

# **EECE.3170: Microprocessor Systems Design I**

Fall 2016

## Lecture 30: Key Questions

November 30, 2016

1. What is an interrupt? What is an exception?
2. For what purposes are interrupts useful?
3. Describe the basic steps in interrupt processing.

4. What is an interrupt or exception vector? Describe briefly how an interrupt vector table functions.
5. Explain how interrupts can be set up and managed in the PIC microcontrollers.
6. Explain the operation of the programs used to rotate the LEDs using interrupts (`interrupt.asm` and `interrupt.c`).

```

; *****
; Lesson 10 - Interrupts and Pull-ups
;
; This lesson will introduce interrupts and how they are useful. It will
; also introduce internal weak pull-ups that are available on most PICs.
;
; It should be noted that this lesson is more efficient than the last
; one, "Timer0". Notice how the processor is no longer waiting for
; Timer0 to roll over. Instead, we let the hardware modules do the work,
; freeing the CPU to do other things in the main loop
;
; The switch is no longer continuously polled for a button press. Instead,
; an interrupt will occur which will automatically place the program counter
; inside of the ISR where we can change directions outside of normal code execution
;
; LEDs rotate at a constant speed and the switch reverses their direction
;
; PIC: 16F1829
; Assembler: MPASM v5.43
; IDE: MPLABX v1.10
;
; Board: PICKit 3 Low Pin Count Demo Board
; Date: 6.1.2012
;
; *****
; * See Low Pin Count Demo Board User's Guide for Lesson Information*
; *****

#include <p16F1829.inc>
    _CONFIG _CONFIG1, (_FOSC_INTOSC & _WDTE_OFF & _PWRTE_OFF & _MCLRE_OFF & _CP_OFF & _CPD_OFF &
    _BOREN_ON & _CLKOUTEN_OFF & _IESO_OFF & _FCMEN_OFF);
    _CONFIG _CONFIG2, (_WRT_OFF & _PLLEN_OFF & _STVREN_OFF & _LVP_OFF);

    errorlevel -302                ;suppress the 'not in bank0' warning

#define SWITCH PORTA, 2            ;pin where SW1 is connected..NOTE: always READ from the PORT and
    WRITE to the LATCH

#define PULL_UPS                   ;if this is uncommented, JP5 can be pulled out

#define LED_RIGHT 0xFF             ;keep track of LED direction
#define LED_LEFT  0x00

    cblock 0x70                    ;shared memory location that is accessible from all banks
Direction
Delay1
    endc

; -----LATC-----
; Bit#:  -7---6---5---4---3---2---1---0---
; LED:   -----|DS4|DS3|DS2|DS1|-
; -----

    Org 0x0                        ;Reset Vector starts at 0x0000
    bra          Start             ;main code execution
    Org 0x0004                    ;Interrupt Vector starts at address 0x0004
    goto         ISR

Start:
;Setup main init
    banksel      OSCCON            ;bank1
    movlw        b'00111000'       ;set cpu clock speed FO 500KHz
    movwf        OSCCON            ;move contents of the working register into OSCCON

    bsf          TRISA, RA2         ;switch as input
    banksel      ANSELA            ;bank3

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    bcf          ANSELA, RA2          ;digital
                                        ;can reference pins by their position in the PORT (2) or name (RA2)

                                        ;Configure the LEDs
    banksel     TRISC                 ;bank1
    clrf        TRISC                 ;make all of PORTC an output
    banksel     LATC                  ;bank2
    movlw       b'00001000'          ;start with DS4 lit

                                        ;Setup Timer0 as the delay
    banksel     OPTION_REG            ;bank1
    movlw       b'00001111'          ;1:256 prescaler for a delay of: (instruction-cycle * 256-counts)*
prescaler = ((8uS * 256)*256) =~ 524mS
    movwf      OPTION_REG
    bsf         INTCON, TMR0IE        ;enable the rollover interrupt to occur

                                        ;Setup interrupt-on-change for the switch
    bsf         INTCON, IOCFIE        ;must set this global enable flag to allow any interrupt-on-change
flags to cause an interrupt
    banksel     IOCAN                 ;bank7
    bsf         IOCAN, IOCAN2         ;when SW1 is pressed, enter the ISR (Note, this is set when a
FALLING EDGE is detected)
    bsf         INTCON, GIE           ;must set this global to allow any interrupt to bring the program
into the ISR
                                        ;if this is not set, the interrupt flags will still get set, but
the ISR will never be entered

#ifdef PULL_UPS                       ;enter here if this is defined (not commented out)
    banksel     WPUA                 ;bank4
    bsf         WPUA, 2              ;enable the weak pull-up for the switch
    banksel     OPTION_REG           ;bank1
    bcf         OPTION_REG, NOT_WPUEN ;enable the global weak pull-up bit
                                        ;this bit is active HIGH, meaning it must be cleared for it to be enabled
#endif
    movlw       LED_RIGHT            ;start with LEDs shifting to the right
    movwf      Direction

    ;Clear the RAM
    clrf       Delay1

MainLoop:
    bra        MainLoop              ;can spend rest of time doing something critical here

Debounce:
                                        ;delay for approximatly 5ms
    movlw       d'209'               ;(1/(500KHz/4))*209*3 = 5.016mS
    movwf      Delay1

DebounceLoop:
    decfsz     Delay1, f              ;1 instruction to decrement,unless if branching (ie Delay1 = 0)
    bra        DebounceLoop          ;2 instructions to branch
    return

RotateRight:
    lsr        LATC, f                ;logical shift right
    btfsc     STATUS,C               ;did the bit rotate into the carry?
    bsf       LATC,3                 ;yes, put it into bit 3.
    retfie

RotateLeft:
    lsl        LATC, f                ;logical shift left
    btfsc     LATC, 4                 ;did it rotate out of the LED display?
    bsf       LATC, 0                 ;yes, put in bit 0
    retfie

                                        ;Enter here if an interrupt has occurred
                                        ;First, check what caused the interrupt by checking the ISR flags

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;This lesson only has 2 flags to check
ISR:
    banksel IOCAF          ;bank7
    btfsc IOCAF, 2        ;check the interrupt-on-change flag
    bra Service_SW1      ;switch was pressed
    bra Service_TMR0     ;Timer0 overflowed
Service_SW1:
    ;In order to ensure that no detected edge is lost while clearing
    flags,
    't
    current
    ;the following 3 lines mask out only the known changed bits and don't
    ;interfere with the others. A simple clrwf would work, but this
    ;method is good practice
    movlw 0xFF
    xorwf IOCAF, w
    andwf IOCAF, f
    forever
    ;MUST ALWAYS clear this in software or else stuck in the ISR
    ;clearing this will clear the INTCON, IOCIF bit as well
    call Debounce
    ;delay for 5ms and then check the switch again
    banksel PORTA
    btfsc SWITCH
    retfie
    ;bank0
    ;is it still held down?
    ;nope, exit the ISR back to the main code
    movlw 0xFF
    xorwf Direction, f
    retfie
    ;toggle the direction state and save it back
    ;return to main code

Service_TMR0:
    bcf INTCON, T0IF
    forever
    banksel LATC
    movlw LED_RIGHT
    subwf Direction, w
    btfsc STATUS, Z
    bra RotateRight
    bra RotateLeft
    ;check what direction currently in
    ;be sure to save in wreg so as to not corrupt 'Direction'

end
;end code generation

```

```

/**
*****
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* also introduce internal weak pull-ups that are available on most PICs.
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* Compiler: XC8 v1.00
* IDE: MPLABX v1.10
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*
* *****
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* *****
*/

#include <htc.h> //PIC hardware mapping
#define _XTAL_FREQ 500000 //Used by the XC8 delay_ms(x) macro

#define DOWN 0
#define UP 1

#define SWITCH PORTAbits.RA2

#define LED_RIGHT 1
#define LED_LEFT 0

#define PULL_UPS //if this is uncommented, the trace under JP5 can be
cut //with no affect on the output
//config bits that are part-specific for the PIC16F1829
__CONFIG(FOSC_INTOSC & WDTE_OFF & PWRTE_OFF & MCLRE_OFF & CP_OFF & CPD_OFF & BOREN_ON & CLKOUTEN_OFF &
IESO_OFF & FCMEN_OFF);
__CONFIG(WRT_OFF & PLEN_OFF & STVREN_OFF & LVP_OFF);

/* -----LATC-----
* Bit#: -7---6---5---4---3---2---1---0---
* LED: -----|DS4|DS3|DS2|DS1|-
* -----
*/

unsigned char _direction; //a global variable
void main(void) {
//general init
OSCCON = 0b00111000; //500KHz clock speed
TRISC = 0; //all LED pins are outputs
LATC = 0; //init LEDs in OFF state

LATCbits.LATC3 = 1; //DS4 is lit
_direction = LED_RIGHT; //start with LEDs rotating from right to left

//setup switch (SW1)

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    TRISAbits.TRISA2 = 1;           //switch as input
    ANSELAbits.ANSA2 = 0;         //digital switch

                                   //by using the internal resistors, you can save cost by
    eleminating an external pull-up/down resistor
#ifdef PULL_UPS
    WPUA2 = 1;                    //enable the weak pull-up for the switch
    nWPUEN = 0;                   //enable the global weak pull-up bit
#endif

                                   //setup TIMER0 as the delay
                                   //1:256 prescaler for a delay of: (insruaction-cycle * 256-
counts)*prescaler = ((8uS * 256)*256) =~ 524mS
OPTION_REG = 0b00000111;        //setup TIMER0
INTCONbits.TMR0IE = 1;          //enable the TMR0 rollover interrupt

                                   //setup interrupt on change for the switch
INTCONbits.IOCIE = 1;           //enable interrupt on change global
IOCANbits.IOCAN2 = 1;          //when SW1 is pressed, enter the ISR
GIE = 1;                         //enable global interupts

while (1) {
    continue;                    //can spend rest of time doing something critical here
}

void interrupt ISR(void) {
    if (IOCAF) {                 //SW1 was just pressed
        IOCAF = 0;              //must clear the flag in software
        __delay_ms(5);          //debounce by waiting and seeing if still held down
        if (SWITCH == DOWN) {
            _direction ^= 1;    //change directions
        }
    }

    if (INTCONbits.T0IF) {
        INTCONbits.T0IF = 0;

        if (_direction == LED_RIGHT) {
            LATC >> = 1;        //rotate right
            if (STATUSbits.C == 1) //when the last LED is lit, restart the pattern
                LATCbits.LATC3 = 1;
        } else{
            LATC << = 1;        //rotate left
            if (LATCbits.LATC4 == 1) //when the last LED is lit, restart the pattern
                LATCbits.LATC0 = 1;
        }
    }
}
}

```