

USB Design by Example

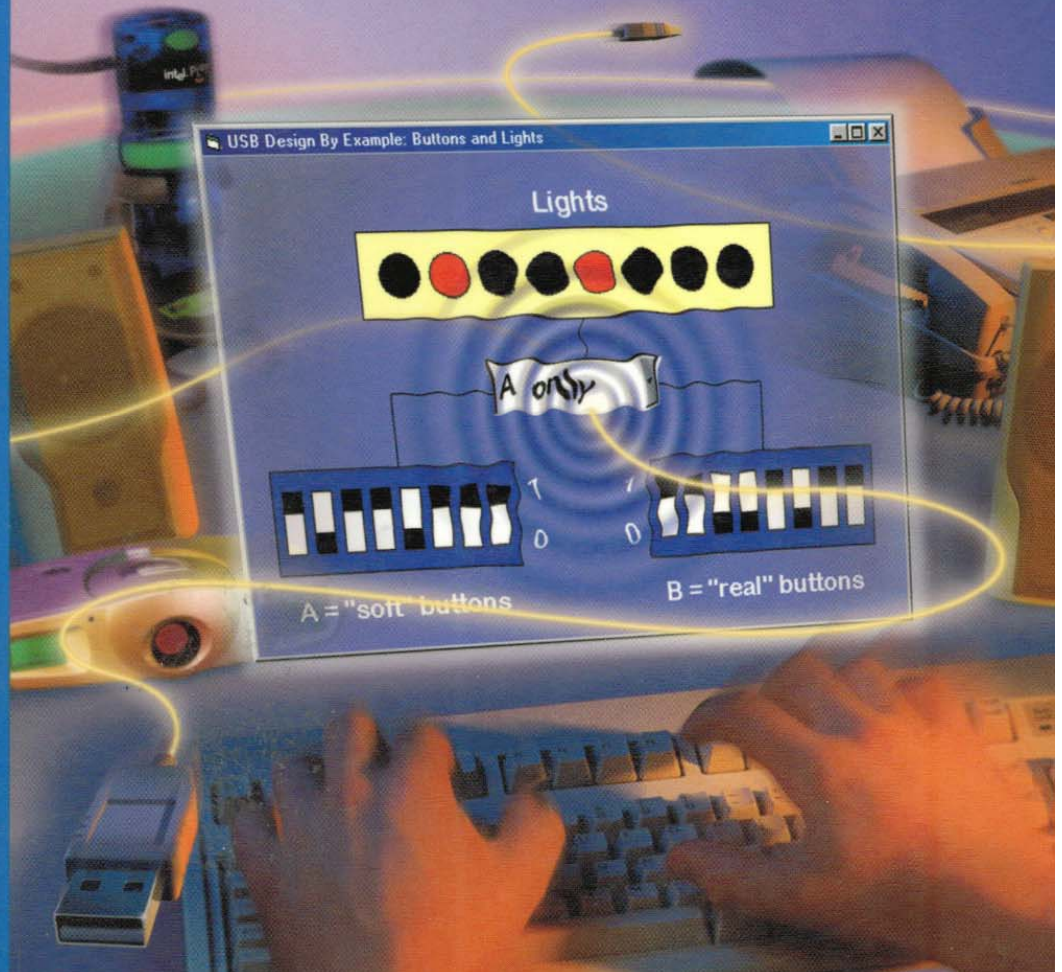
A Practical Guide to Building I/O Devices

John Hyde

**Intel
University
Press**

*The PC Platform
Designers' Choice*

intel[®]



USB Design by Example

A Practical Guide to Building I/O Devices

John Hyde

Wiley Computer Publishing



WILEY

John Wiley & Sons, Inc.

New York • Chichester • Weinheim • Brisbane • Singapore • Toronto

Publisher: Robert Ipsen (Wiley), Rich Bowles (Intel)
Acquisitions Editor: Cary Sullivan
Editor: Marcia Petty
Assistant Editor: David Spencer
Managing Editor: Frank Grazioli
New Media, Associate Editor: Mike Sosa
Text Design & Composition: Marianne Phelps
Graphic Art: Jerry Heideman (illustrations), Dan Mandish (cover)

Copyright © 1999 Intel Corporation. All rights reserved.
Published by John Wiley & Sons, Inc. Published simultaneously in Canada.

No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, scanning or otherwise, except as permitted under Sections 107 or 108 of the 1976 United States Copyright Act, without either the prior written permission of the Publisher, or authorization through payment of the appropriate per-copy fee to the Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923, (978) 750-8400, fax (978) 750-4744. Requests to the Publisher for permission should be addressed to the Permissions Department, John Wiley & Sons, Inc., 605 Third Avenue, New York, NY 10158-0012, (212) 850-6011, fax (212) 850-6008, E-Mail: PERMREQ @ WILEY.COM.

This publication is designed to provide accurate and authoritative information in regard to the subject matter covered. It is sold with the understanding that the publisher is not engaged in professional services. If professional advice or other expert assistance is required, the services of a competent professional person should be sought.

All information provided in this publication is provided "as is" with no warranties, express or implied, including but not limited to any implied warranty of merchantability, fitness for a particular purpose, or non-infringement of intellectual property rights. Any information provided related to future Intel products and plans is preliminary and subject to change at any time without notice.

Intel Corporation may have patents or pending patent applications, trademarks, copyrights, or other intellectual property rights that relate to the presented subject matter. The furnishing of this publication does not provide any license, express or implied, by estoppel or otherwise, to any such patents, trademarks, copyrights, or other intellectual property rights.

Designations used by companies to distinguish their products are often claimed as trademarks. In all instances where John Wiley & Sons, Inc., is aware of a claim, the product names appear in initial capital or all capital letters. Readers, however, should contact the appropriate companies for more complete information regarding trademarks and registration.

This book is printed on acid-free paper. ∞

Library of Congress Cataloging in Publication Data:

Hyde, John, 1952–
USB design by example : a practical guide to building IO devices / John Hyde.
p. cm.
Includes index.
ISBN 0-471-37048-7
1. USB (Computer bus) 2. Computer input-output equipment—Design and construction. I. Title.
TK7895.B87H93 1999
004.6'4—dc21

99-35865
CIP

Printed in the United States of America

10 9 8 7 6 5 4 3 2 1

Acknowledgments

A book with this much information could not have been created by one person. Fortunately, I had help from numerous experts within Intel Corporation and from many more throughout the industry.

For their time, support, and expertise, I would like to thank:

Larry Hurst from Analog Devices, Inc.; Dan Friedman and Tim Harvey from Anchor Chips, Inc. (now owned by Cypress Semiconductor); Eli Ezra from Ariston Technologies; Nancy Brewer; Claire Hellam from COM21, Inc.; Lloyd Middlekauff from Computer Access Technology Corp.; Ben Garney Consultant; Martin Cornish from Cypress Semiconductor Corp.; Scott Jones from Dallas Semiconductor Corp.; Sajid Sohail from Dazzle Multimedia, Inc.; Nancy Van Natta from DigitalPersona, Inc.; Rob Read from Ediol Corp.; Mike Ostwind from Ezonics Corp.; Isamu Yamada from Fujitsu Ltd.; Kent Tabor from Granite Microsystems, Inc.; Grace Van Norden from Hohner Corp.; Vincent Lukas from Jazz Hipster Corp.; Jon Ward from Keil Software, Inc.; Roy Flacco and Terry Moore from Moore Computer Consultants, Inc.; Brad Carpenter and Mark Williams from Microsoft Corp.; Tom White from MIDI Manufacturers Association, Inc.; Chad Chesney, Roxanne Green, and Brent Mattson from National Instruments Corp.; David Tu from Netchip Technology, Inc.; Sam Liu from Newnex Technology Corp.; Brian Hofsetter from Nogatech, Inc.; Laura Powers from Northern Telecom Ltd.; Paul deBenedictis from Opcode Systems, Inc.; John Dinwiddie and Ken Rivage from Peracom Networks, Inc.; Wei Leong Chui, Jurgen Krehnke, and Maria Rosen from Royal Philips Electronics; Bharat Shenoy and Paul Wiener from Raychem Corp.; Rick Landuyt from RFIdeas, Inc.; David Wright from Saitek PLC; Neal Greenberg from Shark Multimedia, Inc.; Robert Stuart from Sharp Corp.; Mark Atchison and Henry Wurzburg from Standard Microsystems Corp.; Warren Chang, Sebastien Marsanne, and Benjamin Thomas from STMicroelectronics; Marek Fak from Symbol Technologies, Inc.; Stefan Szasz from Temic Telefunken Hochfrequenztechnik GmbH; Eric Ryherd from VAutomation, Inc.; David Chalmers from VLSI Vision Ltd.; Hiroto Kubo from Y-E Data, Inc.; and Nissim Zur from ZMM Ltd.

Numerous colleagues from Intel offered information, advice, and vision. Special thanks to Bala Cadambi, Dan Cox, John Garney, Troy Hathaway, Matt Haller, Brad Hosler, John Howard, Brian Leete, Ryan Manepally, Steve McGowan, Dan Phelps, Brian Rea, and Ed Solari.

I hope to return the favor some day.

CHAPTER 1

ADDING I/O DEVICES TO A MODERN PC

The personal computer (PC) has been around for a long time, in computer years. The first IBM PC was announced in 1981, and since then we've all wanted to add hardware to our PCs. The power of the PC has grown—the number of tasks we want the PC to do has grown—and the number of devices we want to connect to the PC has grown. But until recently there has been a practical limit to the number of available ports one could connect devices to.

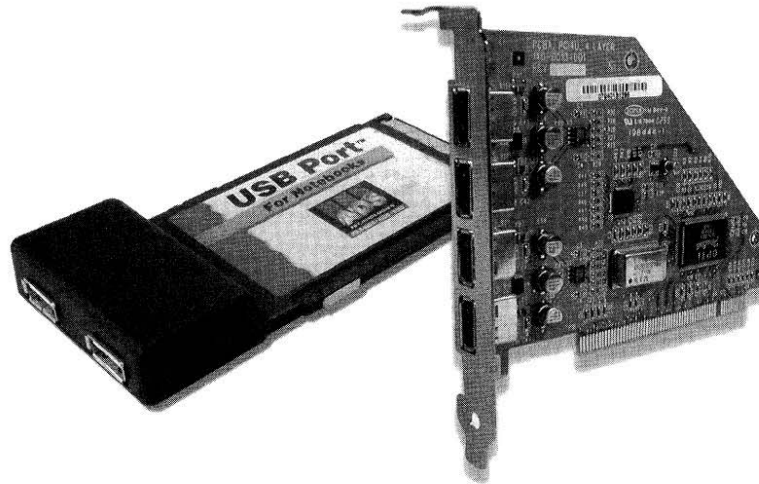
Enter the Universal Serial Bus, USB. You may have heard USB referred to as “the best thing” to happen to the personal computer for some time. The list of USB features is impressive:

- Hot-pluggable: I/O devices can be added while the PC is running.
- Ease of use: I/O device attachment is recognized by the PC and appropriate device drivers, and configuration is done automatically.
- Single connector type: all devices plug into the same socket type.
- High performance: 12 Mbps is much faster than existing serial and parallel ports.
- Up to 127 devices: there is no practical limit to I/O device expandability.
- Power supplied by cable: most devices will not need an additional power source.
- Power management: devices automatically power down when not in use.
- Error detection and recovery: errors are detected and transactions are retried to ensure that data is delivered reliably.
- External to the PC: there is no need to open the PC or design cards that must be installed in the PC.

Acknowledging the benefits of USB and designing an I/O device interface are two different things, however. Until now, you've had only the USB Specification to read for technical details. A specification by its nature usually provides few if any implementation examples. So, even after reading the specification, you still might not know how to design a simple I/O port for USB, let alone design a telephone or a camera-based I/O device.

CHAPTER SUMMARY

The Universal Serial Bus (USB) was the result of a tremendous amount of cooperative industry effort, and its inclusion and operating system support in a PC defines a modern PC. If your old notebook or desktop PC does not have USB sockets, these can be added via a PCMCIA card or a PCI card (see examples in Figure 1-13).



Courtesy of ADS Technologies, Inc. (left) and Entrega Technologies, Inc. (right).

Figure 1-13. Adding USB capability to a PC host

The PC host software is layered and interfaces are defined to allow the simple addition of application programs. The higher up the USB software stack we go, the farther we are from the actual I/O devices we are controlling. This abstraction allows the software and hardware to be developed on different schedules by different people. The hardware and software communicate via standardized interfaces that have the added benefit that they can be either swapped-out or upgraded independently. This new freedom will promote more diverse uses of the PC platform.