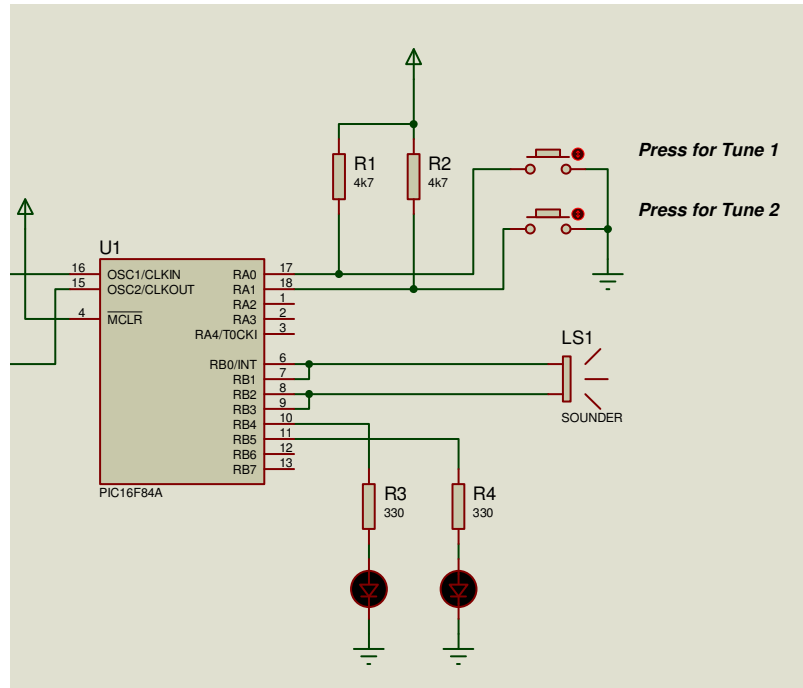


Nom i Cognoms: _____ **Una possible solució** _____

1) (3p.) Un dels circuits d'exemple del proteus presenta la següent connexió d'un altaveu als pins de sortida d'un micro.



a) Quina és la finalitat de les resistències R1 i R2?

Posen un '1' feble als pins RA0 i RA1 en l'estat de repòs dels polsadors

b) Quin avantatge té que cada born de l'altaveu estigui connectat a 2 pins del micro?

Duplica el corrent que podem lliurar a l'altaveu. Si cada pin pot donar/xuclar 25mA., amb aquesta configuració podem donar/xuclar a l'altaveu fins a 50mA.

c) Quin avantatge té que un dels borns de l'altaveu estigui connectat a RB2-RB3 en comptes d'estar connectat a massa? (NOTA: per a fer sonar l'altaveu, el senyal als pins RB2-RB3 és el negat del senyal als pins RB0-RB1)

Duplica la tensió que podem donar en borns de l'altaveu.

Si el càtode de l'altaveu estigués connectat a massa, la diferència de potencial en borns oscil·laria entre 0 i Vdd. A l'estar connectat a RB2:3, la diferència de potencial oscil·la entre Vdd i -Vdd.

Amb aquests dos trucs, multipliquem per 4 la potència que enviem a l'altaveu.

2) (1p.) Calculeu el fan-out estàtic d'un pin de E/S standar del 18F4550.

Absolute Maximum Ratings^(†)

| | |
|--|-----------------------|
| Ambient temperature under bias..... | -40°C to +85°C |
| Storage temperature | -65°C to +150°C |
| Voltage on any pin with respect to VSS (except VDD and MCLR) (Note 3) | -0.3V to (VDD + 0.3V) |
| Voltage on VDD with respect to VSS | -0.3V to +7.5V |
| Voltage on MCLR with respect to VSS (Note 2) | 0V to +13.25V |
| Total power dissipation (Note 1) | 1.0W |
| Maximum current out of VSS pin | 300 mA |
| Maximum current into VDD pin | 250 mA |
| Input clamp current, I _{IK} (V _I < 0 or V _I > VDD) | ±20 mA |
| Output clamp current, I _{OK} (V _O < 0 or V _O > VDD) | ±20 mA |
| Maximum output current sunk by any I/O pin..... | 25 mA |
| Maximum output current sourced by any I/O pin | 25 mA |
| Maximum current sunk by all ports | 200 mA |
| Maximum current sourced by all ports | 200 mA |

| DC CHARACTERISTICS | | | Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial | | | |
|--|-----------------------------------|---|--|---|----------------------------|--|
| Param No. | Symbol | Characteristic | Min | Max | Units | Conditions |
| D030 D030A D031 D032 D032A D033 | V _{IL} | Input Low Voltage I/O Ports (except RC4/RC5 in USB mode): with TTL Buffer with Schmitt Trigger Buffer RB0 and RB1 MCLR OSC1 and T1OSI OSC1 | VSS — VSS VSS VSS VSS | 0.15 VDD 0.8 0.2 VDD 0.3 VDD 0.2 VDD 0.3 VDD | V V V V V V | VDD < 4.5V 4.5V ≤ VDD ≤ 5.5V When in I ² C™ mode XT, HS, HSPLL modes ^(†) EC mode ^(†) |
| D040 D040A D041 D042 D042A D043 | V _{IH} | Input High Voltage I/O Ports (except RC4/RC5 in USB mode): with TTL Buffer with Schmitt Trigger Buffer RB0 and RB1 MCLR OSC1 and T1OSI OSC1 | 0.25 VDD + 0.8V 2.0 0.8 VDD 0.7 VDD 0.8 VDD 0.7 VDD | VDD VDD VDD VDD VDD VDD | V V V V V V | VDD < 4.5V 4.5V ≤ VDD ≤ 5.5V When in I ² C mode XT, HS, HSPLL modes ^(†) EC mode ^(†) |
| D060 D061 D063 | I _{IL} | Input Leakage Current⁽²⁾ I/O Ports, except D+ and D- MCLR OSC1 | — — — | ±200 ±1 ±1 | nA μA μA | VSS ≤ VPIN ≤ VDD, Pin at high-impedance VSS ≤ VPIN ≤ VDD VSS ≤ VPIN ≤ VDD |
| D070 D071 | I _{PU} IPURB IPURD | Weak Pull-up Current PORTB Weak Pull-up Current PORTD Weak Pull-up Current | 50 50 | 400 400 | μA μA | VDD = 5V, VPIN = VSS VDD = 5V, VPIN = VSS |

Cada pin pot donar fins a ±25mA. Cada entrada xucla fins a ±200nA.
Fan_Out = 25mA/ 200nA = 125000

Nom i Cognoms: _____ **Una possible solució** _____

3) (1.5p.) Com queden els registres de la taula després d'executar el següent codi? Justifica la resposta.

| | | | | | | |
|-----------------|--------------|---------------|------|---------|-------------|-------------|
| <i>movlb</i> | <i>l</i> | <i>bsr=1</i> | Bank | Address | Valor previ | Valor final |
| <i>movf</i> | <i>0,0,0</i> | <i>wreg=1</i> | 0 | 0 | 1 | 4 |
| <i>movwf</i> | <i>1,1</i> | <i>l:l=1</i> | 0 | 1 | 2 | 2 |
| <i>movf</i> | <i>0,0,1</i> | <i>wreg=4</i> | 0 | 2 | 3 | 3 |
| <i>movwf</i> | <i>0,0</i> | <i>0:0=4</i> | 1 | 0 | 4 | 1 |
| <i>movf</i> | <i>1,0,1</i> | <i>wreg=1</i> | 1 | 1 | 5 | 1 |
| <i>movwf</i> | <i>0,1</i> | <i>0:1=1</i> | 1 | 2 | 6 | 6 |
| (registre:bank) | | | | | | |

4) (1.5p.) Donat el següent fragment de codi:

```

...
clrf      PORTA,0
clrf      TRISA,0
setf      PORTA,0
movlw     08
movwf     00,0
loop: decfsz 00,1,0
bra       loop
clrf      PORTA,0
...

```

Quant de temps han estat els bits del PORTA a '1' si l'oscil·lador del micro és de 10MHz? Exposa els càlculs.

Es posa a 1 a l'executar:

```

setf      PORTA,0
movlw     08          // 1 cycle
movwf     00,0        // 1 cycle

loop: decfsz 00,1,0    // 7 vegades 3 cicles: (1 dec
bra       loop        // + 2 bra)=21 cicles

decfsz     00,1,0      // 1 vegada 2 cicles: 1 dec +
bra       loop        // 1 skip del bra = 2 cicles
clrf      PORTA,0      // 1 cycle i es posa a 0 !

```

Total 26 cicles d'instrucció. Temps de cycle = $4 * T_{osc} = 4 * 100ns = 400ns$

Temps total amb el PORTA a '1' = $26 * 400ns = 10,4 \mu s$ (microsegons)

5) (1 p.) perquè hi ha instruccions com el *decfsz* que poden trigar un cycle, dos o tres? Posa algun exemple.

(1) Si després de decrementar no es fa *skip*, dura un cycle. Si al decrementar el resultat és 0 i cal fer *skip*, hi ha dues opcions: (2) la segueix una instrucció *single word* (per ex. *movlw*) que provoca 1 fetch invàlid i per tant necessitem dos cicles en total o (3) la segueix una instrucció *double word* (no de dos cicles d'execució com el *bra*, sino de dos paraules a memòria com el *goto*, *movff*, etc.) que produeix dos fetch invàlids i per tant necessitem tres cicles en total.

TABLE 26-2: PIC18FXXXX INSTRUCTION SET

| Mnemonic, Operands | Description | Cycles | 16-Bit Instruction Word | | | | Status Affected | Notes | |
|--------------------------|---------------------------------|---|-------------------------|------|------|------|--------------------|-----------------------------------|------------|
| | | | MSb | | LSb | | | | |
| BYTE-ORIENTED OPERATIONS | | | | | | | | | |
| ADDWF | f, d, a | Add WREG and f | 1 | 0010 | 01da | ffff | ffff | C, DC, Z, OV, N | 1, 2 |
| ADDWFC | f, d, a | Add WREG and Carry bit to f | 1 | 0010 | 00da | ffff | ffff | C, DC, Z, OV, N | 1, 2 |
| ANDWF | f, d, a | AND WREG with f | 1 | 0001 | 01da | ffff | ffff | Z, N | 1, 2 |
| CLRF | f, a | Clear f | 1 | 0110 | 101a | ffff | ffff | Z | 2 |
| COMF | f, d, a | Complement f | 1 | 0001 | 11da | ffff | ffff | Z, N | 1, 2 |
| CPFSEQ | f, a | Compare f with WREG, Skip = | 1 (2 or 3) | 0110 | 001a | ffff | ffff | None | 4 |
| CPFSGT | f, a | Compare f with WREG, Skip > | 1 (2 or 3) | 0110 | 010a | ffff | ffff | None | 4 |
| CPFSLT | f, a | Compare f with WREG, Skip < | 1 (2 or 3) | 0110 | 000a | ffff | ffff | None | 1, 2 |
| DECf | f, d, a | Decrement f | 1 | 0000 | 01da | ffff | ffff | C, DC, Z, OV, N | 1, 2, 3, 4 |
| DECFSZ | f, d, a | Decrement f, Skip if 0 | 1 (2 or 3) | 0010 | 11da | ffff | ffff | None | 1, 2, 3, 4 |
| DCFSNZ | f, d, a | Decrement f, Skip if Not 0 | 1 (2 or 3) | 0100 | 11da | ffff | ffff | None | 1, 2 |
| INCF | f, d, a | Increment f | 1 | 0010 | 10da | ffff | ffff | C, DC, Z, OV, N | 1, 2, 3, 4 |
| INCFSZ | f, d, a | Increment f, Skip if 0 | 1 (2 or 3) | 0011 | 11da | ffff | ffff | None | 4 |
| INFSNZ | f, d, a | Increment f, Skip if Not 0 | 1 (2 or 3) | 0100 | 10da | ffff | ffff | None | 1, 2 |
| IORWF | f, d, a | Inclusive OR WREG with f | 1 | 0001 | 00da | ffff | ffff | Z, N | 1, 2 |
| MOVF | f, d, a | Move f | 1 | 0101 | 00da | ffff | ffff | Z, N | 1 |
| MOVFF | f _s , f _d | Move f _s (source) to f _d (destination) 2nd word | 2 | 1100 | ffff | ffff | ffff | None | |
| | | | | 1111 | ffff | ffff | ffff | | |
| MOVWF | f, a | Move WREG to f | 1 | 0110 | 111a | ffff | ffff | None | |
| MULWF | f, a | Multiply WREG with f | 1 | 0000 | 001a | ffff | ffff | None | 1, 2 |
| NEGF | f, a | Negate f | 1 | 0110 | 110a | ffff | ffff | C, DC, Z, OV, N | |
| RLCF | f, d, a | Rotate Left f through Carry | 1 | 0011 | 01da | ffff | ffff | C, Z, N | 1, 2 |
| RLNCF | f, d, a | Rotate Left f (No Carry) | 1 | 0100 | 01da | ffff | ffff | Z, N | |
| RRCF | f, d, a | Rotate Right f through Carry | 1 | 0011 | 00da | ffff | ffff | C, Z, N | |
| RRNCF | f, d, a | Rotate Right f (No Carry) | 1 | 0100 | 00da | ffff | ffff | Z, N | |
| SETF | f, a | Set f | 1 | 0110 | 100a | ffff | ffff | None | 1, 2 |
| SUBFWB | f, d, a | Subtract f from WREG with Borrow | 1 | 0101 | 01da | ffff | ffff | C, DC, Z, OV, N | |
| SUBWF | f, d, a | Subtract WREG from f | 1 | 0101 | 11da | ffff | ffff | C, DC, Z, OV, N | 1, 2 |
| SUBWFB | f, d, a | Subtract WREG from f with Borrow | 1 | 0101 | 10da | ffff | ffff | C, DC, Z, OV, N | |
| LITERAL OPERATIONS | | | | | | | | | |
| ADDLW | k | Add Literal and WREG | 1 | 0000 | 1111 | kkkk | kkkk | C, DC, Z, OV, N | |
| ANDLW | k | AND Literal with WREG | 1 | 0000 | 1011 | kkkk | kkkk | Z, N | |
| IORLW | k | Inclusive OR Literal with WREG | 1 | 0000 | 1001 | kkkk | kkkk | Z, N | |
| LFSR | f, k | Move Literal (12-bit) 2nd word to FSR(f) 1st word | 2 | 1110 | 1110 | 00ff | kkkk | None | |
| | | | | 1111 | 0000 | kkkk | kkkk | | |
| MOVLB | k | Move Literal to BSR<3:0> | 1 | 0000 | 0001 | 0000 | kkkk | None | |
| MOVLW | k | Move Literal to WREG | 1 | 0000 | 1110 | kkkk | kkkk | None | |
| MULLW | k | Multiply Literal with WREG | 1 | 0000 | 1101 | kkkk | kkkk | None | |
| RETLW | k | Return with Literal in WREG | 2 | 0000 | 1100 | kkkk | kkkk | None | |
| SUBLW | k | Subtract WREG from Literal | 1 | 0000 | 1000 | kkkk | kkkk | C, DC, Z, OV, N | |
| XORLW | k | Exclusive OR Literal with WREG | 1 | 0000 | 1010 | kkkk | kkkk | Z, N | |
| CONTROL OPERATIONS | | | | | | | | | |
| BC | n | Branch if Carry | 1 (2) | 1110 | 0010 | nnnn | nnnn | None | |
| BN | n | Branch if Negative | 1 (2) | 1110 | 0110 | nnnn | nnnn | None | |
| BNC | n | Branch if Not Carry | 1 (2) | 1110 | 0011 | nnnn | nnnn | None | |
| BNN | n | Branch if Not Negative | 1 (2) | 1110 | 0111 | nnnn | nnnn | None | |
| BN OV | n | Branch if Not Overflow | 1 (2) | 1110 | 0101 | nnnn | nnnn | None | |
| BNZ | n | Branch if Not Zero | 1 (2) | 1110 | 0001 | nnnn | nnnn | None | |
| BOV | n | Branch if Overflow | 1 (2) | 1110 | 0100 | nnnn | nnnn | None | |
| BRA | n | Branch Unconditionally | 2 | 1101 | 0nnn | nnnn | nnnn | None | |
| BZ | n | Branch if Zero | 1 (2) | 1110 | 0000 | nnnn | nnnn | None | |
| CALL | n, s | Call Subroutine 1st word | 2 | 1110 | 110s | kkkk | kkkk | None | |
| | | 2nd word | | 1111 | kkkk | kkkk | kkkk | | |
| CLRWDT | — | Clear Watchdog Timer | 1 | 0000 | 0000 | 0000 | 0100 | \overline{TO} , \overline{PD} | |
| DAW | — | Decimal Adjust WREG | 1 | 0000 | 0000 | 0000 | 0111 | C | |
| GOTO | n | Go to Address 1st word | 2 | 1110 | 1111 | kkkk | kkkk | None | |
| | | 2nd word | | 1111 | kkkk | kkkk | kkkk | | |
| NOP | — | No Operation | 1 | 0000 | 0000 | 0000 | 0000 | None | |
| NOP | — | No Operation | 1 | 1111 | xxxx | xxxx | xxxx | None | 4 |
| POP | — | Pop Top of Return Stack (TOS) | 1 | 0000 | 0000 | 0000 | 0110 | None | |
| PUSH | — | Push Top of Return Stack (TOS) | 1 | 0000 | 0000 | 0000 | 0101 | None | |
| RCALL | n | Relative Call | 2 | 1101 | 1nnn | nnnn | nnnn | None | |
| RESET | — | Software Device Reset | 1 | 0000 | 0000 | 1111 | 1111 | All | |
| RETFIE | s | Return from Interrupt Enable | 2 | 0000 | 0000 | 0001 | 000s | GIE/GIEH, PEIE/GIEL | |
| RETLW | k | Return with Literal in WREG | 2 | 0000 | 1100 | kkkk | kkkk | None | |
| RETURN | s | Return from Subroutine | 2 | 0000 | 0000 | 0001 | 001s | None | |
| SLEEP | — | Go into Standby mode | 1 | 0000 | 0000 | 0000 | 0011 | \overline{TO} , \overline{PD} | |

d = 0 for result destination to be WREG register

d = 1 for result destination to be file register (f)

a = 0 to force Access Bank

a = 1 for BSR to select bank

f = 8-bit file register address