

Implementation of the ISO14443B Protocol in the TI TRF796x

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ABSTRACT

This application note discusses the anti-collision sequence (slot marker method) of the ISO14443B standard implemented in the MSP430F2370 (a 16-bit ultra-low power microcontroller from the TI MSP430 family) used with Texas Instruments' TRF796x, a fully integrated 13.56-MHz radio frequency identification (RFID) analog front end and data framing reader system.

This document is designed for use by customers who are familiar with RFID and firmware development and want to develop their own application using the TRF796x. This reference guide should be used in conjunction with the ISO14443B standard which specifies the standard protocol, commands and other parameters required for communication between the transponder and the reader.

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1 Anti-Collision Sequence for ISO14443B

The following describes the anti-collision sequence for the ISO14443B.

The commands used by the PCD during anti collision are:

- **REQB** – The REQB commands are sent by the PCD initially to probe the field for PICCs of Type B. Parameter 'N' in the REQB command defines the number of slots to be used in the anti-collision sequence.
- **Slot Marker Command** – After the REQB command, the PCD may send up to (N-1) Slot Marker Commands to define the start of each timeslot. Each Slot Marker command has 1 byte which defines the slot number.

The PCD initiates communication with the tag(s) by sending a REQB command. The PICC checks the parameter 'N' on reception of the REQB command.

If $N = 1$, the PICC responds with an ATQB message immediately.

If $N > 1$, the PICC internally generates a random number R which is evenly distributed between 1 and N.

If $R = 1$, the PICC immediately sends an ATQB message.

If $R > 1$, the PICCs wait for the Slot Marker command with a matched slot number (slot number = R) before sending the ATQB. If there is no collision, the reader reads the data bytes (PUP1) in the FIFO. If there is collision, the PCD repeats the anti-collision sequence until there are no collisions.

2 Pseudo-Code for ISO14443B Tag Detection

2.1 Setting Up of Registers

The default configuration after power-up supports ISO15693, single sub-carrier, high data rate, 1-out-of-4 operation. To enter another protocol (ISO14443B in this case), the ISO Control register (0x01) has to be written to with the appropriate data byte. For example, to choose an ISO14443B, 106-Kbps protocol, the ISO Control register is written with 0x0C. All the low level options register (0x02 to 0x0B) are automatically set according to the new protocol.

Next the RF field and receivers should be turned on. This can be done by setting bit B5 in the Chip Status Control (0x00) register. Now the reader is ready to transmit commands to the tag.

2.2 Enable No Response Interrupt

During an inventory process, when the PCD receives no response from the PICC, it shall wait for a preset time (defined in RX No Response Wait Time register) before sending the Slot Marker command. The TRF796x informs the microcontroller when to send the Slot Marker command to the TRF796x via a no response interrupt. This is enabled by setting bit B0 in the Collision Position and Interrupt Mask register (CPIM). Thus if there is no response within the defined time, an interrupt request is sent and a flag is set in the IRQ Status register.

Pseudo-Code:

Read the Collision Position and Interrupt Mask register value.

Set bit B0.

Write the final value to the Collision Position and Interrupt Mask register.

The Collision Position and Interrupt Mask register has masks for other interrupts like collision, errors, etc. To ensure that the mask status is maintained for other interrupts, the CPIM register is read first and then the bit zero (corresponding to No Response Interrupt) alone is set in the value obtained from the read. Alternately, if the mask status is known for all the interrupts, the register can be directly written to with the desired value, thereby avoiding the read operation.

2.3 Send REQB Command

Note: The general procedure to start transmission is described below. **This is applicable to all commands that need to be transmitted to the tag.**

The data/command that is to be transmitted is written in to the FIFO, a 12 byte buffer. Transmission starts when the first data byte is written into FIFO. The reader adds SOF, EOF and CRC to the request packet before transmitting.

1. Start condition
2. Send Reset command 0x0F (command mode – 0x8F)
3. Send Transmission command (0x90 - without CRC or 0x91 – with CRC)
4. Continuous write to register 0x1D (0x3D)
5. Data for register 0x1D (upper and middle nibble of the number of bytes to be transmitted)
6. Data for register 0x1E (lower nibble of the number of bytes to be transmitted)
7. Data byte(s) for FIFO
8. Stop condition

Note that the FIFO can be written to (and read from) in continuous mode only.

For details on the Start and Stop conditions, refer to the timing diagrams for SPI/Parallel mode.

The REQB format (according to the ISO 14443-3 spec) is as follows:

Table 1. REQB Format

APf	AFI	PARAM	CRC_B
8 bits	8 bits	8 bits	16 bits

As mentioned earlier, the SOF, CRC_B and EOF will be added automatically by the reader. Only the anti-collision prefix (APf), application family identifier (AFI) and parameters (PARAM) bytes have to be written to the FIFO for transmission.

Pseudo-Code:

buf is an array that holds all the command/data bytes that are to be sent to the reader.

size is the number of bytes to be transmitted. In this case, size = 3.

AFI is the application family identifier. If 0, all the PICCs process the REQB command.

```

buf[0] = 0x8f;          /* Reset FIFO command */
buf[1] = 0x91;          /* Send with CRC */
buf[2] = 0x3d;          /* Write continuous from register 1D */
buf[3] = (char) (size >> 8); /* Data for register 1D */
buf[4] = (char) (size << 4); /* Data for register 1E */
buf[5] = 0x05;          /* Anti-collision prefix byte*/
buf[6] = 0x00;          /* Application family identifier*/
buf[7] = 0x0C;          /* PARAM byte with REQB bit set and N = 16 */
  
```

1. Write buf[0] to buf[7] to TRF796x via SPI or Parallel mode (refer to the Parallel/SPI timing diagrams in the TRF7960-61 data sheet, [SLOU186](#)).
2. Wait for End of TX Interrupt to ensure successful transmission (refer to [Section 3](#) on Interrupts for further details).
3. Wait for next interrupt. This can be due to any of the following:
 - a. End of RX
 - b. Collision
 - c. No response

Check the IRQ status register to determine the cause of the interrupt (for more details, refer to

the section on Interrupts).

If interrupt is due to End of RX, this means that the response (from the tag) is received in the FIFO without any error/collision. Read the FIFO to obtain the data (ATQB) received from the tag.

If interrupt is due to collision, use a flag to note that collision occurred.

If the interrupt is due to a No Response, ignore.

4. Send the Slot Marker command.

2.4 Send Slot Marker Command

The Slot Marker command is sent after receiving the ATQB message from the PICC to mark the start of next slot or earlier if no ATQB is received (no response interrupt).

The Slot Marker command format is as follows:

Table 2. Slot Marker Command Format

APn	CRC_B
8 bits	16 bits

The anti-collision prefix byte (APn) is coded as APn = (nnnn 0101)b where nnnn is as defined below.

Table 3.

nnnn	SLOT NUMBER
0001	2
0010	3
0011	4
....
1110	15
111	16

Pseudo-Code:

buf is an array that holds all the command/data bytes that are to be sent to the reader. number denotes the slot number in the anti-collision prefix byte.

```

buf[0] = 0x8f;           /* Reset FIFO command */
buf[1] = 0x91;           /* Send with CRC */
buf[2] = 0x3d;           /* Write continuous from register 1D */
buf[3] = 0x00;           /* Data for register 1D */
buf[4] = 0x10;           /* Data for register 1E */
buf[5] = (number << 4) | 0x05; /* Anti-collision prefix byte*/

```

Write buf[0] to buf[5] to TRF796x via SPI or Parallel mode (refer to the Parallel/SPI timing diagrams in the TRF7960-61 data sheet, [SLOU186](#)).

A detailed description of the firmware implementation of the anti-collision sequence is given in [Figure 1](#) in the form of a flowchart.

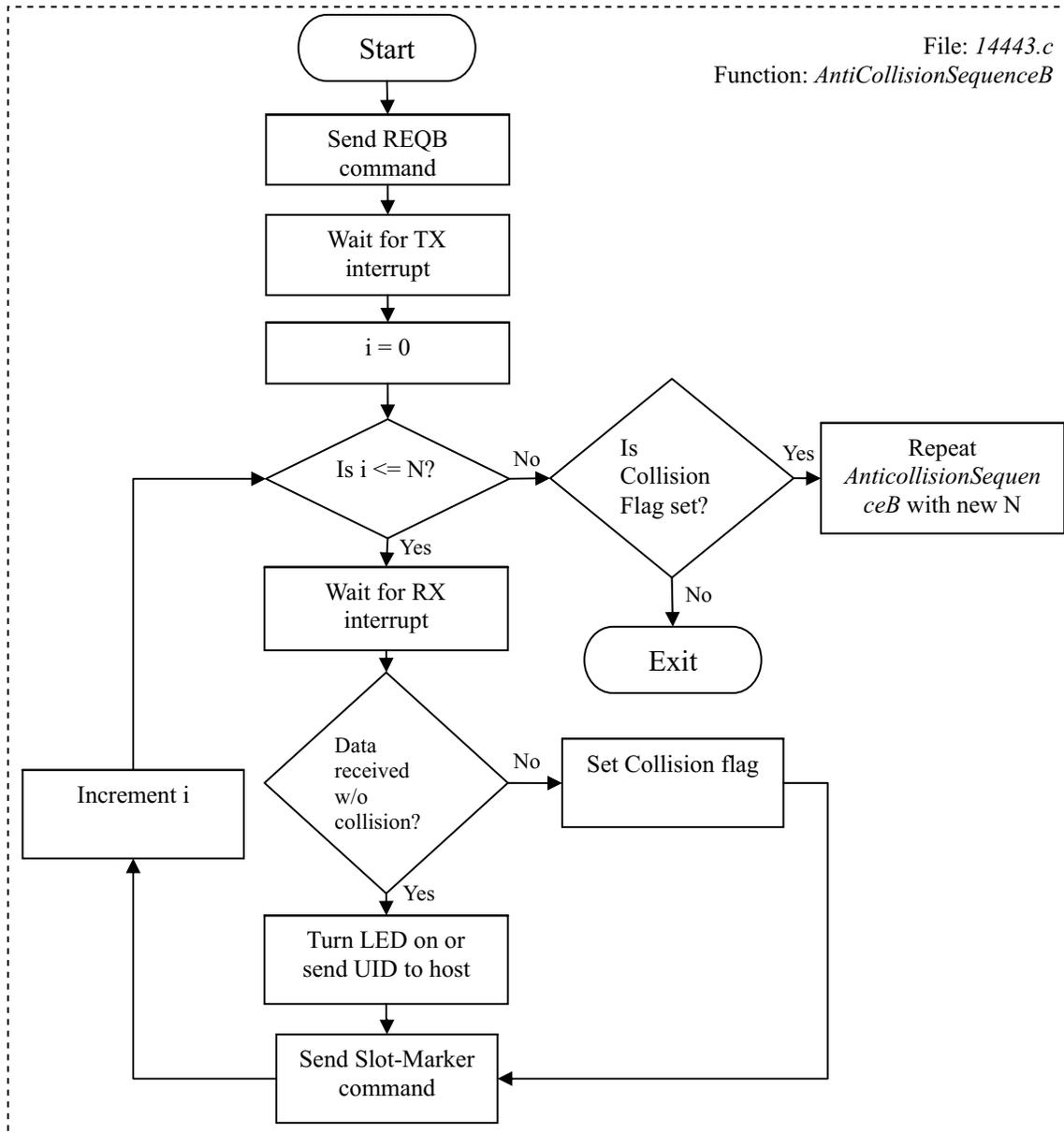


Figure 1. AntiCollisionLoop

Note: Due to the recursive nature of the anti-collision algorithm, there is a risk of stack overflow when collision occurs. It is highly recommended that the user implement stack overflow check in the firmware.

3 Interrupt Handler Routine

The reader which is a slave device has an IRQ pin to prompt/flag the MCU for attention in cases when the reader detects a response from the PICC/VICC. The interrupt handler routine described below determines how the IRQ should be handled.

The TRF796x IRQ status register (Table 5) is read to determine the cause of the IRQ. The following conditions (Table 4) are checked and appropriate actions taken:

Table 4. Interrupt Conditions

NO.	CONDITION	ACTION
1	Transmission complete	Reset FIFO
2	Collision occurred	<ol style="list-style-type: none"> 1. Read collision position register (TRF796x).⁽¹⁾⁽²⁾⁽³⁾ 2. Determine the number of valid bytes and bits. 3. Read the valid received bytes and bits in FIFO and write to local buffer. 4. Reset FIFO.
3	RX flag set (at End of RX)	<ol style="list-style-type: none"> 1. Read FIFO status register (TRF796x) to determine the number of unread bytes and bits in FIFO. 2. Read the data in FIFO and write to local buffer. 3. Reset FIFO.
4	RX active and 9 bytes in FIFO	<ol style="list-style-type: none"> 1. Read 9 bytes from FIFO. 2. Check if IRQ pin is still high. If yes, go to condition No. 3.
5	CRC error	Set error flag.
6	Byte framing error	Set error flag.
7	No-response time-out	
8	Any other	<ol style="list-style-type: none"> 1. Reset FIFO. 2. Clear interrupt flag.

- (1) Though registers 0Dh and 0Eh give the collision position, only register 0Eh is used because the anti-collision command in ISO 14443A is maximum only 7 bytes long. Hence 8 bits (0Dh) are enough to determine the position.
- (2) The lower nibble of the Collision register (0Eh) has the bit count and that the upper nibble has the byte count. For example, if the Collision Position register holds the value 0x40, it means that the collision happened in the 4th byte on the bit 0.
- (3) The anti-collision procedure in the ISO14443A standard is done in such a way, that the reader sends at least 2 bytes (cascade level and length information) in the anti-collision command. The collision position is counted from this reader command on. Therefore to know the number of valid bytes and bits, subtract 0x20 from the Collision Position register.

Table 5. IRQ Status Register

BIT	BIT NAME	FUNCTION	COMMENTS
B7	Irq_tx	IRQ set due to end of TX	Signals the TX is in progress. The flag is set at the start of TX, but the interrupt request is sent when TX is finished.
B6	Irq_srx	IRQ set due to RX start	Signals that RX SOF was received and RX is in progress. The flag is set at the start of RX, but the interrupt request is sent when RX is finished.
B5	Irq_fifo	Signals the FIFO is 1/3 > FIFO > 2/3	Signals FIFO high or low (less than 4 or more than 8).
B4	Irq_err1	CRC error	Reception CRC
B3	Irq_err2	Parity error	
B2	Irq_err3	Byte framing or EOF error	
B1	Irq_col	Collision error	For ISO14443A and ISO15693 single sub-carrier
B0	Irq_noresp	No response interrupt	Signal to MCU that next slot command can be sent.

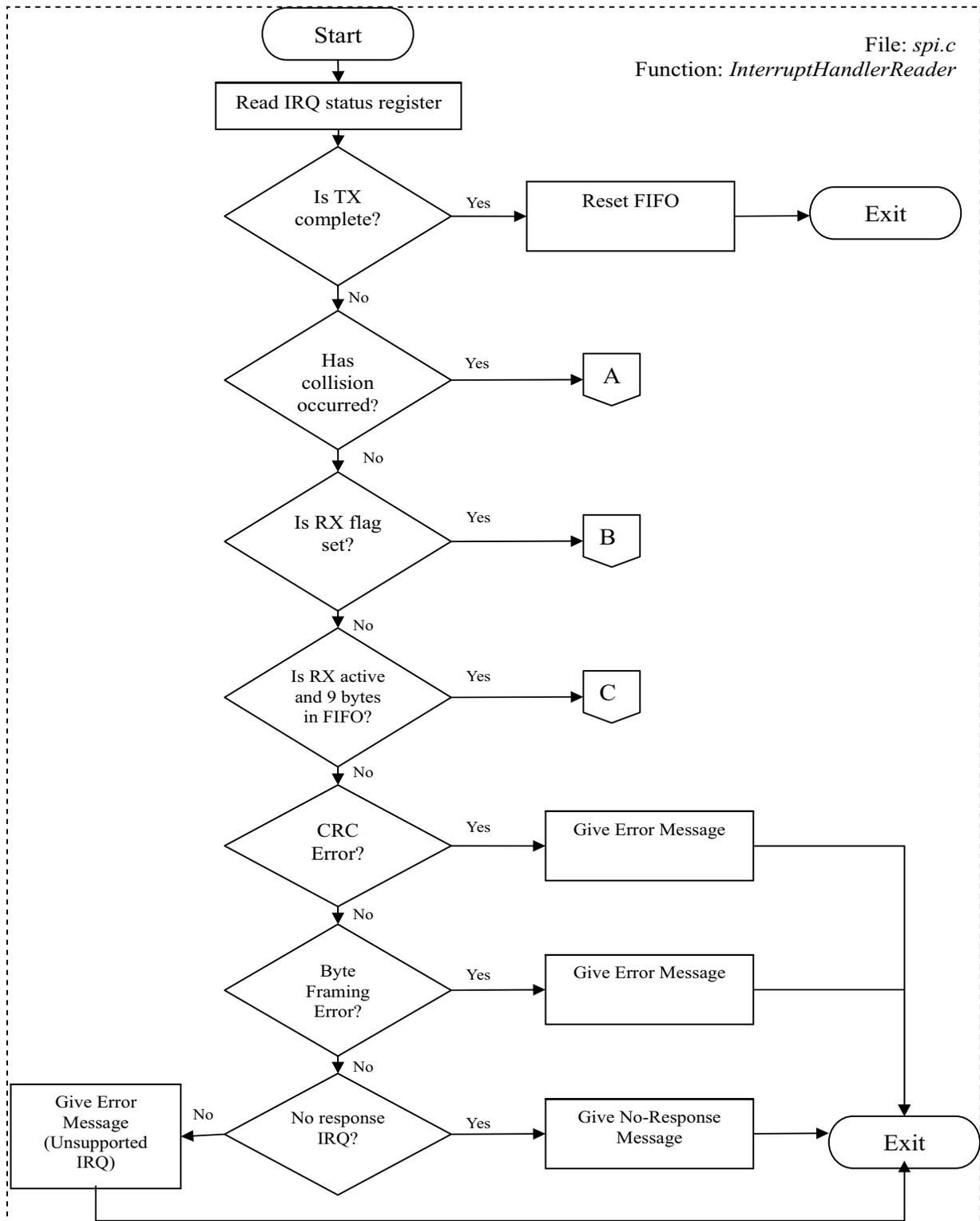


Figure 2. Interrupt Handler Routine (1)

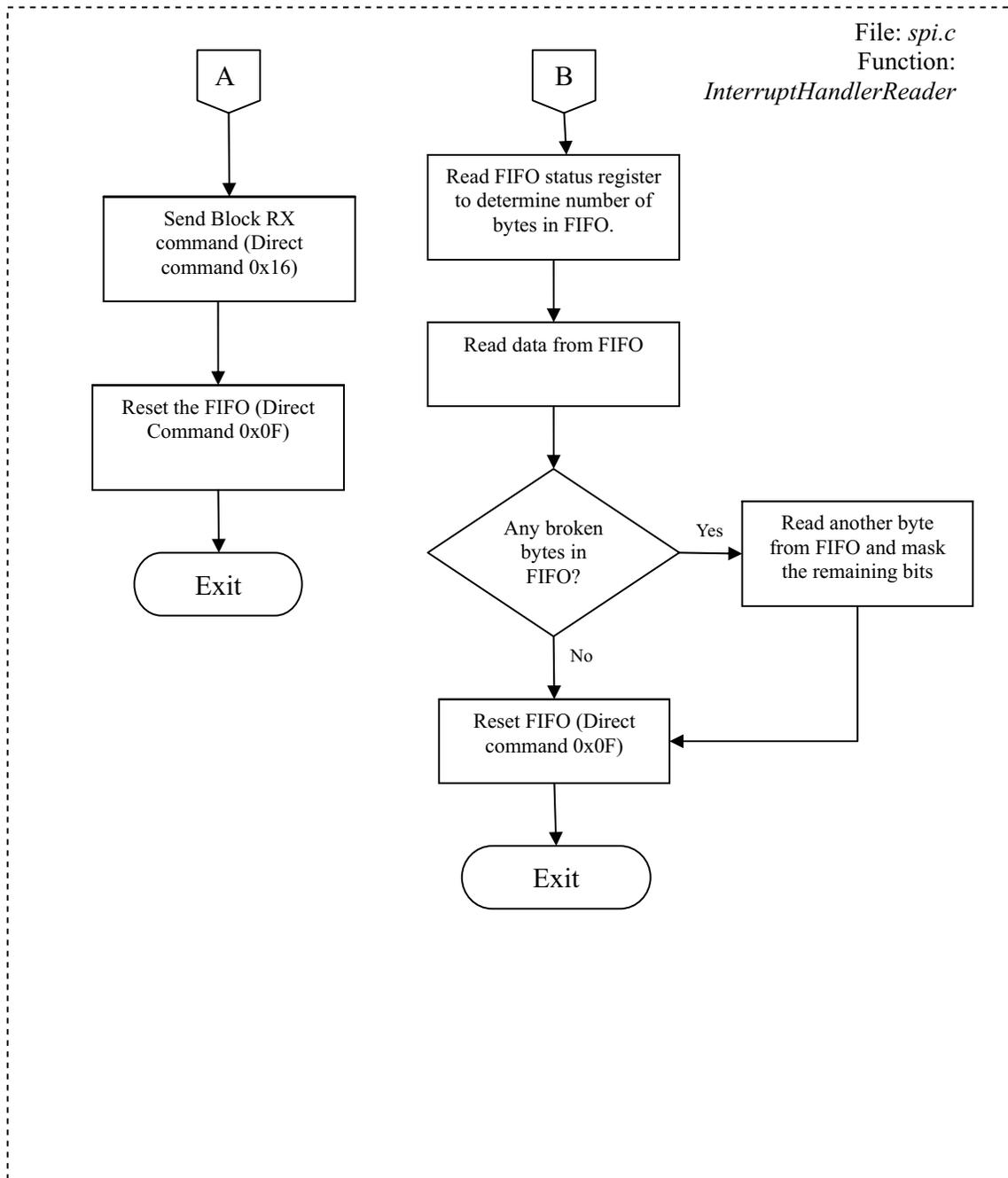


Figure 3. Interrupt Handler Routine (2)

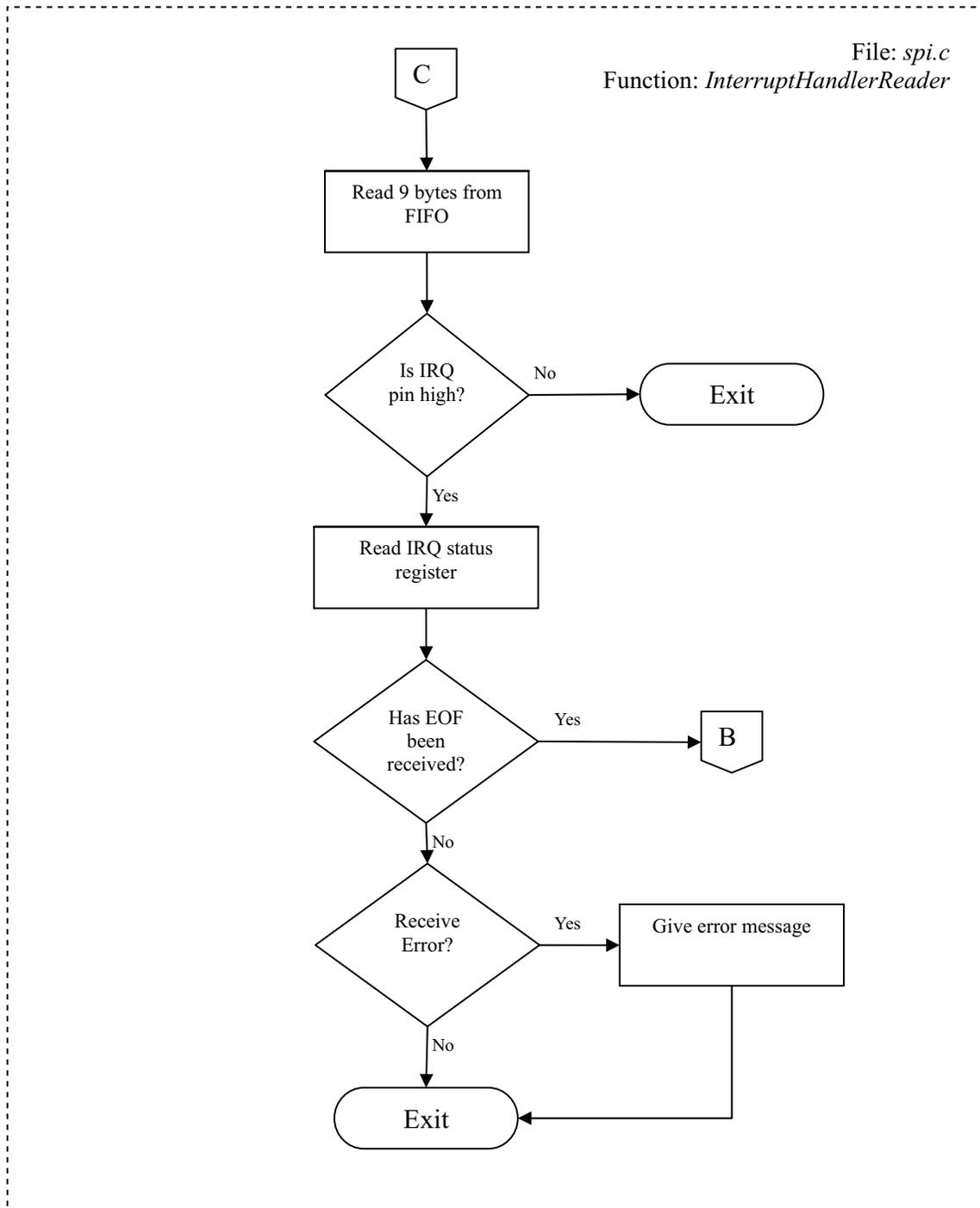


Figure 4. Interrupt Handler Routine (3)

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