Buses and Parallel Input/Output

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Lecture Overview

- Buses
  - Computer buses
- I/O Addressing
  - Memory mapped I/O
  - Separate I/O
- Parallel input/output
  - AVR examples
## Five Components of Computers

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<th>Computer</th>
<th>Processor (active)</th>
<th>Memory (passive)</th>
<th>Devices</th>
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<td></td>
<td>Control (“brain”)</td>
<td>(where programs, data live when running)</td>
<td>Input</td>
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<td></td>
<td>Datapath (“brawn”)</td>
<td></td>
<td>Output</td>
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- **Devices**:
  - Input
  - Output

- **Keyboard Mouse Disk**
  - Mouse
  - Disk, Display, Printer

- **Computer Control (“brain”)**
  - Memory (passive)
  - Devices
    - Input
    - Output

- **Processor**
  - Processor (active)
  - Control (“brain”)
  - Datapath (“brawn”)

- **Memory**
  - Memory (passive)
  - (where programs, data live when running)

- **Input**
- **Output**

- **Devices**
  - Input
  - Output
Buses

- A collection of wires through which data is transmitted from one of sources to destinations

- All buses consist of three parts:
  - data bus
    - transfer actual data
  - address bus
    - transfer information about where the data should go.
  - control bus
    - transfer control signals
Characteristics of Buses

- For system or higher level designs, buses can be characterized in:
  - Bus width (in bits)
    - Determines how much data can be transmitted at a time. E.g. 16 bits, 32 bits
  - Clock speed in MHz
    - Determines how often data can be transferred on the busses
Typical Computer Bus Structure

Data Bus

Address Bus

Control Bus

CPU

Memory

I/O Interface

Parallel I/O Device

Serial I/O Device
Computer Buses

- CPU is connected to memory and I/O devices via data, address and control buses.
- Data bus is bi-directional and transfers information (memory data and instructions, I/O data) to and from CPU.
- Address bus is most often unidirectional because the CPU is the only source of addresses.
- Control bus carries all control signals required to control the operation of the data transfer.
Computer Buses (cont.)

- Each line of a bus has multiple sources and destinations. The bus transfers data from one source each time.
Input Interface

- Connects multiple data sources
  - Only one source data is sent to the bus at a time
- Often implemented with three-state buffers for data buses
  - For example,
    - a parallel, eight-bit input data is connected to eight three-state gates whose enable lines are tied together
    - When the data is to sent to the bus the eight three-state gates are enabled.
- The open-collector gate is often used for control signals such as request for interrupts
  - Since one way switch is often required.
CPU Timing Signals

- CPU must provide timing and synchronization so that the transfer of information occurs at the right time.
  - CPU has its own clock.
  - I/O devices may have a separate I/O clock.
  - Typical timing signals include READ and WRITE.
Typical CPU Read Cycle

- **CPU Clock**
- **Address Bus**: address from CPU valid
- **Data Bus**: data from device valid
- **READ Control Signal**
Typical CPU Read Cycle

- CPU places the address on the address bus at point A.
- The control signal **READ** is asserted at point B to signal the external device that CPU is ready to take the data from the data bus.
- CPU reads the data bus at point C whether or not the input device has made it ready.
  - If NOT, some form of synchronization is required.
Typical CPU Write Cycle

CPU Clock

Address Bus

Data Bus

WRITE Control Signal

A

address from CPU valid

B
data from CPU valid

C

D
Typical CPU Write Cycle

- CPU places the address on the address bus at point A.
- The data bits are supplied by CPU at point B.
- The control signal WRITE is asserted by CPU at point C to signal the external device that the data is ready to be taken from the data bus.
  - This signal is used to create the clock to latch the data at the correct time.
- Depending on the type of latch and when WRITE is asserted, the data may be captured on the falling edge or rising edge.
I/O Addressing

- If the same address bus is used for both memory and I/O, how does hardware distinguish between memory reads/writes and I/O reads/writes?
  - Two approaches:
    - Memory-mapped I/O.
    - Separate I/O.
  - AVR supports both.
Memory Mapped I/O

- The entire memory address space is divided into memory space and I/O space.
AVR Memory Mapped I/O

- In AVR, 480 I/O registers are mapped into memory space 0x0020 ~ 0x01FF
  - 1 byte each
- With such memory addresses, accesses to the I/O registers use memory access type of instructions.
Memory Mapped I/O (cont.)

- Advantages:
  - Simpler CPU design.
  - No special instructions for I/O accesses.

- Disadvantages:
  - I/O devices reduce the amount of memory space available for application programs.
  - The address decoder needs to decode the full address bus to avoid conflict with memory addresses.
Separate I/O

- Two separate spaces for memory and I/O.
  - Less expensive address decoders than those needed for memory-mapped I/O (Why?)

- Additional control signal, called IO/İM, is required to prevent both memory and I/O trying to place data on the bus simultaneously.
  - IO/İM is high for I/O use and low for memory use.

- Special I/O instructions are required.
Separate I/O (cont.)

- In AVR, the first 64 I/O registers can also be addressed with separate addresses 0x00 ~ 0x3F
  - 1 byte each
- With such separate addresses, the I/O registers are accessed using I/O specific instructions.
  - E.g. `in` and `out`
I/O Synchronization

- CPU is typically much faster than I/O devices.
- Therefore, synchronization between CPU and I/O devices is required.
- Two synchronization approaches:
  - Software synchronization.
  - Hardware synchronization.
Software Synchronization

Two software synchronization approaches:

- **Real-time synchronization**
  - Uses a software delay to match CPU to the timing requirements of the I/O device.
    - The timing requirement must be known
    - Sensitive to CPU clock frequency.
    - Wastes CPU time.

- **Polling I/O**
  - A status register, with a DATA_READY bit, is added to the device. The software keeps reading the status register until the DATA_READY bit is set.
    - Not sensitive to CPU clock frequency.
    - Still waste CPU time, but CPU can do other tasks.
Handshaking I/O

- A hardware synchronization approach with control signal READY or WAIT.
  - For an input device, when CPU is asking for input data, the input device will assert WAIT if the input data is NOT available. When the input data is available, it will deassert WAIT. While WAIT is asserted, CPU must wait until this control signal is deasserted.
  - For an output device, when CPU is sending output data via the data bus, the output device will assert WAIT if it is not ready to take the data. When it is ready, it will deassert WAIT. While WAIT is asserted, CPU must wait until this control signal is deasserted.
Read Cycle with Wait States

Address Bus
- Address From CPU Valid

Data Bus
- Data Bus Tri-State
- Data From Device Valid

READ Control Signal

DATA_REQUEST Control Signal

WAIT Control Signal
Parallel Input/Output in AVR

- Communication through ports
- There are two special instructions designed for parallel input/output operations
  - in
  - out
AVR PORTs

- Can be configured to receive data or send out data
- Include physical pins and related circuitry to enable input/output operations.
- Different AVR microcontroller devices have different port design
  - ATmega2560 has 100 pins, most of them form eleven ports for parallel input/output.
    - Port A to Port H, Port J to Port L
    - Three I/O memory addresses (in data memory) are allocated for each port
      - PORTx for data register
      - DDRx for data direction register
      - PINx for port input pins
Load I/O Location to Register

- Syntax: \textit{in Rd, A}
- Operands: \(0 \leq d \leq 31, 0 \leq A \leq 63\)
- Operation: \(\text{Rd} \leftarrow \text{I/O(A)}\)
- Words: 1
- Cycles: 1
- Example:
  \textit{in r25, 0x00} ; read from port A
Store Register to I/O Location

- **Syntax:** `out A, Rr`
- **Operands:** `0 \leq r \leq 31, 0 \leq A \leq 63`
- **Operation:** `I/O(A) \leftarrow Rr`
- **Words:** 1
- **Cycles:** 1
- **Example:**
  
  `out 0x02, r16 ; write to port A`
One-bit port circuitry

Source: Atmega2560 Data Sheet

- **PUD**: Pull-up disable
- **SLEEP**: Sleep control
- **clk_vo**: I/O clock
- **WDx**: Write DDRx
- **RDx**: Read DDRx
- **WPx**: Write PORTx register
- **RRx**: Read PORTx register
- **RPx**: Read PORTx pin
How does it work?

- Each port pin consists of three register bits
  - DDxn, PORTxn, and PINxn.
    - DDxn bits are accessed at the DDRx I/O address,
    - PORTxn bits at the PORTx I/O address
    - PINxn bits at the PINx I/O address.

- The DDxn bit in the DDRx Register selects the direction of this pin.
  - If DDxn is written logic one, Pxn is configured as an output pin. If DDxn is written logic zero, Pxn is configured as an input pin.
How does it work? (cont.)

- When the pin is configured as an input pin, the pull-up resistor can be activated/deactivated.
- To active pull-up resistor for input pin, PORTxn needs to be written logic one.
Sample code for output

.include “m2560def.inc”

clr r16 ; clear r16
ser r17 ; set r17
out DDRA, r17 ; set Port A for output operation

out PORTA, r16 ; write zeros to Port A
nop ; wait (do nothing)
out PORTA, r17 ; write ones to Port A
Sample code for input

.include “m2560def.inc”

clr r15
out DDRA, r15 ; set Port A for input operation

in r25, PINA ; read Port A

cpi r25, 4 ; compare read value with constant

breq exit ; branch if r25=4

... exit: nop ; branch destination (do nothing)
Example 1

- Design a simple control system that can control a set of LEDs to display a fixed pattern.
Example 1 (solution)

- Consists of a number of steps:
  - Set a port for the output operation, each pin of the ports is connected to one LED
  - Write the pattern value to the port so that it drives the LEDs to display the related pattern.

```
.include "m2560def.inc"
    ser r16
    out DDRA, r16 ; set Port A for output
    ldi r16, 0xAA ; write the pattern
    out PORTA, r16
end:
    rjmp end
```
Example 2

- Design a simple control system that can control a set of LEDs to display a fixed pattern for *one second then turn the LEDs off.*
Example 2 (solution)

- Consists of a number of steps:
  - Set a port for the output operation, each pin of the ports is connected to one LED
  - Write the pattern value to the port so that it drives the display of LEDs
  - *Count one second*
  - *Write a pattern to set all LEDs off.*
Counting one second

- Assume we know that the clock cycle period is 1 ms (very very slow, not a real value). Then we can write a program that executes single cycle instructions.

\[
\frac{1}{10^{-3}} = 1 \times 10^3
\]

- Execution of the code will take 1 second if each instruction in the code takes one clock cycle.

- An implementation is given in the next slide.
Code for one second delay

.include "m2560def.inc"
.equ loop_count = 124
.def iH = r25
.def iL = r24
.def countH = r17
.def countL = r16
.macro oneSecondDelay
    ldi countL, low(loop_count) ; 1 cycle
    ldi countH, high(loop_count)
    clr iH
    clr iL
    loop:
    cp iL, countL
    cpc iH, countH
    brsh done ; 1, 2 (if branch)
    adiw iH:iL, 1 ; 2
    nop
    rjmp loop
    done:
.endmacro
Code for Example 2

```
.include "m2560def.inc"
ser r15
out DDRA, r15 ; set Port A for output
ldi r15, 0xAA ; write the pattern
out PORTA, r15
onesecondDelay ; 1 second delay
ldi r15, 0x00
out PORTA, r15 ; turn off the LEDs
end:
rjmp end
```
Example 3

- Design a simple control system that can control a set of LEDs to display a fixed pattern *specified by the user.*
Example 3 (solution)

- Consists of a number of steps:
  - Set the switches and connect the switches to the pins of a port
  - Set the port for input
  - Read the input
  - Set another port for the output operation, each pin of the ports is connected to one LED
  - Write the pattern value to the port so that it drives the display of LEDs
Code for Example 3

.include “m2560def.inc”
clr r17
out DDRC, r17 ; set Port C for input
ser r17
out PORTC, r17 ; activate the pull up
in r17, PINC ; read pattern set by the user
 ; from the switches
ser r16
out DDRA, r16 ; set Port A for output
out PORTA, r17 ; write the input pattern
end:
rjmp end
Example 4

- Design a simple control system that can control a set of LEDs to display a pattern specified by the user *during the execution*.
Example 4 (solution)

- One solution is the processor continuously checking if there is an input to read. If there is, then read the input and go to next task, otherwise the processor stays waiting for input. Such an approach to handle dynamic input is called **polling**.
Set an extra input bit for signal from user when the input is ready.

.include “m2560def.inc”

  cbi DDRB, 0 ; clear Port B bit 0 for input
waiting: sbis PINB, 0 ; if yes skip to the next instruction
  rjmp waiting ; waiting

  clr r17
  out DDRC, r17 ; set Port C for input
  ser r17
  out PORTC, r17 ; activate the pull up
  in r17, PINC ; read pattern set by the user

  ser r16
  out DDRA, r16 ; from the switches

  out PORTA, r17 ; set Port A for output
end: rjmp end
Reading Materials

- Chapter 7: Computer Buses and Parallel Input and Output. Microcontrollers and Microcomputers by Fredrick M. Cady.
- ATmega2560 Data Sheet.
  - AVR CPU Core
    - PORTS
1. Refer to the AVR Instruction Set manual, study the following instructions:
   - Arithmetic and logic instructions
     - `ser`
   - Data transfer instructions
     - `in, out`
   - Bit operations
     - `sbi, cbi`
   - Program control instructions
     - `sbic, sbis`
   - MCU control instructions
     - `nop`
Homework

2. To make the AVR processor skip an amount of time without doing anything, we use `nop` instruction in the program shown in the example in this lecture. Can we use `mov Rd, Rd` to replace the `nop` instruction? Any difference?
Homework

3. One of very common functions a microcontroller application usually has is timing control. The function below is such a timing control function. Convert it to assembly program.

```c
static int iSeconds, iMinutes:
void timing-control(void) {
    ++iSeconds;
    if (iSeconds >= 60) {
        iSeconds = 0;
        ++iMinutes;
        if (iMinutes > 30) {
            //do something
            //and reset the timer
        }
    }
}
```