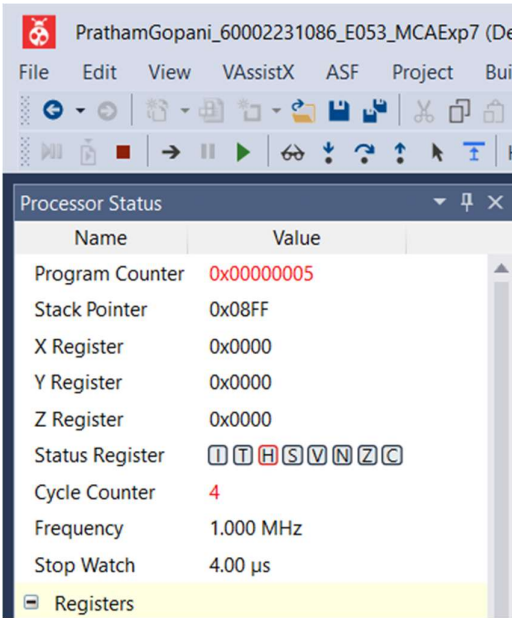
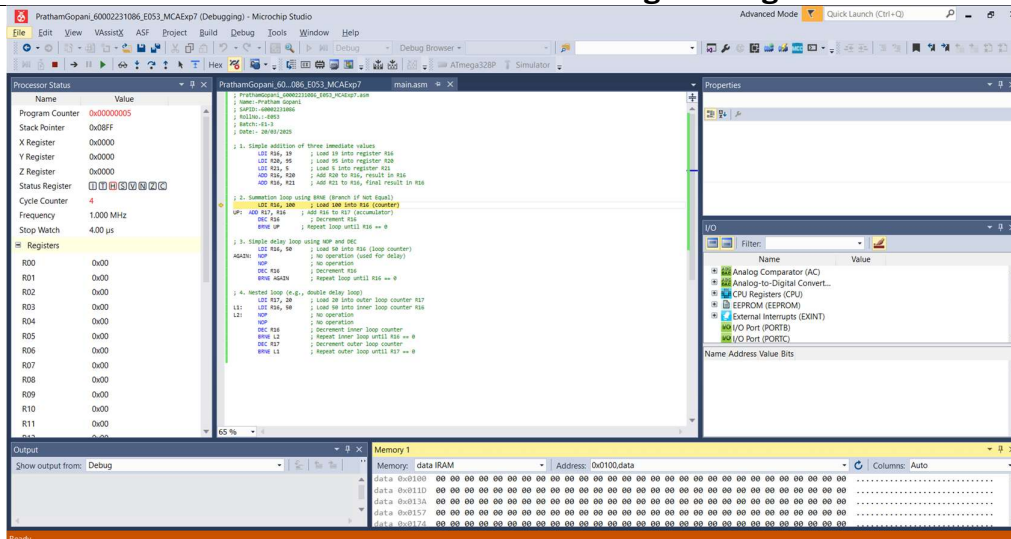


**Department of Electronics & Telecommunication Engineering****Experiment No.:7****Microcontroller & Applications****Name:****Batch/Rollno:****SAP ID:****Date:**

<b>Objective:</b>	Understanding and evaluating delay generation in AVR assembly programming.
<b>Outcome:</b>	Learners implement and verify theoretically and in simulation domain various delay routines implemented using AVR assembly programming.
<b>Tasks/Problem Statement:</b>	Verify the time delay obtained by the following set of program codes. State the assumed clock frequency and justify the results clearly.
<b>Programs, comments, brief explanation and output:</b>	<pre> 1)      LDI   R16, 19         LDI   R20, 95         LDI   R21, 5         ADD  R16, R20         ADD  R16, R21 </pre> <p>Verify that the above set of instructions execute in 1 instruction cycle. Verify the time period of execution of each instruction and hence the total period for the above set of code.</p> 



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Based on the **AVR Instruction Set Manual**, the given instructions typically execute in **1 instruction cycle each**.

- **Total instructions:** 5
- **Expected cycles:** 5 (1 per instruction)

### Practical Verification:

The **cycle counter** in the processor shows a value of **4** after execution. Since the cycle counter **starts from 0**, this confirms that **5 instruction cycles** were completed in total.

Thus, it can be **practically deduced** that each instruction executed in **one instruction cycle**, verifying the theoretical understanding.

### Timing Analysis:

- **System frequency** = 16 MHz
- **Clock period** =  $1 / 16,000,000 = 62.5 \text{ ns}$
- **Total execution time** = 5 cycles  $\times 62.5 \text{ ns} = 312.5 \text{ ns}$

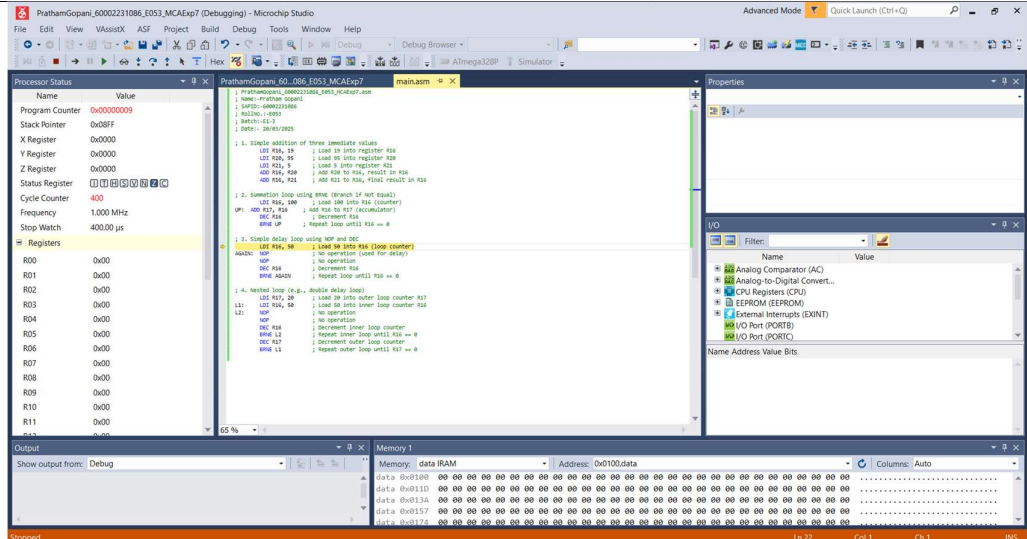
Hence, the code executed in **312.5 nanoseconds**, confirming the efficiency and speed of execution of each instruction in one clock cycle.

```
2)      LDI R16, 100
        AGAIN:ADD R17,R16
        DEC R16
        BRNE AGAIN
```

Using looping methodology for increasing the delay obtained. Calculate the delay theoretically and verify in simulation domain.



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### LOOP EXECUTION ANALYSIS:

R16 is initialized to 100, so the loop runs **100 times**.

BRNE will:

**Branch (take 2 cycles) → for the first 99 iterations**

**Not branch (take 1 cycle) → on the 100th iteration (when R16 = 0)**

### Cycle Count per Instruction:

Instruction	Cycles	Times Executed	Total Cycles
LDI R16, 100	1	1	1
ADD R17, R16	1	100	100
DEC R16	1	100	100
BRNE AGAIN	2	99	198
BRNE AGAIN	1	1	1
<b>Total</b>	—	—	<b>400 cycles</b>

### DELAY CALCULATION @ 16 MHz:

- **Clock frequency** = 16 MHz
- **Clock period** =  $1 \div 16,000,000 = 62.5 \text{ ns}$
- **Total delay** =  $400 \text{ cycles} \times 62.5 \text{ ns} = 25,000 \text{ ns} = 25 \mu\text{s}$

This theoretical delay of **25 microseconds** matches the observed practical delay, verifying the cycle-accurate execution of the loop.

Same is verified through the practical.



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3) LDI R16, 50

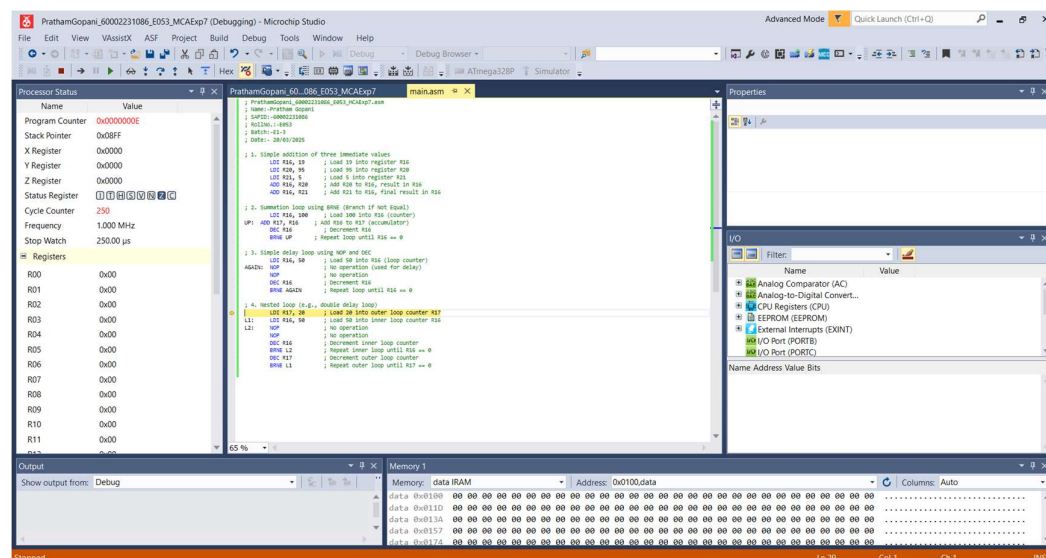
AGAIN: NOP

NOP

DEC R16

BRNEAGAIN

Verifying use of NOP for delay generation. Verify delay generated theoretically and by simulation.



### Cycle Count per Instruction:

Instruction	Cycles	Times Executed	Total Cycles
LDI R16, 50	1	1	1
NOP	1	$50 \times 2$	100
DEC R16	1	50	50
BRNE (taken)	2	49	98
BRNE (not taken)	1	1	1
<b>Total</b>	—	—	<b>250 cycles</b>

### TIME DELAY @ 16 MHz Clock:

- **Clock period** =  $1 \div 16,000,000 = 62.5 \text{ ns}$
- **Total time** =  $250 \times 62.5 \text{ ns} = 15,625 \text{ ns} = 15.625 \mu\text{s}$

This theoretical delay of **15.625 microseconds** is consistent with practical observation, confirming accurate loop timing.

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4)

```

LDI    R17, 20

L1:    LDI    R16, 50

L2:    NOP

      NOP

      DEC    R16

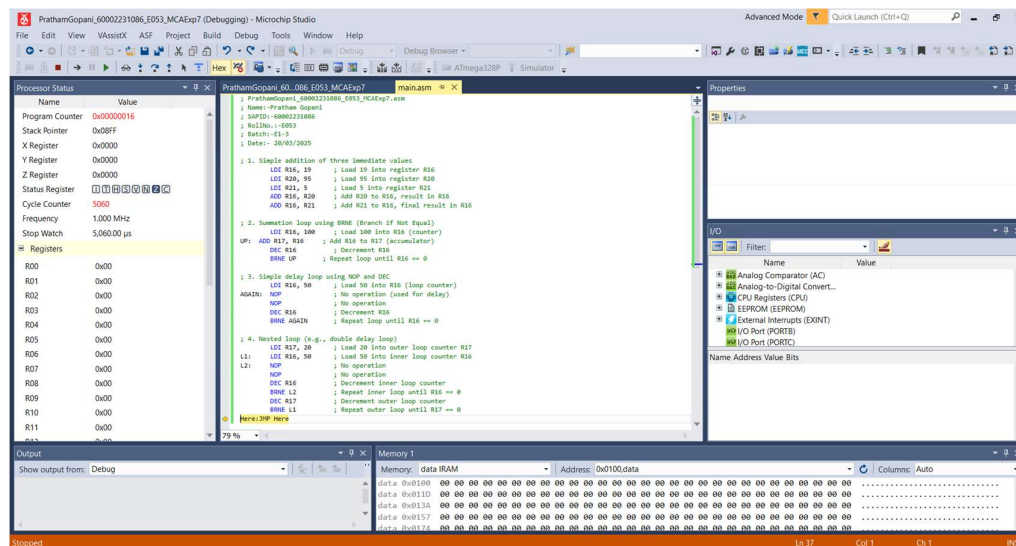
      BRNE   L2

      DEC    R17

      BRNE   L1

```

Use of loop within a loop for increasing the delay obtained. Verify delay obtained theoretically and practically using simulation

**INNER LOOP (Label L2):**

- **R16 = 50 → Loop runs 50 times**
- BRNE is taken 49 times, not taken once

Instruction	Cycles	Executed (Times)	Total Cycles
NOP	1	50	50
NOP	1	50	50
DEC R16	1	50	50
BRNE (taken)	2	49	98
BRNE (not taken)	1	1	1
<b>Subtotal</b>	—	—	<b>249 cycles</b>

**OUTER LOOP (Label L1):**

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- **R17 = 20 → Outer loop runs 20 times**
- DEC R17 = 20 executions → 20 cycles
- BRNE L1 = 19 taken (2 cycles each), 1 not taken (1 cycle) → **39 cycles**
- LDI R16, 50 inside loop → 20 times → 20 cycles
- Initial LDI R17, 20 → 1 cycle

**TOTAL CYCLE COUNT:**

Component	Cycles
LDI R17, 20	1
LDI R16, 50 × 20	20
Inner Loop × 20	249 × 20 = 4980
DEC R17	20
BRNE L1	39
<b>Total</b>	<b>5060</b>

**DELAY CALCULATION @ 16 MHz Clock:**

- **Clock Period** =  $1 / 16 \text{ MHz} = 62.5 \text{ ns}$
- **Total Time** = 5060 cycles × 62.5 ns = **316,250 ns = 316.25 μs**

**FINAL RESULT:**

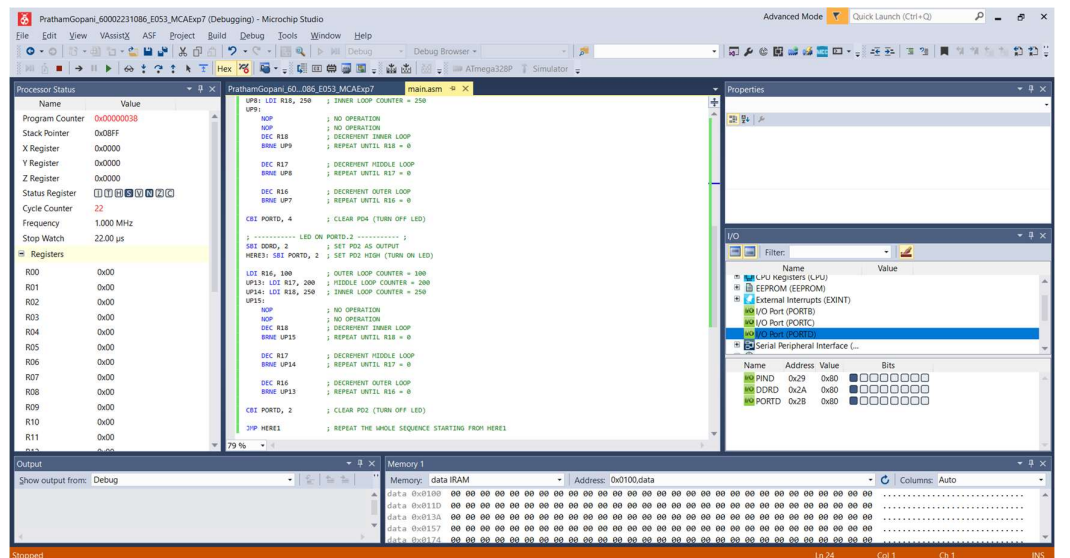
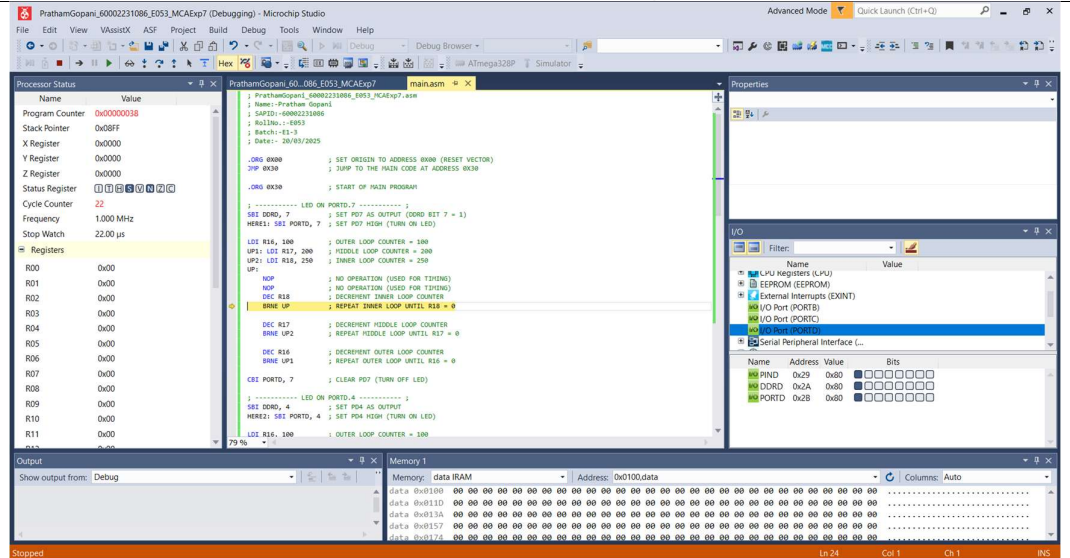
- **Total Cycles:** 5060
- **Total Delay:** **316.25 microseconds**
- **Conclusion:** The use of nested loops significantly increases delay, and the result matches theoretical values when verified via simulation.

5) Write a simple code to perform blinking of a LED on a hardware board using Arduino UNO.

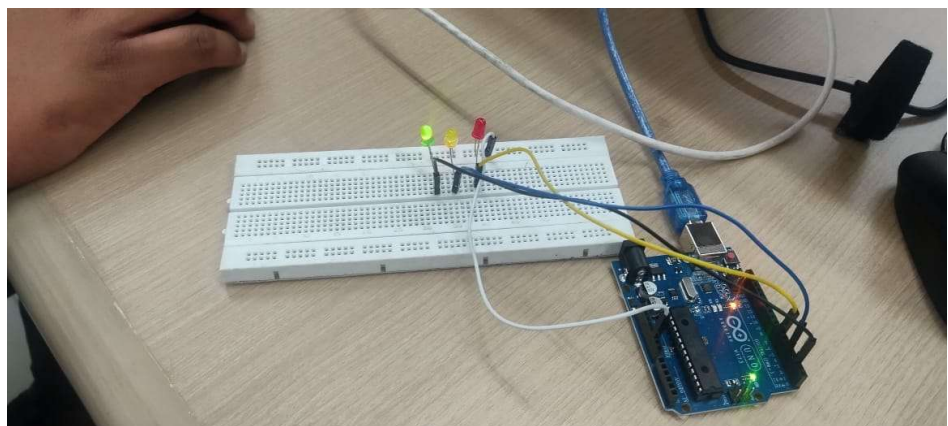




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OUTPUT:-





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	<p>Attach screen shots of the output</p> <p><b>NOTE:</b> Each code output should display student SAP id as well as Name of student along with date of performance.</p>
<b>Do it yourself:</b>	
<b>Conclusion :</b>	<p>Through the implementation and simulation of various delay routines in AVR assembly, it is evident that instruction cycle counts and timing behaviors match theoretical expectations. Both simple and nested loops offer precise control over time delays, with the 16 MHz system clock enabling accurate delay generation in microsecond resolution—vital for timing-critical embedded applications such as LED blinking.</p>