

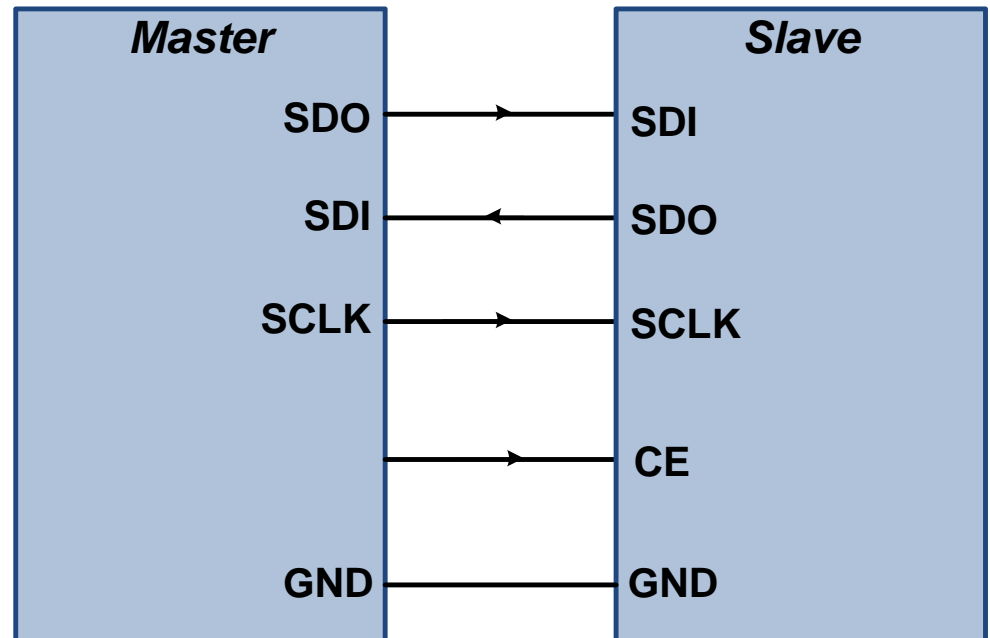
EE-222: Microprocessor Systems

SPI Protocol

Instructors: Dr. Arbab Latif

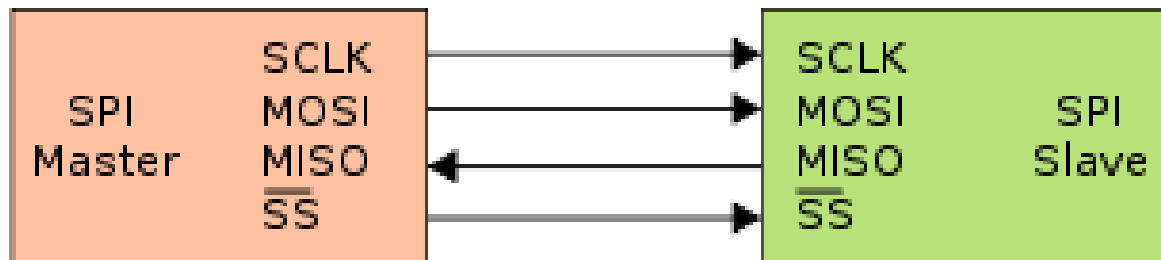
SPI Protocol

- Synchronous
- Full-duplex
- Serial
- Fast communication
- For short distances
- Pins
 - SDO (Data Out)
 - SDI (Data In)
 - SCLK (shift clock)
 - CE (chip enable)



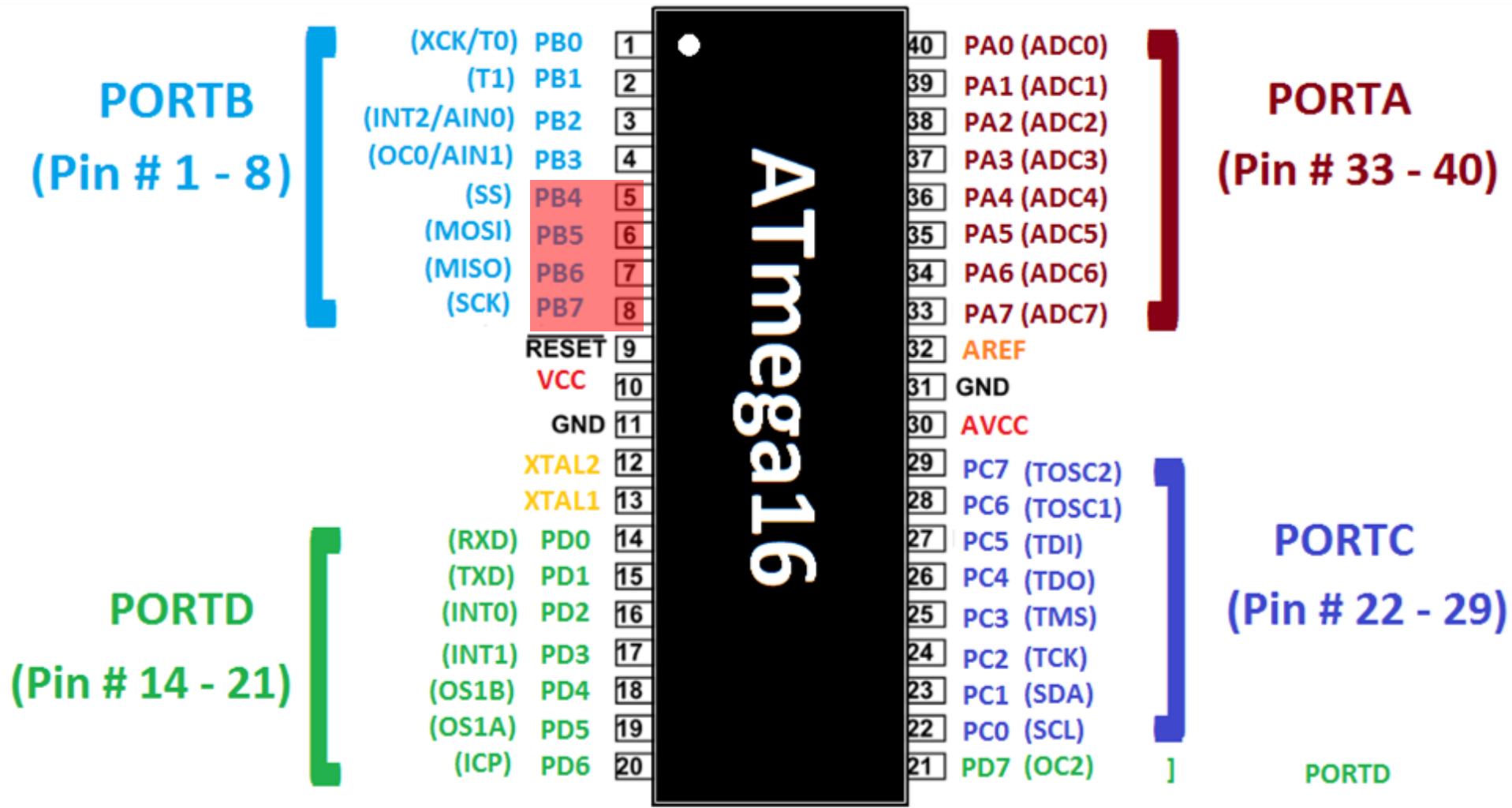
Alternative Pins Name

- Pins are also named as:
 - MOSI (Master Out Slave In)
 - MISO (Master In Slave Out)
 - SCLK (shift clock)
 - SS (Slave Select)



- Master begins the communication by pulling down the CE pin of slave.
- Master makes the clock for communication

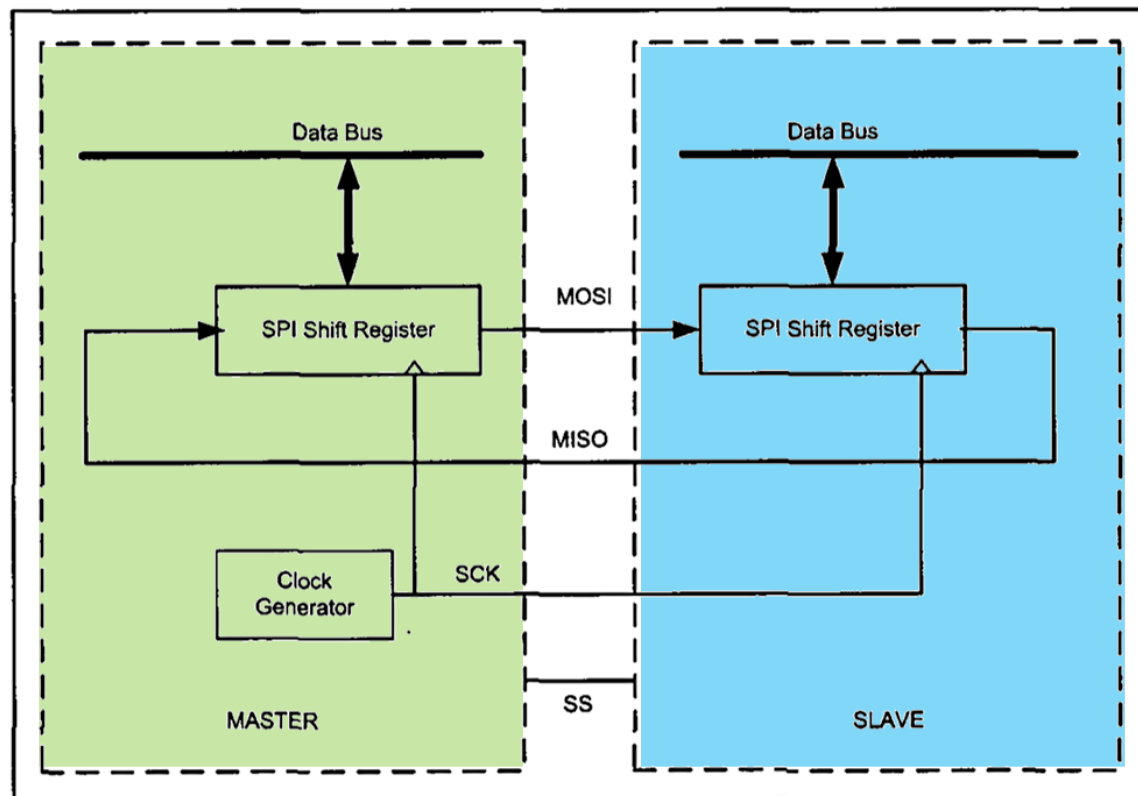
SPI Pins in AVR



Atmega16 Pinout

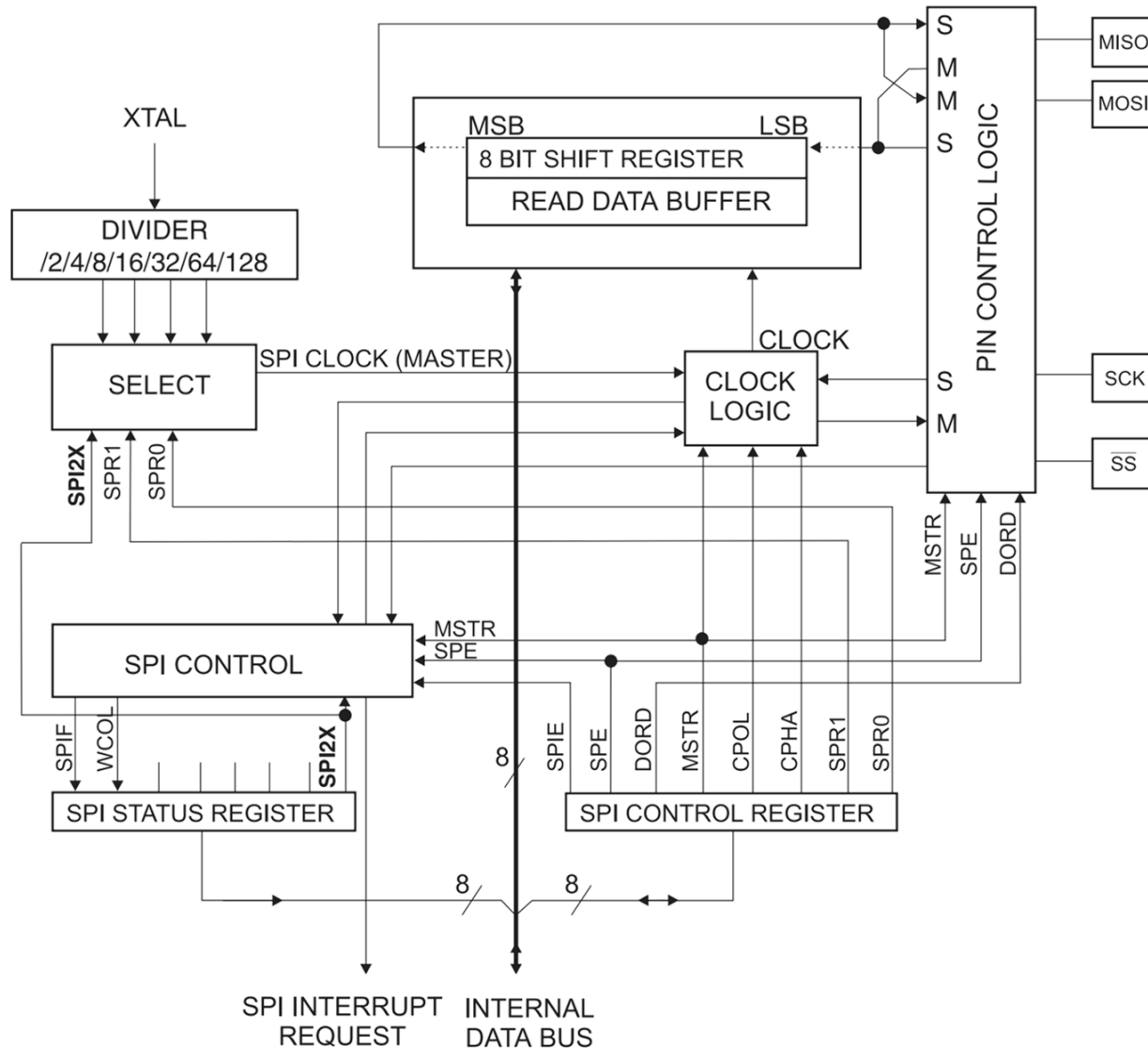
SPI Architecture

- A shift register in the master and another in the slave
- By each clock, a bit is shifted out from the master's shift register into the slave shift register and a bit is shifted from slave to master.



SPI Architecture

Figure 65. SPI Block Diagram⁽¹⁾



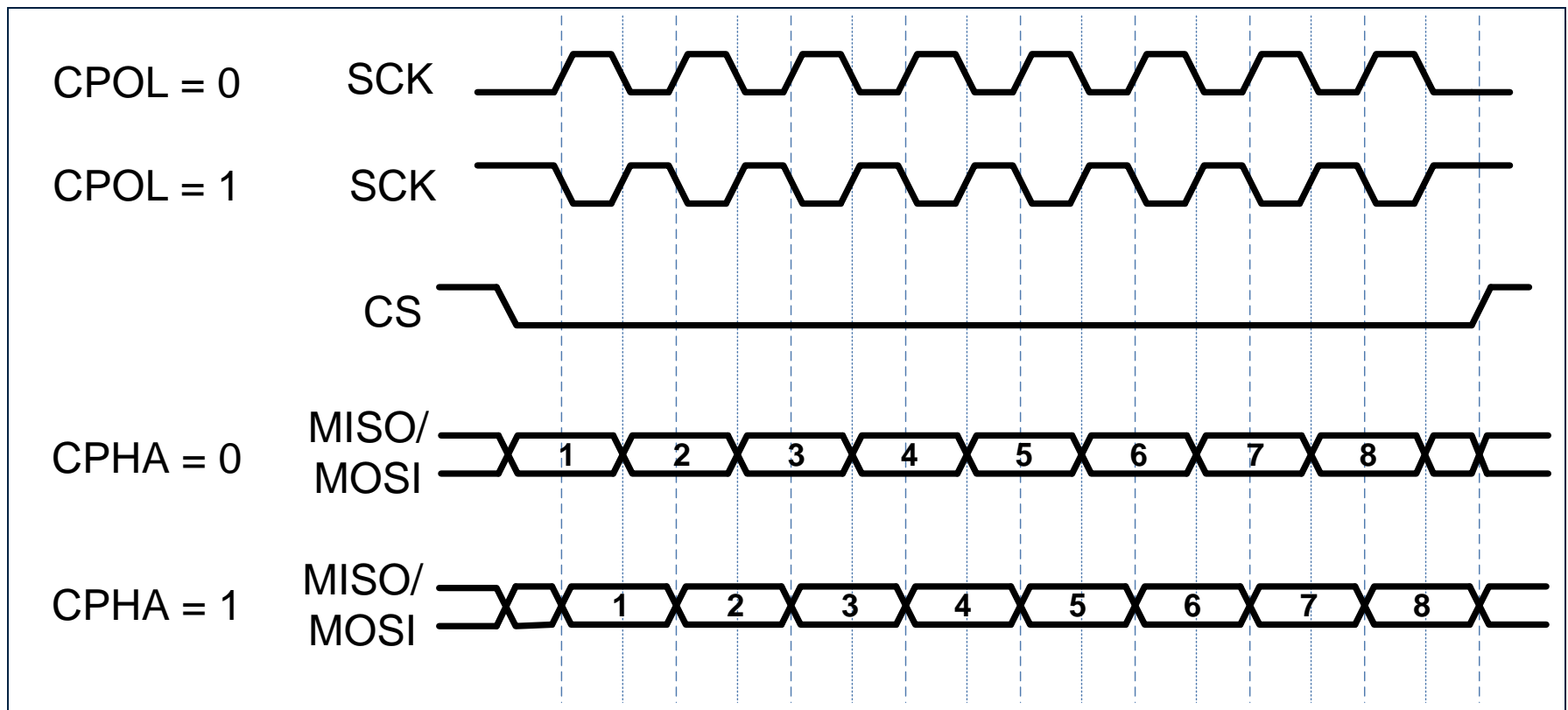
SPI Mode: Clock Polarity and Phase

- In SPI, the master and slave must agree on the clock polarity and phase (which together define the SPI mode): i.e.
 - CPOL = 0 means, the base of clock is zero and
 - CPHA = 0 means sample on leading clock edge

CPOL	CPHA	Data Read and Change Time	SPI Mode
0	0	Read on rising edge, changed on a falling edge	0
0	1	Read on falling edge, changed on a rising edge	1
1	0	Read on falling edge, changed on a rising edge	2
1	1	Read on rising edge, changed on a falling edge	3

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SPI Write Operation (single byte)

1. Make CE = 0 to begin writing.
2. The 8-bit address is shifted in, one bit at a time, with each edge of SCLK. Notice that $A7 = 1$ for the write operation, and the $A7$ bit goes in first.
3. After all 8 bits of the address are sent in, the SPI device expects to receive the data belonging to that address location immediately.
4. The 8-bit data is shifted in one bit at a time, with each edge of the SCLK.
5. Make CE = 1 to indicate the end of the write cycle.

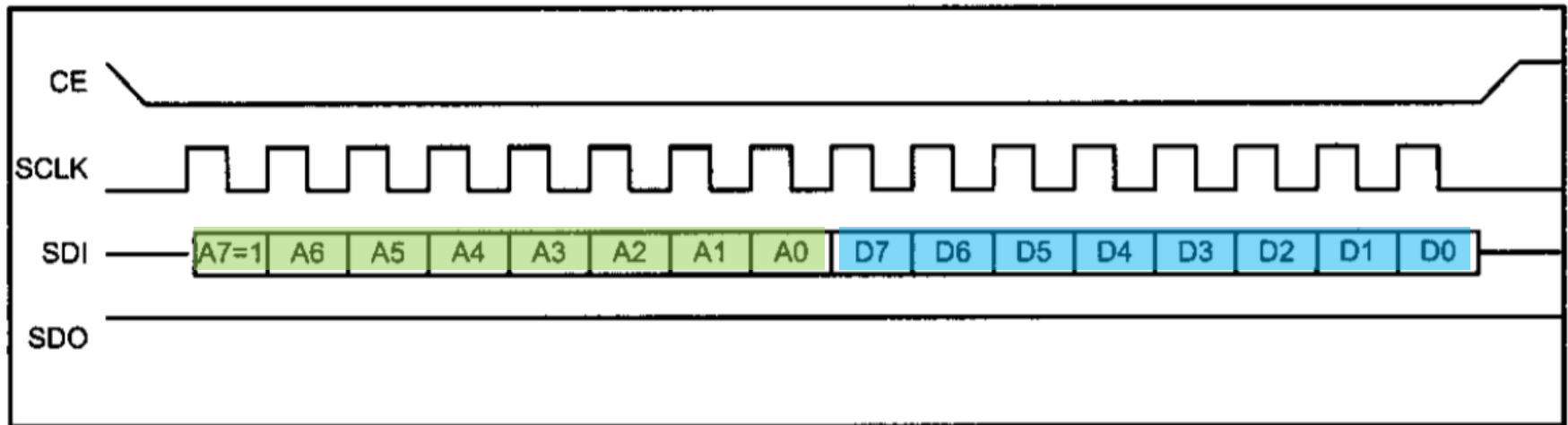


Figure 17-4. SPI Single-Byte Write Timing (Notice $A7 = 1$)

SPI Write operation (Burst mode)

1. Make CE = 0 to begin writing.
2. The 8-bit address of the first location is provided and shifted in, one bit at a time, with each edge of SCLK. Notice that A7 = 1 for the write operation and the A7 bit goes in first.
3. The 8-bit data for the first location is provided and shifted in, one bit at a time, with each edge of the SCLK. From then on, we simply provide consecutive bytes of data to be placed in consecutive memory locations. In the process, CE must stay low to indicate that this is a burst mode multibyte write operation.
4. Make CE = 1 to end writing.

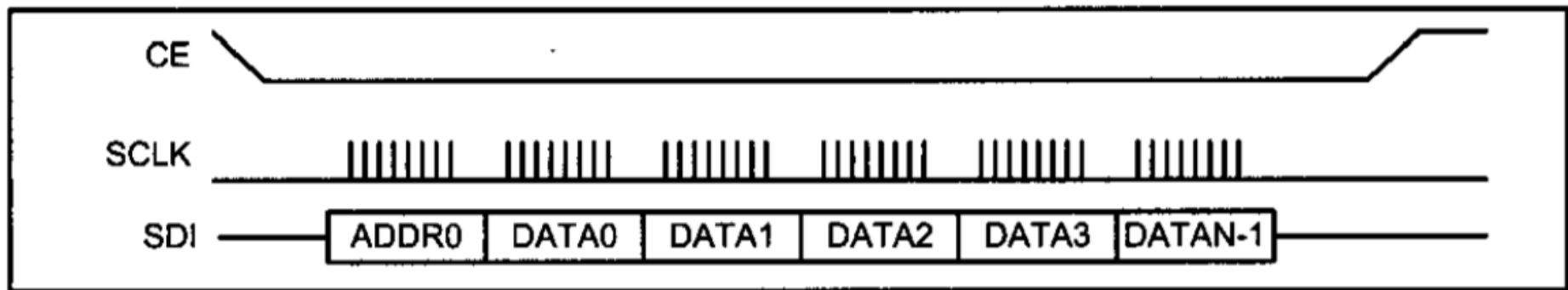


Figure 17-5. SPI Burst (Multibyte) Mode Writing

SPI Read Operation

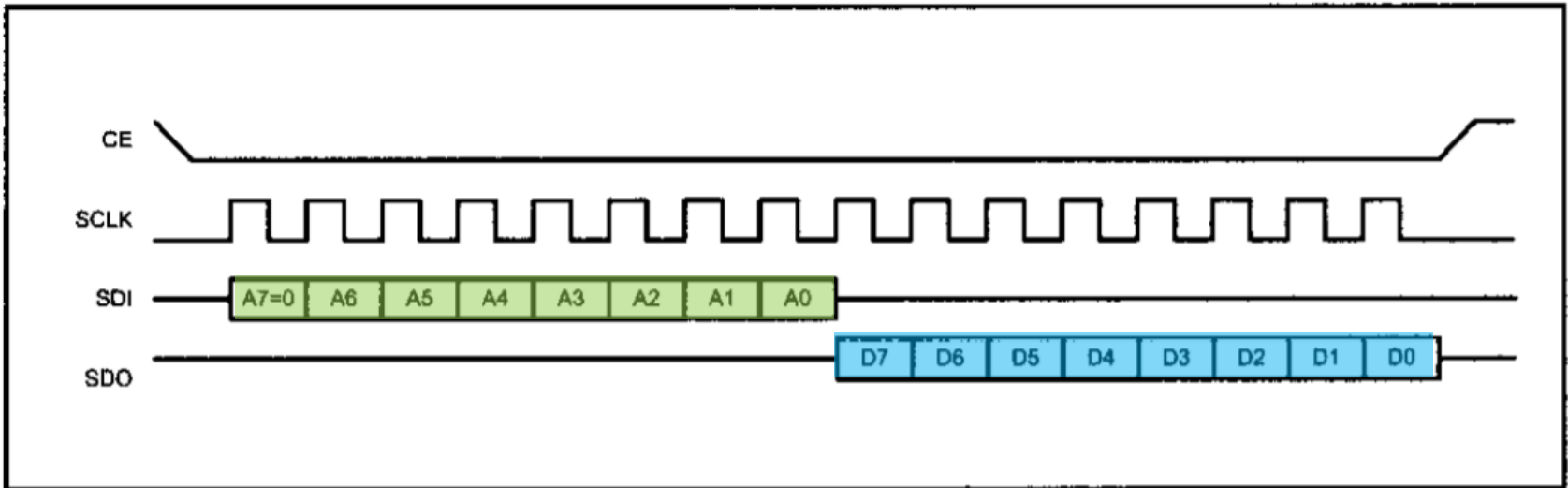


Figure 17-6. SPI Single-Byte Read Timing (Notice A7 = 0)

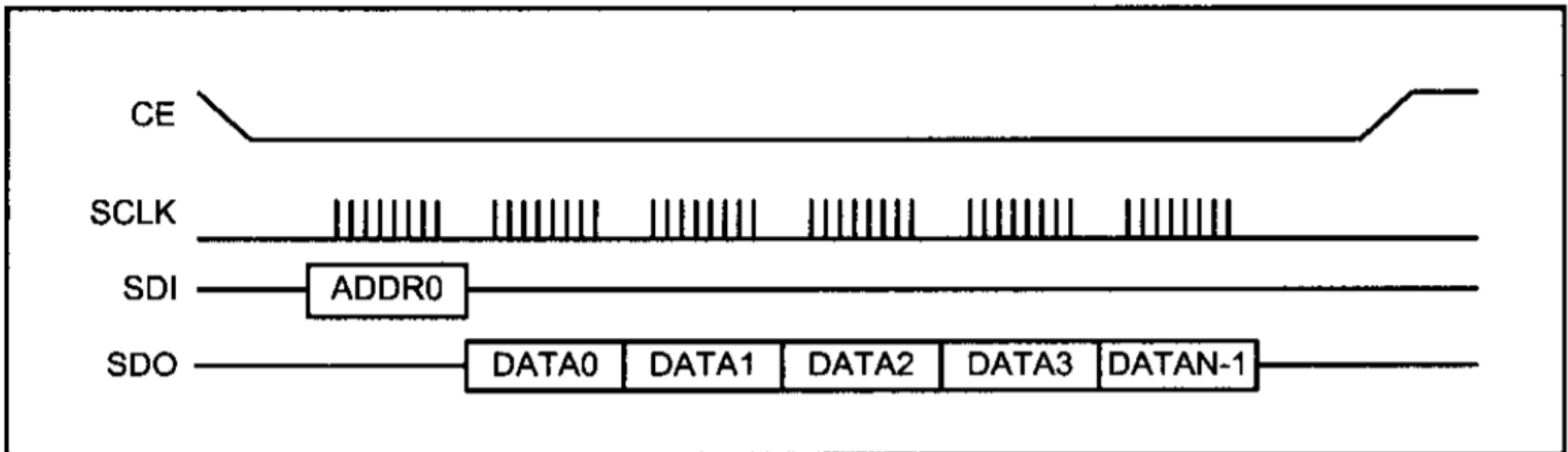


Figure 17-7. SPI Burst (Multibyte) Mode Reading

SPI Programming in AVR

SPI AVR Registers

- Control register:
 - SPCR (SPI Control Register)
- Status Register:
 - SPSR (SPI Status Register)
- Data Register:
 - SPDR (SPI Data Register)

SPSR (SPI Status Register)



- SPIF (SPI Interrupt Flag)
 - A serial transfer is completed.
 - The SS pin is driven low in slave mode
- WCOL (Write Collision)
- SPI2X (Double SPI Speed)

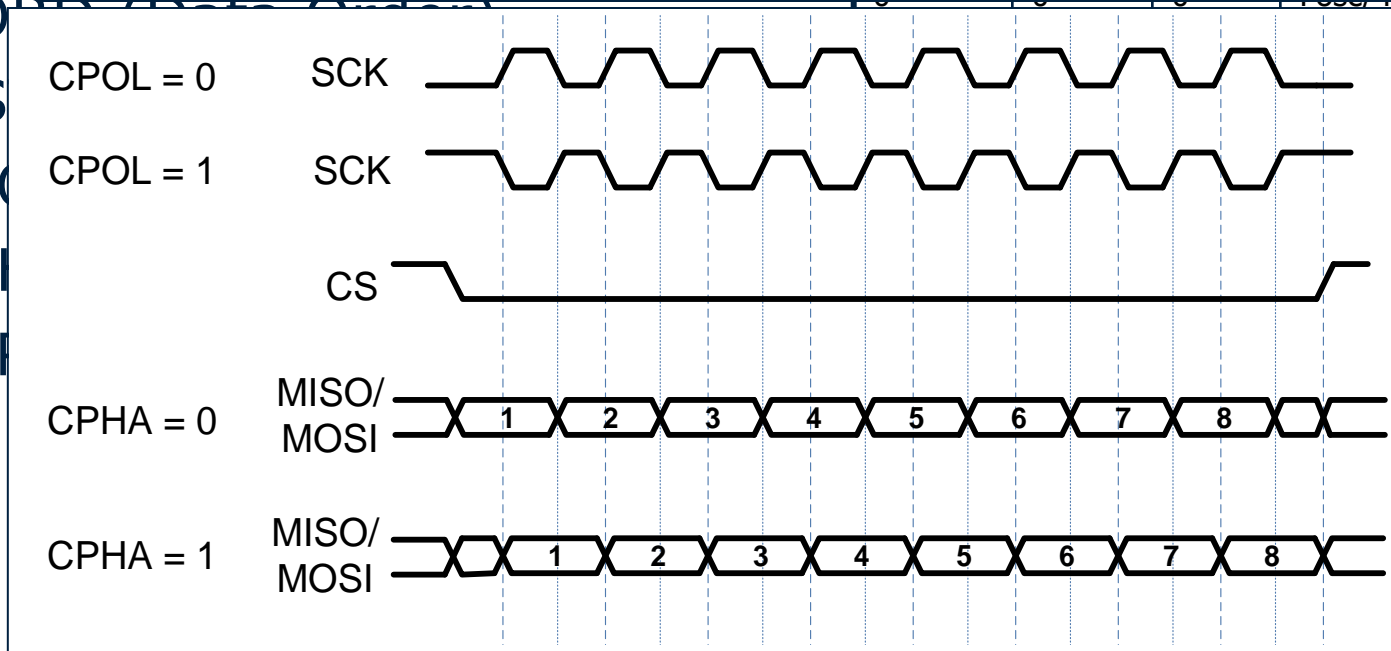
SPCR

SPCR:

SPIE	SPE	DORD	MSTR	CPOL	CPHA	SPR1	SPR0
------	-----	------	------	------	------	------	------

- SPIE
- SPE
- DORD
- MSTR
- CPOL
- CPHA
- SPI

CPOL	CPHA	Data Read and Change Time	SPI Mode
0	0	Read on rising edge, changed on a falling edge	0
0	1	Read on falling edge, changed on a rising edge	1
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1	1	Read on rising edge, changed on a falling edge	3



Example 17-1

Write an AVR program to initialize the SPI for master, mode 0, with CLCK frequency = $F_{osc}/16$, and then transmit 'G' via SPI repeatedly. The received data should be displayed on Port A.

Solution:

.equ MOSI = 5 ;for ATmega32

.equ SCK = 7

.equ SS = 4

LDI R17, 0xFF ;Port A is output
OUT DDRA, R17

LDI R17, (1<<MOSI) | (1<<SCK) | (1<<SS)
OUT DDRB, R17 ;MOSI, SCK, and SS output

LDI R17, (1<<SPE) | (1<<MSTR) | (1<<SPR0) ;enable SPI
OUT SPCR, R17 ;master, CLK = fck/16

Transmit:

CBI PORTB, SS ;enable slave device
LDI R17, 'G' ;move G letter to R17
OUT SPDR, R17 ;start transmission of G

Wait:

SBIS SPSR, SPIF ;wait for transmission
RJMP Wait ;to complete
IN R18, SPDR ;read received data into R18
OUT PORTA, R18 ;move R18 to PORTA

SBI PORTB, SS ;disable slave device
RJMP Transmit ;do it again

Difference Between SPI and I2C

Difference between I2C and SPI

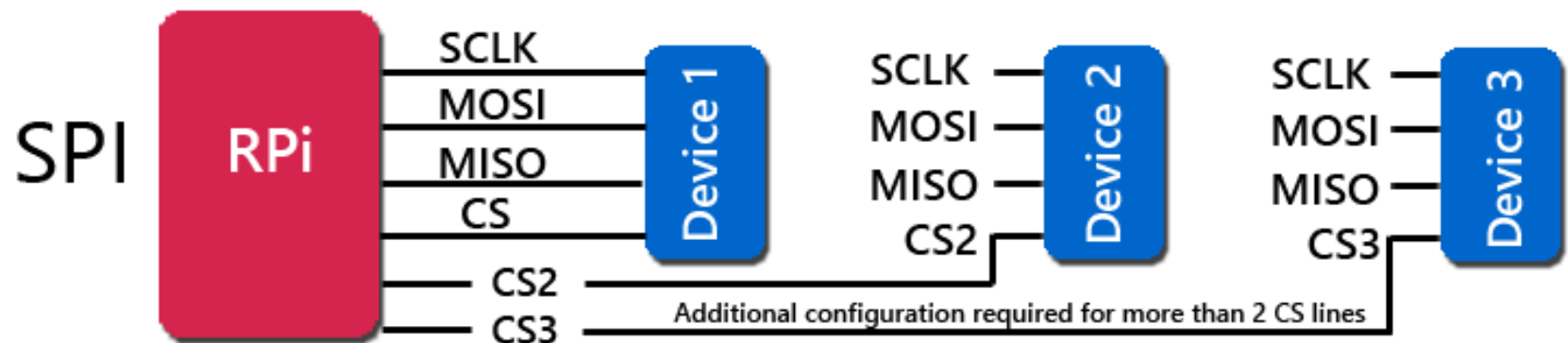
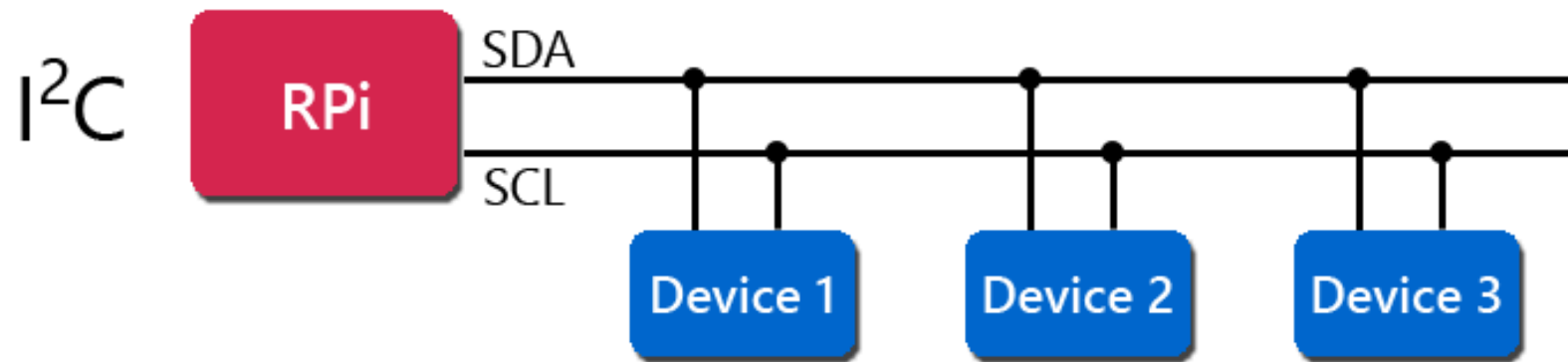
Parameter	I2C	SPI
Full Form	I2C stands for Inter integrated circuit	SPI stands for Serial peripheral interface
Number of wires	I2C requires 2 wires (SCL and SDA)	SPI requires 4 wires (MISO, MOSI, CS and CLK)
Connection diagram	<p>The diagram illustrates an I2C bus topology. A Master Device is connected to two Slave Devices (Slave Device 1 and Slave Device 2) through a common two-wire bus. The bus consists of a Serial Clock Line (SCL) and a Serial Data Line (SDA). Both lines are connected to VCC through pull-up resistors (R). The Master Device sends data to the slaves via the SDA line, and the slaves respond to the Master via the SDA line. The SCL line is used for clocking the data transfer.</p>	<p>The diagram illustrates an SPI bus topology. A Master Device is connected to two Slave Devices (Slave Device 1 and Slave Device 2) through four dedicated wires: SCL (Serial Clock Line), MISO (Master In Slave Out), MOSI (Master Out Slave In), and CS (Chip Select). The Master Device sends data to the slaves via the MOSI line, and the slaves respond to the Master via the MISO line. The SCL line is used for clocking the data transfer. Each Slave Device has its own dedicated CS line, which is connected to the Master Device.</p>
Communication	I2C is half duplex communication means master and slave can talk with each other but not simultaneously.	SPI is full duplex communication means master and slave can talk with each other simultaneously

Overall, UART vs I2C vs SPI

I2C Protocol

- UART
 - Requires only two wires for full duplex data transmission
 - No need for clock or any other timing signal
 - Transmitter and receiver must agree to the rules
- SPI
 - multiple slaves to a single master
 - Pins restriction
 - full – duplex communication at very high speeds
- I2C
 - Multiple slaves to a single master (like SPI)
 - **No need of prior agreement** on data transfer rate like in UART communication
 - Only **two common bus lines**
 - Uses **7-bit addressing system** to target a specific device/IC on the I2C bus
 - **Scalable:** New devices can simply be connected to the two common I2C bus lines

Comparison of communication protocol



Reading

- The AVR Microcontroller and Embedded Systems: Using Assembly and C by Mazidi et al., Prentice Hall
 - Chapter 18: SPI Protocol

THANK YOU

