Lab: AVR Studio

- Microcontrollers can be programmed using Assembly or C language

<table>
<thead>
<tr>
<th>Assembly</th>
<th>C</th>
</tr>
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<tbody>
<tr>
<td>+ Full control of Resource Usage</td>
<td>+ Efficient code in larger applications</td>
</tr>
<tr>
<td>+ Compact/fast code in small applications</td>
<td>+ Structured code</td>
</tr>
<tr>
<td>- Inefficient code in larger applications</td>
<td>+ Easy to maintain</td>
</tr>
<tr>
<td>- Cryptic code</td>
<td>+ Portable</td>
</tr>
<tr>
<td>- Hard to maintain</td>
<td>- Limited control of Resource Usage</td>
</tr>
<tr>
<td>- Non-portable</td>
<td>- Larger/slower code in small applications</td>
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</tbody>
</table>

- AVR studio 5
  - Works as editor for Assembly and C
  - Integrated C-compiler (AVR-GCC)

http://www.avrfreaks.net/
Microcontroller (µC or uC)

- Microcontrollers have:
  - CPU
  - Memory
  - I/O

- Microcontroller characteristics:
  - Used for control and measurements (not a general-purpose computer)
  - Does one task and runs one program continuously
  - Low power (e.g. 50 mW vs. 50 W or more for a PC)
  - Don’t have keyboard and monitor jacks (example of an embedded system)
  - Must use ports to perform I/O

- Selecting a microcontroller
  - Should be appropriately scaled for the job
Microprocessors vs. Microcontrollers

**Microprocessor**
- CPU is stand-alone, RAM, ROM, I/O, timer are separate
- designer can decide on the amount of ROM, RAM and I/O ports
- Expansive
- Versatile
- Mostly used in PCs
- General purpose

**Microcontroller**
- CPU, RAM, ROM, I/O and timer etc. are all on a single chip
- fix amount of on chip ROM, RAM, I/O ports
- for applications in which cost, power and space are critical
- mostly used in embedded systems
- Single purpose
CISC vs. RISC

**CISC** (Complex Instruction Set Computer)
- Many modern microcontrollers are based on the CISC concept.
- The typical CISC microcontroller has well over 80 instructions, many very powerful and specialised.
- The advantages of the CISC architecture is that many of the instructions are ‘macro-like’, allowing the programmer to use one instruction in place of many.

**RISC** (Reduced Instruction Set Computer)
- The benefits of RISC design simplicity are a smaller chip, smaller pin count, and very low power consumption.
Types of microcontrollers (illustration)

- **Small microcontrollers**
  - 8 bit
  - 20 pins
  - UART
  - Example: ATtiny from Atmel

- **Medium microcontrollers**
  - 8/16 bits
  - 44 pins
  - ADCs
  - Example: ATmega from Atmel

- **Large microcontrollers**
  - 32 bit
  - 256 pins (BGA)
  - DMA
  - Example: ARM9

Increasing amount of RAM
Increasing features
Common medium size uC resources

- Counters
- UART (Universal Asynchronous Receiver/Transmitter)
- A/D Converters (ADC)
  - Time-multiplexing of channels is common
  - Usually 12 or less bits per sample (8, 10, 12 bits common)
- SPI (Serial Peripheral Interface)
- I2C (at least slave function)
Digital Data Transfer

• **Synchronous Transfer**
  - Data sent at constant rate using a shared periodic clock

• **Asynchronous Transfer (i.e., Handshaking)**
  - Data sent upon request using handshake signals
  - Tx and Rx still have internal clocks, they just don’t share them

Asynchronous transfer means that the information is not sent in predefined time slots. Data transfer can start at any given time and it is the task of the receiver to detect when a message starts and ends.
UART

- UART = Universal Asynchronous Receiver/Transmitter.
- A UART is usually an individual integrated circuit used for serial communications over a computer or peripheral device serial port.
- UARTs are now commonly included in microcontrollers.
- A dual UART, or DUART, combines two UARTs into a single chip.
- Many modern ICs now come with a UART that can also communicate synchronously; these devices are called USARTs (universal synchronous/asynchronous receiver/transmitter).

Note: Read chapter 3.1 – 3.1.2 in the book PC-basert instrumentation by Ø. G. M

A clock 16 times faster than the bit clock is used as input to the counter
SPI

- SPI = Serial Peripheral Interface
- Serial data link (bus) standard that operates in full duplex mode
- Devices communicate in master/slave mode where the master (only one master) device initiates the data frame. Multiple slave devices are allowed with individual slave select (chip select) lines.
- Sometimes SPI is called a "four-wire" serial bus, contrasting with three-, two-, and one-wire serial buses.
  - Serial Clock (output from master)
  - Serial Data In
  - Serial Data Out
  - nCS
- Bit rate usually in the MHz range
- Short distance communication
  - Longer cables means lower speed

Notes:
- CS = Chip Select (an enable signal)
- An n before a signal name, such as nCS, means that the signal is active low
- A bar over a signal name, such as $\overline{CS}$, means that the signal is active low
ADCs with SPI interface

• Many ADCs have an SPI interface
• Example: MCP3204
  – 4-Channel, 12-Bit A/D Converters with SPI Interface

*Note: Channels 5-7 available on MCP3208 Only*
I2C

• I²C = Inter-Integrated Circuit
• Is a multi-master serial computer bus (but only one master at a time)
• Uses only two bidirectional lines
  – Data (SDA)
  – Clock (SCL)
• Speed up to 3.4 Mbit/s (high speed mode)
  – 100 kbit/s or 400 kbit/s more common?
• Practical communication distances are limited to a few meters
  – The longer the cable, the lower the speed
Network Microcontrollers

- Some microcontrollers also have built-in Ethernet support
CAN (Controller Area Network)

- CAN is a multi-master broadcast serial bus standard for connecting electronic control units.
- CAN bus is designed specifically for automotive applications but now also used in other areas such as industrial automation.
- Each node is able to send and receive messages, but not simultaneously.
- The devices that are connected by a CAN network are typically sensors, actuators, and other control devices. These devices are not connected directly to the bus, but through a host processor and a CAN controller.
- Bit rates up to 1 Mbit/s are possible at network lengths below 40 m.
- CAN bus is one of five protocols used in the OBD-II vehicle diagnostics standard
  - On-board diagnostics, or OBD, is an automotive term referring to a vehicle's self-diagnostic and reporting capability

From wikipedia
Softcore and Hardcore uC in FPGAs

- Processor cores inside the FPGA
- Softcore CPU
  - Programmable logic in the FPGA is used to implement a processor (when needed) together with other functionality
- Hardcore CPU
  - The processor is implemented in the FPGA at the production of the circuit
- Xilinx processor cores for FPGA
  - Power PC (hardcore processor)
  - MicroBlaze (softcore processor)
- Altera processor core for FPGA
  - NIOS II (softcore processor)
Atmel AVR uC

- The AVR architecture was conceived by two students at the Norwegian Institute of Technology (NTH)
- The original AVR uC was developed at a local ASIC house in Trondheim called Nordic VLSI (now Nordic Semiconductor)
- Different AVR uC series:
  - tinyAVR : the ATtiny series (a small uC)
  - megaAVR : the ATmega series (a medium uC)
  - XMEGA : the ATxmega series (a medium uC)
- The names of the uC series gives an indication of the "complexity" (available features) of the device.
Example: AVR XMEGA B

- A family of low-power, high-performance, and peripheral rich CMOS 8/16-bit microcontrollers based on the AVR enhanced RISC architecture
- Two-channel DMA controller
- Multilevel interrupt controller
- Up to 53 general purpose I/O lines
- 16-bit real-time counter (RTC)
- Up to three flexible 16-bit timer/counters
- Up to two USARTs
- I2C and SMBUS compatible two wire serial interface (TWI)
- One full-speed USB 2.0 interface
- One serial peripheral interface (SPI)
- Up to two 8-channel, 12-bit ADCs
- Up to four analog comparators
- Watchdog timer
- LCD controller
- Internal oscillators with PLL
IO-ports on ATmega

- Direction of the IO-port decided by the content in the DDRn" register.
  - DDRn high gives an output
- When configured as an output we write to the "PORTn" register.
- When configured as an input we read from the "PINn" buffer.
Example code for ATmega

```c
#include <io.h>

int main(void) {
    unsigned char value;
    /* Set PORT B direction to output */
    DDRB = 0xFF;
    /* Initialise value */
    value = 0xFF;
    /* Run forever */
    for (;;) {
        /* Write value to Port B */
        PORTB = value;
        /* Decrement value */
        value--;
    }
}
```

\[ F_{\text{hex}} = 1111_{\text{bin}} = 15_{\text{dec}} \]
Example for XMEGA

- PORTB.DIR = 0xFF; /* All pins configured as output*/

Note: 0x specifies a HEX number, 0b specifies a binary number

typedef struct PORT_struct
{
    register8_t DIR; /* I/O Port Data Direction */
    register8_t DIRSET; /* I/O Port Data Direction Set */
    register8_t DIRCLR; /* I/O Port Data Direction Clear */
    register8_t DIRTGL; /* I/O Port Data Direction Toggle */
    register8_t OUT; /* I/O Port Output */
}
ATMEGA vs. XMEGA I/O

<table>
<thead>
<tr>
<th>uC</th>
<th>I/O direction</th>
<th>Output</th>
<th>Input</th>
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<tr>
<td>ATmega</td>
<td>DDRn</td>
<td>PORTn</td>
<td>PINn</td>
</tr>
<tr>
<td>XMEGA</td>
<td>PORTn.DIR</td>
<td>PORTn.OUT</td>
<td>PORTn.IN</td>
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Example code for XMEGA

```c
/* io-header for avr: */
#include <avr/io.h>

/* general gnu c */
#include <inttypes.h>

int main(void)
{
   /* use uint8_t to save space in uC */
   uint8_t value;

   /* Set Port B direction to output */
   PORTB.DIR = 0xff;

   /* Initialize value */
   value = 0xff;

   /* Run forever */
   for(;;) {
      /* Write value to Port B */
      PORTB.OUT = value;

      /* Decrement value */
      value--;
   }
}
```
Interrupts

- Interrupts halt normal code execution in order to go do something more important or time sensitive
- Used Instead of polling
- Can be generated internally or externally
- Interrupts are used e.g. for:
  - RESET
  - Timers
  - Time-Critical Code
  - Hardware signaling
    - such as a switch pressed by the user
Interrupt on ATmega

By default all interrupts are disabled when the microcontroller is powered-up. Therefore, the interrupts must be enabled. In addition, global interrupts must be enabled in the status register.

// Include io.h and interrupt.h
#include <avr/io.h>
#include <avr/interrupt.h>

MCUCR |= (1<<ISC11)|(1<<ISC01);   // Interrupt on falling edge
GICR  |= (1<<INT1)|(1<<INT0);     // Enable interrupt on INT1 and INTO

// Enable global interrupts
sei();
// Global interrupts can be turned off with the following command:
cli()
ATmega16 interrupt vectors

• #define SIG_INTERRUPT0 _VECTOR(1)
• #define SIG_INTERRUPT1 _VECTOR(2)
• #define SIG_OUTPUT_COMPARE2 _VECTOR(3)
• #define SIG_INPUT_CAPTURE1 _VECTOR(5)
• #define SIG_OUTPUT_COMPARE1A _VECTOR(6)
• #define SIG_OUTPUT_COMPARE1B _VECTOR(7)
• #define SIG_OVERFLOW1 _VECTOR(8)
• #define SIG_OVERFLOW0 _VECTOR(9)
• #define SIG_SPI _VECTOR(10)
• #define SIG_UART_RECV _VECTOR(11)
• #define SIG_UART_DATA _VECTOR(12)
• #define SIG_UART_TRANS _VECTOR(13)
• #define SIG_ADC _VECTOR(14)
• #define SIG_EEPROM_READY _VECTOR(15)
• #define SIG_COMPARATOR _VECTOR(16)
• #define SIG_2WIRE_SERIAL _VECTOR(17)
• #define SIG_INTERRUPT2 _VECTOR(18)
• #define SIG_OUTPUT_COMPARE0 _VECTOR(19)
• #define SIG_SPM_READY _VECTOR(20)
Example code - Interrupt for ATmega

ISR (SIG_INTERRUPT0)
// interrupt on line INT0

}  
data = PINA;  // Read data from PORT A
UDR = data; // Send data to the UART

ISR = Interrupt Service Routine

UDR is the UART’s data register on ATmega
Alternatives to using microcontrollers

- For measurement and control applications a PC with a suitable DAQ-card can be a more suitable solution …
- FPGA (FYS4220)
- DSP (digital signal processor)
  - A specialized microprocessor with an optimized architecture for mathematical operations to be performed quickly (e.g. FFT)
C programming

#include <stdio.h>

int gcd (int a, int b)
{
    while (a != b) {
        if (a > b) a -= b;
        else b -= a;
    }
    return a;
}

demo (int n, int m)
{
    printf("GCD(%d,%d) = %d\n", n, m, gcd(n,m));
}

int main (void)
{
    demo(7,3);
    demo(18,24);
    say_hello();
}
Increment Operators

```java
int i = 42;
i++;    // increment on i
// i is now 43
i--;    // decrement on i
// i is now 42
i+=     // in order to specify how much to increment
```
C programming – Pointers I

A pointer is an address in RAM

```c
int* intPtr;     // declare an integer pointer variable intPtr
char* charPtr;   // declares a character pointer --
                 // a very common type of pointer
```

```c
void foo() {
    int* p;     // p is a pointer to an integer
    int i;      // i is an integer
    p = &i;     // Set p to point to i
    *p = 13;    // Change what p points to -- in this case i -- to 13
    // At this point i is 13. So is *p. In fact *p is i.
}
```
C programming – Pointers II

```c
{
    int* p;
    *p = 13;    // NO NO NO p does not point to an int yet
                // this just overwrites a random area in memory
}
```

`p` `i` `-14346`
C programming - Memory Management

- Allocate memory : malloc()
- Free used memory : free()

```c
{
    int a[1000];

    int *b;
    b = (int*) malloc( sizeof(int) * 1000 );
    assert(b != NULL);  // check that the allocation succeeded

    a[123] = 13;       // Just use good ol' [] to access elements
    b[123] = 13;       // in both arrays.

    free(b);
}
```

Look out for memory leakage!
More on C-programming

• See EssentialC.pdf

• See http://www.ifi.uio.no/~inf1060/Forelesninger10/