

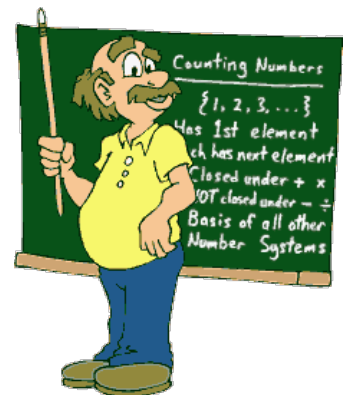


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MSYS

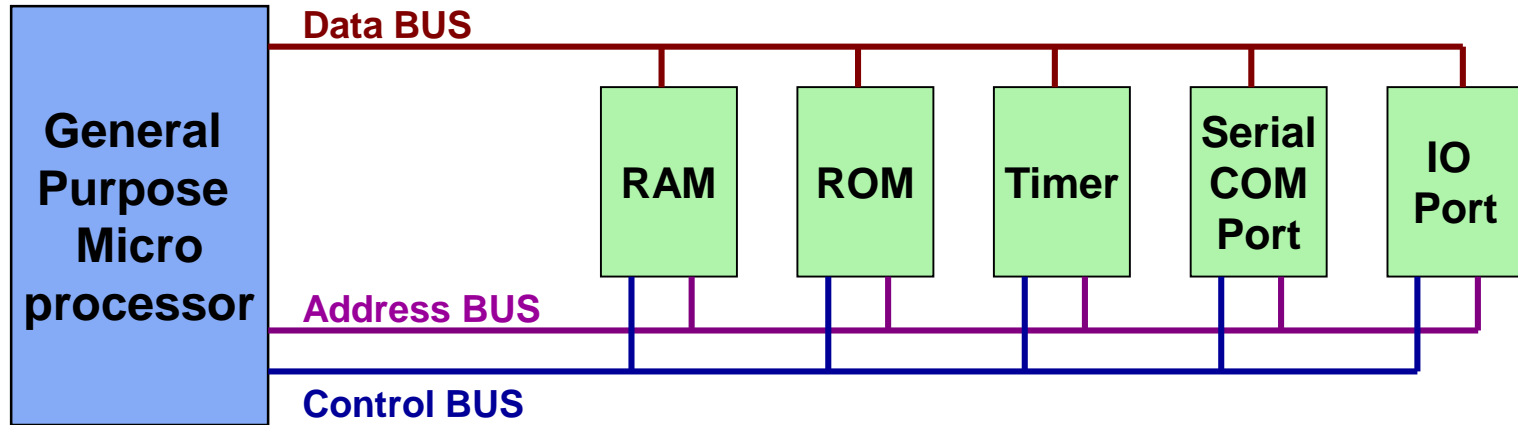
Microcontroller Systems

Lektion 4: AVR arkitektur

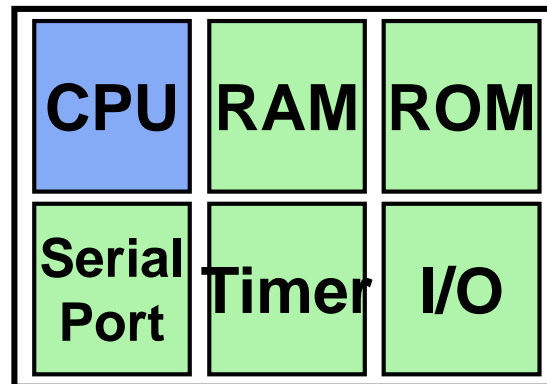


General Purpose Microprocessors vs. Microcontrollers

- General Purpose Microprocessors



- Microcontrollers

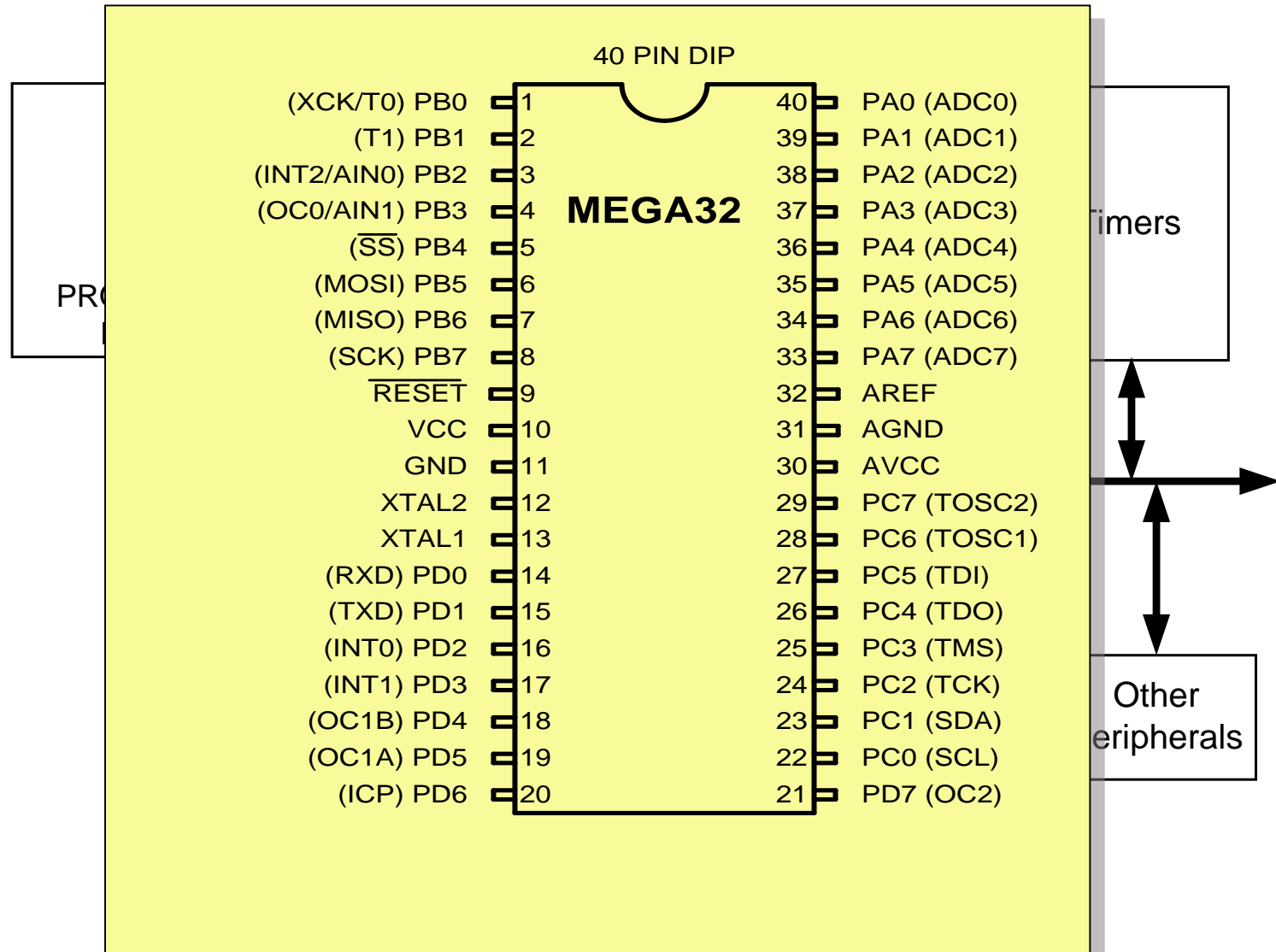


Common microcontrollers

- 8-bit microcontrollers
 - AVR
 - PIC
 - HCS12
 - 8051
- 32-bit microcontrollers
 - ARM
 - PIC32



AVR internal architecture



AVR different groups

- Classic AVR
 - e.g. AT90S2313, AT90S4433

• M

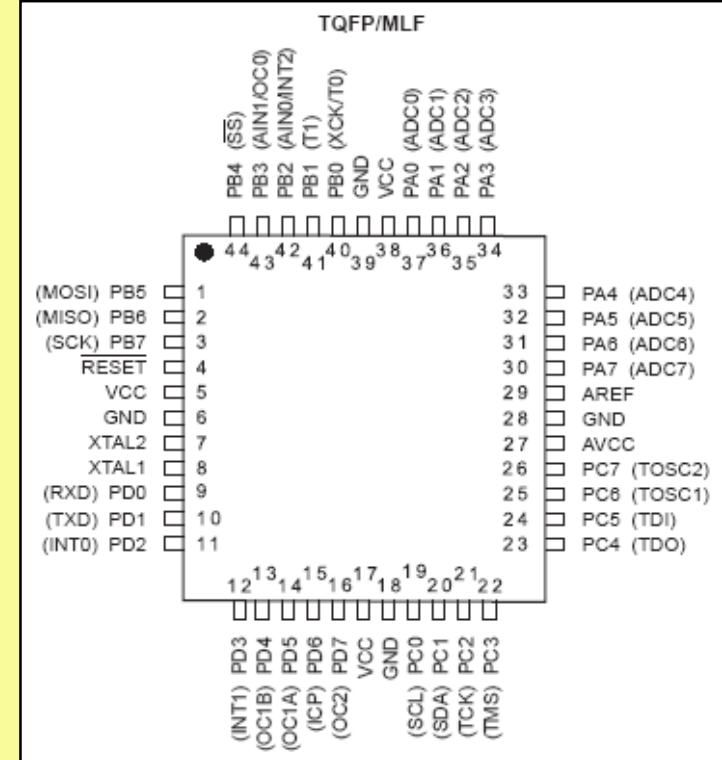
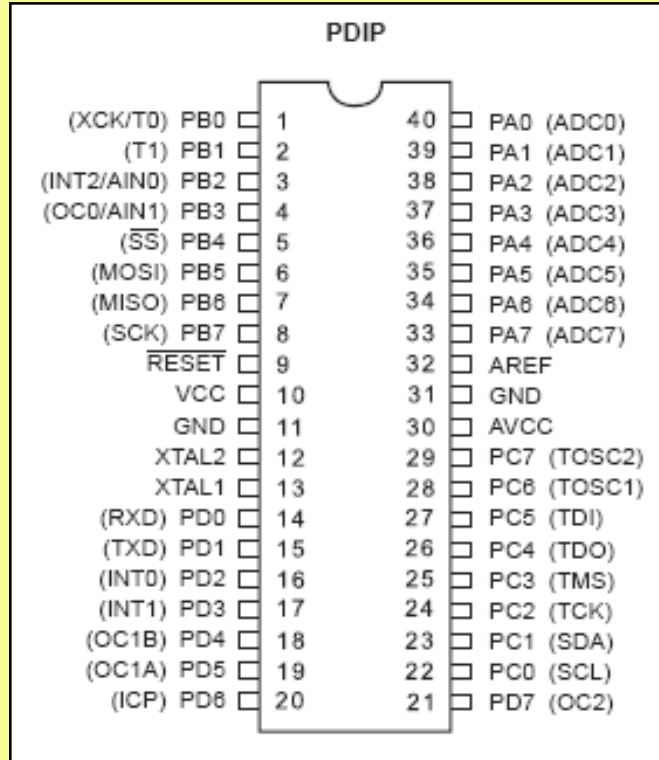
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• Tim

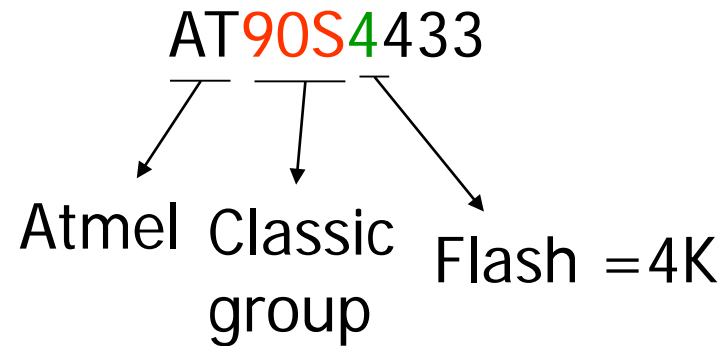
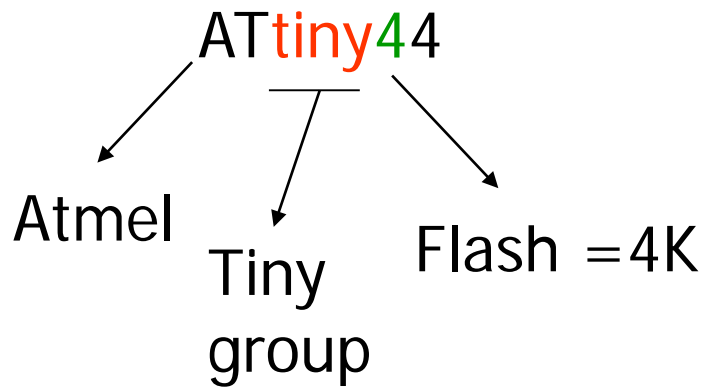
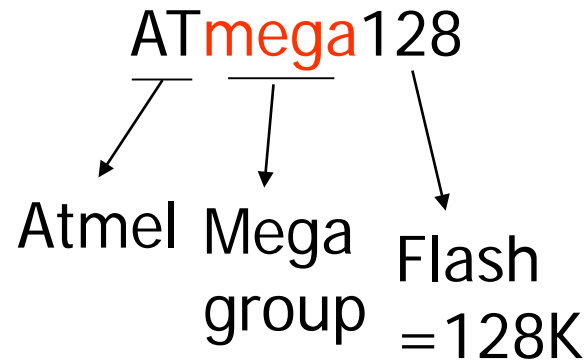
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• Sp

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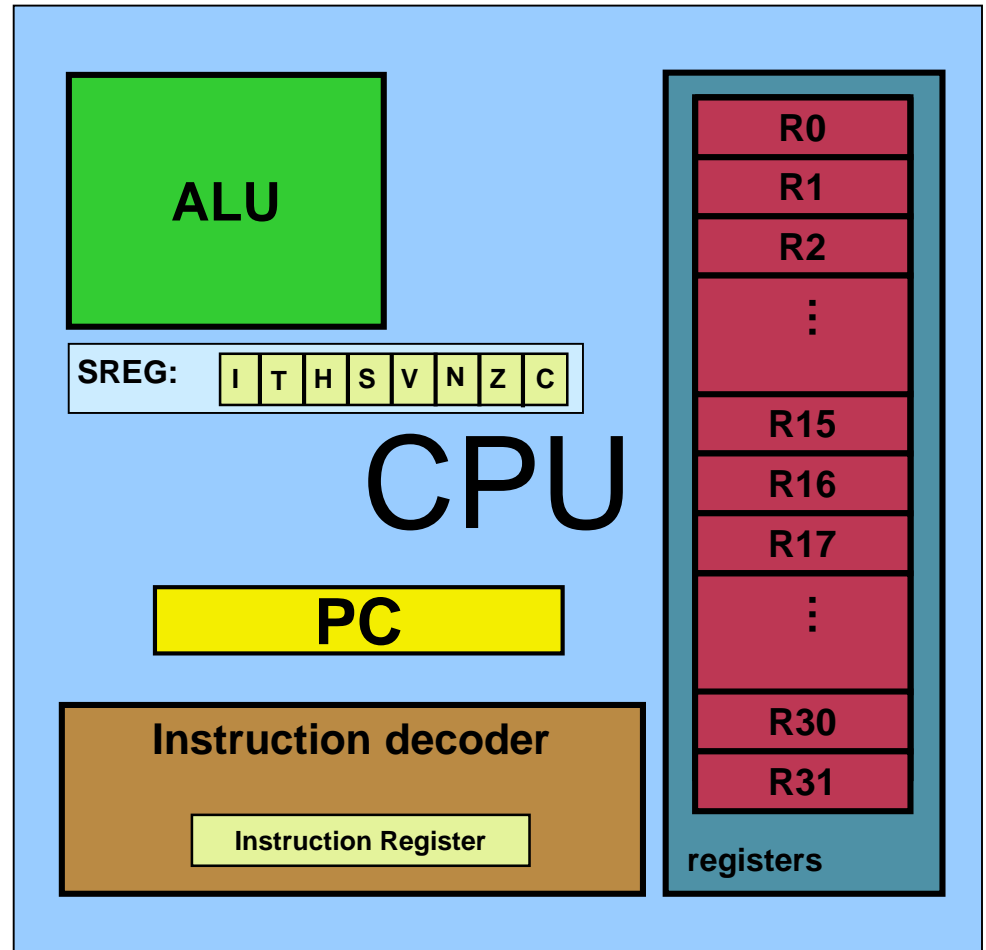


The AVR part numbers



AVR's CPU

- AVR's CPU
 - ALU
 - 32 General Purpose registers (R0 to R31)
 - PC register
 - Instruction decoder

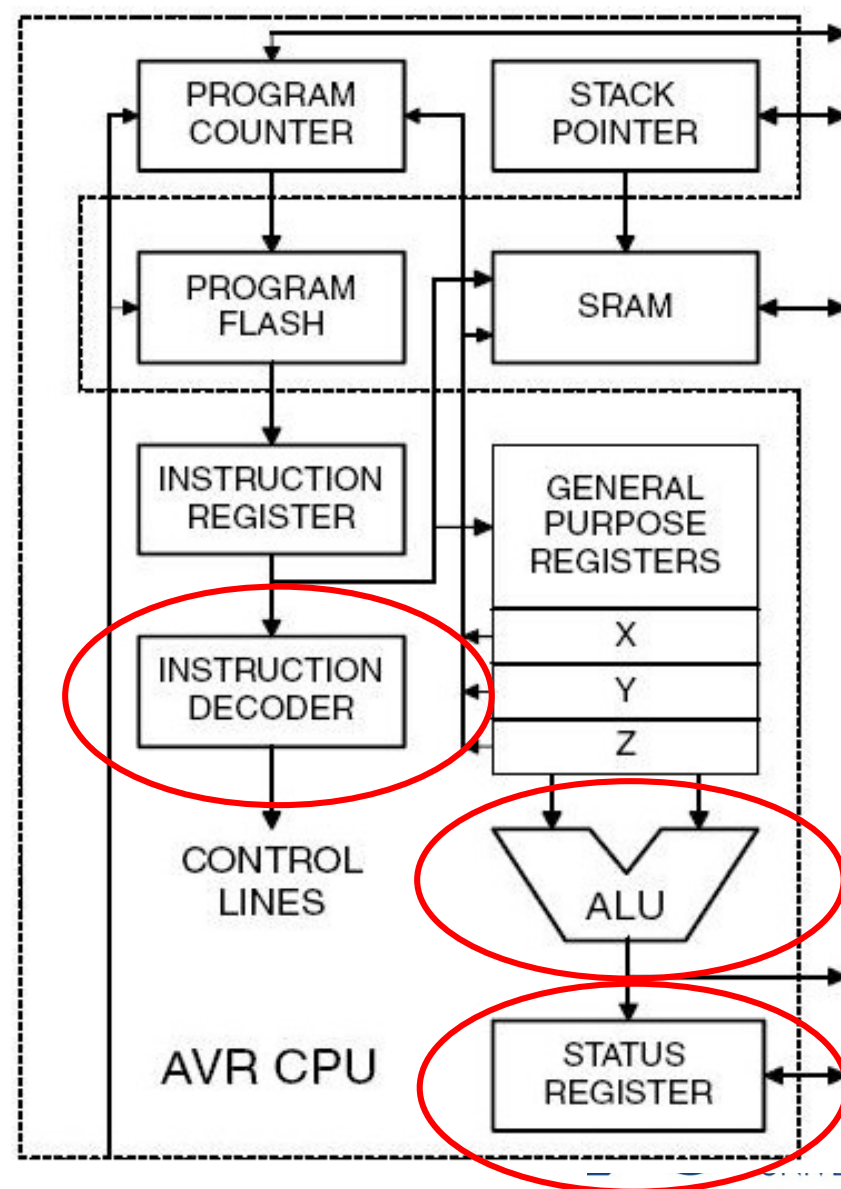


AVR CPU og maskin - kode

Instruktioner er koder bestående af 0'er og 1'taller !

ALU foretager beregninger.

Status register ændres ved nogle beregninger.



AVR arbejds-registre

General
Purpose
Working
Registers

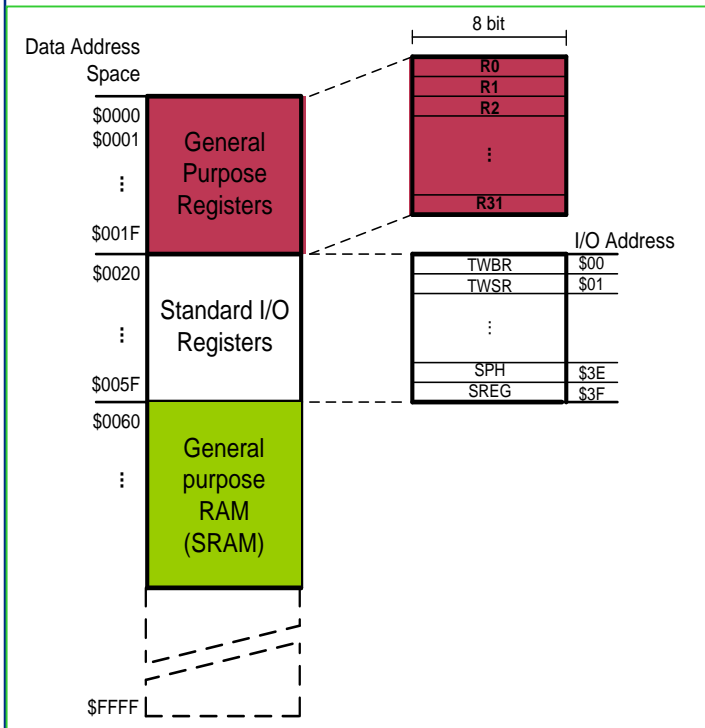
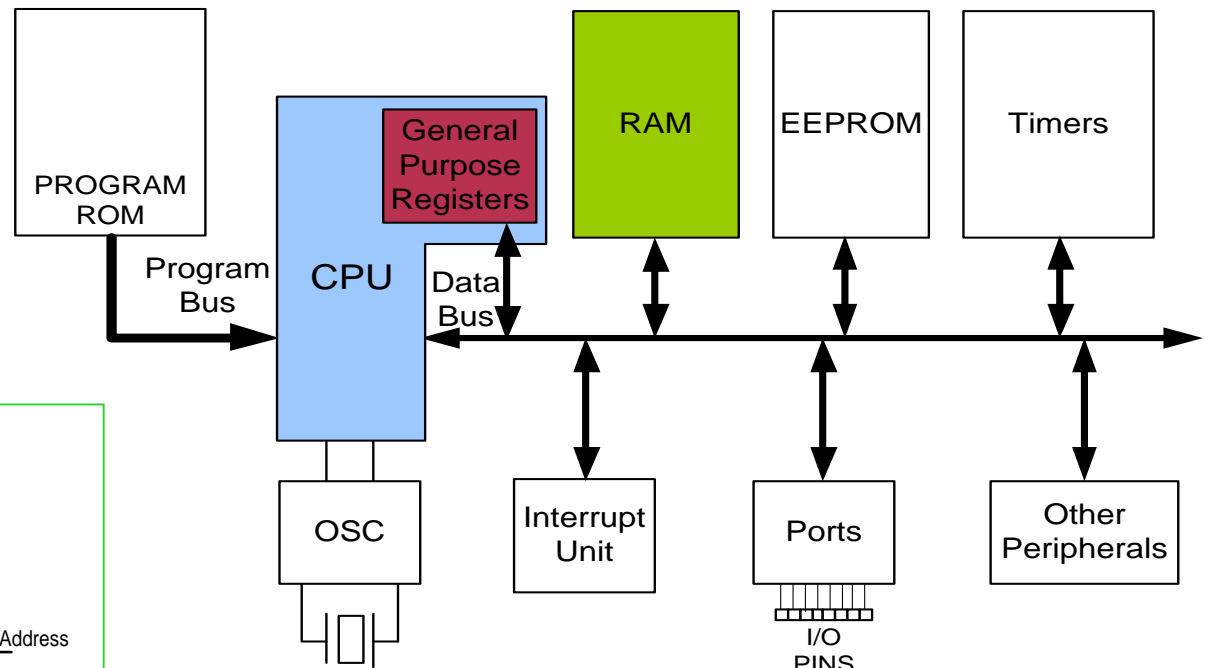
| 7 | 0 | Addr. |
|-----|---|-------|
| R0 | | \$00 |
| R1 | | \$01 |
| R2 | | \$02 |
| ... | | |
| R13 | | \$0D |
| R14 | | \$0E |
| R15 | | \$0F |
| R16 | | \$10 |
| R17 | | \$11 |
| ... | | |
| R26 | | \$1A |
| R27 | | \$1B |
| R28 | | \$1C |
| R29 | | \$1D |
| R30 | | \$1E |
| R31 | | \$1F |

Kaldes også:
"General Purpose
Registre"

X-register Low Byte
X-register High Byte
Y-register Low Byte
Y-register High Byte
Z-register Low Byte
Z-register High Byte



AVR: Data Spaces

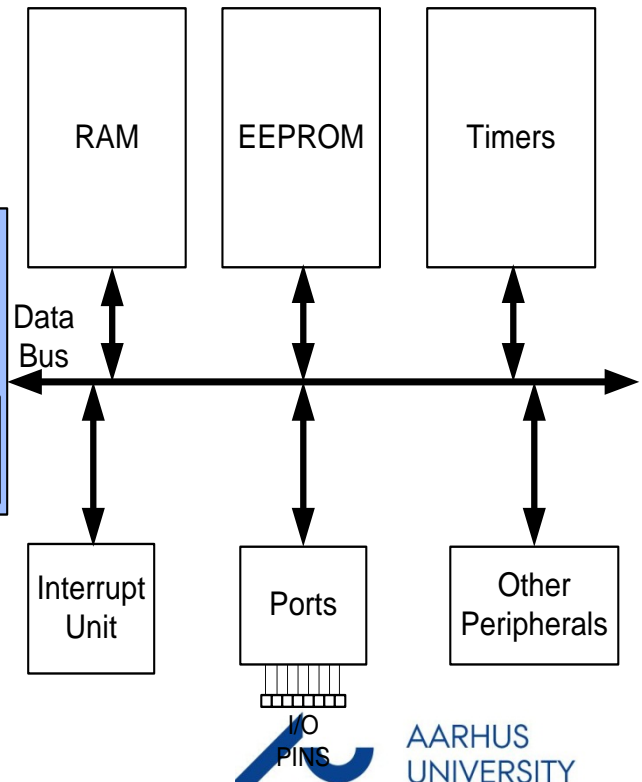
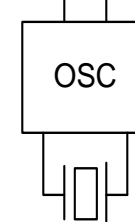
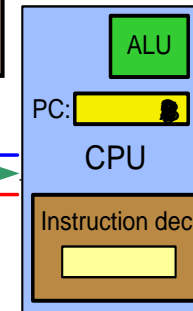


Flash memory and PC register

```
LDI R16, 0x25
LDI R17, $34
LDI R18, 0x31
ADD R16, R17
ADD R16, R18
LDI R17, 11
ADD R16, R17
STS SUM, R16
HERE:JMP HERE
```

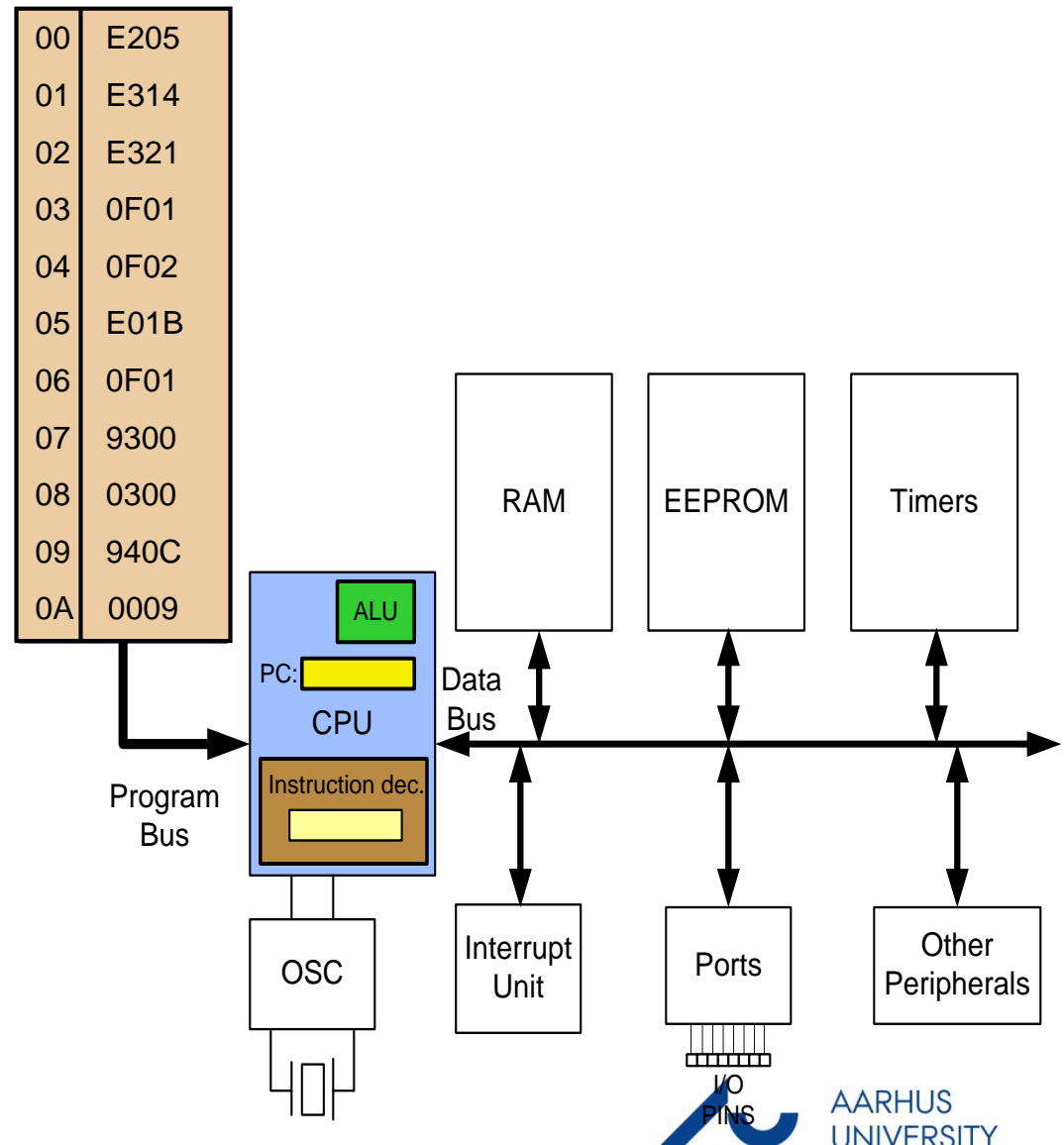
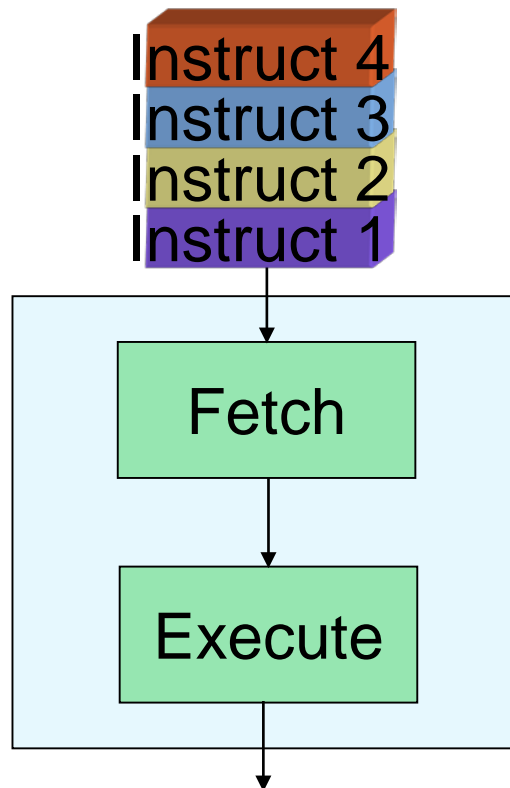
| | |
|----|------|
| 00 | E205 |
| 01 | E314 |
| 02 | E321 |
| 03 | 0F01 |
| 04 | 0F02 |
| 05 | E01B |
| 06 | 0F01 |
| 07 | 9300 |
| 08 | 0300 |
| 09 | 940C |
| 0A | 0009 |

16bit
16bit
Program Bus



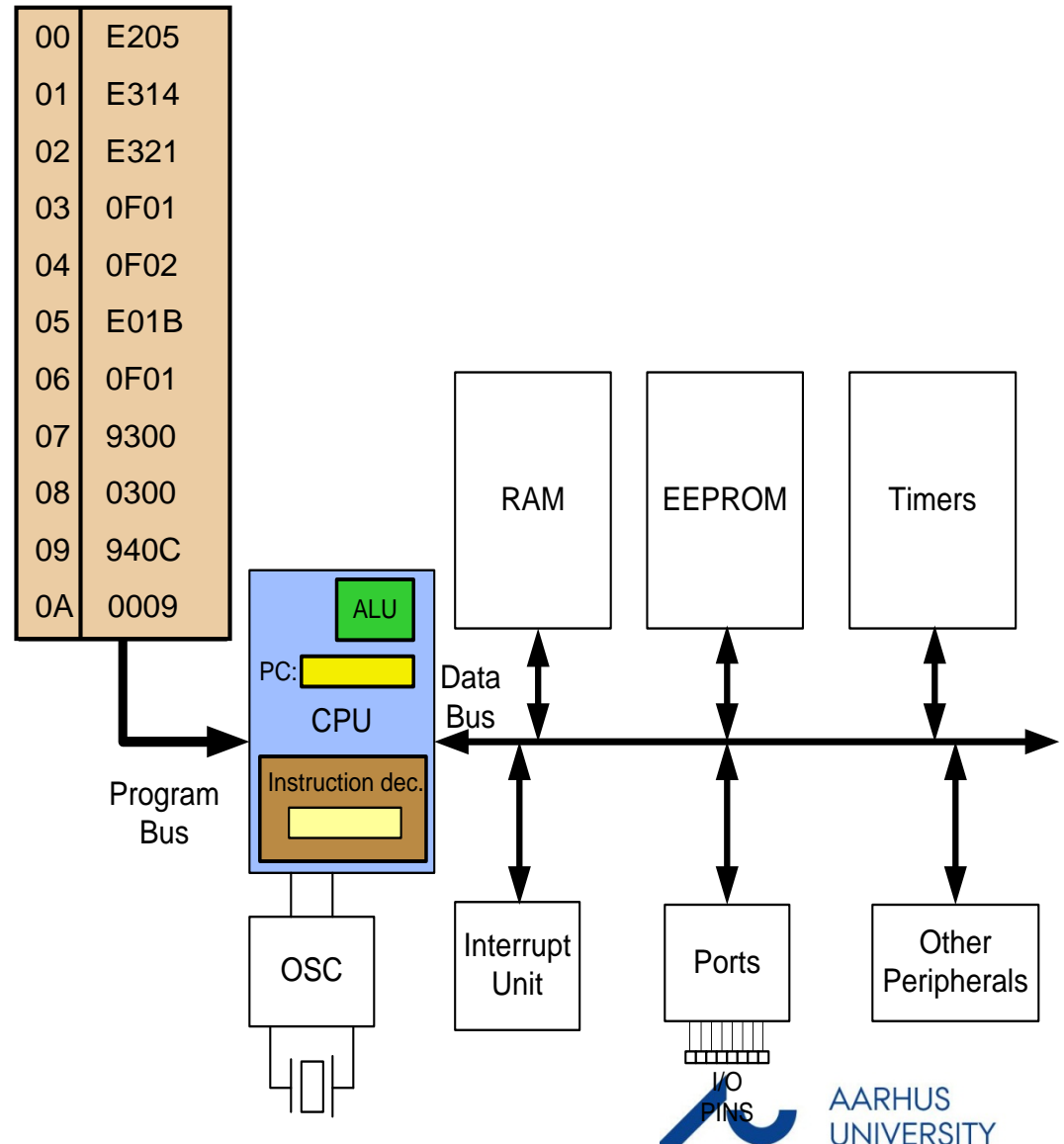
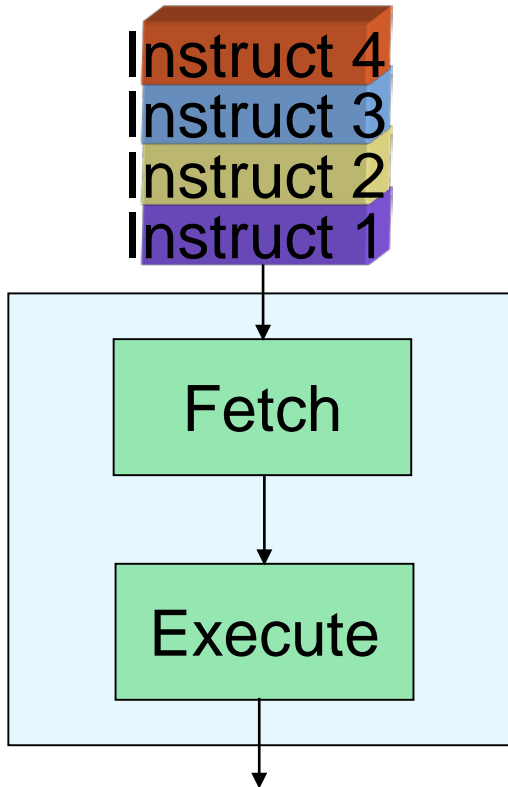
Fetch and execute

- Old Architectures



Pipelining

- Pipelining



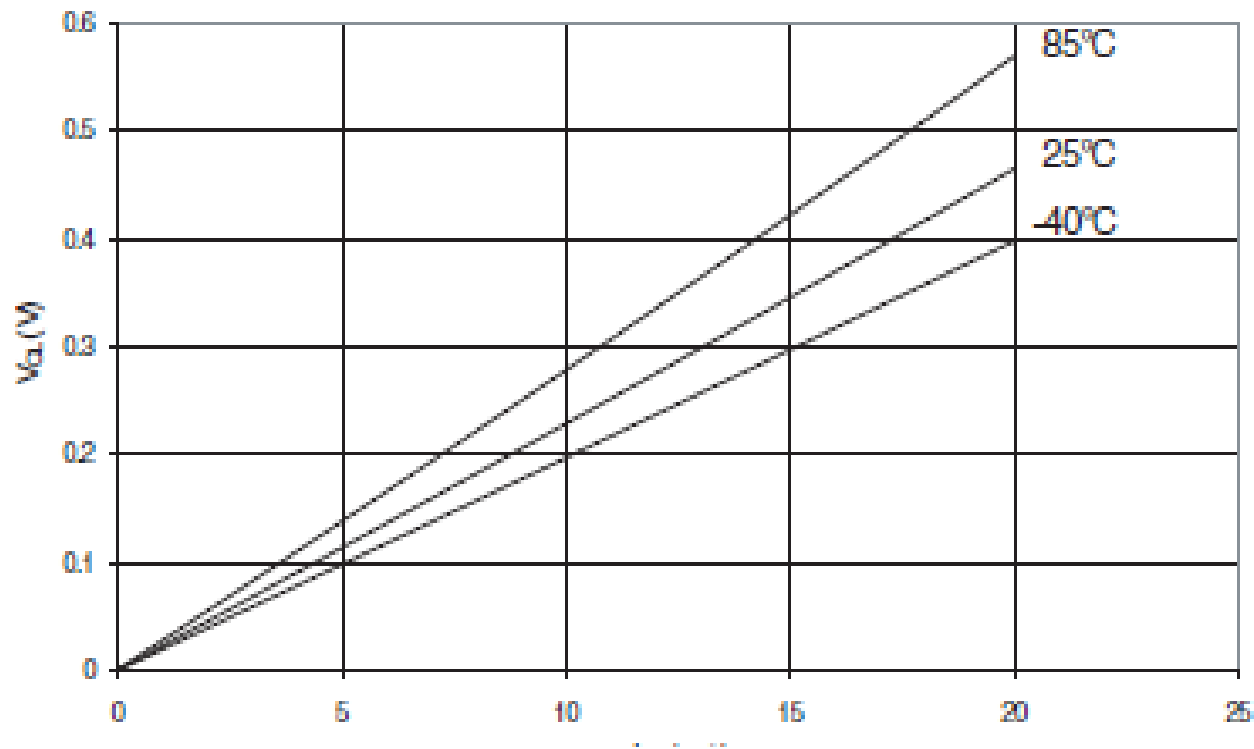
How to speed up the CPU

- Increase the clock frequency
 - More frequency → More power consumption & more heat
 - Limitations
- Change the architecture
 - Pipelining
 - RISC



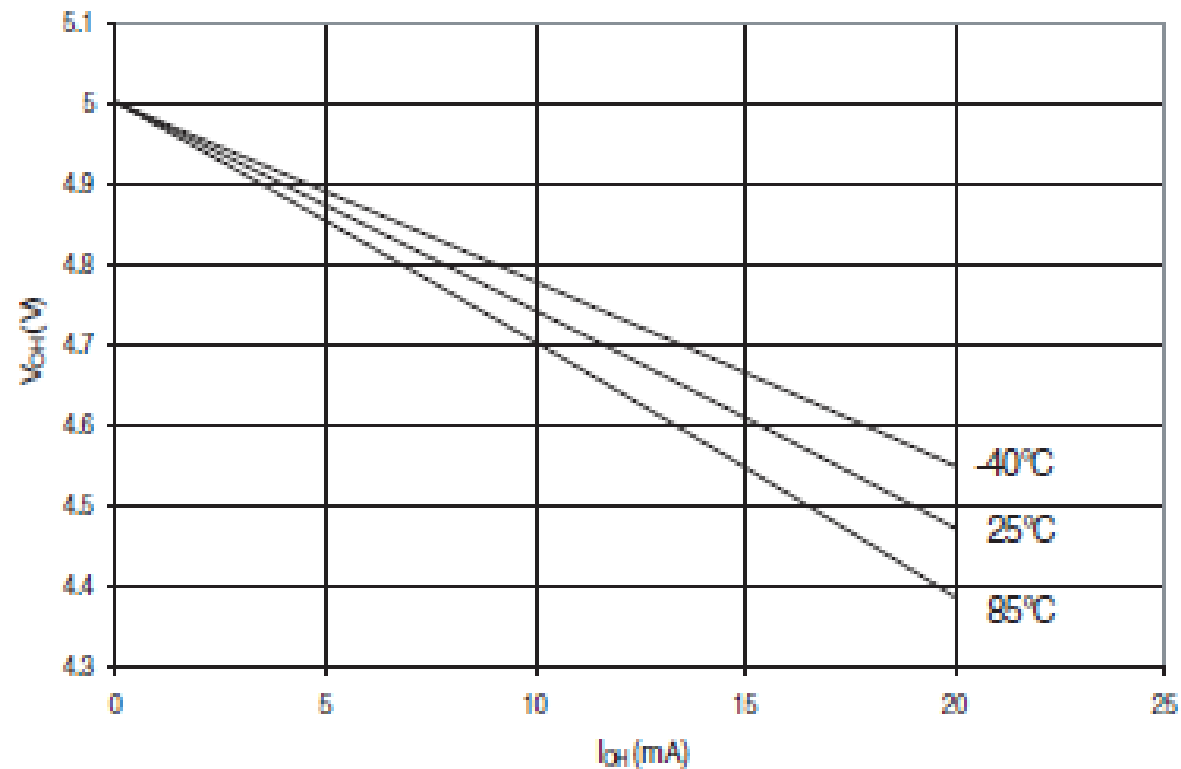
Low er ikke (helt) 0 volt

Figure 32-23. I/O Pin Output Voltage vs. Sink Current ($V_{CC} = 5V$)



High er ikke (helt) 5 volt

Figure 32-25. I/O Pin Output Voltage vs. Source Current ($V_{CC} = 5V$)



Programmet fra LAB1

```
;***** MSYS, LAB1 *****  
;***** Henning Hargaard *****  
;***** 14.august 2015 *****  
;*****  
;
```

.....

```
;***** INITIERING *****  
LDI R16,HIGH(RAMEND) ;Initialize Stack Pointer  
OUT SPH,R16  
LDI R16,LOW(RAMEND)  
OUT SPL,R16  
SER R16 ;PORTB = Outputs  
OUT DDRB,R16
```

```
;***** PROGRAM-LOOP *****  
CLR R16  
LOOP:  
LDI R17,9 ;R17 = 9  
ADD R16,R17 ;R16 = R16 + R17  
CALL DISP_AND_DELAY ;Display R16  
JMP LOOP ;Jump to "LOOP"
```

.....

```
;***** DISPLAY R16 *****  
;***** AND DELAY *****  
DISP_AND_DELAY:  
MOV R17,R16  
OUT PORTB,R17  
CLR R17  
CLR R18  
LDI R19,100  
AGAIN:  
DEC R17  
BRNE AGAIN  
DEC R18  
BRNE AGAIN  
DEC R19  
BRNE AGAIN  
RET  
;*****
```



Slut på MSYS lektion 4

