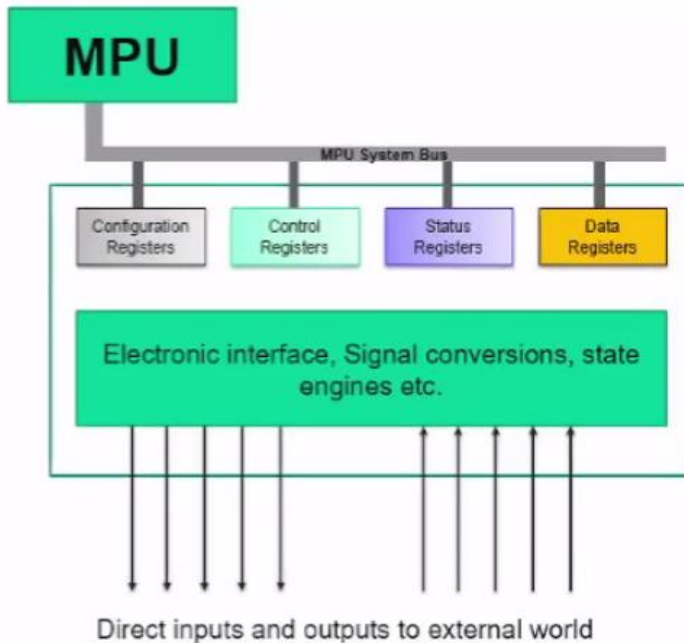
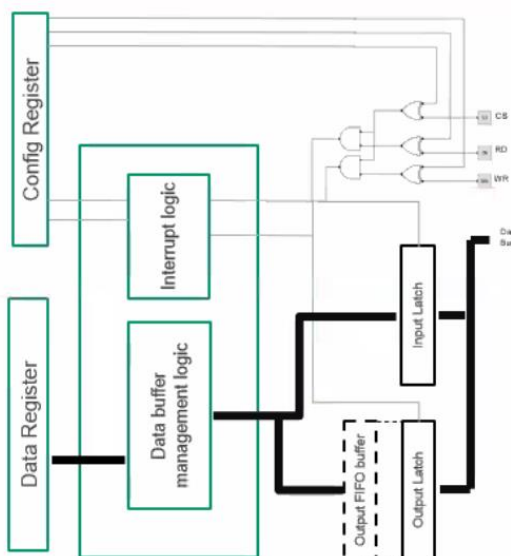


Peripheral interfaces: The general structure



- A peripheral module in general communicate with the MPU via a set of registers
 - These registers are mapped onto specific IO port addresses of the MPU bus
- Four main types of registers
 - Configuration registers
 - Typically used to provide initial configuration of the peripheral interface
 - Control (Command) registers
 - Used to send instruction on specific tasks and initiate functional operations
 - Status registers
 - Read operational status of the peripheral device including any error conditions
 - Data registers
 - Used to transfer data between the MPU and peripheral device

Parallel Slave Port

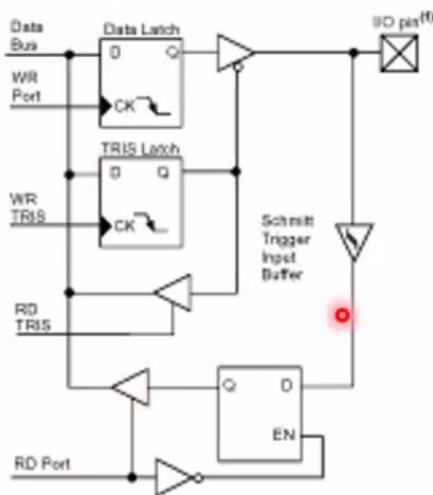


- Used to interface with a microprocessor / system bus of an external device
- Compatible with control and data protocols of the external bus
- Configuration register provides initial setup such as enabling interrupts, polarity selection of the data latch, etc.
- Data output is through the write buffer register (which is usually a FIFO buffer), while read register provides the data input path
- Status register shows the condition of the read and write buffers

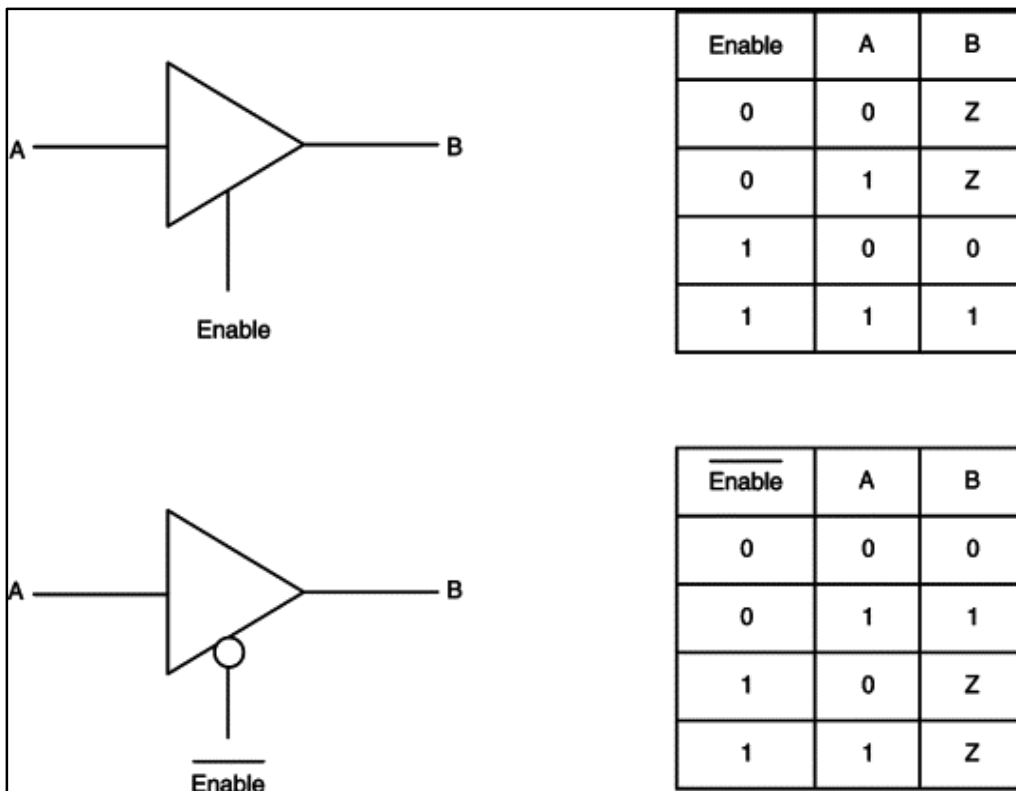
Bit Addressable Digital IO Ports

- *Bit addressable IO ports provide direct access to individual pins of the microcontroller via their respective control / data registers*
- *At hardware level these pins can provide different functions and capabilities, often controlled by the configuration register*
 - *Simple digital input / output with data latching*
 - *Combined analog / digital IO*
 - *Additional physical layer properties such as*
 - *Resister Pull-up / Pull-down*
 - *Open collector (drain) with tri-state outputs*
 - *Schematic trigger (hysteresis) inputs*

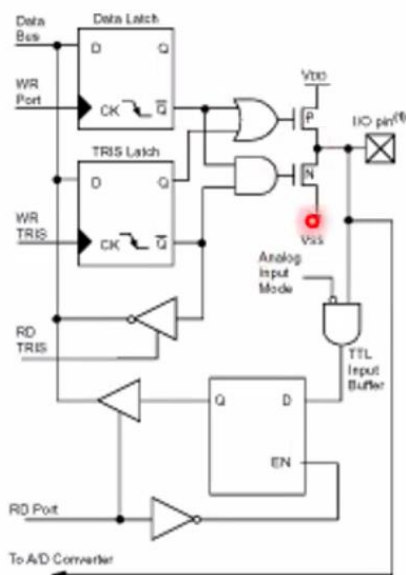
Bit Addressable Digital IO Ports



- *Simple Bit-addressable digital IO port in PIC16XXX series*
- *Configured via TRIS register that determine whether the individual bit act as an Input pin or as a latched output pin*
 - *Input pin when TRIS is true*
- *Has Schmitt trigger buffers that implement a hysteresis band to support noisy inputs*
- *Input can be latched or in transparent mode via an external **RDPort** signal*
- *The same configuration is repeated for all 8 bits in the IO port (PORTD)*

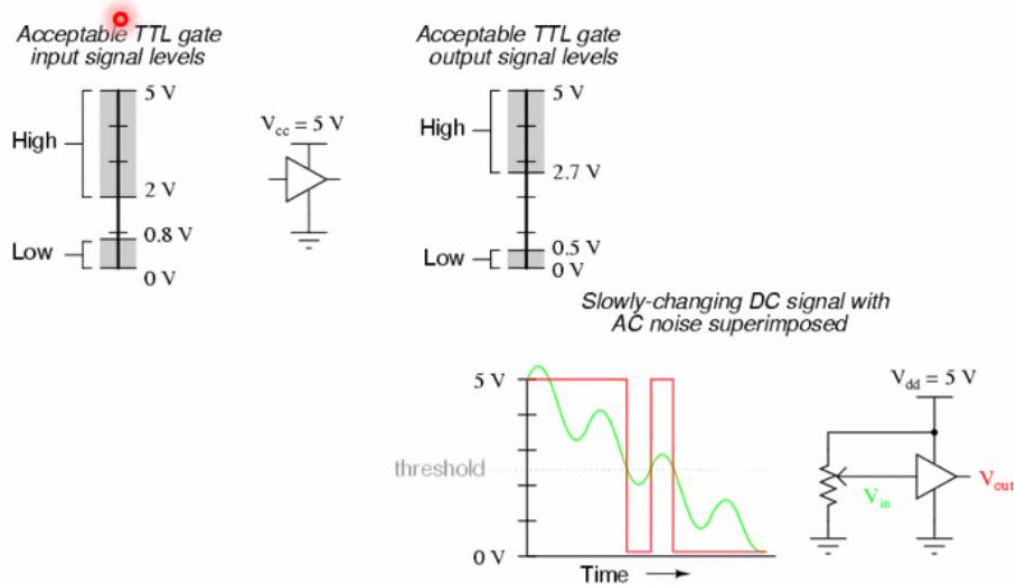


Bit Addressable Digital IO Ports

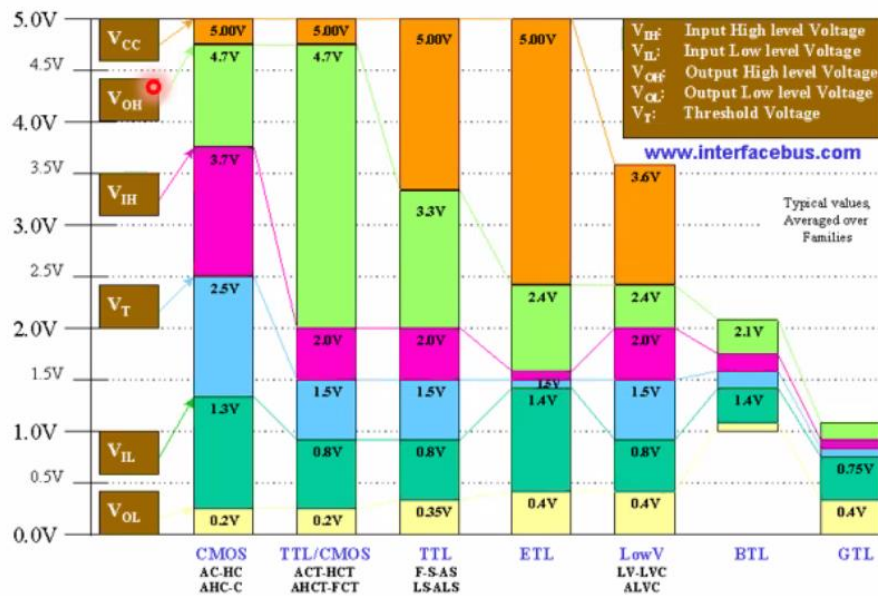


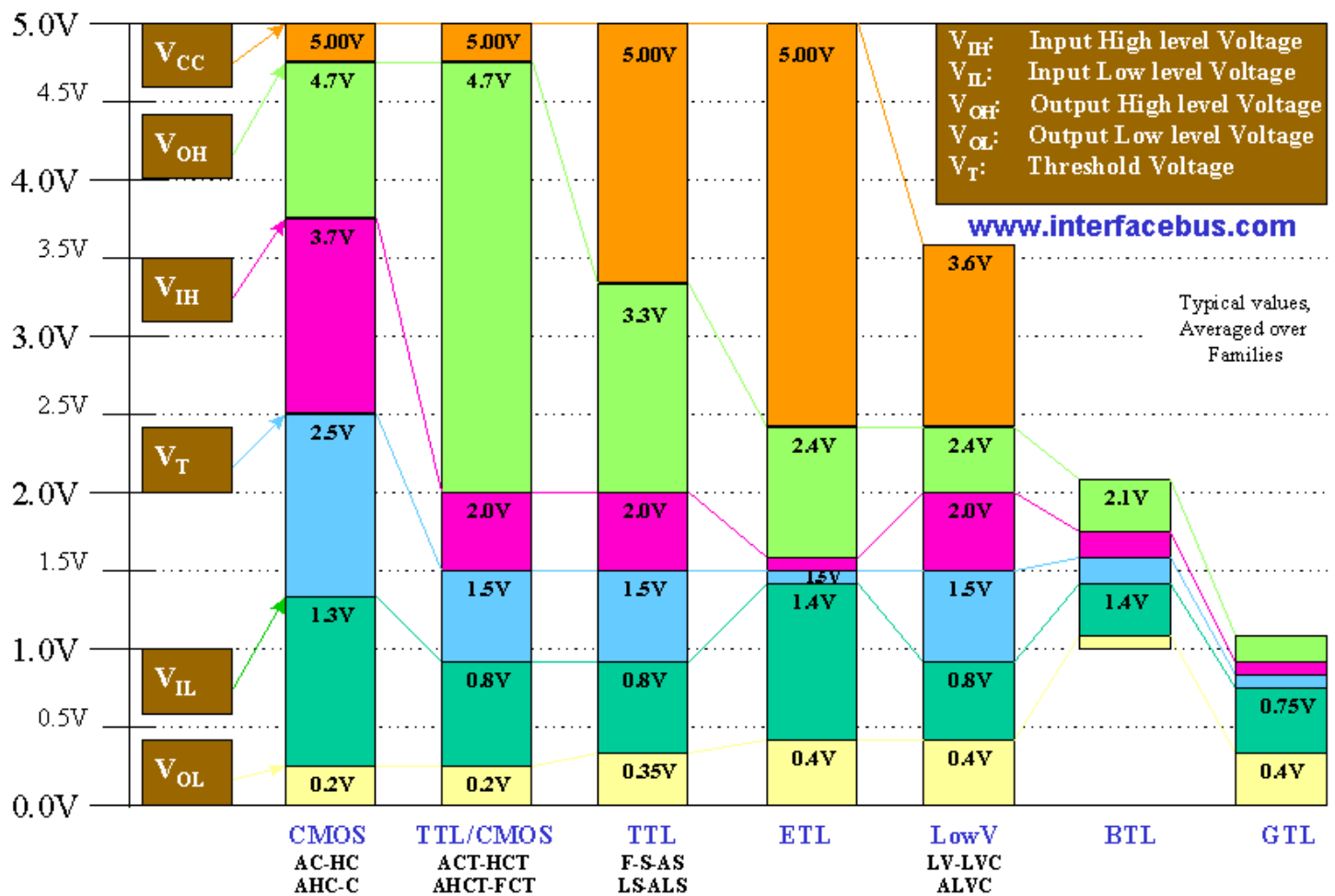
- Digital bit addressable port with high-current capability and analog input support (PORTA in PIC16XXX)
- Configured via two registers
 - TRIS for direction control
 - Analog Input Mode – enable analog input
- Two MOSFET at the output stage allow high current driving and sinking
- Selecting Analog input mode disable digital reading
 - Pin must be in input mode to support analog input mode
 - Separate AtoD converter (not shown in the schematic) is required

Digital IO – Practical voltage levels

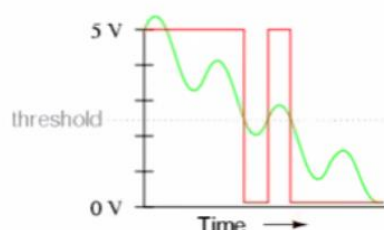
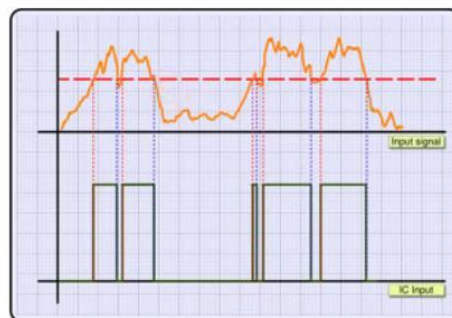


Logic Levels – Different families





Schmitt Trigger Inputs

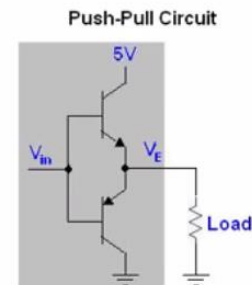
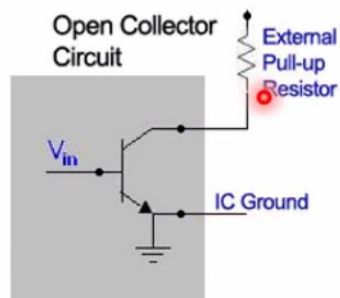


- *Use of single threshold is problematic*
 - Threshold may not be consistent
 - Signal may cross threshold due to noise
- **Solution:** Use different thresholds for Low → High and High → Low transitions

Gates with Schmitt Trigger Inputs

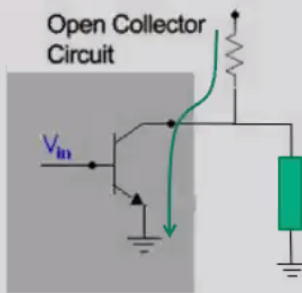


Digital IO – Push-Pull Vs Open outputs

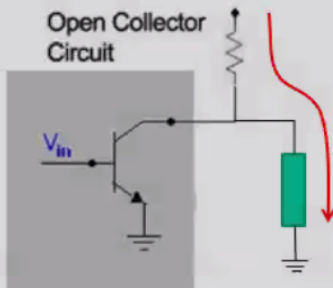


- An open (collector / drain) configuration provides active driving only on one logic state
- External pull-up resistors are needed to drive the load when the device output is on “Open” state
 - Loading on the resistor must be carefully considered to ensure correct logic state at the output

Digital IO – Push-Pull Vs Open outputs

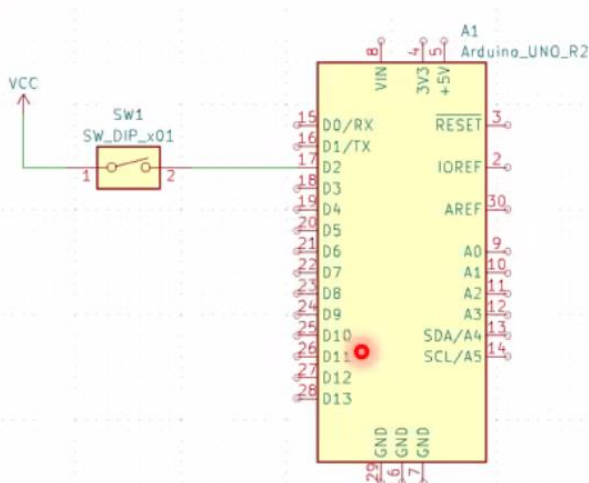


When the output is at Logic –Low state the load voltage is clamped at V_{ce} of the output transistor. The external pull-up resistor act as a current limiter



When the output is at Logic–High state current flows through the load. Output voltage is determined by potential division between the load and the external pull-up resistor. Care must be taken to maintain output voltage at logic high level.

Reading one bit input



- How would you expect the output to be?
- Does it behaves as expected?

```
sketch_apr21a | Arduino IDE 2.1.0
File Edit Sketch Tools Help
Arduino Uno
sketch_apr21a.ino
1 void setup() {
2   pinMode(2, INPUT);
3   pinMode(13, OUTPUT); // Internal LED pin
4 }
5
6 void loop() {
7   int pin = digitalRead(2);
8   if (pin==1)
9     digitalWrite(13, HIGH);
10  else
11    digitalWrite(13, LOW);
12  delay(1000);
13 }
14
```