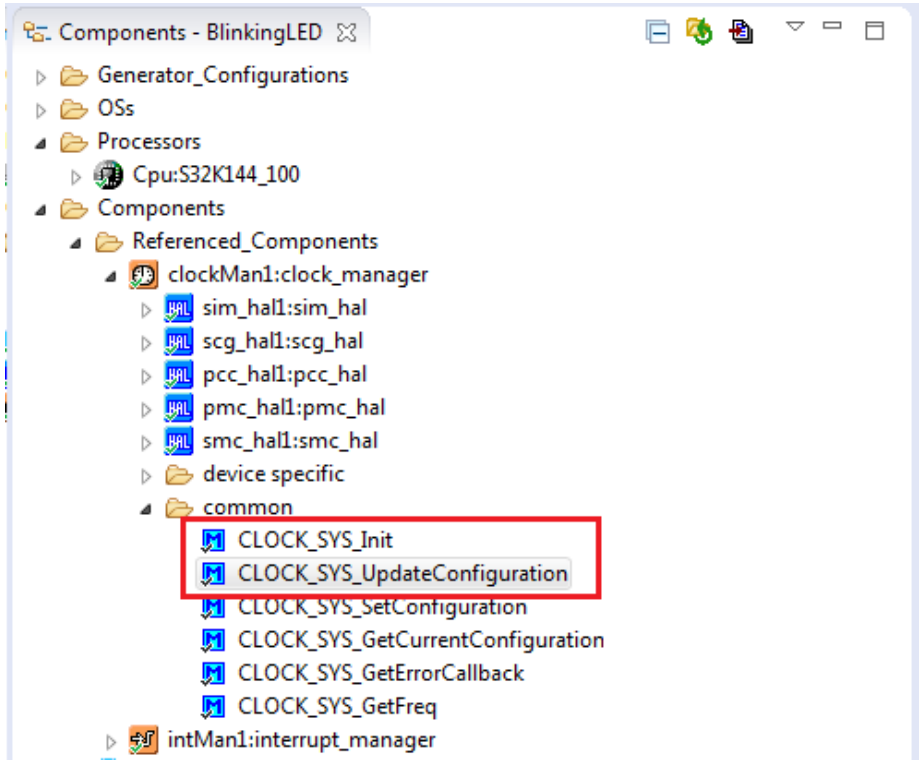
S32K144 Blinking LED: Application Code

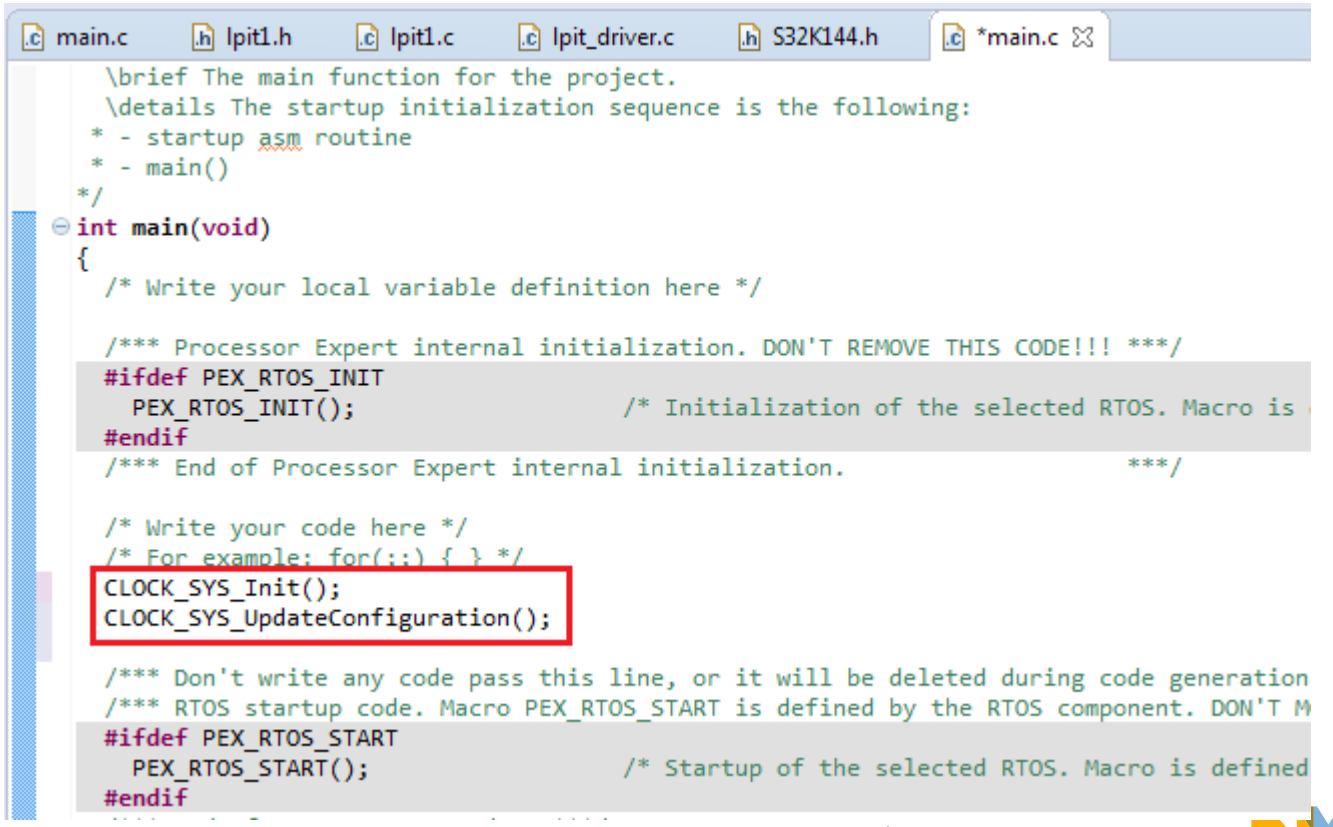
- In the project window double click the **main.c** file to open it



S32K144 Blinking LED: Init and Update Configuration Functions

- Expand the **clock_manager** component in the **Components** Window
- Drag and drop the **CLOCK_SYS_Init** function into main.
- Drag and drop the **CLOCK_SYS_UpdateConfiguration** function into main.





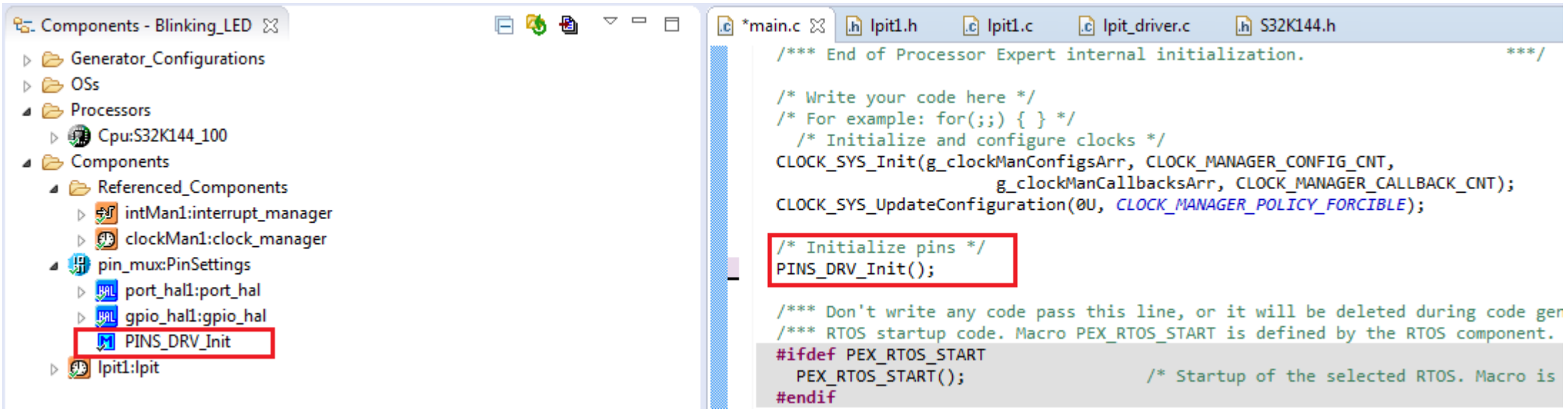
S32K144 Blinking LED: Init and Update Configuration Functions

- In the **CLOCK_SYS_Init** function add the following parameters.
  - g_clockManConfigsArr,
  - CLOCK_MANAGER_CONFIG_CNT,
  - g_clockManCallbacksArr,
  - CLOCK_MANAGER_CALLBACK_CNT
- In the **CLOCK_SYS_UpdateConfiguration** add the following parameters.
  - 0U,
  - CLOCK_MANAGER_POLICY_FORCIBLE

```
CLOCK_SYS_Init(g_clockManConfigsArr, FSL_CLOCK_MANAGER_CONFIG_CNT,
        g_clockManCallbacksArr, FSL_CLOCK_MANAGER_CALLBACK_CNT);
CLOCK_SYS_UpdateConfiguration(0U, CLOCK_MANAGER_POLICY_FORCIBLE);
```

S32K144 Blinking LED: Initialize Pins

- Expand the **pin_mux** component in the **Components** Window.
- Drag and drop the **Pins_DRV_Init** function inside the, into main, below the clock configuration



S32K144 Blinking LED: Initialize Pins

- **Pins_DRV_Init** function receives two parameters:
  - Number of pins to configure
  - Configuration structure.
- The number of pins to configure is included by default
- The configuration structure is already created, with the name **g_pin_mux_InitConfigArr**
- Add the configuration structure into the **Pins_DRV_Init** function

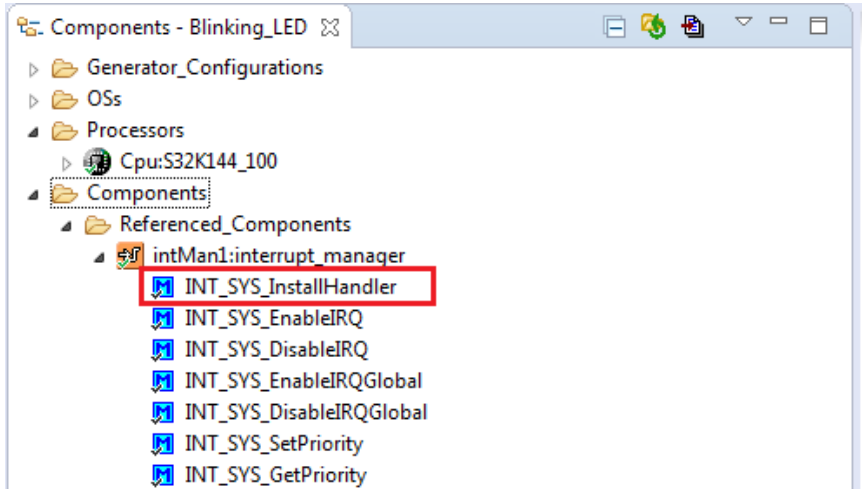
```
Pins_DRV_Init(NUM_OF_CONFIGURED_PINS,g_pin_mux_InitConfigArr);
```

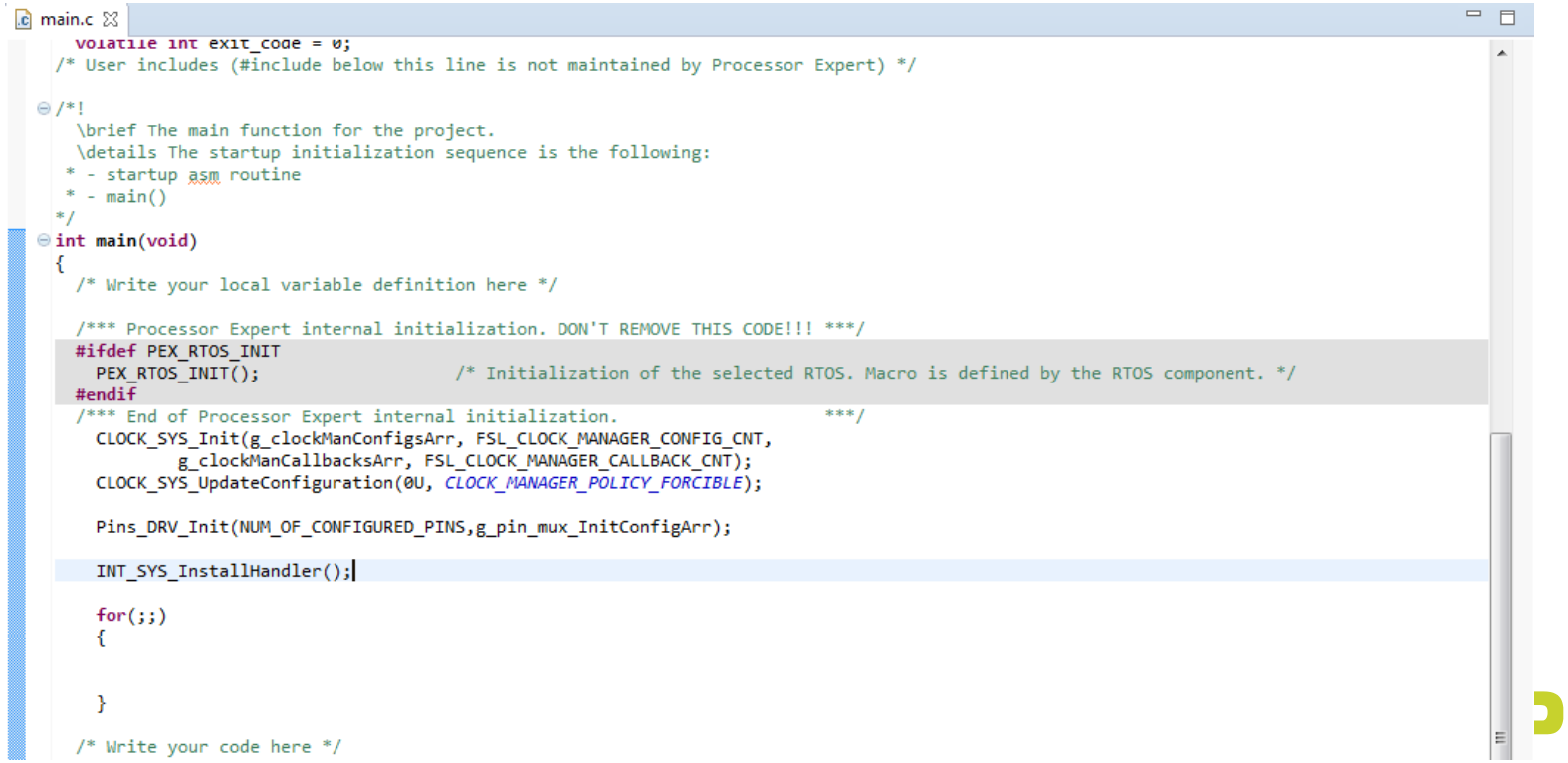
S32K144 Blinking LED: Install LPIT Interrupt

- In the **Components** Window go to

  Components-> Referenced Components->interrupt_manager

- Exapnd the **interrupt_manager** component
- Drag and drop the **INT_SYS_InstallHandler** function. Placed it after the **Pins_DRV_Init** function in main.c





S32K144 Blinking LED: Install LPIT Interrupt

- In the **INT_SYS_InstallHandle**r function add the following parameters:
  - LPIT0_Ch0_IRQn,
  - &LPIT_ISR,
  - (isr_t *)0

```
/* Install LPIT handler */
INT_SYS_InstallHandler(LPIT0_Ch0_IRQn,&LPIT_ISR,(isr_t *)0);
```

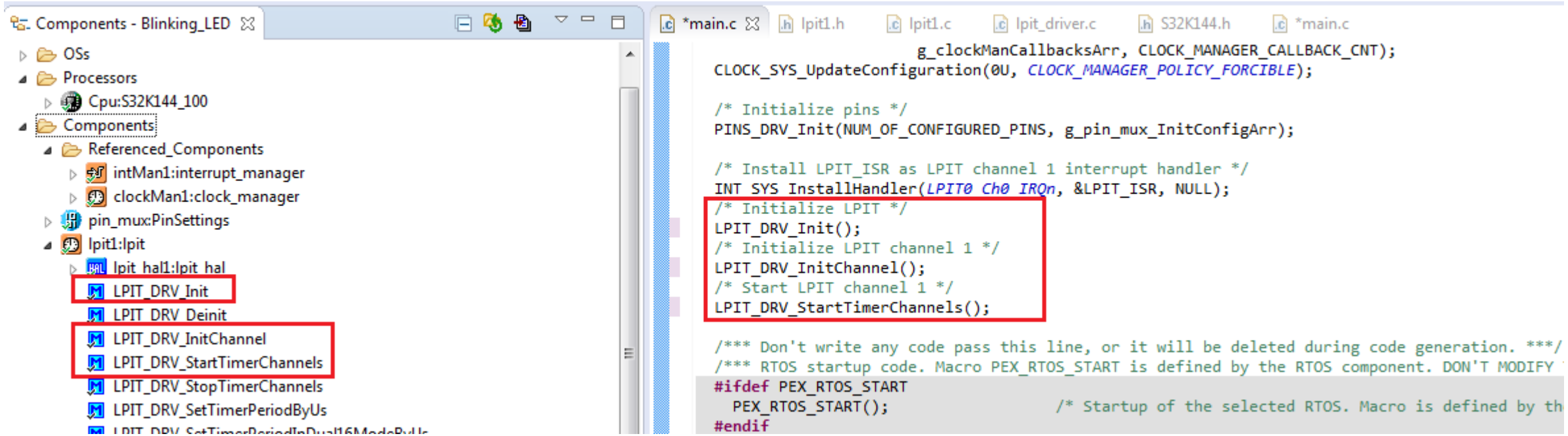
S32K144 Blinking LED: Install LPIT Interrupt

- Create a new function named LPIT_ISR and placed above main

```
void LPIT_ISR(void)
{

}


/*!
  \brief The main function for the project.
  \details The startup initialization sequence is the following:
 * - startup asm routine
 * - main()
*/
int main(void)
{
  /* Write your local variable definition here */

  /*** Processor Expert internal initialization. DON'T REMOVE THIS CODE!!! ***/
  #ifdef PEX_RTOS_INIT
    PEX_RTOS_INIT();                 /* Initialization of the selected RTOS. Macro is defined by the RTOS component. */
  #endif
  /*** End of Processor Expert internal initialization.                    ***/
    CLOCK_SYS_Init(g_clockManConfigsArr, FSL_CLOCK_MANAGER_CONFIG_CNT,
            g_clockManCallbacksArr, FSL_CLOCK_MANAGER_CALLBACK_CNT);
    CLOCK_SYS_UpdateConfiguration(0U, CLOCK_MANAGER_POLICY_FORCIBLE);

    Pins_DRV_Init(NUM_OF_CONFIGURED_PINS,g_pin_mux_InitConfigArr);

    /* Install LPIT_ISR as LPIT interrupt handler */
    INT_SYS_InstallHandler(LPIT0_IRQn, &LPIT_ISR, (isr_t *)0);

    for(;;)
    {


    }
```

S32K144 Blinking LED: Initialize LPIT

- Expand the **lpit** component in the **Components** Window
- Drag and drop the following functions in to main, place them after the **INT_SYS_InstallHandle**r function
  - **LPIT_DRV_Init**
  - **LPIT_DRV_InitChannel**
  - **LPIT_DRV_StartTimerChannels**

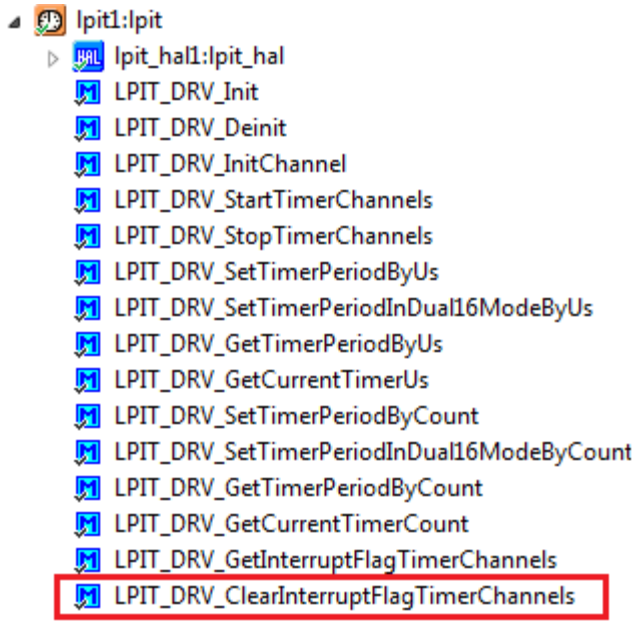


S32K144 Blinking LED: Initialize LPIT

- In the **LPIT_DRV_Init** function add the following parameters:.
  - INST_LPIT1,
  - &lpit1_InitConfig
- In the **LPIT_DRV_InitChannel** function add the following parameters:.
  - INST_LPIT1,
  - 0
  - &lpit1_ChnConfig0
- In the **LPIT_DRV_StartTimerChannels** function add the following parameters:.
  - INST_LPIT1,
  - (1 << 0)

S32K144 Blinking LED: Clear LPIT Flag in interrupt

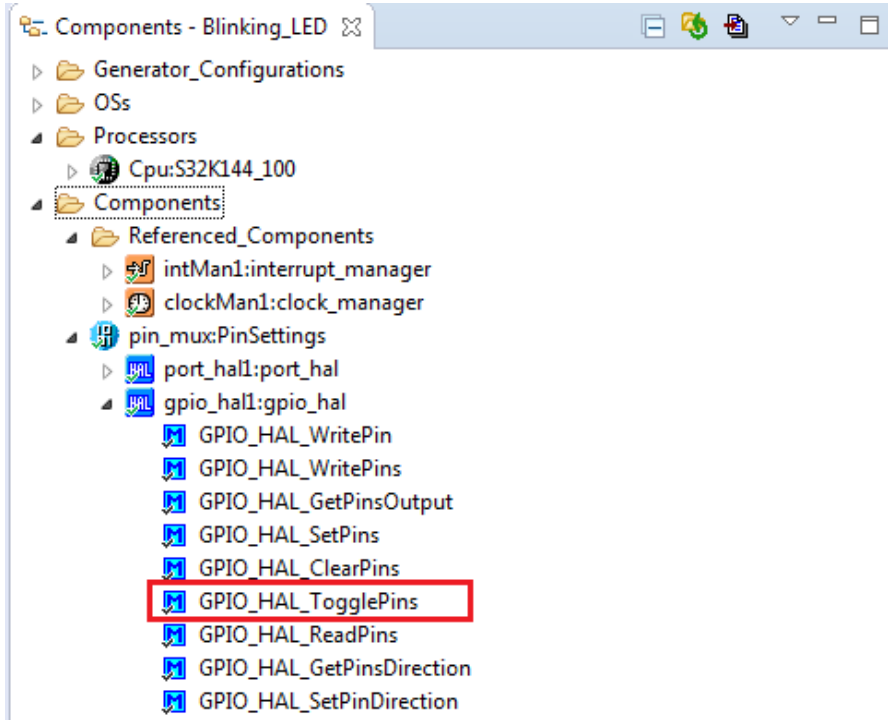
- Expand the **lpit** component in the **Components** Window
- Drag and drop the following function into **LPIT_ISR:**
  - **LPIT_DRV_ClearInterruptFlagTimerChannels**
- In the **LPIT_DRV_ClearInterruptFlagTimerChannels** function add the following parameters:.
  - FSL_LPIT1
  - (1 << 0)




```
void LPIT_ISR(void)
{
    LPIT_DRV_ClearInterruptFlagTimerChannels(INST_LPIT1, (1U << 0));

}
```

S32K144 Blinking LED: Toggle Green LED (PTD16)

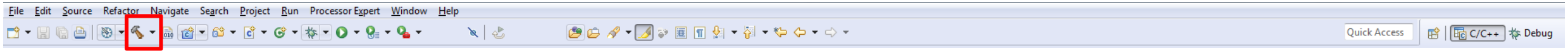
- Expand the **gpio_hal** component inside **pin_mux**, in the **Components** Window
- Drag and drop the **GPIO_HAL_TogglePins** function into LPIT_ISR
- Add the following parameters:
  - PTD
  - (1<<16)



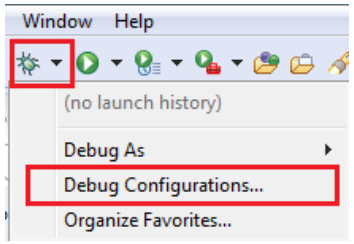

```
void LPIT_ISR(void)
{
    LPIT_DRV_ClearInterruptFlagTimerChannels(FSL_LPIT1,(1 << 0));
    GPIO_HAL_TogglePins(PTD,(1<<16));
}
```

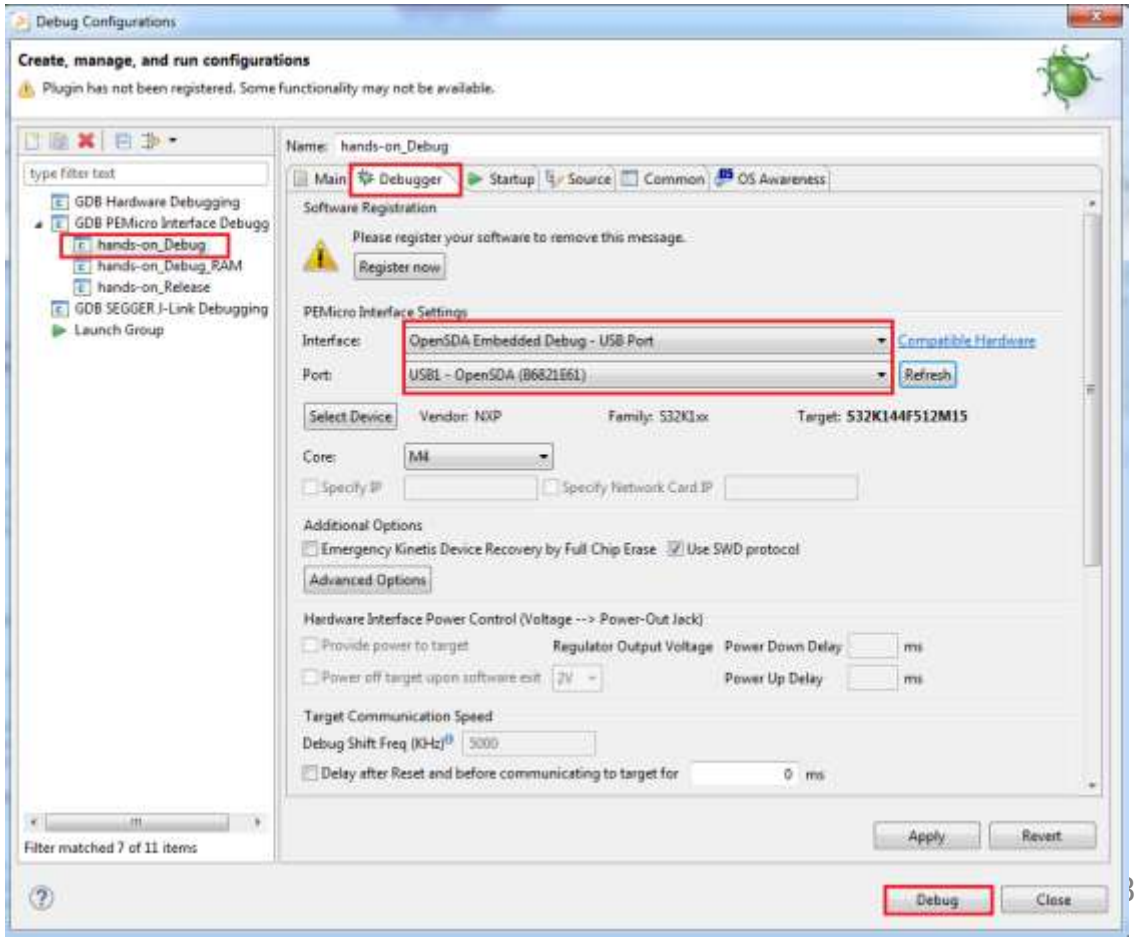
S32K144 Blinking LED: Build and debug the application

- Click on the build icon to make sure that there a no compiler errors.



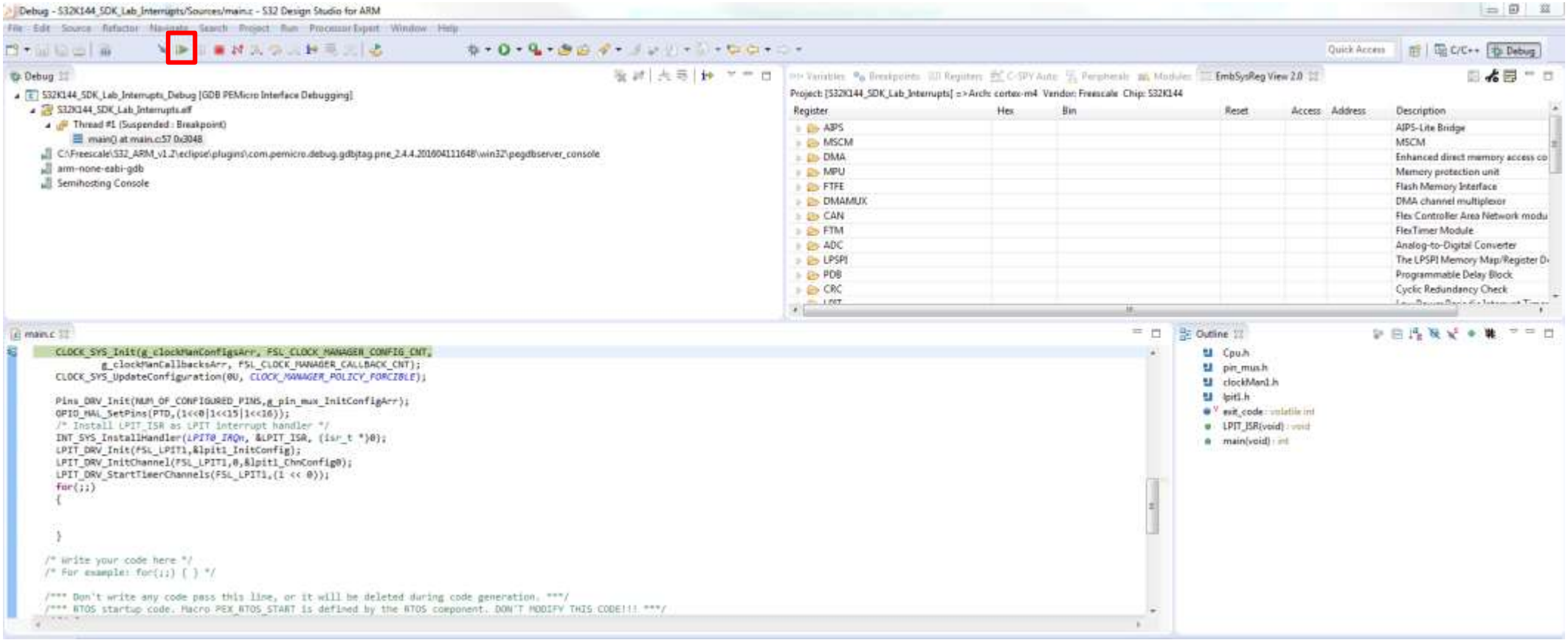
- Configure the debug configuration start a new debug session





S32K144 Blinking LED: Build and debug the application

- In the debug perspective click the run icon to start the project.
- Green LED should toggle every 0.5 sec.



S32K144 Blinking LED: Challenge

- Toggle Green LED every 100 ms.

02.

Hands-on – Secure CAN

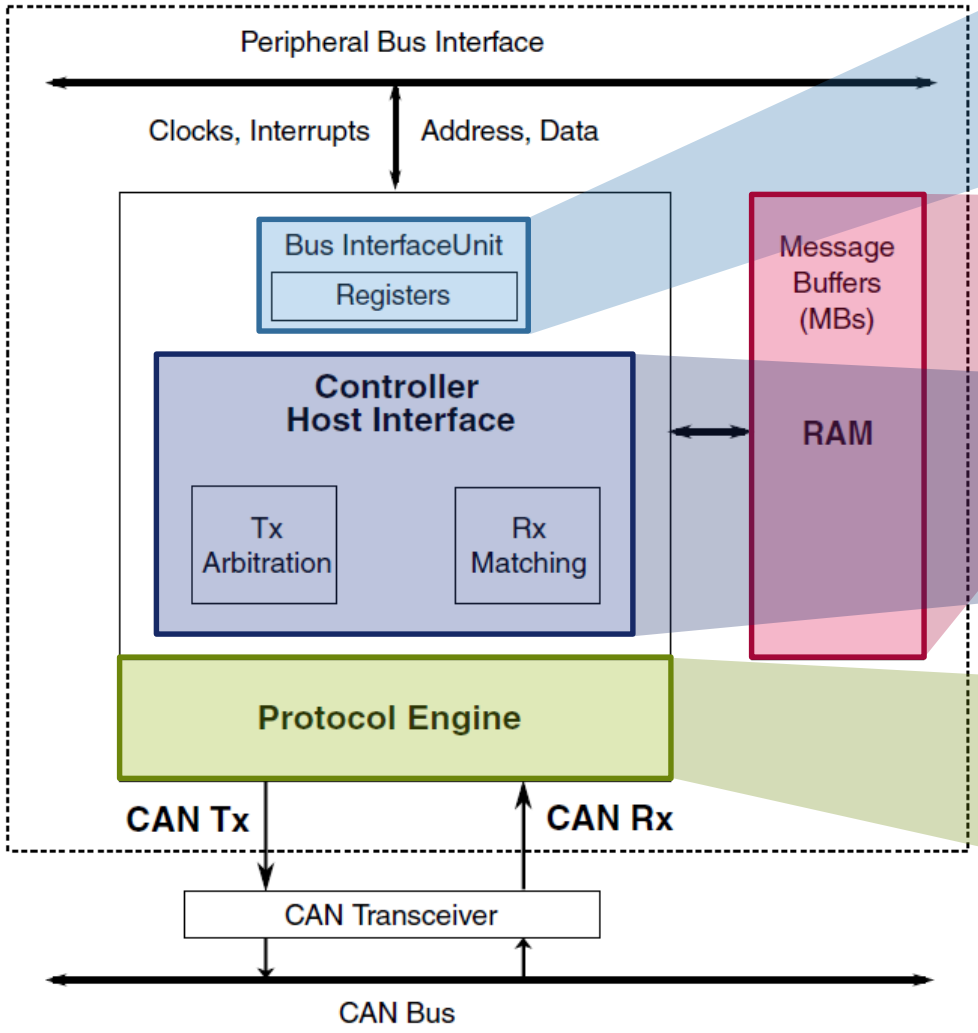
S32K144 Secured CAN: Objective

- In this lab you will learn:
  - About the features of the FlexCAN module on S32K144
  - About the features of the CSEc module on S32K144
  - How to configure FlexCAN peripheral for both Rx & Tx
  - How to initiate a CAN communication between two S32K boards
  - How to use the CSEc driver to encrypt/decrypt the messages (AES)

S32K144 Secured CAN: CAN Theory

- Full implementation of the CAN FD & CAN 2.0 B
  - data field bitrate up to 8Mbps
- Flexible mailboxes (0/8/16/32/64 bytes data length)
- Listen-Only mode capability
- Programmable Loop-Back mode supporting self-test operation
- Programmable transmission priority scheme
- Independence from the transmission medium
- CRC status for transmitted message
- Full featured Rx FIFO with storage capacity for 6 frames
- DMA request for Rx FIFO
- Programmable clock source to the CAN Protocol Interface, either bus clock or crystal oscillator
- 100% backward compatibility with previous FlexCAN version
- 3 FlexCAN instances

S32K144 Secured CAN: CAN Theory



Access to and from the internal interface bus (clocks, address and data buses, interrupts, DMA and test signals)

Embedded RAM dedicated to the FlexCAN

Message buffer selection for reception and transmission (arbitration and ID matching algorithms)

Serial communication on the CAN bus (RAM access requests for rx and tx frames, rx messages validation, error handling)

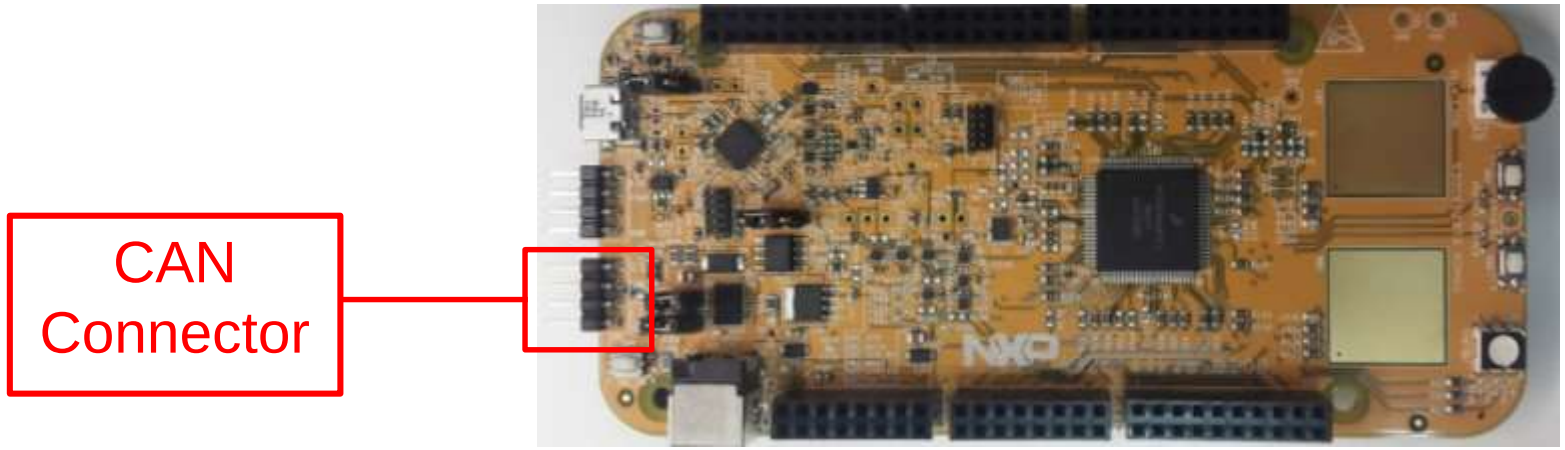
S32K144 Secured CAN: CSEc Theory

- Cryptographic Services Engine (CSEc) – comprehensive set of cryptographic functions (SHE)
  - >10 general purpose keys
  - AES-128, CBC, ECB, CMAC
  - Sequential, Parallel, and Strict Boot mode
  - AES-128 CMAC calculation and authentication
  - Pseudo random number generation (PRNG) and true random number generation (TRNG)

S32K144 Secured CAN: Resources

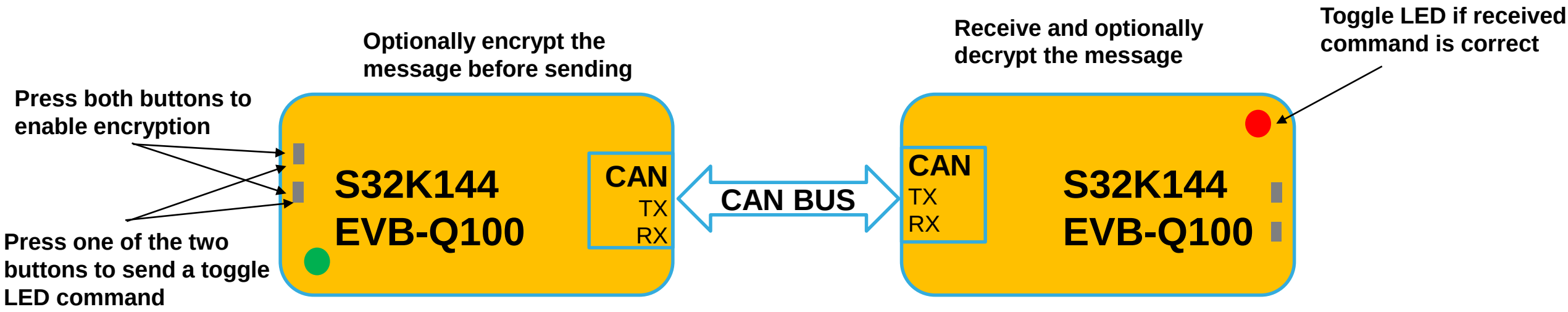
- S32K144 – FlexCAN signals & pins

CAN0 Signal	S32K144 PIN
Tx	PTE5
Rx	PTE4



S32K144 Secured CAN: Hands-on Preview

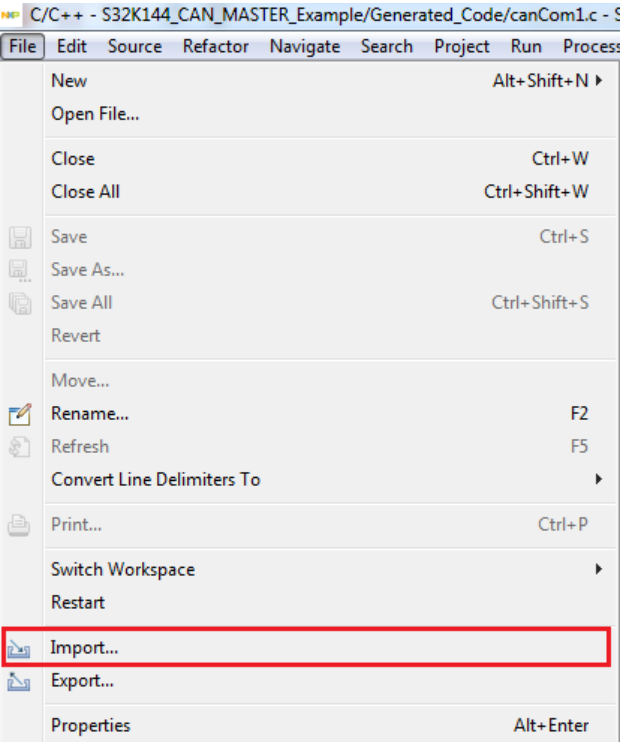
- Secured CAN communication between two S32K144 boards:
  - Message encryption at tx, decryption at rx – selectable through user buttons (blue LED on)
  - Toggle red/green LED when command successfully received (decrypted)

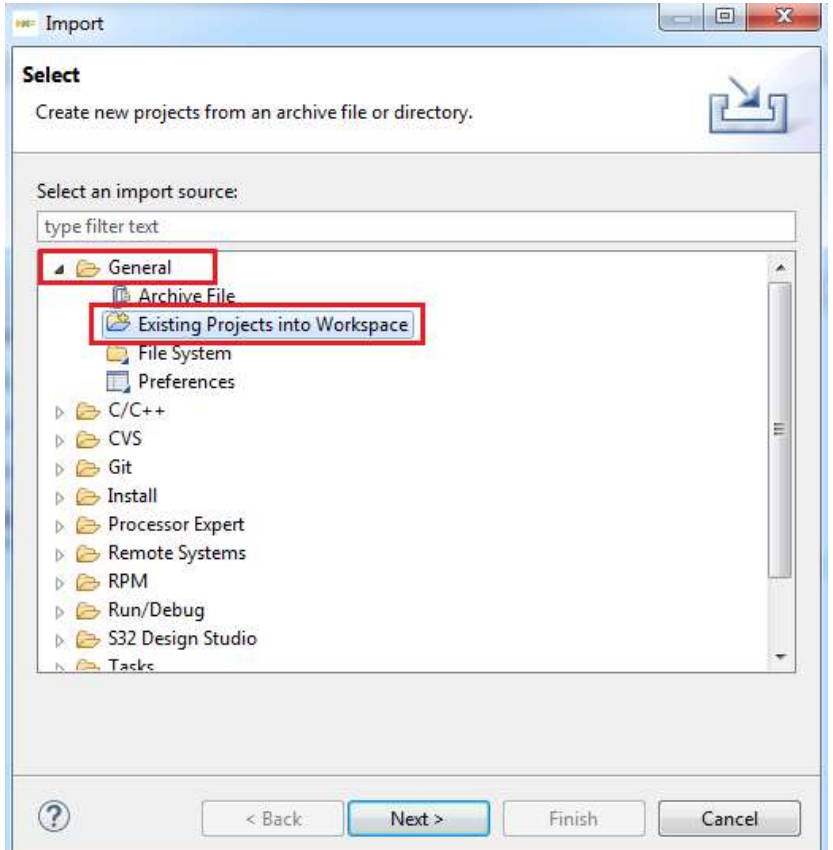


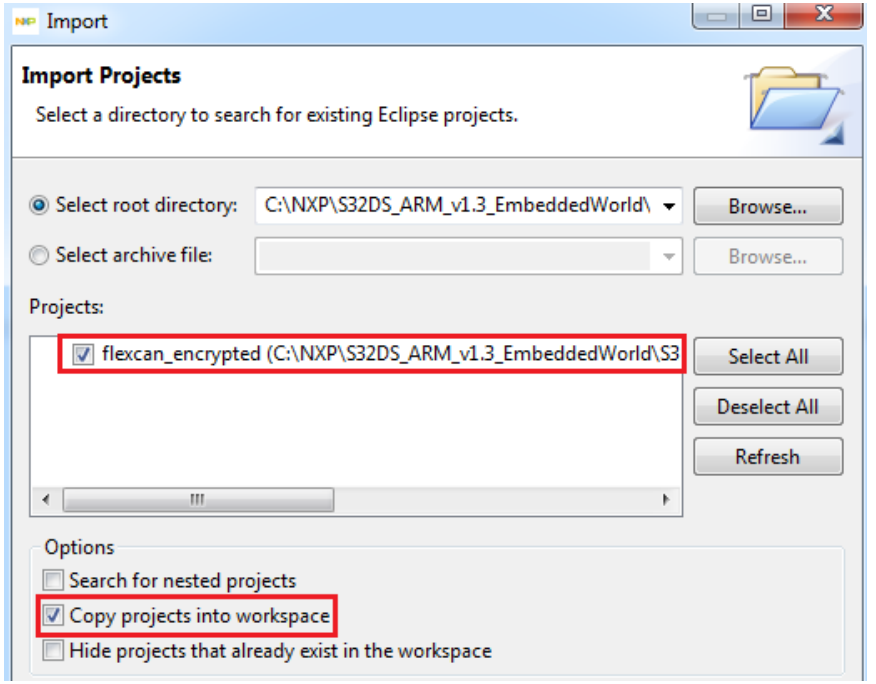
S32K144 Secured CAN: Importing demo applications

- Import ‘flexcan_encrypted’ example provided with the SDK:
  - File->Import->General->Existing Projects into Workspace->Select root directory
  - Select:

    {DS_InstallationFolder}\S32DS\S32SDK_S32K144_RTM_1.0.0\examples\S32K144\demo_apps\flexcan_encrypted
  - Make sure ‘Copy projects into workspace’ is checked, so the SDK example remains clean







S32K144 Secured CAN: Master/Slave

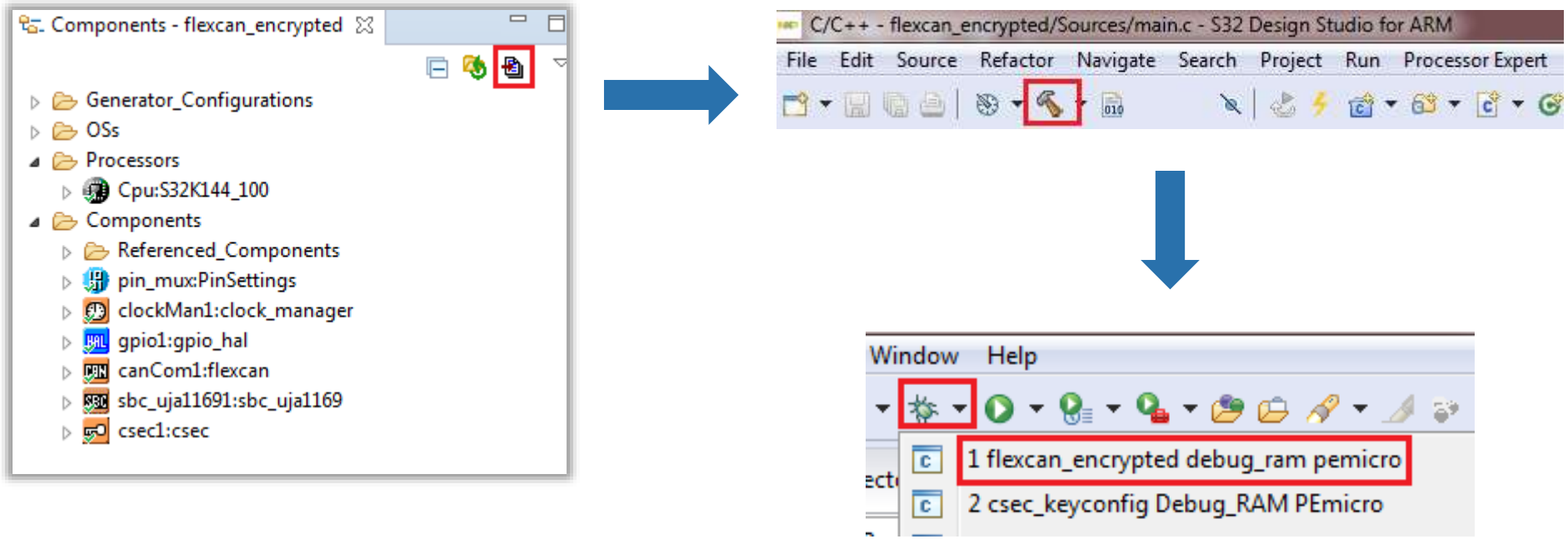
- The main.c file contains the application code
- MASTER/SLAVE macros must be defined appropriately

main.c

```
/* Use this define to specify if the application runs as master or slave */
#define MASTER
/* #define SLAVE */

/* Definition of the TX and RX message buffers depending on the bus role */
#if defined(MASTER)
    #define TX_MAILBOX  (1UL)
    #define TX_MSG_ID   (1UL)
    #define RX_MAILBOX  (0UL)
    #define RX_MSG_ID   (2UL)
#elif defined(SLAVE)
    #define TX_MAILBOX  (0UL)
    #define TX_MSG_ID   (2UL)
    #define RX_MAILBOX  (1UL)
    #define RX_MSG_ID   (1UL)
#endif
```

S32K144 Secured CAN: Build and debug

- Press the generate code button
- Build the application
- Debug on target

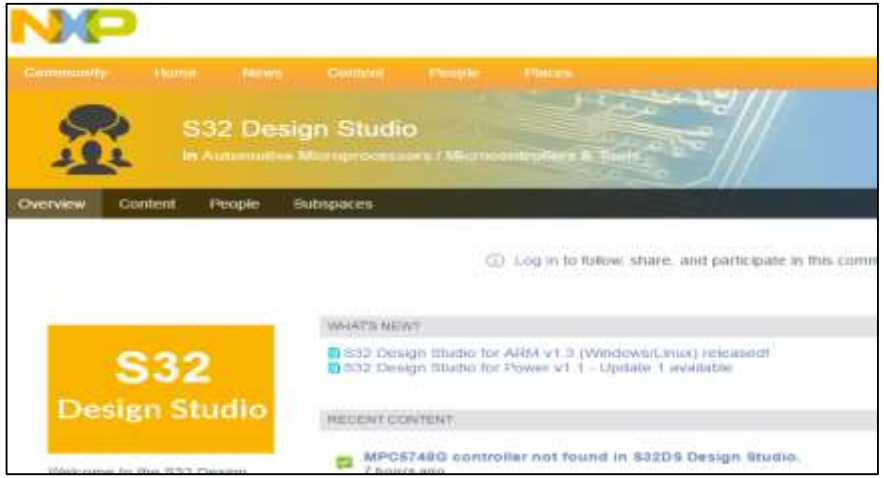


S32K Technical Support – Communities

https://community.nxp.com

- **S32K Community**
  - https://community.nxp.com/community/s32/s32k
  - Note: Includes SDK related topics

- **S32_Design_Studio IDE Community**
  - https://community.nxp.com/community/s32/s32ds
  - Includes S32DS related topics

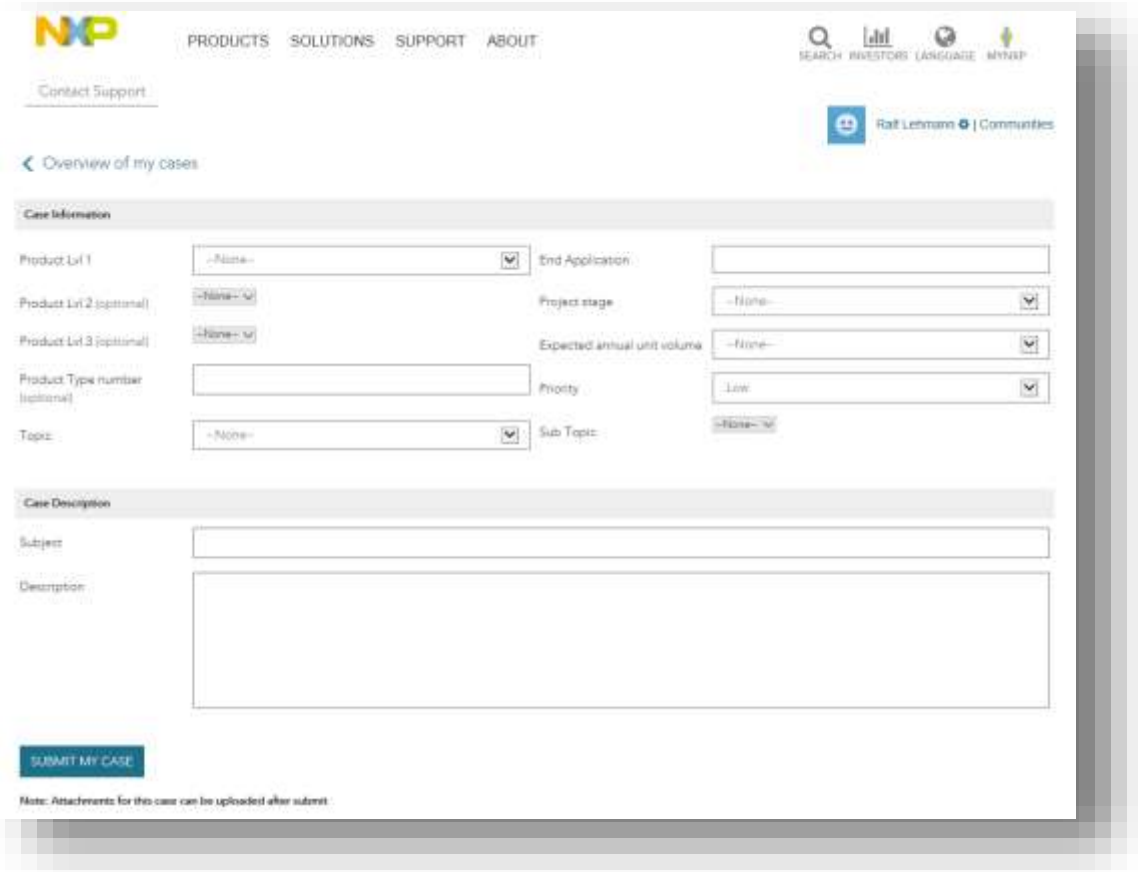


S32K Technical Support – NXP Support Ticket / TIC (Technical Information Center)

- http://nxpcommunity.force.com/community/CommunityContactSupport

- Log-in with your NXP Communities username and password
  - If new user, please register. If no verification email is received, please check your spam folder. Email is sent from engineers.corner@nxp.com

- Enter your support CASE
  - All fields are mandatory



Thank you

nxp.com/S32K

05.

Q&A

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