

Military Institute of Science & Technology

Dept. of Computer Science & Engineering

Computer Interfacing

CS4 - 405

Term Paper

Md. Nahul Rahman, CS4-22(A)

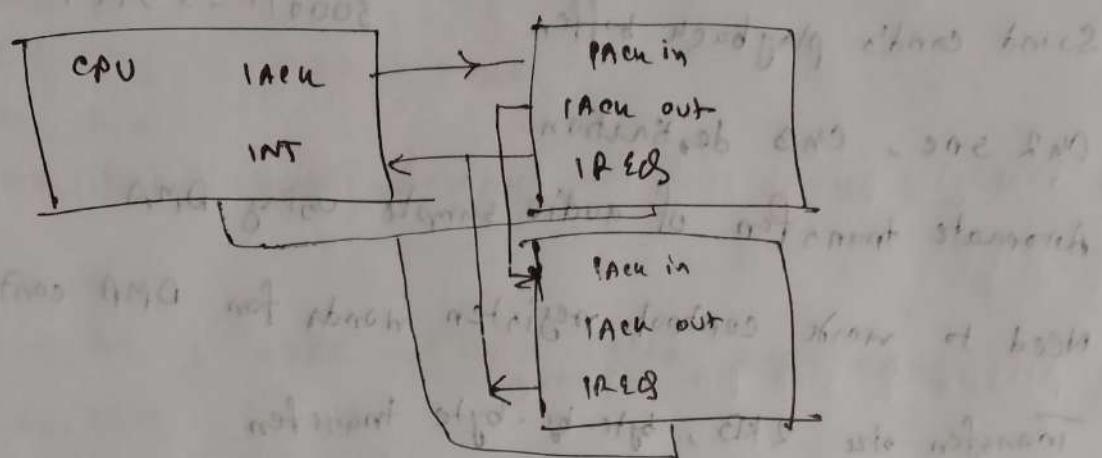
ID-202214049

Topics

- i) Daisq chain Interrupt handling
- ii) DMA controller Coding
- iii) i) Stepper Motors  
ii) Assembly code for stepper motor



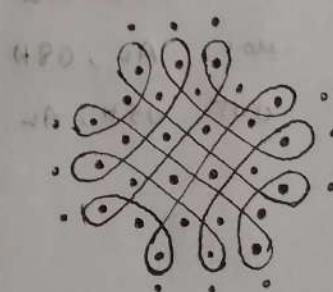
## 1) Daisy chain interrupt handling



5 Interrupts  $\text{INT}_1 > \text{INT}_2 > \text{INT}_3 > \text{INT}_4 > \text{INT}_5$  in a daisy chain priority scheme - If  $\text{INT}_3$  is running &  $\text{INT}_1$  becomes active, 2 possible cases

### Daisy chain interrupt

- Nested interrupt enabled      Nested interrupt disabled
  - ACK for  $\text{INT}_1$
  - Suspend ISR for  $\text{INT}_3$
  - Save  $\text{INT}_3$  credentials in stack
  - Provide service for  $\text{INT}_1$
  - Pop  $\text{INT}_3$  after service provided
- & provide  $\text{INT}_3$  to the next



)) Audio sample stored in memory  $4000H - 47FFH$   
Sound card's playback buffer  $5000H - 57FFH$

Ch2 src, Ch3 destination

Automatic transfer of audio sample using DMA

Need to write control register words for DMA controller

Transfer size - 2 KB, byte-by-byte transfer

following words placed in CH2 < PTW1 < CH3 < CH1 sequentially?

DMA address & write words / INT & connector of CTM at source  
DMA-BASE  $400000H$ ; Base I/O port for DMA

START:

MOV AL, OFFH

OUT 0AH, AL ; disable all channels

OUT 0DH, AL ; Reset controller

OUT 0CH, AL ; clean flip flop

, CH2 src  $4000H - 47FFH$ .

MOV AL, 00H

OUT 04H, AL ; Lower byte  $4000H$

MOV AL, 40H

OUT 04H, AL ; high byte  $4000H$  not written yet

MOV AL, 00H

OUT 05H, AL ; Lower byte of  $(2048 - 1 = 07FFH)$

MOV AL, 08H

OUT 05H, AL ; high byte

; CnB setup 5000H - 57FFH

Mov AL, 00H  
Out 06H, AL ; 5000 → 5000

Mov AL, 50H  
Out 06H, AL ; 5000 → 5000

Mov AL, 00H  
Out 07H, AL ; 07FF → 0800-1 → ~~8000~~ 0800

Mov AL, 08H  
Out 07H, AL ; 0800

; Set mode registers

; Cn2 ; memory read 01, single transfer 01

; en 3 ; memory write 10, single transfer 01

Mov AL, 4AH ; en 2 single trn, rd

Out 0BH, AL

Mov AL, 53H ; en 3 single trn, ~~rd~~ write

Out 0BH, AL

; UNMASK CHANNELS

Mov AL, 0FBH ; ch 2 enable

Out 0AH, AL

Mov AL, 0F7H ; ch 3 enable

Out 0AH, AL

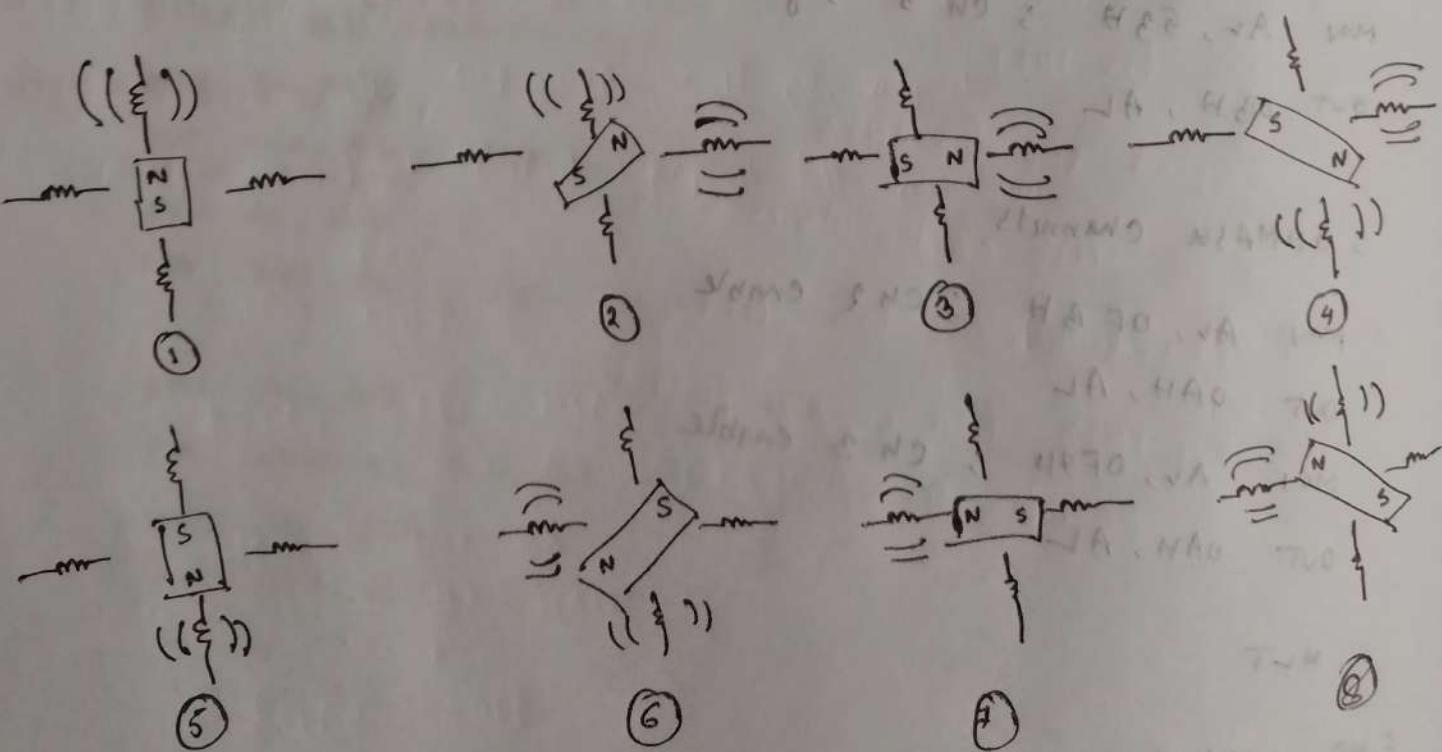
HLT

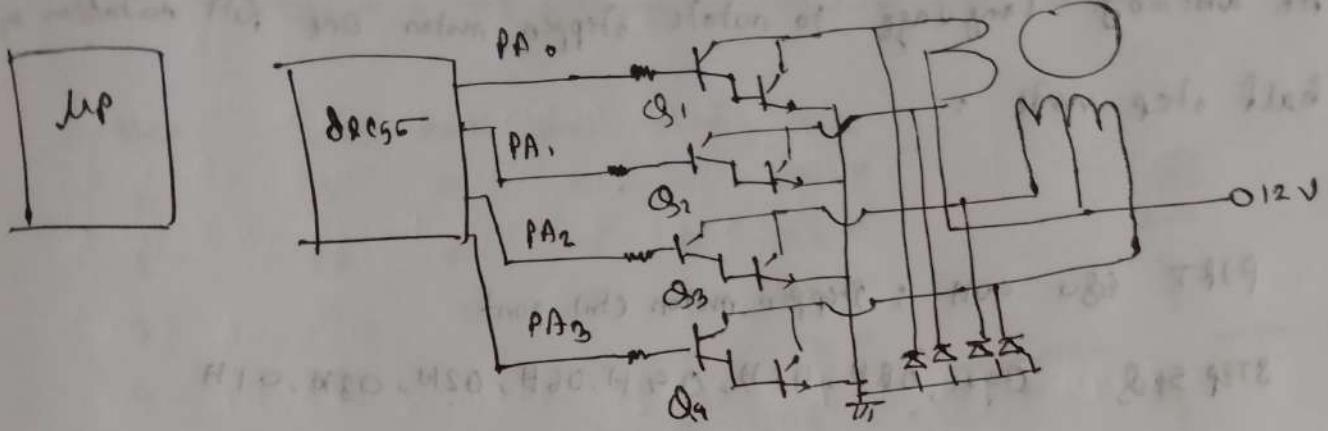
END START

3) i)

npn darlington pair is used for current amplification,  
half step:

- i) Allows 8 step per sequence
- ii) In full step, stepping motor armature has a position of  $45^\circ, 135^\circ, 225^\circ, 315^\circ$ . In full step, the armature gets an addition of 4 angles  $0^\circ, 90^\circ, 180^\circ, 270^\circ$   
∴ total of 8 angles  $0^\circ, 45^\circ, 90^\circ, 135^\circ, 180^\circ, 225^\circ, 270^\circ, 315^\circ$ ,  
and returning to  $360^\circ \approx 0^\circ$
- iii) The 8 step rotation can be shown below:





for half step the input sequences on switches shall be

Step	SW4	SW2	SW3	SW4	O = OFF 1 = ON
1	0	0	0	0	
2	1	0	0	0	
3	1	1	0	0	SW1
4	0	1	1	0	
5	0	0	1	0	SW4 → SW2
6	0	0	0	1	
7	0	0	0	1	SW3
8	1	0	0	1	

and the repeat goes on

Above shown is the procedure of half-step operation with stepper motor. I have drawn the system based on clockwise rotation, with drawing & interfacing connected with UP & DOWN.

3) ii) An assembly language to rotate stepper motor one full rotation  
half step mode :

PORT EQU 40H ; Stepper motor ctrl port

STEP SEQ 09H, 08H, 0CH, 04H, 06H; 02H, 03H, 01H

AGAIN: MOV SI, OFFSET STEPSEQ ; pointer for STEPSEQ table  
MOV DX, PORT

STEP-LOOP:

MOV AL, [SI] ; Get step pattern

OUT DX, AL ; Opt to motor

CALL DELAY

INC SI ; Move to next step

CMP SI, OFFSET STEPSEQ +8 ; End of sequence?

JB STEP-LOOP ; If no, repeat

LOOP AGAIN : Repeat full rotation

RET

ROTATE ENDP

DELAY PROC NEAR

Mov BX, OFFFFH

ROTATE PROC NEAR

Mov CX, 64

WAIT: DEC BX

JNZ WAIT

RET

DELAY ENDP

for 8 steps in a half step motor, sequence shall be,

Step	SW3	SW2	SW1	SW0	Hex	
1	1	0	0	1	09 H	(A)
2	1	0	0	0	08 H	SW0
3	1	1	0	0	0C H	{
4	0	1	0	0	04 H	SW3 - SW1 ④
5	0	1	1	0	06 H	{
6	0	0	1	0	02 H	SW2 ③
7	0	0	1	1	03 H	
8	0	0	0	1	01 H	

sequence is in anti-clockwise rotation