

1DT301 lab4

Songho Lee

Sarpreet Singh Buttar

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1 Introduction

This report provides the solutions for the fourth laboratory of the course 1DT301, which is focusing on applying timer(a sort of interrupt) and serial communication on the board STK600 with ATMega2560 CPU. For a timer functionality, 8-bit timer/counter0 is used with pulse width modulator(PWM), and for serial input we are using Universal Synchronous and Asynchronous serial Receiver and Transmitter(USART).

2 Task 1

Task 1 is to write an assembly programme which turns on and off the LED with the frequency 1Hz. Duty cycle 50%. (On: 0.5 sec, Off: 0.5 sec.) We understood the mechanism of a timer interrupt as there is a timer/counter which increases on every specific interval(cycles), which is dependent on prescaler, and the interrupt is triggered whenever the 8bit timer/counter(TCNT) overflows. Considering the above mentioned mechanism of a timer interrupt, the oscillation frequency of the CPU is configured to be 1MHz, and a prescaler value for the timer/counter is set up by 1024, which seems to be a maximum value of the current CPU, by allocating the value 101 to Timer/Counter Control Register B(TCCR0B), since the Clock Select (CS02:0) bits inside TCCR0B are controlling clocks for counter. (See 16.3 in doc2549)

However, even if we chose the largest possible prescaler, which is dividing upto 1024 cycles, increasing one timer counter only spends 0.001024 second, and this is yet a far away from our desired value: 0.5 second. Besides increasing TCNT to its maximum value, which is 8 bit, is not still enough. Therefore, we decided to introduce another counter that we named CustomCNT, and it is going to increased by one whenever TCNT increased 50 times and calls timer interrupt due to its overflow.

In short, it is designed to spend $1024 * 50$ cycles from timer interrupt side, and 10 times more on our CustomCNT. With this result, it is going to trigger changing LED lights every 0.512 second. The code for the programme is presented below.

```
; >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
;  
;     1DT301, Computer Technology I  
;     Date: 2016-09-26  
;     Author:  
5 ;     Songho Lee  
;     Sarpreet Singh  
  
;  
;  
;     Lab number: 4  
10 ;     Title: Task 1  
;  
;  
;     Hardware: STK600, CPU ATmega2560  
;  
;     Function: generate Pulse with modulation(PWM)  
15 ;  
;  
;     Input ports: None  
;  
;  
;     Output ports: On-board LEDs on PORTB.
```



```

out TCNT0, temp
inc CustomCNT

80
cpi CustomCNT,10
brne continue

85
ldi CustomCNT,0
COM LEDstat
out portB, LEDstat

continue: nop
90
pop temp
out SREG, temp
pop temp
reti

```

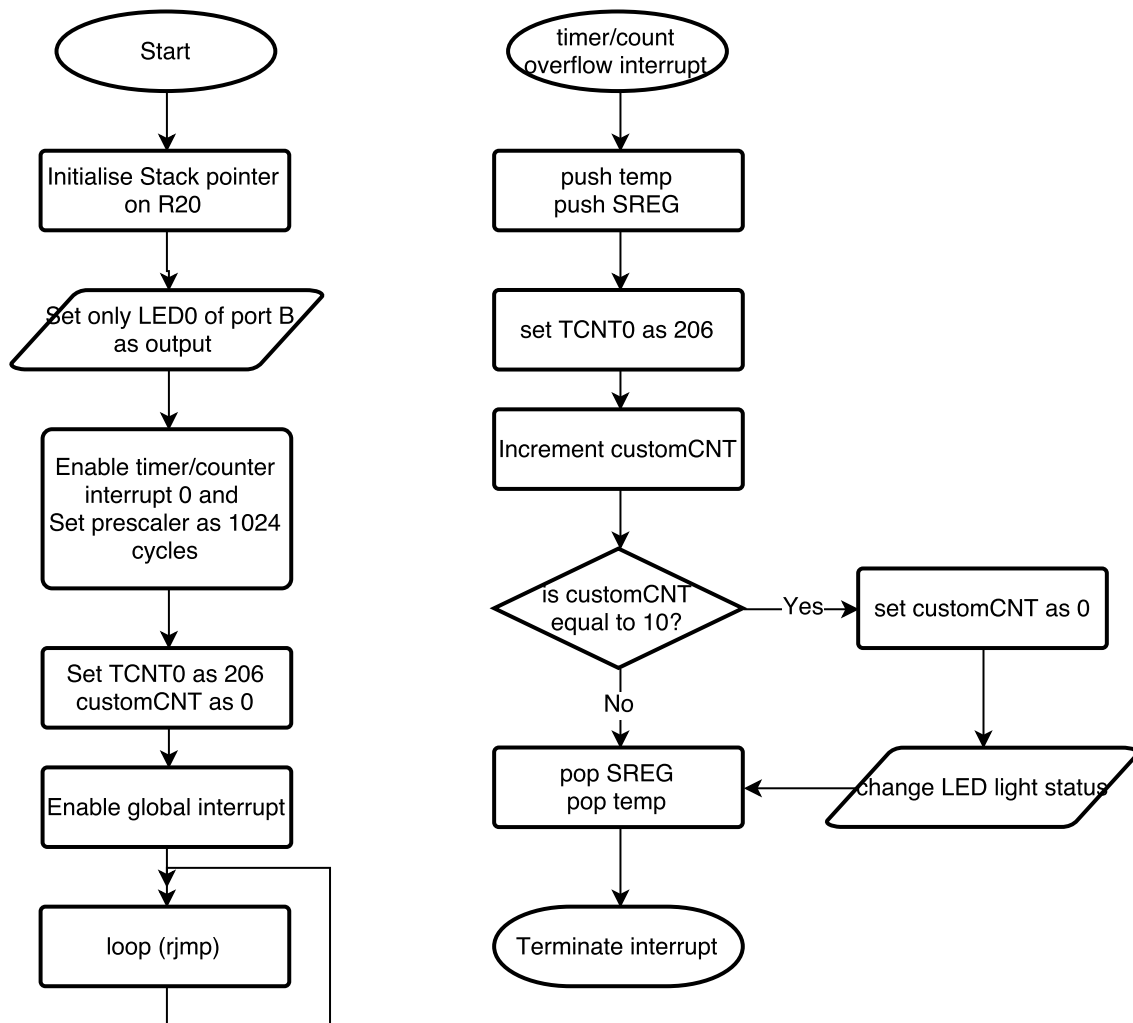


Figure 1: Flowchart of task 1

3 Task 2

Task 2 asks to modify the previous programme on task 1 to be able to change the duty cycle while remaining the same frequency (i.e. total time interval which is 1s). It also asks to enable two buttons to change the duty cycle up and down, and those changes should be in steps of 5%. First we introduce back external interrupts which are used in the previous laboratory on SW1 and SW0, and the timer/counter overflow interrupt. Yet, we want to make it possible to change the interval by 5% this time. In the previous task, we introduced CustomCNT and lighted LED until it reached 10. Now we modify programme a bit so that we rename that 10 into dutyCNT, and dutyCNT can be changed by one using switches. It can be increased upto 20 and decreased to 1. In other words, each step for both in/decreasing is changing interval by 5% ($1/20 = 0.05$).

[illegible]

```

50 ;Initialize SP, Stack Pointer
ldi r20, HIGH(RAMEND) ; R20 = high part of RAMEND address
out SPH, R20 ;SPH = high part of RAMEND address
ldi R20, low(RAMEND) ; R20 = low part of RAMEND address
55 out SPL, R20

ldi temp, 0x01 ;Set data direction registers.
out DDRB, temp ;Set B port as output ports
ldi LEDstat, 0x00
60 out portB, LEDstat

;ldi temp, 0x01 ;Set data direction registers.
;out DDRD, temp ;Set D port as input ports

65 ldi temp, 0b101 ;Setting up a prescaler. See table 42
out TCCR0B, temp
ldi temp, (1<<TOIE0)
sts TIMSK0, temp

70 ldi temp, COUNTVALUE
out TCNT0, temp

ldi temp, 0b11
75 out EIMSK, temp
ldi temp, 0b1010
sts EICRA, temp

sei ;Enable global interrupt

80 ldi CustomCNT, 0
ldi dutyCNT, 10

start: ;The relative jump uses two cycles.
85 rjmp start

timer0int:
push temp
in temp, SREG
90 push temp

;Reset counter value
ldi temp, COUNTVALUE
out TCNT0, temp

95 ;;;;
inc CustomCNT
cp dutyCNT, CustomCNT
brlt offLED

100 ldi LEDstat, 0x00
rjmp continue

offLED:
105 ldi LEDstat, 0xFF

continue:
cpi customCNT, maxCNT

```

```

    brne continue2
110 ldi customCNT,0

    continue2: nop

    out portB, LEDstat
115 pop temp
    out SREG, temp
    pop temp
    reti

120 incduty:
    cpi dutyCNT,maxCNT

    brge gorikke1
    inc dutyCNT

125 gorikke1: nop
    reti

    decduty:

130 cpi dutyCNT,1
    brlt gorikke2

    dec dutyCNT
135 gorikke2: nop
    reti

```


[illegible]


```

sbrs temp, UDRE1
rjmp putChar

70 sts UDR1,char_in
rjmp pullChar

```

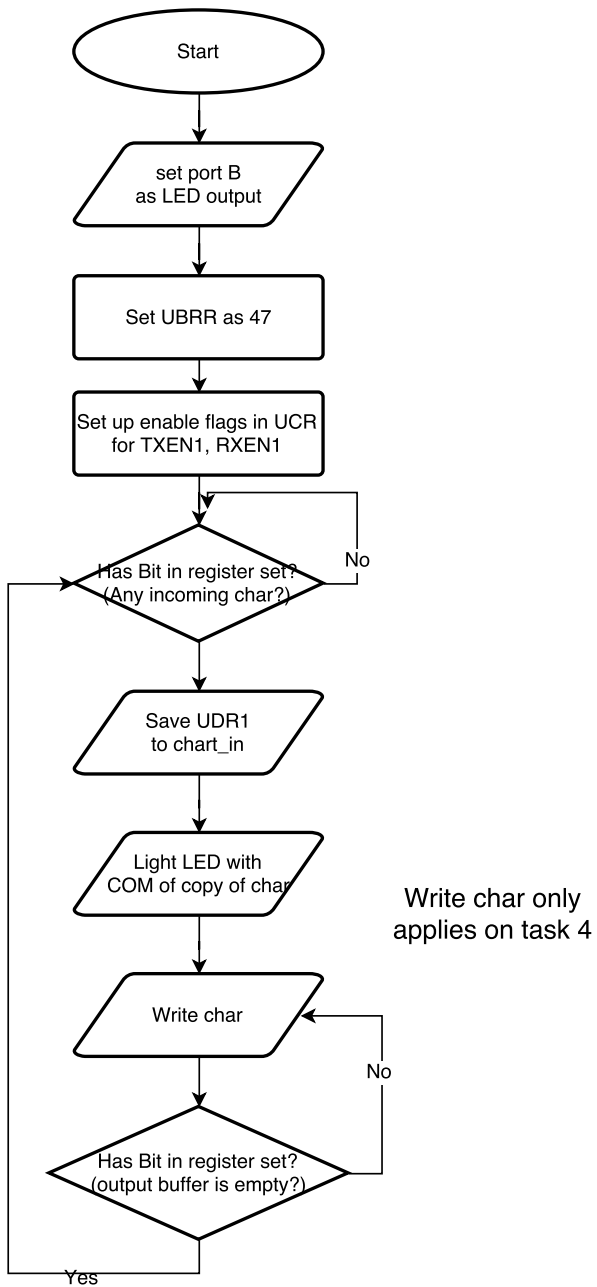


Figure 3: Flowchart of task 3 and 4

5 Task 5

In our task 5 we are modifying the task 3 and 4 into Interrupt based USART. In the previous task, it was polling the input char. It means that it is listening constantly in a loop basis until it receives a signal. From this task, we are using interrupt to respond on the input, instead of constantly checking on the loop. Since we were using USART1, we match our interrupt subroutine to URXC1addr.

[illegible]

```

55      ;Initialising USART
      ldi temp, UBRR_choice
      sts UBRR1L, temp
      ;Setting enable flags in UCR

      ;ldi temp, 0b10011000
60      ldi temp, (1<<TXEN1) | (1<<RXEN1) | (1<<RXCIE1)
      sts UCSR1B, temp
      ; Enable interrupt

65      sei ;Set up global interrupt flag
      loop: nop
      rjmp loop

readChar:
70      lds temp, UCSR1A
      lds char_in, UDR1
      rcall outLED
      rcall putChar
      reti

75      outLED:
      mov temp, char_in
      com temp
      out portB, temp
80      ret

putChar:
      lds temp, UCSR1A
      sbrs temp, UDRE1
85      rjmp putChar
      sts UDR1, char_in
      ret

```

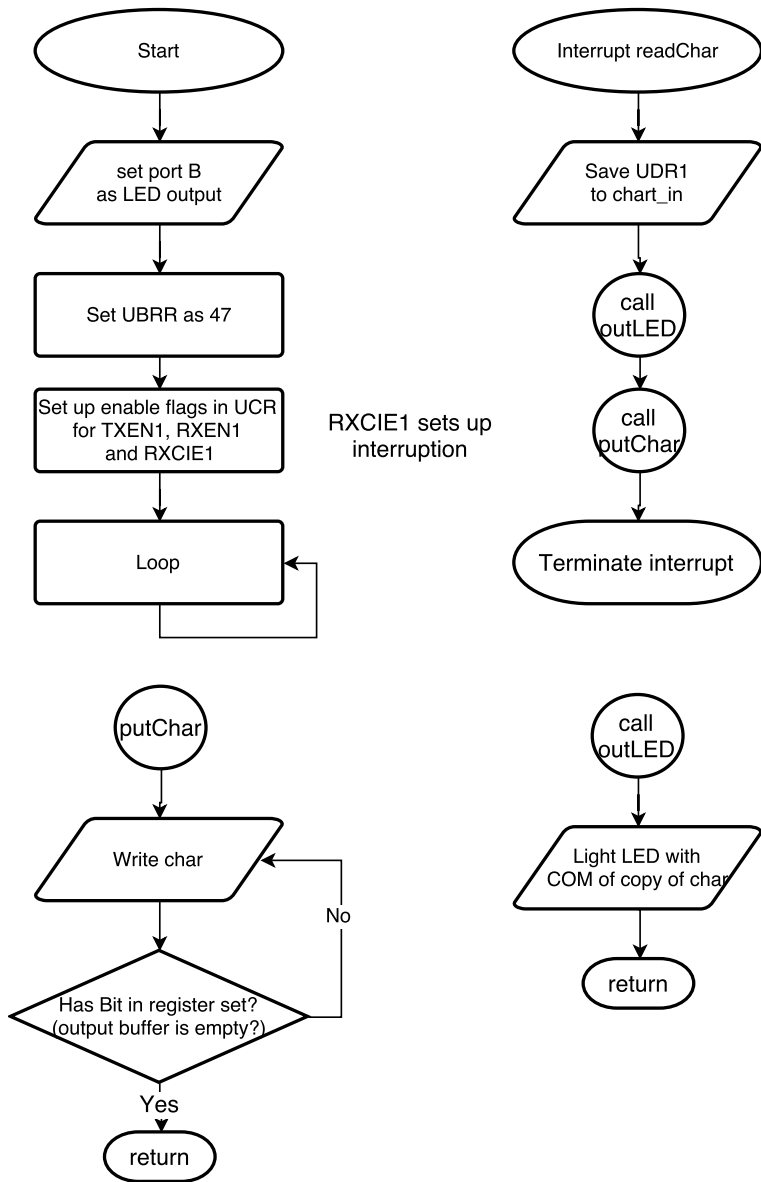


Figure 4: Flowchart of task 5