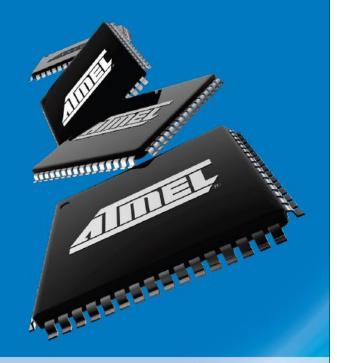


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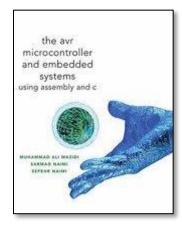
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READING



The AVR Microcontroller and Embedded Systems using Assembly and C)

by Muhammad Ali Mazidi, Sarmad Naimi, and Sepehr Naimi

Chapter 4: AVR I/O Port Programming

Section 4.1: I/O Port Programming in AVR

Section 4.2: I/O Bit Manipulation Programming

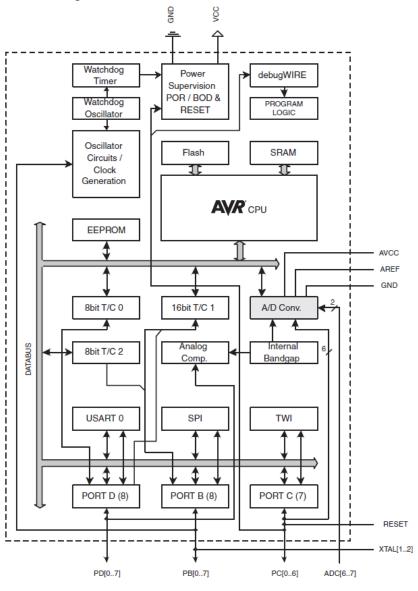
SOURCE MATERIAL

- 1. ATmega328P Datasheet Section 13 "I/O-Ports" http://www.atmel.com/dyn/resources/prod-documents/doc8161.pdf
- 2. Arduino Port Registers
- 3. arduino-duemilanove-schematic
- 4. arduino-proto-shield

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Figure 2-1. Block Diagram

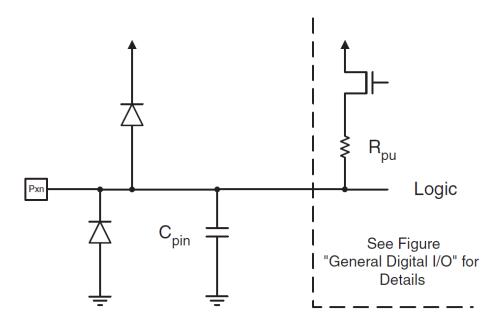


Source: ATmega328P Data Sheet http://www.atmel.com/dyn/resources/prod_documents/8161S.pdf page 5

ATMEGA GENERAL PURPOSE DIGITAL I/O PORTS

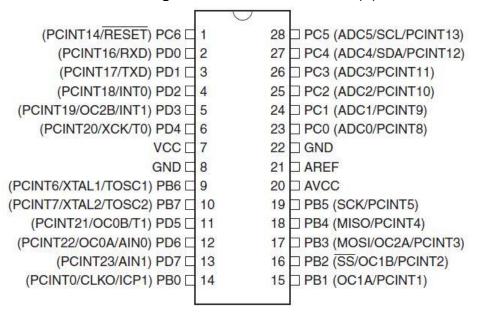
Reading: Section 4.1 I/O port pins and their functions

- The ATmega328P has 23 General Purpose Digital I/O Pins assigned to 3 GPIO Ports (8-bit Ports
 B, D and 7-bit Port C)
- Each I/O port pin may be configured as an output with symmetrical drive characteristics. Each pin driver is strong enough (20 mA) to drive LED displays directly.
- Each I/O port pin may be configured as an input with or without a pull-up resistors. The values
 for the pull up resistors can range from 20 50 K ohms.
- Each I/O pin has clamping diodes to protect input circuit from undervoltage/overvoltage and ESD conditions.



DUAL ROLE OF PORTS B, C AND D OF THE ATMEGA328P

Reading: Replaces each 4.1 Section starting with "Dual role of Port(s)..."



I/O Ports B (PB7:0), Port C (PC5:0), and Port D (PD7:0)

Ports B, C, and D are bi-directional I/O ports with internal pull-up resistors (selected for each bit). The Port output buffers have symmetrical drive characteristics with both high sink and source capability.

Interrupts (INT1, INT0, PCINT23..0)

External Interrupts are triggered by the INT0 and INT1 pins or any of the PCINT23..0 pins. Observe that, if enabled, the interrupts will trigger even if the INT0 and INT1 or PCINT23..0 pins are configured as outputs. This feature provides a way of generating a software interrupt.

AVCC

AVCC is the supply voltage pin for the A/D Converter. It should be externally connected to VCC. If the ADC is used, it should be connected to VCC through a low-pass filter.

AREF

AREF is the analog reference pin for the A/D Converter.

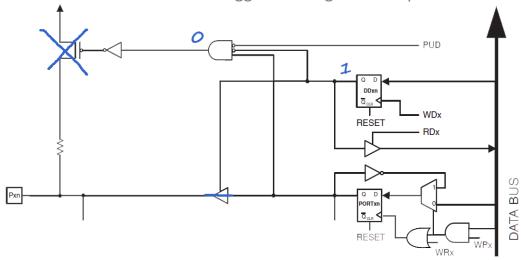
ADC5:0

These pins serve as analog inputs to the A/D converter. These pins are powered from the analog supply and serve as 10-bit ADC channels.

I/O PORT PIN AS AN OUTPUT

Reading: Section 4.1 DDRx register role in outputting data

- To configure a Port (x) pin as an output set corresponding bit (n) in the Data Direction Register (**DDxn**) to 1. Once configured as an output pin, you control the state of the pin (1 or 0) by writing to the corresponding bit (n) of the **PORTxn** register.
- Writing (signal **WPx**) a logic one to **PINxn toggles** the value of PORTxn, independent on the value of DDxn. Note that the SBI instruction can be used to toggle one single bit in a port.

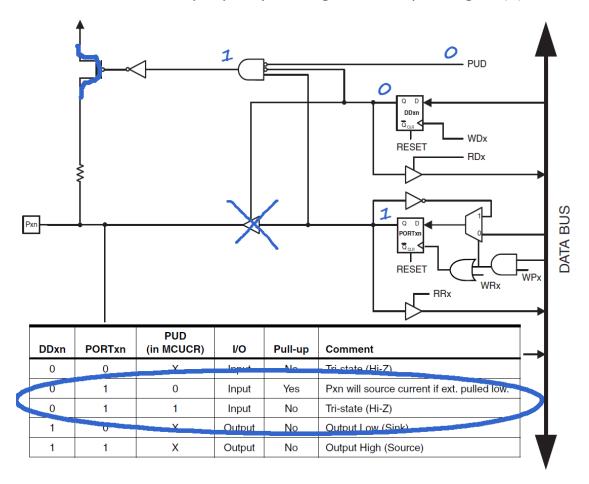


DDxn	PORTxn	PUD (in MCUCR)	I/O	Pull-up	Comment
0	0	Χ	Input	No	Tri-state (Hi-Z)
0	1	0	Input	Yes	Pxn will source current if ext. pulled low.
0	1		Input	No	Tri-state (Hi Z)
1	0	Х	Output	No	Output Low (Sink)
T	1	Х	Output	No	Output High (Source)

I/O PORT PIN AS AN INPUT

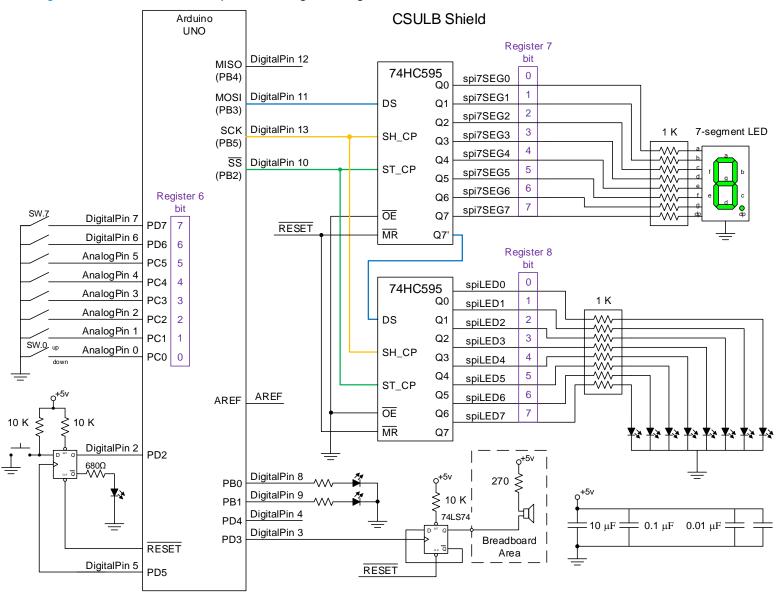
Reading: Each 4.1 Section ending with "... role in inputting data"

- To configure a Port (x) pin as an input set corresponding bit (n) in the Data Direction Register (**DDxn**) to 0. To add a pull-up resistor set the corresponding bit (n) of the **PORTxn** register to 1 (see illustration).
- You can now read the state of the input pin by reading the corresponding bit (n) of the PINxn register.



ACCESSING GPIO LINES IN ASSEMBLY

Reading: Section 4.2: I/O Bit Manipulation Programming



DESIGN EXAMPLE 1 – Read Switches

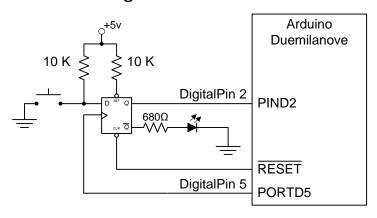
Problem: Program GPIO Port C bits 5 to 0 as inputs with pull-up resistors. Read GPIO Port C into register r6 and move bit 4 to register r7 bit 0. Your program should not modify Port C bits 7 and 6.

DDxn	PORTxn	PUD (in MCUCR)	I/O	Pull-up	Comment
0	0	V	Input	No	Tri state (Hi-7)
0	1	0	Input	Yes	Pxn will source current if ext. pulled low.
0	1	1	Input	No	Tri-state (Hi-Z)
1	V	V	Output	No	Output Low (Sink)
1	1	Х	Output	No	Output High (Source)

```
; Initialize Switches with Pull-up resistors
        r16, DDRC // Port C DDR for switches 5 to 0
   in
        r16,0b00111111 // define bits 5 to 0 as input (clear)
   cbr
                                       DDxn = 0 PORTxn = Undefined
        DDRC,r16
                        // output
   out
        r16,PORTC
                        // PORT C Register for switches 5 to 0
   in
        r16,0b00111111 // add pull-up resistors (PUR)
   sbr
                        // output DDxn = 0 PORTxn = 1
        PORTC, r16
   out
Main:
                                                segment dp g f e d c b a
                                                  value 1 1 0 1 1 1 1 0
        r6, PINC // R6 \leftarrow IO[0x06]
   in
                   // T ← R6 bit 4
        r6,4
  bst
                   // R7 bit 0 (seg a) \leftarrow T
        r7,0
  bld
```

DESIGN EXAMPLE 2 - CONFIGURE D FLIP-FLOP

Problem: Program GPIO Port D bit 5 as an output and bit 2 as an input without a pull-up resistor.



DDxn	PORTxn	PUD (in MCUCR)	I/O	Pull-up	Comment
0	0	Х	Input	No	Tri-state (Hi-Z)
0	1	0	Input	Yes	Pxn will source current if ext. pulled low.
0	1	1	Input	No	Tri-state (Hi-Z)
1	0	Х	Output	No	Output Low (Sink)
1	1	Х	Output	No	Output High (Source)

```
; Pushbutton debounce port D pins
.EQU dff clk=PORTD5 // clock of debounce flip-flop
                    // Q output of debounce flip-flop
.EQU dff Q=PIND2
; initialize push-button debounce circuit
       DDRD, dff clk
 sbi
                      // flip-flop clock, DDRD5 = 1 PORTD5 = Undefined
 cbi
       PORTD, dff clk //
                                          DDRD5 = 1 PORTD5 = 0
       DDRD, dff Q // flip-flop Q
 cbi
                                          DDRD2 = 0 PORTD2 = Undefined
       PORTD, dff Q
 cbi
                     // flip-flop Q
                                          DDRD2 = 0 PORTD2 = 0
```

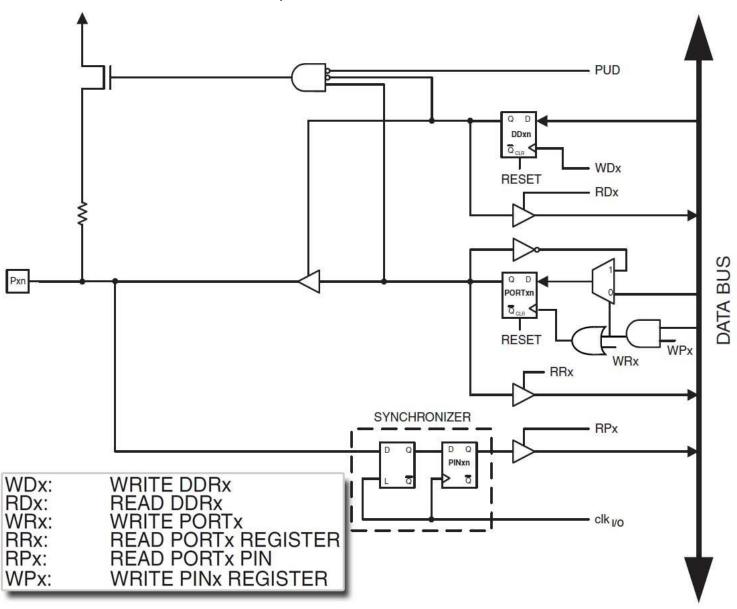
REGISTER SUMMARY AND THE I/O PORT

Reading: Section 6.4 Pertinent Register Descriptions

- Three I/O memory address locations are allocated for each port, one each for the Data Register PORTx, Data Direction Register DDRx, and the Port Input Pins PINx.
- The Port Input Pins I/O location PINx is Read Only, while the Data Register and the Data Direction Register are read/write.
- However, Writing a logic one to a bit in the PINx Register, will result in a Toggle in the corresponding bit in the Data Register.
- In addition, the Pull-up Disable PUD bit in MCUCR disables the pull-up function for all pins in all ports when set.

Address	Name	Bit 7	MCUCR - I	MCU Control Reg	gister								
0x1B (0x3B)	PCIFR	_		Bit	7	6	5	4	3	2	1	0	
,				0x35 (0x55)	-	BODS	BODSE		-		IVSEL	IVCE	MCUCR
0x1A (0x3A)	Reserved	_		Read/Write Initial Value	R 0	R 0	R 0	R/W 0	P 0		R/W 0	R/W 0	
0x19 (0x39)	Reserved	_						•				•	
0x18 (0x38)	Reserved		13.4.2 PORTB – T	he Port B Data F	Registe	r							
0x17 (0x37)	TIFR2	_		Bit	7	6	5	4	3	2	1	0	
0x16 (0x36)	TIFR1	_		0x05 (0x25) Read/Write	PORTB7	PORTB6 R/W	PORTB5	PORTB4 R/W	PORTB R/W	3 PORTB2	PORTB1 R/W	PORTB0 R/W	PORTB
0x15 (0x35)	TIFR0	_		Initial Value	0	0	0	0	0	0	0	0	
0x14 (0x34)	Reserved	_		- B+ B B-+- B'		Dowlet							
0x13 (0x33)	Reserved	_	13.4.3 DDRB – Th	e Port B Data Di		•							
0x12 (0x32)	Reserved	_		0x04 (0x24)	7 DDB7	6 DDB6	5 DDB5	DDB4	3 DDB3	DDB2	DDB1	DDB0	DDRB
0x11 (0x31)	Reserved	_		Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
0x10 (0x30)	Reserved	_		Initial Value	0	0	0	0	0	0	0	0	
0x0F (0x2F)	Reserved	_ 1	13.4.4 PINB – The	Port B Input Pir	ıs Add	ress							
0x0E (0x2E)	Reserved	_		Bit	7	6	5	4	3	2	1	0	
0x0D (0x2D)	Reserved	_		0x03 (0x23) Read/Write	PINB7	PINB6	PINB5	PINB4 R	PINB3	PINB2	PINB1 R	PINB0	PINB
0x0C (0x2C)	Reserved	_		Initial Value	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	
0x0B (0x2B)	PORTD	PORTD7	PORTD6	PORTD5		PORTD4		PORTDS		PORTD2		PORTD1	
0x0A (0x2A)	DDRD	DDD7	DDD6	DDD5		DDD4		DDD3		DDD2		DDD1	
0x09 (0x29)	PIND	PIND7	PIND6	PIND5		PIND4		PIND3		PIND2		PIND1	
0x08 (0x28)	PORTC	-	PORTC6	PORTC5		PORTC4		PORTC	1	PORTC2		PORTC1	
0x07 (0x27)	DDRC	_	DDC6	DDC5		DDC4		DDC3		DDC2		DDC1	
0x06 (0x26)	PINC	-	PINC6	PINC5		PINC4		PINC3		PINC2		PINC1	
0x05 (0x25)	PORTB	PORTB7	PORTB6	PORTB5		PORTB4		PORTB3		PORTB2		PORTB1	
0x04 (0x24)	DDRB	DDB7	DDB6	DDB5		DDB4		DDB3		DDB2		DDB1	
0x03 (0x23)	PINB	PINB7	PINB6	PINB5		PINB4		PINB3		PINB2		PINB1	

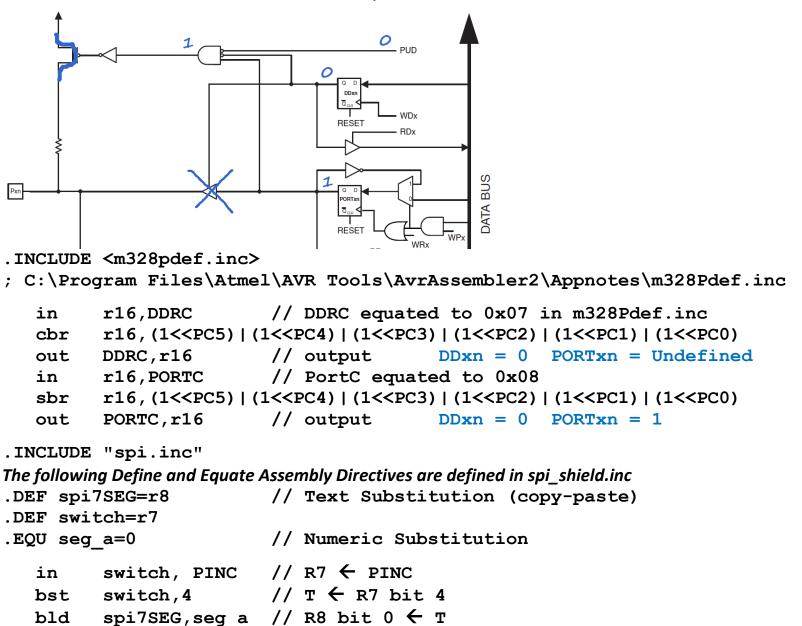
I/O PORT PIN SCHEMATIC



I/O PORT PIN CONFIGURATIONS

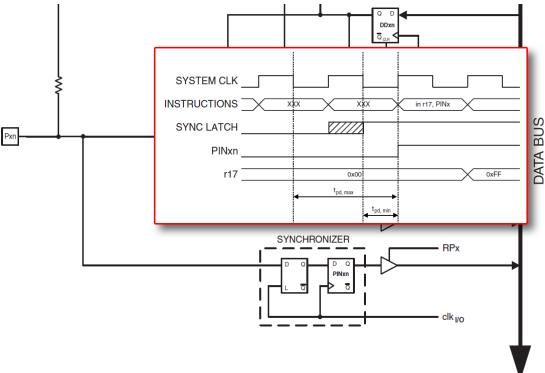
Inputs		Outputs		
DDRXn	PORTXn	I/O	Pull-up	Comments
0	0	Input	No	Read "Synchronized" PINXn
0	1	Input	Yes	
1	Х	Output	N/A	Write bit to PORTXn

APPENDIX A – PROGRAM I/O PORT AS AN INPUT USING MNEMONICS



Appendix B – I/O PORT PIN "SYNCHRONIZER"

- As previously discussed, you read a port pin by reading the corresponding PINxn Register bit. The PINxn
 Register bit and the preceding latch constitute a synchronizer. This is needed to avoid metastability if the
 physical pin changes value near the edge of the internal clock, but it also introduces a delay as shown in the
 timing diagram.
- Consider the clock period starting shortly after the first falling edge of the system clock. The latch is closed when the clock is low, and goes transparent when the clock is high, as indicated by the shaded region of the "SYNC LATCH" signal. The signal value is latched when the system clock goes low. It is clocked into the PINxn Register at the succeeding positive clock edge. As indicated by the two arrows tpd,max and tpd,min, a single signal transition on the pin will be delayed between ½ and 1½ system clock period depending upon the time of assertion.



Appendix C – Switching Between I/O Port Pin Configurations

- When switching between tri-state ({DDxn, PORTxn} = 0b00) and output high
 ({DDxn, PORTxn} = 0b11), an intermediate state with either pull-up enabled
 ({DDxn, PORTxn} = 0b01) or output low ({DDxn, PORTxn} = 0b10) must occur.
- Switching between input with pull-up ({DDxn, PORTxn} = 0b01) and output low
 ({DDxn, PORTxn} = 0b10) generates the same problem. You must use either the tri-state
 ({DDxn, PORTxn} = 0b00) or the output high state ({DDxn, PORTxn} = 0b11) as an intermediate step.

DDxn	PORTxn	PUD (in MCUCR)	I/O	Pull-up	Comment
0	0	Х	Input	No	Tri-state (Hi-Z)
0	1	0	Input	Yes	Pxn will source current if ext. pulled low.
0	1	1	Input	No	Tri-state (Hi-Z)
1	0	X	Output	No	Output Low (Sink)
1	1 -	X	Output	No	Output High (Source)