Microprocessors & Interfacing

AVR Programming (II)

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Lecture Overview

- Assembly program structure
  – Assembler directive
  – Assembler expression
  – Macro
- Memory access
- Assembly process
  – First pass
  – Second pass

Assembly Program Structure

- An assembly program basically consists of
  – Assembler directives
    - E.g. ***.def temp = r15***
  – Executable instructions
    - E.g. ***add r1, r2***
- An input line in an assembly program takes one of the following forms :
  – [label:] directive [operands] [comment]
  – [label:] instruction [operands] [comment]
  – Comment
  – Empty line

  Note: [ ] indicates optional

Assembly Program Structure (cont.)

- The label for an instruction or a data item in the memory is associated with the memory address of that instruction and data item.
- All instructions are not case sensitive
  – **"add" is same as "ADD"**
  – **".def" is same as ".DEF"**

Example

```
; The program performs
; 2-byte addition: sum=a+b;

.def    a_high = r2;
.def    a_low = r1;
.def    b_high = r4;
.def    b_low = r3;
.def    sum_high = r6;
.def    sum_low = r5;

mov    sum_low, a_low
mov    sum_high, a_high
add    sum_low, b_low
adc    sum_high, b_high
```

Two comment lines

Empty line

Six assembler directives

Four executable instructions

Comments

- A comment line has the following form:
  ;[text]
  Items within the brackets are optional
- The text between the comment-delimiter(;) and the end of line (EOL) is ignored by the assembler.

Assembly Directives

- Assembly directives are instructions to the assembler. They are used for a number of purposes:
  - For symbol definitions
    - For readability and maintainability
    - All symbols used in a program will be replaced by the real values during assembling
    - E.g. .def, .set
  - For program and data organization
    - E.g. .org, .cseg, .dseg
  - For data/variable memory allocation
    - E.g. .db
  - For others

Summary of AVR Assembler directives

Directive	Description
BYTE	Reserve byte to a variable
CSEG	Code Segment
DB	Define constant byte(s)
DEF	Define a symbolic name on a register
DEVICE	Define which device to assemble for
DSEG	Data Segment
DW	Define constant word(s)
ENDMACRO	End macro
EQU	Set a symbol equal to an expression
ESEG	EEPROM Segment
EXIT	Exit from file
INCLUDE	Read source from another file
LIST	Turn listfile generation on
LISTMAC	Turn macro expansion on
MACRO	Begin macro
NOLIST	Turn listfile generation off
ORG	Set program origin
SET	Set a symbol to an expression

NOTE: All directives must be preceded by **a period, '.'**

Directives for Symbol Definitions

- **.def**
  - Define a symbol/alias for a **register**

.def	symbol = register

  - E.g.

    ```
    .def  temp = r17
    ```

    - Symbol *temp* can be used instead of r17 anywhere in the program after the definition

Directives for Symbol Definitions (cont.)

- **.equ**
  - Define symbols for **values**

.equ	symbol = expression

    - Non-redefinable. Once set, the symbol cannot be redefined to other value later in the program
  - E.g.

    ```
    .equ  length = 2
    ```

    - Symbol *length* with value 2 can be used anywhere in the program after the definition

Directives for Symbol Definitions (cont.)

- **.set**
  - Define symbols for **values**

.set	symbol = expression

    - **Re-definable** . The symbol can be changed to represent other value later in the program.
  - E.g.

    ```
    .set  input = 5
    ```

    - Symbol *input* with value 5 can be used anywhere in the program after this definition and before its redefinition.

Program/Data Memory Organization

- AVR has three different (physical) memories
  - Data memory
  - Program memory
  - EPROM memory
- The three memories are corresponding to three memory segments to the assembler:
  - Data segment
  - Program segment (or Code segment)
  - EEPROM segment

•Segment here is referred to as a memory space

Program/Data Memory Organization Directives

- Memory segment directive specifies which memory to use
  - **.dseg**
    - Data memory
  - **.cseg**
    - Code/Program memory
  - **.eseg**
    - EPROM memory
- The **.org** directive specifies the start address for the related program/data.
- The default segment is cseg.

Example

- The default org value is machine oriented.

```
        .dseg                ; Start data segment
        .org   0x0300        ; from address 0x0300,
                             ; default start location is 0x0200

vartab: .byte  4             ; Reserve 4 bytes in SRAM
                             ; from address 0x0300

        .cseg                ; Start code segment
                             ; default start location is 0x00000

const:  .dw    10, 0x10, 0b10, -1
                              ; Write 10, 16, 2, -1 in program
                              ; memory, each value takes
                              ; 2 bytes.

        mov    r1, r0        ; Do something
```


Data/Variable Memory Allocation Directives

- Specify the memory locations/sizes for
  - Constants
    - In program/EEPROM memory
  - Variables
    - In data memory
- All directives must start with a label so that the related data/variables can be accessed later.

Directives for Constants

- Store data in **program/EEPROM memory**
  - **.db**
    - Store **byte** constants in program/EEPROM memory

      ```
      Label:  .db   expr1, expr2, …
      ```

      - ***expr**** **is a byte constant value**
  - **.dw**
    - Store **word** (16-bit) constants in program/EEPROM memory
    - **little endian** rule is used

      ```
      Label:  .dw   expr1, expr2, …
      ```

      - ***expr**** **is a word constant value**

Directives for Variables

- Reserve bytes in **data memory**
  - **.byte**
    - Reserve a number of bytes for a variable

```
Label: .byte   expr
```

    - ***expr* is the number of bytes to be reserved.**

Other Directives

- Include a file
  - **.include** "m2560def.inc"
- Stop processing the assembly file
  - **.exit**
- Define macro
  - **.macro**
  - **.endmacro**
  - Will be discussed later

Assembler Expressions

- In the assembly program, you can use expressions for constants.
- During assembling, the assembler evaluates each expression and substitutes the calculated value for the expression.

Assembler Expressions (cont.)

- The expressions are in a form similar to normal math expressions
  - Consisting of operands, operators and functions. All expressions are internally 32 bits.
- Example

```
ldi r26, low(label + 0xff0)

function   operands   operator
```

Operands in Assembler Expression

- Operands can be any of the following:
  - User defined labels
    - associated with memory addresses
  - User defined variables
    - defined by the 'set' directive
  - User defined constants
    - defined by the 'equ' directive
  - Integer constants
    - can be in several formats, including
      - decimal (default): e.g. 10, 255
      - hexadecimal (two notations): e.g. 0x0a, $0a, 0xff, $ff
      - binary: e.g. 0b00001010, 0b11111111
      - octal (leading zero): e.g. 010, 077
  - PC
    - Program Counter value.

Operators in Assembler Expression

Same meanings as in C

Symbol	Description
!	Logical Not
~	Bitwise Not
-	Unary Minus
*	Multiplication
/	Division
+	Addition
-	Subtraction
<<	Shift left
>>	Shift right
<	Less than
<=	Less than or equal
>	Greater than
>=	Greater than or equal
==	Equal
!=	Not equal
&	Bitwise And
^	Bitwise Xor
|	Bitwise Or
&&	Logical And
||	Logical Or

Functions in Assembler Expression

- LOW(expression)
  - Returns the low byte of an expression
- HIGH(expression)
  - Returns the second (low) byte of an expression
- BYTE2(expression)
  - The same function as HIGH
- BYTE3(expression)
  - Returns the third byte of an expression
- BYTE4(expression)
  - Returns the fourth byte of an expression
- LWRD(expression)
  - Returns low word (bits 0-15) of an expression
- HWRD(expression):
  - Returns bits 16-31 of an expression
- PAGE(expression):
  - Returns bits 16-21 of an expression
- EXP2(expression):
  - Returns 2 to the power of expression
- LOG2(expression):
  - Returns the integer part of log2(expression)

Examples

```
; Example1:
        ldi  r17, 1<<5   ; load r17 with1 shifted left 5 bits
```

Examples

```
; Example 2: compare r21:r20 with 3167

        ldi   r16, high(3167)
        cpi   r20, low(3167)
        cpc  r21, r16
        brlt  case1
…
case1:    inc  r10
```


Data/Variables Implementation

- With the assembler directives, you can implement/translate data/variables into machine level descriptions

Remarks

- Data has scope and duration in the program
- Data has types and structure
- Those features determine where and how to store data in memory.
- Constants are usually stored in the non-volatile memory and variables are allocated in SRAM memory.
- In this lecture, we will only take a look at how to implement basic data types.
  – Implementation of advanced data structures/variables will be covered later.

Example 1

- Translate the following C variables. Assume each integer takes four bytes.

```
int  a;
unsigned int  b;
char  c;
char*  d;
```

Example 1: Solution

•Data memory here is implemented with SRAM

- Translate the following variables. Assume each integer takes four bytes.

```
.dseg               ; in data memory

;.org 0x200         ; start from address 0x200

a:  .byte  4        ; 4 byte integer
b:  .byte  4        ; 4 byte unsigned integer
c:  .byte  1        ; 1 character
d:  .byte  2        ; address pointing to the string
```

  – All variables are allocated in SRAM
  – Labels are given the same name as the variable for convenience and readability.

Example 2

•FLASH - Code memory

- Translate the following C constants and variables.

C code:

```
int  a;
const char b[ ] = "COMP9032";
const int c = 9032;
```

Assembly code:

```
.dseg
a:  .byte 4

.cseg
b:  .db  "COMP9032", 0
c:  .dw  9032
```

  – All variables are in SRAM and constants are in FLASH

Example 2 (cont.)

- An insight of the memory mapping
  – In the program memory, data are packed in words. If only a single byte left, that byte is stored in the left byte and the right byte is filled with 0, as highlighted in the example.

Address		
0x0000	'C'	'O'
0x0001	'M'	'P'
0x0002	'9'	'0'
0x0003	'3'	'2'
0x0004	0	0
0x0005	0x48	0x23

Hex values

43	4F
4D	50
39	30
33	32
0	0
48	23

Example 3

- Translate variables with structured data type

```
struct STUDENT_RECORD
{
        int  student_ID;
        char  name[20];
        char  WAM;
};

typedef struct STUDENT_RECORD student;

student s1;
student s2;
```

Example 3 : Solution

- Translate variables with structured data type

```
.set      student_ID=0
.set      name = student_ID+4
.set      WAM = name + 20
.set      STUDENT_RECORD_SIZE = WAM + 1

.dseg
s1:       .byte     STUDENT_RECORD_SIZE
s2:       .byte     STUDENT_RECORD_SIZE
```


Example 4

- Translate variables with structured data type
  - with initialization

```
struct STUDENT_RECORD
{
          int  student_ID;
          char  name[20];
          char  WAM;
};

typedef struct STUDENT_RECORD student;

struct student  s1 = {123456, "John Smith", 75};
struct student  s2;
```


Example 4: Solution

- Translate variables with structured data type

```
.set      student_ID=0
.set      name = student_ID+4
.set      WAM = name + 20
.set      STUDENT_RECORD_SIZE = WAM + 1

.cseg
s1_value:    .dw   HWRD(123456)
             .dw   LWRD(123456)
             .db   "John Smith      ", 0
             .db   75
.dseg
s1:       .byte     STUDENT_RECORD_SIZE
s2:       .byte     STUDENT_RECORD_SIZE

; copy the data from instruction memory to s1
…
```


Remarks

- The constant values for initialization are usually stored in the program memory in order to keep the values when power is off.
- The variables will be populated with the initial values when the program is started.

Macros

- A sequence of instructions in an assembly program often need to be repeated several times
- Macros help programmers to write code efficiently and nicely
  - Type/define a section of code once and reuse it
    - Neat representation
  - Like an inline function in C
    - When assembled, the macro is expanded at the place it is used

Directives for Macros

- **.macro**
  - Tells the assembler that this is the start of a macro
  - Takes the macro name and (implicitly) parameters
    - Up to 10 parameters
      - Which are referenced by @0, …@9 in the macro definition body
- **.endmacro**
  - Defines the end of a macro definition.

Macros (cont.)

- Macro definition structure:

```
.macro macro_name
            ; macro body
.endmacro
```

- Use of macro

```
macro_name  [para0, para1, …,para9]
```


Example 1

- Swapping memory data *p*, *q* twice for a data shuffling operation
  - assume the two data are in memory location *p* and *q* respectively

With macro

```
  .macro swap1
        lds r2, p     ; load data
        lds r3, q     ; from p, q
        sts q, r2     ; store data
        sts p, r3     ; to q, p
  .endmacro

  swap1
  swap1
```

Without macro

```
    lds r2, p
    lds r3, q
    sts q, r2
    sts p, r3

    lds r2, p
    lds r3, q
    sts q, r2
    sts p, r3
```

Example 2

- Swapping any two memory data

```
.macro swap2
        lds r2, @0        ; load data from provided
        lds r3, @1        ; two locations
        sts @1, r2        ; interchange the data and
        sts @0, r3        ; store data back
.endmacro

swap2 a, b                ; a is @0, b is @1.
swap2 c, d                ; c is @0, d is @1.
```


Example 3

- Register bit copy
  – copy a bit from one register to a bit of another register

```
; copy bit @1 of register @0
; to bit @3 of register @2

.macro bitcopy
        bst @0, @1
        bld @2, @3
.endmacro

bitcopy r4, 2, r5, 3
bitcopy r5, 4, r7, 6
```


Memory Access Operations

- Access to data memory
  – Using instructions
    - ld, lds, st, sts
- Access to program memory
  – Using instructions
    - lpm
    - spm
      – Not covered in this course
  – Most of time, that we access the program memory is to load data

Load Program Memory Instruction

- Syntax: ***lpm Rd, Z***
- Operands: Rd$\in$\{r0, r1, …, r31\}
- Operation: Rd $\leftarrow$ (Z)

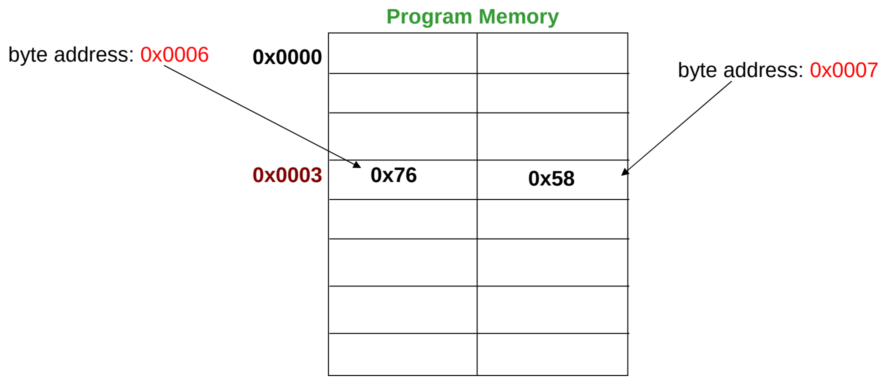
- Words: 1
- Cycles: 3

Load Data From Program Memory

- The address label in the program memory is ***word address***
  - Used by the PC register
- To access constant data in the program memory with *lpm*, ***byte address*** should be used.
- Address register, Z, is used to point bytes in the program memory

Byte Address vs Word Address

- First-byte-address (in a word) = 2 * word-address
- Second-byte-address (in a word) = 2 * word-address +1



Example

```
.include "m2560def.inc"   ; include definition for Z

ldi ZH, high(Table_1<<1)  ; initialize Z
ldi ZL, low(Table_1<<1)

lpm r16, Z                ; load constant from the program
                          ; memory pointed to by Z (r31:r30)

table_1:
        .dw 0x5876        ; 0x76 is the value when Z_LSB = 0
                          ; 0x58 is the value when Z_LSB = 1
```


Complete Example 1

- Copy data from Program memory to Data memory

Complete Example 1 (cont.)

- C description

```
struct STUDENT_RECORD
{
        int student_ID;
        char name[20];
        char WAM;
};

typedef struct STUDENT_RECORD student;

student s1 = {123456, "John Smith", 75};
```


Complete Example 1 (cont.)

- Assembly translation

```
.set    student_ID=0
.set    name = student_ID+4
.set    WAM = name + 20
.set    STUDENT_RECORD_SIZE = WAM + 1

.cseg
start:  ldi r31, high(s1_value<<1)     ; pointer to student record
        ldi r30, low(s1_value<<1)      ; value in the program memory

        ldi r29, high(s1)              ; pointer to student record holder
        ldi r28, low(s1)               ; in the data memory

        clr r16
```


Complete Example 1 (cont.)

- Assembly translation (cont.)

```
load:
                cpi r16, STUDENT_RECORD_SIZE
                brge end
                lpm r10, z+
                st  y+, r10
                inc r16
                rjmp load
end:
                rjmp end

s1_value:       .dw     HWRD(123456)
                .dw     LWRD(123456)
                .db     "John Smith       ", 0
                .db     75
.dseg
.org 0x200
s1:     .byte   STUDENT_RECORD_SIZE
```


Complete Example 2

- Convert lowercase to uppercase for a string (for example, "hello")
  - The string is stored in the program memory
  - The resulting string after conversion is stored in the data memory.
  - In ASCII, uppercase letter + 32 = lowercase letter
    - e.g. 'A'+32='a'

Complete Example 2 (cont.)

- Assembly program

```
.include "m2560def.inc"
.equ size = 6                          ; string length
.def counter = r17
.dseg
.org 0x200                             ; set the starting address
                                       ; of data segment to 0x200
ucase_string:  .byte  size

.cseg
        ldi zl, low(lcase_string<<1)    ; get the low byte for
                                        ; the address of "h"
        ldi zh, high(lcase_string<<1)   ; get the high byte for
                                        ; the address of "h"
        ldi yh, high(ucase_string)
        ldi yl, low(ucase_string)
        clr counter                     ; initialize counter
```

Complete Example 2 (cont.)

- Assembly program (cont.)

```
main:
        lpm  r20, z+      ; load a letter from flash memory
        subi r20, 32      ; convert it to the uppercase letter
        st   y+,r20       ; store the uppercase letter in SRAM
        inc  counter
        cpi  counter, size
        brlt main
loop:
        rjmp loop

lcase_string:  .db   "hello", 0
```


Assembly

- Assembly programs need to be converted to machine code before execution
  - This translation/conversion from assembly program to machine code is called ***assembly*** and is done by the ***assembler***
- There are two general steps in the assembly processes:
  - Pass one
  - Pass two

Two Passes in Assembly

- Pass One
  - Lexical and syntax analysis: checking for syntax errors
  - Expand macro calls
  - Record all the symbols (labels etc) in a symbol table
- Pass Two
  - Use the symbol table to substitute the values for the symbols and evaluate functions.
  - Assemble each instruction
    - i.e. generate machine code

Example

Assembly program

```
.equ     bound = 5
         clr r16
loop:
         cpi r16, bound
         brlo end
         inc r16
         rjmp loop
end:
         rjmp end
```

Symbol table

Symbol	Value
bound	5
loop	1
end	5

Example (cont.)

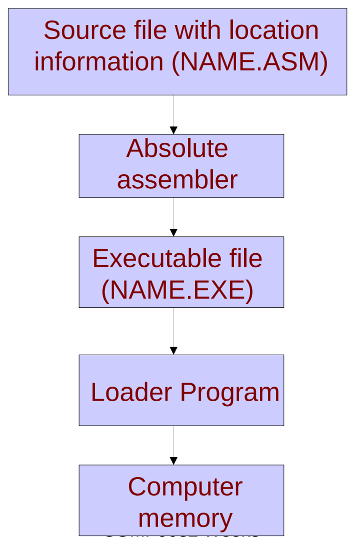
Code generation

Address	Code	Assembly statement	
00000000:	2700	clr	r16
00000001:	3005	cpi	r16,0x05
00000002:	F010	brlo	PC+0x02
00000003:	9503	inc	r16
00000004:	CFFC	rjmp	PC-0x0004
00000005:	CFFF	rjmp	PC-0x0001

Absolute Assembly

- A type of assembly process.
  - Can only be used for the source file that contains all the source code of the program
- Programmers use .org to tell the assembler the starting address of a segment (data segment or code segment)
- Whenever any change is made in the source program, all code must be assembled.
- A loader transfers an **executable file** (machine code) to the target system.

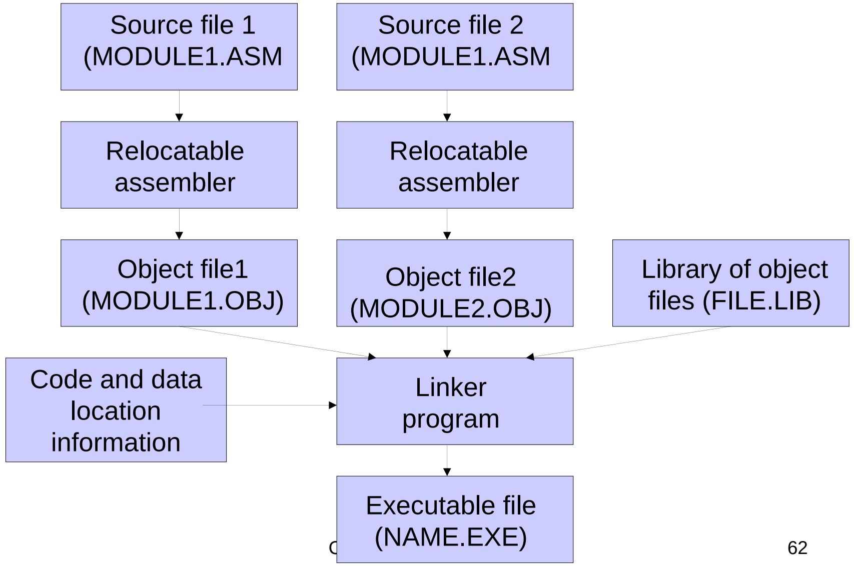
Absolute Assembly - workflow



Relocatable Assembly

- Another type of assembly process.
- Each source file can be assembled separately
- Each file is assembled into **an object file** where some addresses may not be resolved
- A linker program is needed to resolve all unresolved addresses and make all object files into a single executable file

Relocatable Assembly - workflow



Reading Material

- Cady “Microcontrollers and Microprocessors”, Chapter 6 for assembly programming style.
- User’s guide to AVR assembler
  – This guide is a part of the on-line documentations accompanied with AVR Studio. Click help in AVR Studio.

Homework

1. Refer to the AVR Instruction Set manual, study the following instructions:
   - Arithmetic and logic instructions
     - clr
     - inc, dec
   - Data transfer instructions
     - movw
     - sts, lds
     - lpm
     - bst, bld
   - Program control
     - jmp
     - sbrs, sbrc

Homework

2. Design a checking strategy that can find the endianness of AVR machine.

3. Discuss the advantages of using Macros. Do Macros help programmer write an efficient code (in terms of code size and/or execution time)? Why?

Homework

4. Write an assembly program to find the length of a string. The string is stored in the program memory and the length will be saved in the data memory.