

# ELEC1601

## Introduction to Computer Systems

### Week 2. Loops, Polling, Interrupts and Introduction to binary

## Outline:

- **Lab review**
- **Polling vs interrupts**
- **Introduction to binary**

# Polling

- **Continual checking of a status of a device.**
- **In the labs we are polling the status of a PIN**
- **Requires a loop.**

# Polling

- **How do we choose a delay?**
- **What happens if we choose a quick delay?**
- **What happens if we choose a long delay?**

# Polling – Example. Light = button

```
// C++ code
//
int past;

void setup()
{
    pinMode(13, OUTPUT);
    pinMode(2, INPUT);

    Serial.begin(9600);
}

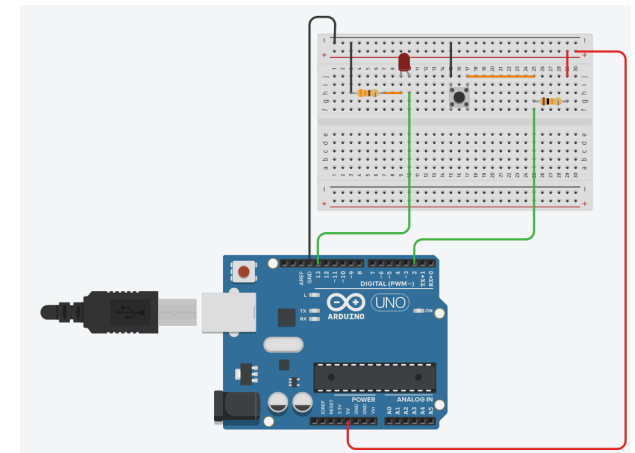
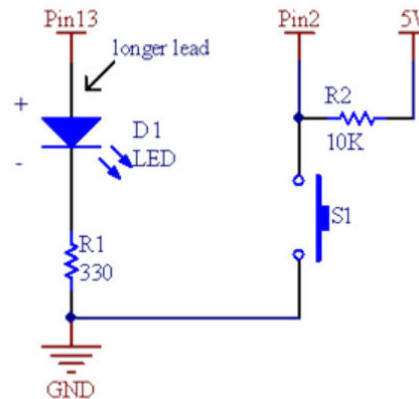
//v1
void loop()
{
    int button = digitalRead(2);
    digitalWrite(13, button);
    delay(200); // Pause

    /*
    if (button == HIGH)
    {
        Serial.println("Button is 0");
    }
    else
    {
        Serial.println("Button is 1");
    }

    if (button != past)
        Serial.println("changed");
    else
        Serial.println("not changed");

    past = button;
    */
}
```

- What happens if we choose a quick delay?
- What happens if we choose a long delay?



# Polling – Example. Light change = full button press

```
// C++ code
//

boolean light_on;
boolean prev_button;

void setup()
{
  pinMode(13, OUTPUT);
  pinMode(2, INPUT);
  prev_button = false;
  light_on = false;
  Serial.begin(9600);
}

//v1
void loop()
{
  Serial.println("Polling Loop started");
  int button = digitalRead(2);

  if (button != prev_button)
  {
    Serial.println("Button changed (pushed down)");
    prev_button = button;
    if (button == HIGH) {
      Serial.println("Button press finished. Toggle light");
      light_on = !light_on; //toggle light_on variable
      digitalWrite(13, light_on);
    }
  }

  // Pause for 1 second
  delay(2000);
}
```

- What happens if we choose a quick delay?
- What happens if we choose a long delay?
- In hardware no delay can lead to an error.
  - How?

# Interrupt

- **Hardware mechanism notifying CPU it needs attention.**
- **Serviced by an Interrupt Service Routine**

# Interrupts – Light = button

```
// C++ code
//

void setup()
{
    pinMode(10, OUTPUT);
    pinMode(2, INPUT);

    Serial.begin(9600);
    attachInterrupt(0, changeLED, CHANGE);
}

//v2

void changeLED()
{
    int button = digitalRead(2);
    if (button == LOW)
    {
        Serial.println("Button is 0");
        digitalWrite(10, false);
    }
    else
    {
        Serial.println("Button is 1");
        digitalWrite(10, true);
    }
}

void loop()
{
    Serial.println("Loop started");
    // Pause for 1 second
    delay(2000);
}
```

– How quick is the response time?



# Interrupt – Example. Light change = full button press

```
// C++ code
//

//v3
boolean interruptFired;
boolean light_on;
byte interrupt_count;
void setup()
{
    Serial.begin(9600);
    attachInterrupt(0, changeLED, CHANGE);
    pinMode(10, OUTPUT);
    pinMode(2, INPUT);
    light_on = 0;
}

void changeLED()
{
    light_on = !(light_on);
    Serial.println("Button Pressed");
    Serial.println(light_on);
    digitalWrite(10, light_on);
}

void loop()
{
    Serial.println("Loop started");
    // Pause for 1 second
    delay(2000);
}
```

## – What goes wrong

# Interrupt

- **Hardware mechanism notifying CPU it needs attention.**
- **Serviced by an Interrupt Service Routine**
- **What happens if you issue an interrupt while you have an interrupt?**

# Interrupt

- **Hardware mechanism notifying CPU it needs attention.**
- **Serviced by an Interrupt Service Routine**
- **What happens if you issue an interrupt while you have an interrupt**
  - [33023ABook \(microchip.com\)](http://33023ABook.microchip.com)
  - How can you minimise the odds of this occurring?

# Interrupt – Short ISR. Light change = full button press

- Is this just polling?
- Can interrupts be missed?

```
// C++ code
//

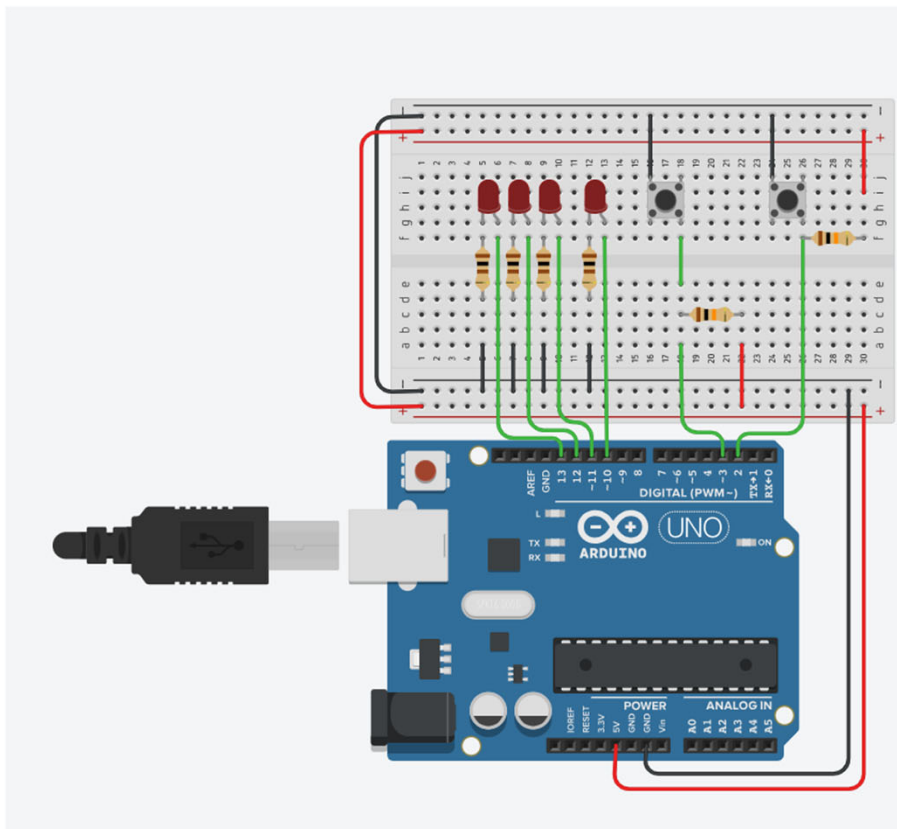
//v3
boolean interruptFired;
boolean light_on;
byte interrupt_count;
void setup()
{
    Serial.begin(9600);
    attachInterrupt(0, interruptServiceRoutine, FALLING);
    pinMode(10, OUTPUT);
    pinMode(2, INPUT);
    interruptFired = false;
    interrupt_count = 0;
}

//v3
void loop()
{
    delay(2000);

    if (interruptFired)
    {
        interruptFired = false;
        Serial.println("Interrupt fired in the last 2000ms.");
        if (light_on == false) {
            light_on = true;
        }
        else {
            light_on = false;
        }
        digitalWrite(10, light_on);
        Serial.print("Current Interrupts:");
        Serial.println(interrupt_count);
    }
}

void interruptServiceRoutine()
{
    interruptFired = true;
    interrupt_count++;
}
```

# Lab 1 Part 4



```

1 // C++ code
2 //
3
4 //v3
5 boolean interruptFired;
6 boolean resetInterruptFired;
7 boolean light_on;
8 const byte interruptPin2 = 2;
9 const byte interruptPin3 = 3;
10 int counter;
11
12 void setup()
13 {
14   Serial.begin(9600);
15   pinMode(interruptPin2, INPUT);
16   attachInterrupt(digitalPinToInterrupt(interruptPin2), ISR1, FALLING);
17   pinMode(interruptPin3, INPUT);
18   attachInterrupt(digitalPinToInterrupt(interruptPin3), ISR2, FALLING);
19
20   pinMode(10, OUTPUT);
21   pinMode(11, OUTPUT);
22   pinMode(12, OUTPUT);
23   pinMode(13, OUTPUT);
24   interruptFired = false;
25   counter=0;
26   light_on = 0;
27 }
28
29 //v3
30 void loop()
31 {
32   delay(1000);
33   if (interruptFired)
34   {
35     interruptFired = false;
36     counter++;
37     Serial.print("Current Count ");
38     Serial.print(counter);
39     Serial.println("");
40   }
41   if (resetInterruptFired)
42   {
43     resetInterruptFired = false;
44     counter=0;
45   }
46 }

```

```

1 if (counter>4)
2 {
3   light_on = !light_on;
4   digitalWrite(10, light_on);
5   digitalWrite(11, light_on);
6   digitalWrite(12, light_on);
7   digitalWrite(13, light_on);
8 }
9 else
10 {
11   digitalWrite(10, (counter>0));
12   digitalWrite(11, (counter>1));
13   digitalWrite(12, (counter>2));
14   digitalWrite(13, (counter>3));
15 }

```

# Introduction to binary

**How do we count natural numbers  $\mathbb{N}$  in radix-10(or base 10)?**

## How do we interpret numbers in radix-10(or base 10)?

- Consider the number  $429_{10}$
- How do we break it down?



**How do we count natural numbers  $\mathbb{N}$  in radix-2(binary)?**

## How do we interpret numbers in radix-2(binary)?

- Consider the number  $111010_2$  mean
- How do we break it down?

**How do we add natural numbers  $\mathbb{N}$  in radix-10 (or base 10)?**

**How do we add natural numbers  $\mathbb{N}$  in radix-2(binary)?**

## What is Two's complement

- **Same as unsigned binary**
- **Most significant digit has a negative weight**

**What happens if we add two's complement numbers?**

## Two's complement – the quick conversion trick

- **Same as unsigned binary**
- **Most significant digit has a negative weight**

## Two's complement

- Consider the two's complement number  $111010_2$
- How do we break it down?



## Two's complement – example addition

– Compute  $28 + (-26)$  in two's complement

# Two's complement – example subtraction

– Compute 29-23 in two's complement

**How do we represent numbers between 1 and 0 in binary?**

**How do we represent numbers between 1 and 0 in binary?**