

實驗二 實驗結報

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實驗名稱

Lab4: STM32 GPIO System

實驗目的

熟悉基本 GPIO 以及 麵包板
學習如何 debounce

實驗步驟

PART1.

```
.syntax unified
.cpu cortex-m4
.thumb

.data
    leds: .byte 0
    .align

.text
    .global main
    .equ RCC_AHB2ENR    , 0x4002104C
    .equ GPIOB_MODER    , 0x48000400
    .equ GPIOB_OTYPER   , 0x48000404
    .equ GPIOB_OSPEEDR  , 0x48000408
    .equ GPIOB_PUPDR    , 0x4800040C
    .equ GPIOB_ODR      , 0x48000414

    @ r0 gpio output destination
    @ r8 left or right direction flag
    @ r9 light or close leds

main:
    bl    gpio_init
    mov   r9, 0b00001100
```

```
ldrb r8, =leds
strb r9, [r8]
mov  r8, 0b0
b    loop
```

gpio_init:

```
movs r0, 0b10
ldr  r1, =RCC_AHB2ENR
str  r0, [r1]
```

```
movs r0, 0b010101010000000
ldr  r1, =GPIOB_MODER
ldr  r2, [r1]
and  r2, 0xFFFFC03F
orrs r2, r0
str  r2, [r1]
```

```
movs r0, 0b101010100000000
ldr  r1, =GPIOB_OSPEEDR
strh r0, [r1]
```

```
ldr  r0, =GPIOB_ODR
bx   lr
```

loop:

```
bl   display_led
```

```
ldr  r5, =4000000
movs r5, r5
bl   delay
```

```
cmp  r8, 0b0
it   eq
bleq move_left
```

```
cmp  r8, 0b1
it   eq
bleq move_right
```

```
    cmp    r9, 0b11000000
    it     eq
    bleq   set_right_flag
```

```
    cmp    r9, 0b00001100
    it     eq
    bleq   set_left_flag
```

```
    b      loop
```

display_led:

```
    eor    r5, r9, 0xFFFFFFFF
    strh   r5, [r0]
    bx     lr
```

move_left:

```
    lsl    r9, r9, 0b1
    bx     lr
```

move_right:

```
    lsr    r9, r9, 0b1
    bx     lr
```

set_right_flag:

```
    mov    r8, 0b1
    bx     lr
```

set_left_flag:

```
    mov    r8, 0b0
    bx     lr
```

delay:

```
    beq    delay_end
    subs   r5, 4
    b      delay
```

delay_end:

bx lr

PART2

.syntax unified
.cpu cortex-m4
.thumb

.data

leds: .byte 0
.align

.text

.global main
.equ RCC_AHB2ENR , 0x4002104C
.equ GPIOB_MODER , 0x48000400
.equ GPIOB_OTYPER , 0x48000404
.equ GPIOB_OSPEEDR, 0x48000408
.equ GPIOB_PUPDR , 0x4800040C
.equ GPIOB_ODR , 0x48000414
.equ GPIOC_MODER , 0x48000800
.equ GPIOC_IDR , 0x48000810

@ r0 gpio led output [init in gpio_init]
@ r7 running or stopped [init in main]
@ r8 left or right direction flag [init in main]
@ r9 turn on or off leds [init in main]
@ r10 gpio button input [init in gpio_init]
@ (r11, r12): (latest, confirmed) button value [init in main]
@ (1, 1) -> (0, 1) -> (0, 0) -> (1, 0) -> (1, 1)

main:

bl gpio_init
mov r9, 0b00001100
ldrb r8, =leds
strb r9, [r8]
mov r7, 0b0
mov r8, 0b0

```
mov r11, 0b1
mov r12, 0b1
b loop
```

gpio_init:

```
movs r0, 0b110
ldr r1, =RCC_AHB2ENR
str r0, [r1]
```

```
movs r0, 0b010101010000000
ldr r1, =GPIOB_MODER
ldr r2, [r1]
and r2, 0xFFFFC03F
orrs r2, r0
str r2, [r1]
```

```
ldr r1, =GPIOC_MODER
ldr r0, [r1]
ldr r2, =0xF3FFFFFF
and r0, r2
str r0, [r1]
```

```
movs r0, 0b101010100000000
ldr r1, =GPIOB_OSPEEDR
strh r0, [r1]
```

```
ldr r0, =GPIOB_ODR
ldr r10, =GPIOC_IDR
bx lr
```

loop:

```
bl display_led
```

```
ldr r5, =4000000 @ cpu is 4mhz
movs r5, r5
bl delay
```

```
cmp r7, 0b1
```

```
beq    loop
```

```
cmp    r8, 0b0
```

```
it     eq
```

```
bleq   move_left
```

```
cmp    r8, 0b1
```

```
it     eq
```

```
bleq   move_right
```

```
cmp    r9, 0b11000000
```

```
it     eq
```

```
bleq   set_right_flag
```

```
cmp    r9, 0b000001100
```

```
it     eq
```

```
bleq   set_left_flag
```

```
b      loop
```

```
display_led:
```

```
eor    r5, r9, 0xFFFFFFFF
```

```
strh   r5, [r0] @ r0 output data reg
```

```
bx     lr
```

```
move_left:
```

```
lsl    r9, r9, 0b1
```

```
bx     lr
```

```
move_right:
```

```
lsr    r9, r9, 0b1
```

```
bx     lr
```

```
set_right_flag:
```

```
mov    r8, 0b1
```

```
bx     lr
```

```
set_left_flag:
```

```
mov    r8, 0b0
bx     lr
```

delay:

```
beq    delay_end
ldr    r1, =0b1111111111111111
ands   r1, r5, r1
beq    check_button @ branch every 32.768 ms
subs   r5, 8
b      delay
```

check_button:

```
ldrh   r1, [r10] @ r10 input data reg
lsr    r1, 13
mov     r2, 1
and     r1, r2
cmp     r1, r11
mov     r11, r1
beq     button_confirmed
subs    r5, 8
b       delay
```

button_confirmed:

```
subs   r1, r11, r12
cmp     r1, 1
mov     r12, r11
beq     switch
subs    r5, 8
b       delay
```

switch:

```
eor     r7, 0b1
subs    r5, 8
b       delay
```

delay_end:

```
bx     lr
```

PART3

```
.syntax unified
.cpu cortex-m4
.thumb
```

```
.data
password: .byte 0b1100
.align
```

```
.text
.global main
.equ RCC_AHB2ENR , 0x4002104C
.equ GPIOB_MODER , 0x48000400
.equ GPIOB_OTYPER , 0x48000404
.equ GPIOB_OSPEEDR, 0x48000408
.equ GPIOB_PUPDR , 0x4800040C
.equ GPIOB_ODR , 0x48000414
.equ GPIOC_MODER , 0x48000800
.equ GPIOC_PUPDR , 0x4800080C
.equ GPIOC_IDR , 0x48000810
```

```
main:
    b    init_gpio
```

```
init_gpio:
    mov    r0, 0b110
    ldr    r1, =RCC_AHB2ENR
    str    r0, [r1]

    mov    r0, 0b010101010000000
    ldr    r1, =GPIOB_MODER
    ldr    r2, [r1]
    and    r2, 0xFFFFC03F
    orr    r2, r0
    str    r2, [r1]

    ldr    r1, =GPIOC_MODER
```



```
ldr r0, [r1]
ldr r2, =0xF3FFFF00
and r0, r2
str r0, [r1]
```

```
mov r0, 0b101010100000000
ldr r1, =GPIOB_OSPEEDR
str r0, [r1]
```

```
ldr r1, =GPIOC_PUPDR
ldr r0, [r1]
ldr r2, =0b01010101
and r0, 0xFFFFFFFF00
orr r0, r2
str r0, [r1]
```

```
ldr r10, =GPIOB_ODR @ leds
ldr r11, =GPIOC_IDR @ user button
ldr r12, =GPIOC_IDR @ dip switch
```

```
mov r0, 0b11111111
strh r0, [r10]
b poll_button_init
```

poll_button_init:

```
mov r8, 1
mov r9, 1
movs r0, 0
b poll_button
```

poll_button:

```
beq poll_button_restart
ldr r1, =0b1111111111111111
ands r1, r0, r1
beq poll_button_check
subs r0, 8
b poll_button
```

```

poll_button_check:
    ldrrh r1, [r11]
    lsr    r1, 13
    mov    r2, 1
    and    r1, r2
    cmp    r1, r8
    mov    r8, r1
    beq    poll_button_confirm
    subs r0, 8
    b      poll_button

```

```

poll_button_confirm:
    sub    r1, r8, r9
    cmp    r1, 1
    mov    r9, r8
    beq    read_switch
    subs r0, 8
    b      poll_button

```

```

poll_button_restart:
    ldr    r0, =40000000
    movs r0, r0
    b      poll_button

```

```

read_switch:
    ldrrh r1, [r12]
    and    r1, 0b1111
    eor    r1, 0b1111

    ldr    r0, =password
    ldrb r0, [r0]

    cmp    r0, r1
    mov    r1, 0b11111111
    mov    r2, 0b0
    beq    leds_3x
    b      leds_1x

```

```
leds_3x:
    eor    r1, 0b11111111
    strh   r1, [r10]
    add    r2, 0b1

    cmp    r2, 6
    beq    poll_button_init

    ldr    r0, =2000000
    movs   r0, r0
    b      leds_3x_blink
```

```
leds_3x_blink:
    beq    leds_3x_again
    subs   r0, 4
    b      leds_3x_blink
```

```
leds_3x_again:
    b      leds_3x
```

```
leds_1x:
    eor    r1, 0b11111111
    strh   r1, [r10]
    add    r2, 0b1

    cmp    r2, 2
    beq    poll_button_init

    ldr    r0, =2000000
    movs   r0, r0
    b      leds_1x_blink
```

```
leds_1x_blink:
    beq    leds_1x_again
    subs   r0, 4
    b      leds_1x_blink
```

```
leds_1x_again:
    b      leds_1x
```

實驗結果與問題回答

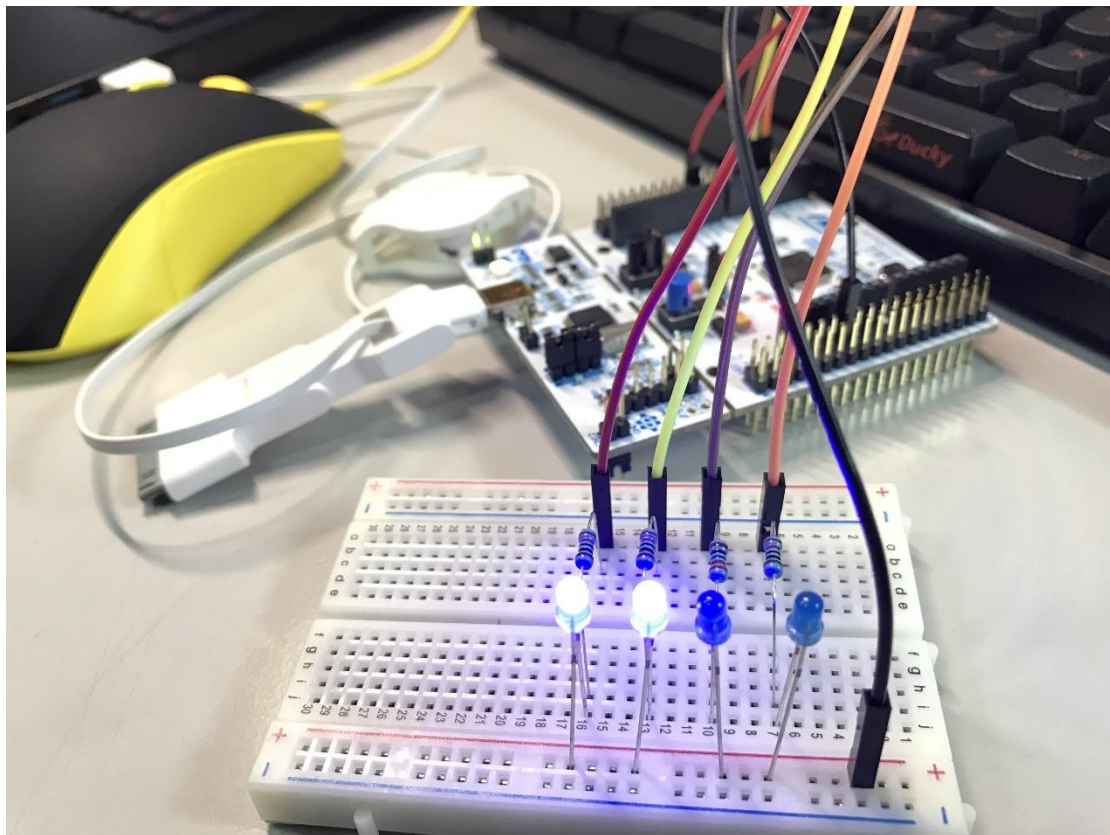
PART1: 首先設定記憶體位置，首先先將其初始化，然後在loop一跑，當我們要做delay1秒時，首先先算出指令要多少時間，然後再調整數字，每一次跑要減去多少，然後當他減到0時就beq跳出，於是就會造成一秒delay。然後儲存LED現在是往左跑還是往右跑，當碰觸到左右邊界時，就改變其方向。

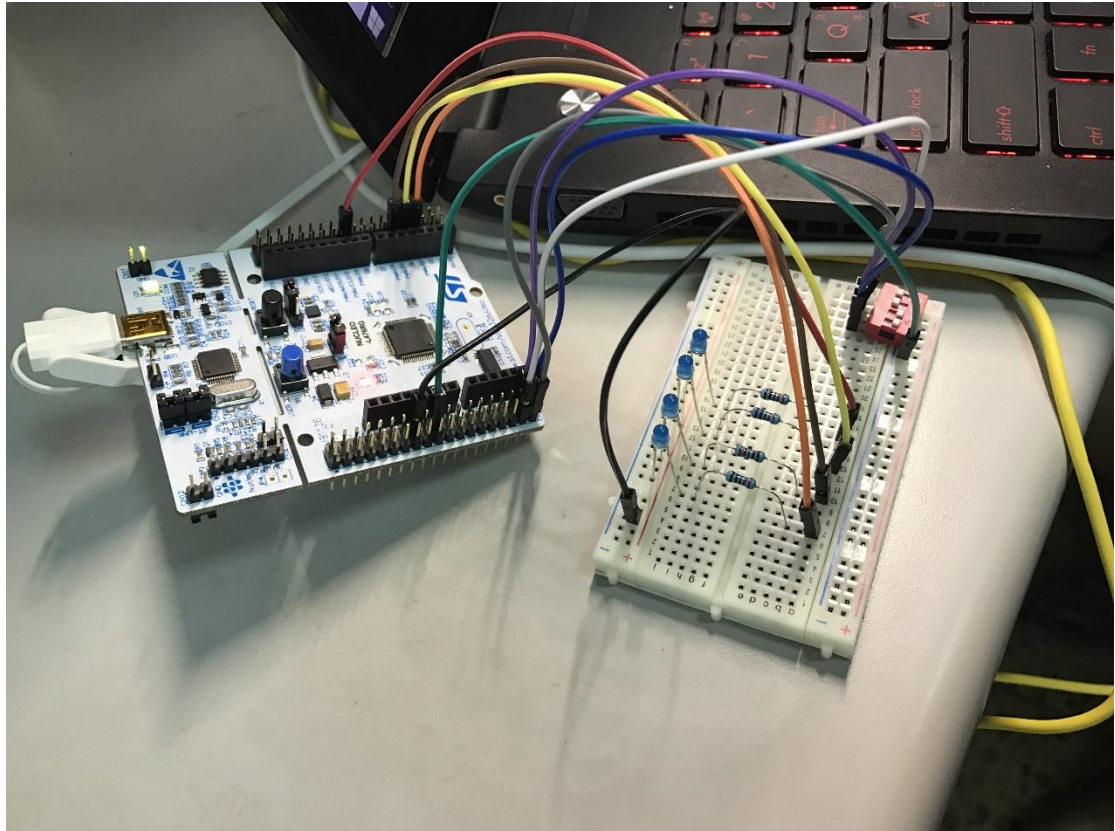
PART2:

基本上由第一題改寫，主要就是debounce，計算出一個數字(也就是debounce抓取數據的區間)，我們抓大概32ms，於是當每32ms我們就抓取，然後判斷新舊值是0還是1，依此計算有沒有按下按鈕，當按下按鈕時，就進去讓他停止不動的區塊，因此可以造成，按下去就停住的效果，當再次感應到按鈕被按下去，就繼續開始跑。(r7是我們的run or stops的flag)

PART3:

設定CPIOC為switch輸入，然後GPIOB為LED輸出，也是由第一題跟第二題改寫，當button沒有被按下去的時候就一直跑自己的loop，當按鈕被按下去時就向下執行READ PID，然後比較他跟密碼是否相同，如果相同就跳進leds_3x否則就跳進leds_1x，兩個基本上只有閃爍次數不同，由counter來實作。然後做完在跳回button還沒被按的狀態，繼續等待button被按。





心得討論與應用聯想

這真的是我做過微處理機最累的一次，首先是接電路完全跳脫我學電子電路時的知識，如何在線材不夠時還要接出相同效果之電路。

也學習到如何應付 active low 的條件，輸入時碰到 portA 的 2 跟 3 對於輸入沒有反應，但是將其改成 portC 時即可，這個錯誤修正就弄了兩個小時。

PBIO 控制真的有點複雜，每個東西都要經過一大堆計算，跟一大堆設計好的數字，才能完美的組合出結果，看到成果時真的覺得很感動。

研究各種電路元件要怎麼使用，其基本性質以及結構。