

# Serial Peripheral Interface

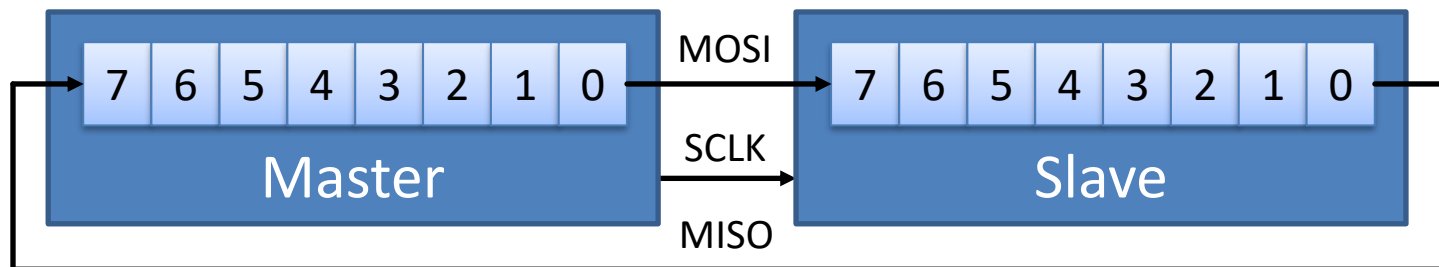
Networks and Embedded Systems

Second Grade Level

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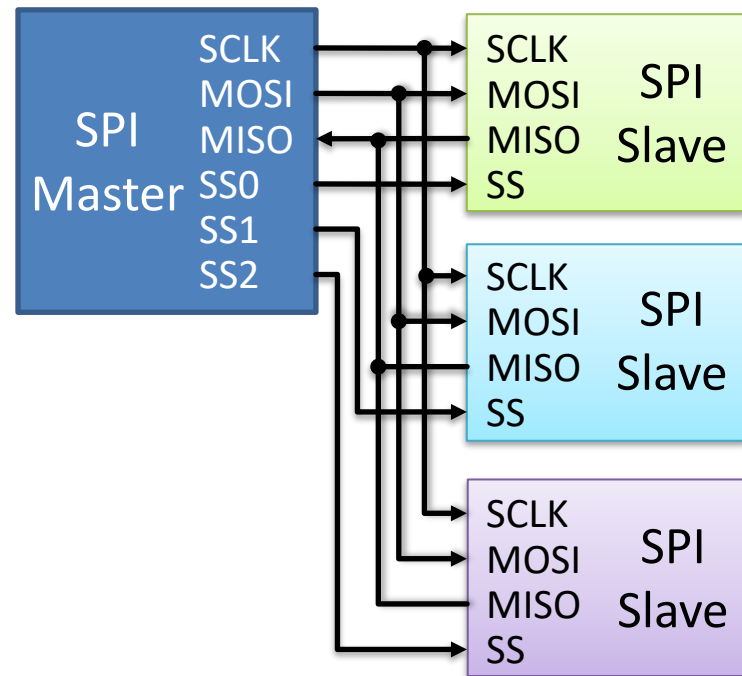
# SPI (1)

- Operation
  - Master controls communication
  - Two shift register form a circular buffer
  - Master shifts data to slave via MOSI
  - Slave shifts data to master via MISO



# SPI (2)

- Addressing
  - Point-to-point connection
  - Several slaves possible
  - Slave select
    - Control line
    - Active low
    - Activates slave
    - Just on slave active
    - The other must be inactive



# SPI (3)

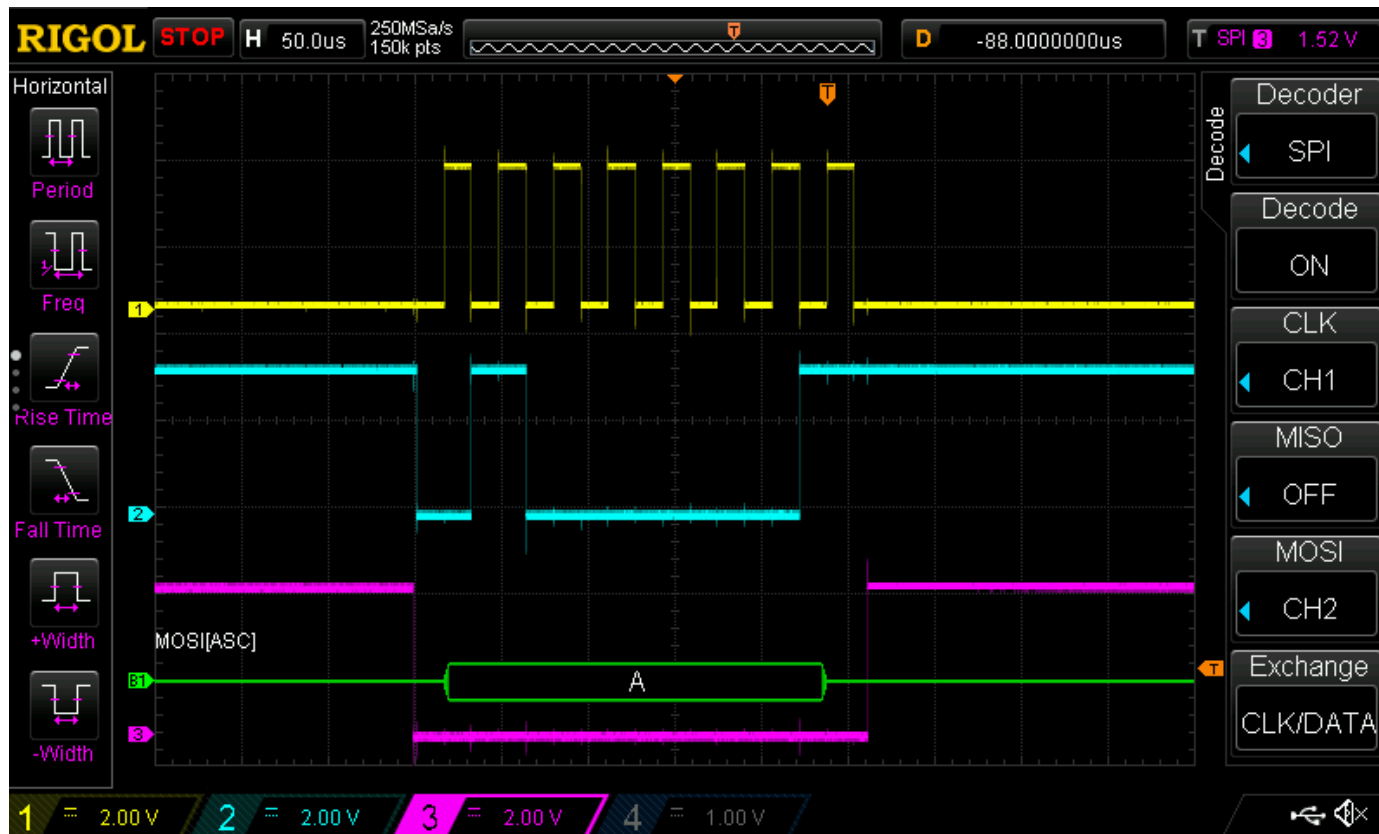
- Three-state logic
  - Third state in addition to *0* and *1*
  - Remove devices from circuit
    - High impedance
      - High resistance → insignificant current

– State table

State	
0	Low
1	High
Z	High impedance

# SPI (4)

- Real-Life Example



# SPI (5)

- Advantages
  - Simple software implementation
  - Extremely simple hardware interface
  - Full duplex communication
  - High throughput

# SPI (6)

- Disadvantages
  - No formal standard available
  - Requires more pins than other protocols
  - Extra lines due to the lack of addressing protocol
  - No error checking by protocol
  - Handles short distances, only