

# Use of ADC with DMA on Microcontroller

**Targeted competences:** Use of ADC in standard mode with DMA.

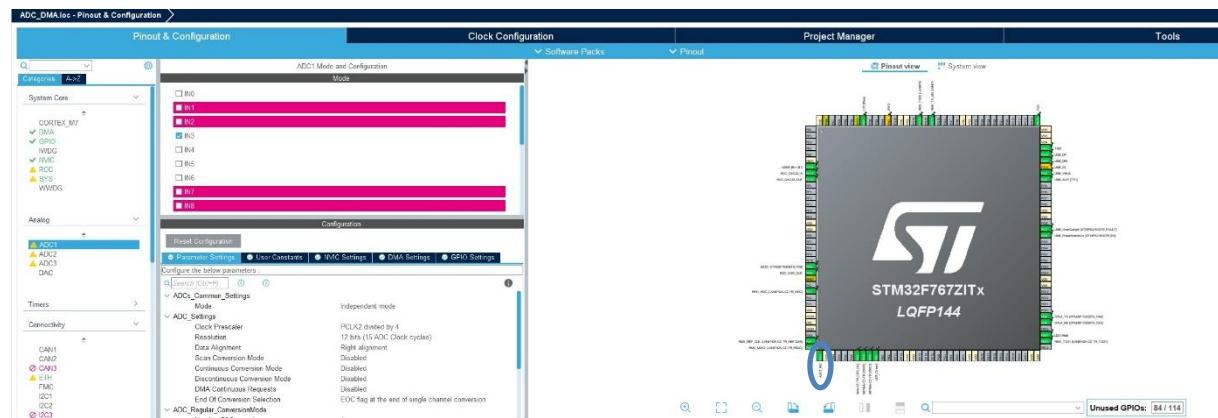
**Hardware:** STM32F7 Nucleo board

**Framework:** STM32CubeIDE 1.19

The aim of this example is to study how use an ADC in standard with the DMA. In a first time, we use a sampling period in order to just convert an analog value comes from a GPIO configured in analog mode. In order to transfer the converted value into a variable, we use the DMA (Direct Memory Access) instead of using the ADC\_Get\_Value function of the HAL driver.

Instead of realizing a pooling on the ADC to know if it is busy or not, we will use a timer to generate a sampling period. At each sampling period, we will convert the analog input and store the value into a variable.

The first step is to use the CubeMx program in order to configure the micro controller. Here we use the NUCLEO STM32F767ZI board. We choose to use the PA3 pin in ADC1\_IN3 (See Figure 1) that means that the pin PA3 is linked to the input channel 3 of the ADC1.



**FIGURE 1: CONFIGURATION OF THE GPIO PIN**

Then the second step is to select a timer in order to realize the sampling period. I chose to use the timer 1 and I configure it as shown in Figure 2 (just select the clock source).

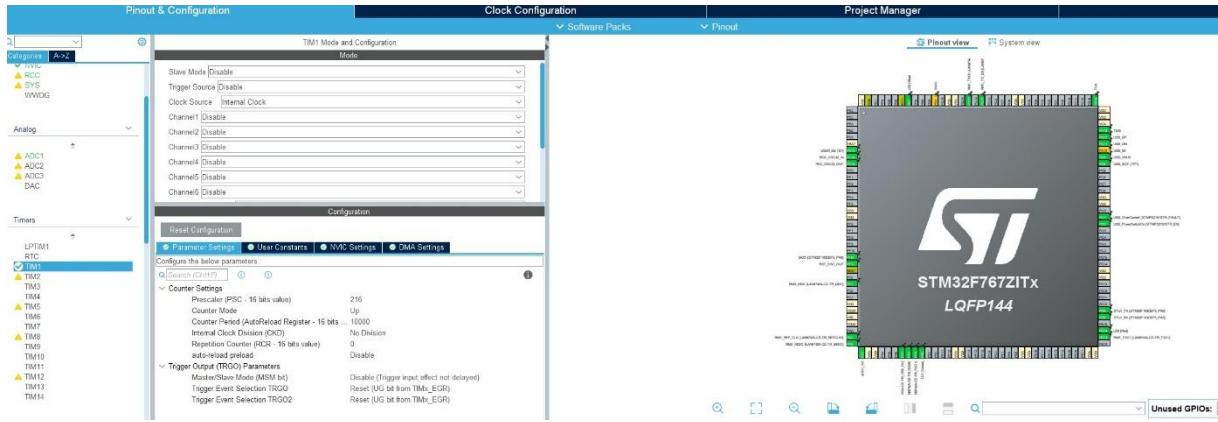


FIGURE 2: TIMER CONFIGURATION ON CUBE MX

Now, we have to configure the clock tree for the board, in this example I chose to use the maximum frequency of the CPU (216MHz); the configuration can be found in Figure 3.

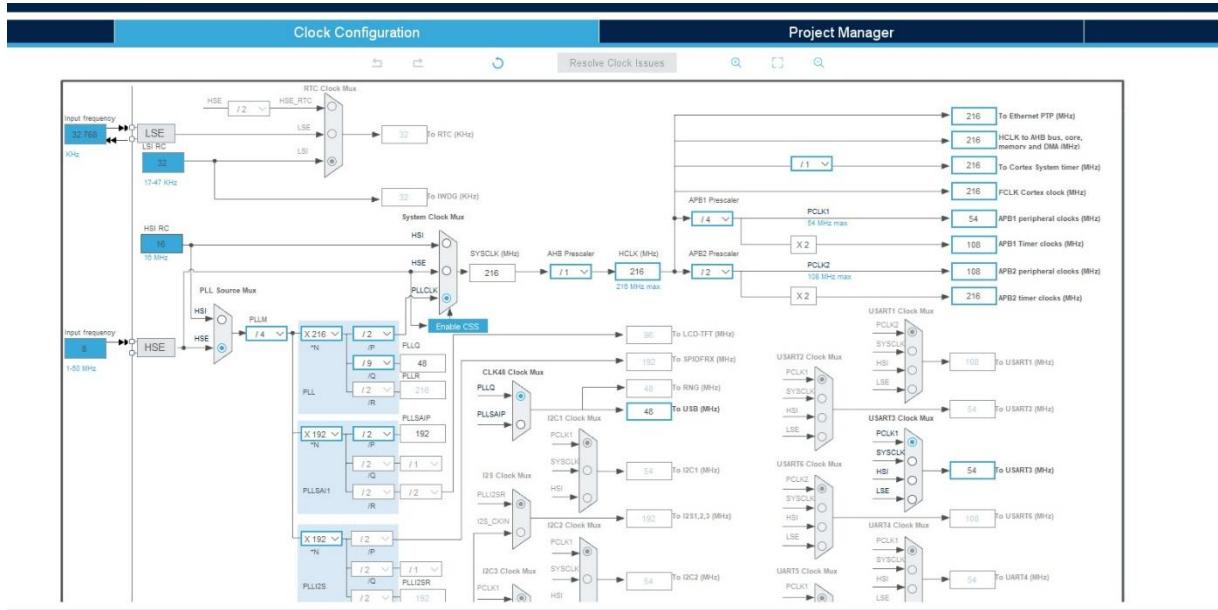


FIGURE 3: CONFIGURATION OF THE CLOCK TREE OF THE BOARD

The last step of the configuration is to configure the timer 1; to do that click on the timer1 panel. Now we want to scan the input pin every 10 millisecond so, we have to configure the right value in the Prescaler and in the Counter Period. The base time of the timer is compute with the frequency of the bus timer and the value of the prescaler. The timer 1 is connected to the APB2 bus so here the frequency of the bus is 216Mhz. So the counter period will be calculated by the following equation:

$$\text{Sampling period} = \frac{1}{F_{\text{timer}} \times \text{Prescaler\_value}} * \text{Counter period}$$

As  $F_{\text{timer}}$  is equal to 216Mhz and as the prescaler value is chosen to be equal to 216 then the counter period will be equal to (10000-1) in order to obtain a sampling period of 10 milliseconds. The configuration of the timer is shown in Figure 4.

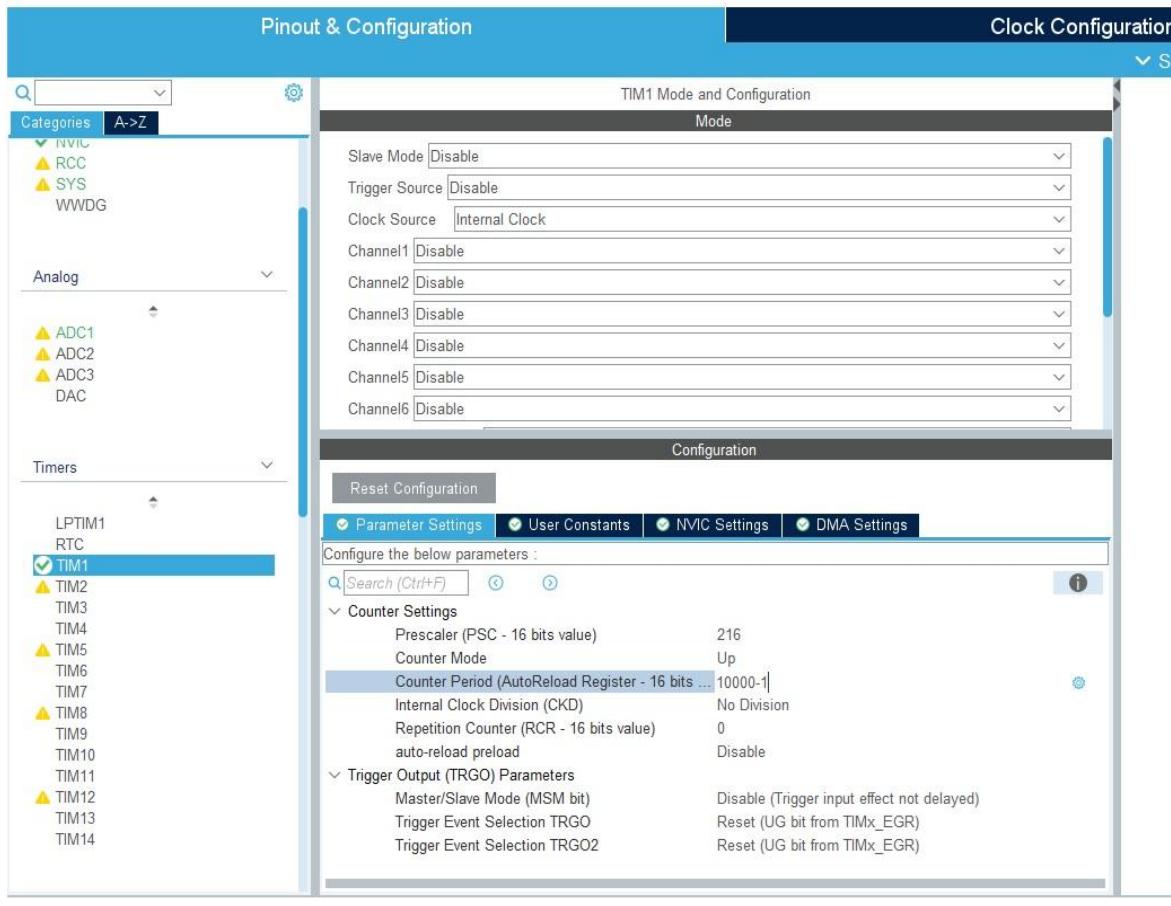


FIGURE 4: TIMER CONFIGURATION IN CUBE\_mx

Now we are going to configure the timer in order to obtain an interruption when the timer reaches a period of 10 milliseconds. To do that we have only to enable the TIM1 update interrupt as shown in Figure 5.

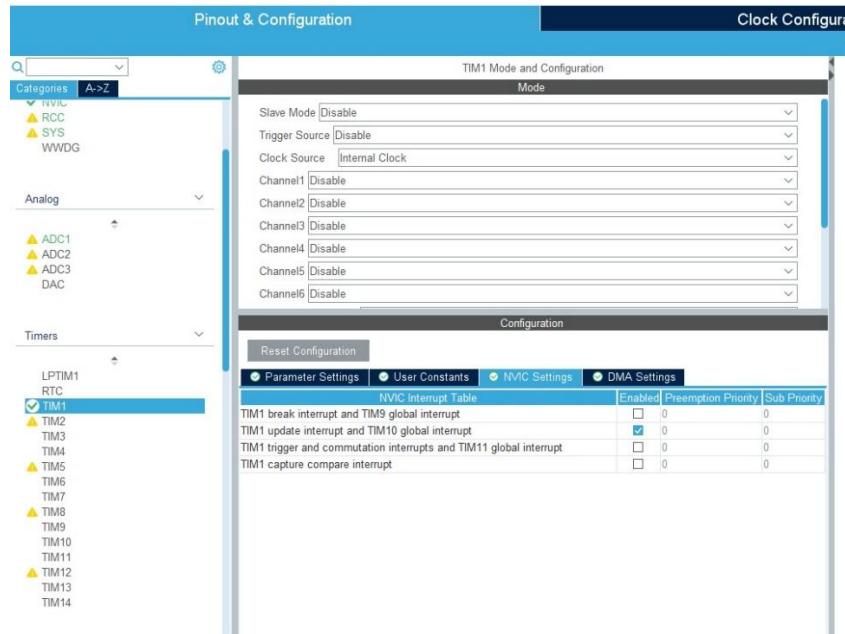
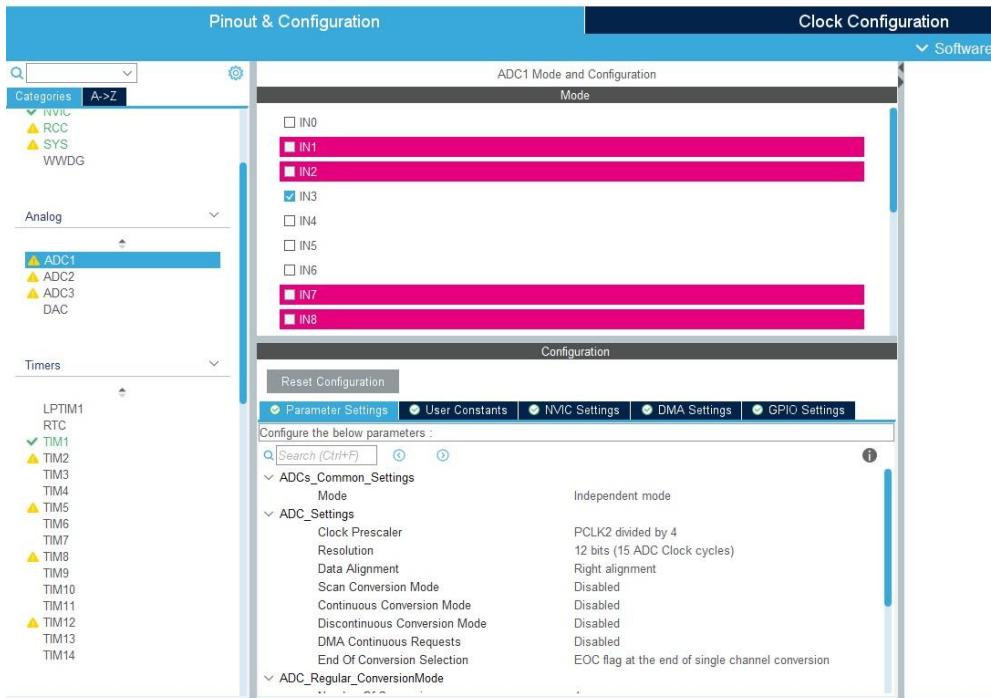


FIGURE 5: TIMER INTERRUPT CONFIGURATION

The next step is to configure the ADC. To do that, click on the ADC1 in the system view of CubeMX .



**FIGURE 6: ADC CONFIGURATION PANEL**

Here we use the ADC in independent mode (other modes more complex are possible see the datasheet of the component). Also, we must choose the resolution of the ADC. Indeed, the ADC can use 12, 10, 8 or 6 bits for the resolution. More the resolution is high and more the precision of the conversion is high but the necessary time to realize the conversion increases. For this example, I use 12 bits for the resolution. We must choose the data alignment for the converted value since the maximum resolution is 12 bits and the data register is 16 bits wide. I choose the right alignment so the value of the conversion uses the 12 LSB. As in this example, I do not want to scan more than one input I disabled the scan mode and the continuous conversion mode; the conversion will be done only if the timer interruption is generated. The ADC will generate an interruption as soon as the conversion will be ended so in the End of Conversion Selection, the EOC flag is selected. Now we have to enable the interruption of the ADC; to do that click on the NVIC Settings and enables the interruption. The interrupt level can be the same as that of the timer, but in practice it is preferable for the timer to have higher priority, since it is the timer that generates the sampling frequency.

As in this example, we want to use the DMA to store the converted value in memory without using the ADC driver function (Get\_ADC\_Value), so we need to configure the DMA. We therefore need to add a DMA channel to connect the ADC to the memory. To do this, simply go to the DMA settings tab. The use of the DMA will generate an interruption every ADC conversion as soon as the transfer between the ADC and the memory will be finish.

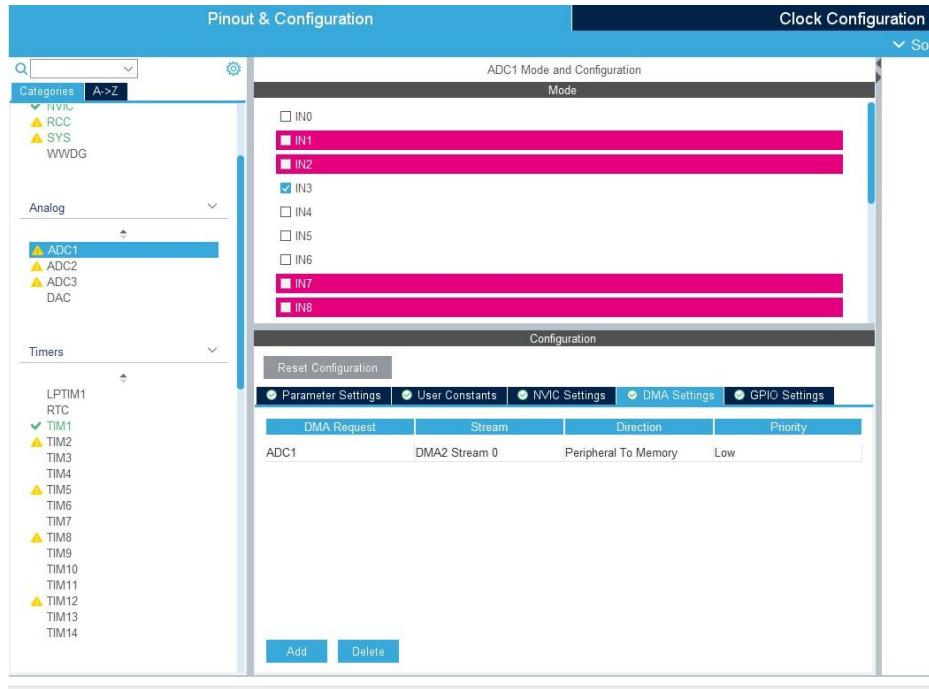


FIGURE 7: DMA CONFIGURATION FOR THE ADC

Now we have three interruptions in our code so we must change their priorities in order to have no conflict between them. So we choose, in the system view, the NVIC.

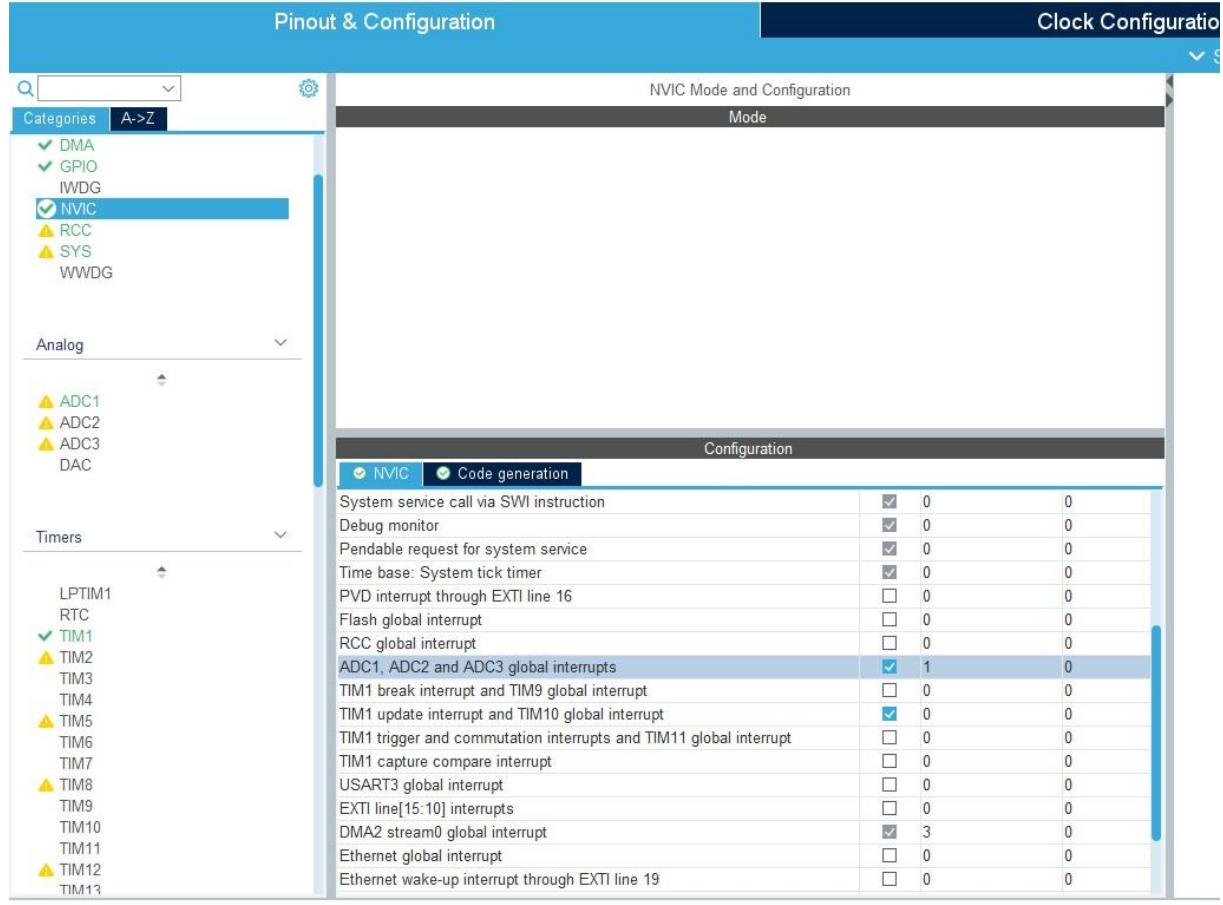
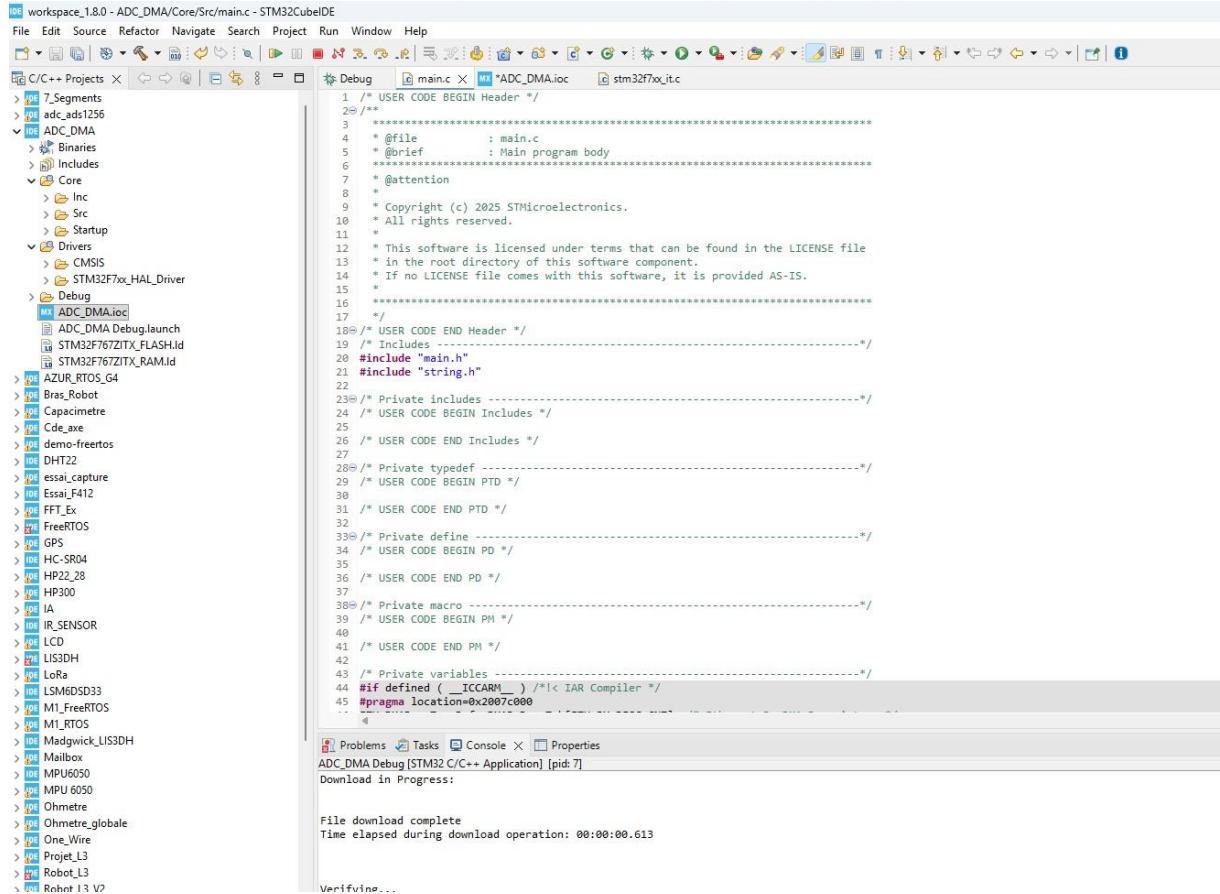


FIGURE 8: NVIC PANEL

In the NVIC panel, we can see all the interruption of our system and in particular, the interruption of the Timer 1, of the ADC and of the DMA. Here, we will configure the preemption priority of the TIM1 to level 0, to level 1 for the ADC and to level 3 for the DMA. More the value is high and less is the priority so in this case the timer will have an interruption more priority than the ADC or the DMA.

Now that all our devices are configured, we need to generate the project code. To do this, simply click on the Device Configuration Tool Code Generation icon.



The screenshot shows the STM32CubeIDE interface with the following details:

- Project Explorer:** Shows the project structure for "ADC\_DMA". It includes files like "main.c", "ADC\_DMA.ioc", "stm32f7x\_it.c", and various peripheral and system configuration files.
- Code Editor:** Displays the generated C code for "main.c". The code includes comments for the main program body, copyright, and various system includes and defines.
- Toolbars and Menus:** Standard IDE toolbars and menus for File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, and Help.
- Bottom Status Bar:** Shows the status "Download in Progress" and "File download complete Time elapsed during download operation: 00:00:00.613".

**FIGURE 9: STM32CUBEIDE FRAMEWORK**

The second part of the development is to program the start of the timer to generate a sampling period in order to launch the ADC conversion to acquire the value of the analog sensor.

The first step is to start the timer 1 in order to obtain a sampling period of 10 milliseconds; this step is realized by starting the timer 1 in interrupt mode as shown in Figure 10. All the Timer functions API can be found in the HAL\_tim.c file.



The screenshot shows a C/C++ project structure on the left and assembly code on the right. The assembly code is annotated with several comments and labels. A red oval highlights a specific section of the assembly code, likely corresponding to the highlighted line in the image above.

```
100: int main(void)
101 {
102
103     /* USER CODE BEGIN 1 */
104
105     /* USER CODE END 1 */
106
107     /* MCU Configuration-----*/
108
109     /* Reset of all peripherals, Initializes the Flash interface
110     HAL_Init(); */
111
112     /* USER CODE BEGIN Init */
113
114     /* USER CODE END Init */
115
116     /* Configure the system clock */
117     SystemClock_Config();
118
119     /* USER CODE BEGIN SysInit */
120
121     /* USER CODE END SysInit */
122
123     /* Initialize all configured peripherals */
124     MX_GPIO_Init();
125     MX_DMA_Init();
126     MX_ETH_Init();
127     MX_USART3_UART_Init();
128     MX_USB_OTG_FS_PCD_Init();
129     MX_ADC_Start();
130
131     /* TIM1 Init; */
132     /* USER CODE BEGIN 2 */
133     HAL_TIM_Base_Start_IT(&htim1);
134     /* USER CODE END 2 */
135
136     /* Infinite loop */
137     /* USER CODE BEGIN WHILE */
138     while (1)
139     {
140         /* USER CODE END WHILE */
141
142         /* USER CODE BEGIN 3 */
143     }
144     /* USER CODE END 3 */
145
146 }
```

**FIGURE 10: LAUNCHING OF THE TIMER**

Now, the timer will generate an interruption every 10 milliseconds so we have to write the code in order to start the ADC conversion. This function must be coded in the Timer\_1 interruption routine. I also define a global variable named ADC\_Value (uint32\_t in the main.c file) to store via the DMA the converted value of the ADC.

**FIGURE 11:CODE TO START THE ADC CONVERSION AND THE STORAGE OF THE CONVERTED VALUE VIA THE DMA**

In the Callback function of the timer, I test first if it's the Timer1 that has generated the interruption. If the condition is true thus I start the ADC conversion and the storage of the converted value via the DMA; I test whether the function is working properly, and if not, then we call the error function. You may not code this error function because it is not necessary for the application. As soon as the ADC conversion is finished, the ADC generates an interruption so in the Callback function of the

ADC, I compare the converted value to a threshold and if this value is higher than the threshold I switch on the LD1 and switch off the LD2 or the reversal otherwise.

```
514     }
515 }
516 }
517
518 //ADC callback function
519 void HAL_ADC_ConvCpltCallback(ADC_HandleTypeDef* hadc)
520 {
521     if (hadc->Instance==ADC1)
522     {
523         HAL_ADC_Stop_DMA(&hadc1); //You need to stop the ADC/DMA otherwise there will be a conversion problem since we do not use the continuous conversion mode
524         if (ADC_Value>2048)
525         {
526             HAL_GPIO_WritePin(GPIOB, LD1_Pin,GPIO_PIN_SET);
527             HAL_GPIO_WritePin(GPIOB, LD2_Pin,GPIO_PIN_RESET);
528         }
529     }
530     else
531     {
532         HAL_GPIO_WritePin(GPIOB, LD1_Pin,GPIO_PIN_RESET);
533         HAL_GPIO_WritePin(GPIOB, LD2_Pin,GPIO_PIN_SET);
534     }
535 }
536
537 /* USER CODE END 4 */
```

**FIGURE 12: ADC CALLBACK FUNCTION WHERE THE CONVERTED VALUE IS COMPARED WITH A THRESHOLD**

It should be noted that the ADC conversion must be stopped in the callback function otherwise you will be a problem since the ADC is not configured in continuous mode.