
Low Power and Embedded Systems - Workbook 3

Introduction

In this workbook we will make a precise timer, and we will attach a Liquid Crystal Display (LCD) to the microcontroller via an interface board.

Supporting material

atmega644p.pdf

Latest: http://www.atmel.com/images/atmel-8011-8-bit-avr-microcontroller-atmega164p-324p-644p_datasheet.pdf

Local copy: <http://www.cl.cam.ac.uk/teaching/1415/P31/docs/atmega644p.pdf>

Data sheet for the Atmel ATMEGA644P used in these exercises. You will need to refer to this frequently. Within these workbooks this will be referred to as 'the datasheet'. The section numbers referred to in these workbooks refer to revision 8011Q of the datasheet dated 02/13.

serial_lcd_schematic.pdf

http://www.cl.cam.ac.uk/teaching/1415/P31/docs/serial_lcd_schematic.pdf

Schematic for LCD interface PCB.

serial_lcd_pcb.pdf

http://www.cl.cam.ac.uk/teaching/1415/P31/docs/serial_lcd_pcb.pdf

Printed Circuit Board layout for LCD interface PCB, for reference only.

lcd_interface_micro.c

http://www.cl.cam.ac.uk/teaching/1415/P31/code/lcd_interface_micro.c

Microcontroller implementation for the LCD interface PCB, for reference only.

Interrupt Vector Table

http://www.nongnu.org/avr-libc/user-manual/group__avr__interrupts.html

Table of interrupt vector names for ATMEL AVR series microcontrollers.

An on-line version of this guide is available at:

[workbook3.html](http://www.cl.cam.ac.uk/teaching/1415/P31/workbook3.html) [<http://www.cl.cam.ac.uk/teaching/1415/P31/workbook3.html>]

Exercise 1 - Precise timing

The `_delay_ms()` function used in workbook 1 is useful, especially during testing, but it does not take account of time spent servicing interrupts. To get precise timing, it is necessary to use a timer.

The ATMEGA644P has three timers. Timer0 and Timer2 are 8 bit, and Timer1 is 16 bit. Have a look at sections 12 to 14 in the datasheet to get an overview of what the timers can do. The requirement of this exercise is to take our ADC samples at exactly 1 second intervals.

One mode which can be selected for a timer is to count from zero up to a value held in an 8 bit register: `OCR0A` for Timer0, `OCR2A` for Timer2, or a 16-bit register, `OCR1A` for Timer1. When the timer reaches the value held in the compare register it immediately resets the counter to zero, issues an interrupt, and continues counting from zero. This mode is referred to as CTC mode, and is the one we will use in this exercise.

One second is rather a long period with a master clock of 8 MHz, so the 16 bit timer will be the appropriate one to use.

Even so, at full clock rate this would only give a maximum period of $2^{16}/(8 \times 10^6)$, or approx 8.1 milliseconds. A divider prescaler can be introduced between the 8 MHz master clock and the timer input, which makes it possible to greatly increase the maximum time period achievable by the 16 bit counter. The prescaler divider value P , is selectable in a number of powers of 2, up to a maximum value of 2^{16} .

As we have seen, with a 16 bit timer, the maximum period we can create is about 8.1 ms. We need to choose a prescaler so the maximum count (2^{16}) gives a period greater than 1 second. The best match from the prescaler values available (see section 13.11.2) is 256. Dividing by a higher number would reduce the resolution of the timer.

- Dividing the 8MHz clock by 256 gives a clock period of 32uS

- To get a 16 bit timer period of 1s, the 16 bit timer register has to be set to $1/32\mu s = 31250$, or in hexadecimal `0x7A12`

These can be written as a 16 bit value in either decimal `OCR1A = 31250` or in hex `OCR1A = 0x7A12`, or if written as two 8 bit values they *must* be written high byte `OCR1AH` first (`0x7A`) then Low byte `OCR1AL` (`0x12`).

1. Take a *copy* of your code from workbook2 exercise3 to use as a starting point for this exercise.
2. Add an initialisation block for the timer just as you did for the ADC. Since interrupts are being used, this block must be executed before interrupts are enabled.
3. Within the initialisation block set `TCCR1A` for normal port operation with `WGM11`, `WGM10` both zero
4. Set `TCCR1B` for CTC mode, with the prescaler set to divide by 256, and the top of count set by the Output Compare register `OCR1A` (mode 4, not mode 12 in the table).
5. Set `TCCR1C = 0` (Force Output Compare is not being used).
6. Set `TIMSK1` to generate an interrupt on Timer1 Output Compare Match A .
7. Also within the initialisation block set `OCR1A = 31250`. This 16 bit assignment will work correctly, the compiler will make sure the bytes are written in the correct order.
8. Set `TCNT1 = 0` to clear Timer1.

That completes the initialisation of Timer1.

1. Add a timer1 interrupt service routine to start an ADC conversion when the timer reaches the count value. Look up the appropriate ISR vector name from: Interrupt Vector Table [http://www.nongnu.org/avr-libc/user-manual/group__avr__interrupts.html]. Make sure you choose Timer/Counter1 Compare Match A for the ATMEGA644P.

Start the ADC conversion by setting the ADSC bit in ADCSRA (see datasheet section 20.9.2) in the timer ISR. Do not set the auto trigger bit ADATE.

You do not need to clear the timer counter register, or take any action to clear the timer interrupt. In CTC mode the timer interrupts will come at the correct intervals as the timer clear is carried out in hardware.

2. Create 3 global, 8 bit variables (that is, declared outside main() and outside any ISR or functions. It is normal to declare these right at the top of your code).

`adch` will hold the high byte of the latest adc reading.

`adcl` will hold the low byte of the latest adc reading.

`gotadcvalue` will be used as a flag to mark whether there is an ADC value ready to be sent. Declare `gotadcvalue` as *volatile*. It must be declared *volatile* because it will be changed in one section of code (the interrupt routine), but tested in a loop in main. Without the keyword *volatile*, the compiler would optimise the loop test and never see that the variable had changed.

3. When the ADC conversion completes, in the ADC interrupt handler, change the state of `gotadcvalue`, and capture the readings into `adcl` and `adch`, *adcl first*.

Note that we do not try to send the ADC value from within the interrupt routine - it would take too long. Since only one interrupt can be active at a time, they must be kept as short as possible.

Calculate the time needed to transmit the largest ADC value possible via serial at 19200 baud, including any trailing space or return characters. What happens if this exceeds 1 second?

4. It is easy to remove an ISR, but forget to disable the interrupt, or alternatively get the wrong ISR name. Without a suitable ISR, the microcontroller will execute random code.

To avoid this problem, add the following to your program.

```
// catch all interrupt handler. Note double underscore in the name.
ISR (__vector_default) { // or ISR(BADISR_vect) {

}
}
```

5. Remove the `_delay_ms()` functions from the main loop.

Move the LED on and LED off to the timer interrupt routine. Change the LED state each interrupt, giving a 0.5Hz flash rate.

The main loop will reduce to something like:

```
while (1) {
    if (gotadcvalue == 1) {
        USART0_transmit_uint8(adch) ;
        USART0_transmit(0x0A) ;
        USART0_transmit(0x0D) ;
        gotadcvalue = 0 ;
    }
}
```

Program the device with your revised code, and power up the device.

It should work exactly as Workbook 2 Exercise 3, except the 0.5 Hz should be precise. Check using an oscilloscope.

Optionally change the code to transmit the ADC reading as a 16 bit value.

Exercise 2 connecting an LCD

So far the only output from the microcontroller has been via a serial data connection, or by flashing an LED. In this exercise you will add an interface to an LCD controller and display. There are a wide range of these alphanumeric displays on the market, with different size and backlight options, but nearly all use either a Hitachi or Seiko controller. These controllers are *almost* identical in operation, but the initialisation is fiddly, requiring a set of commands with minimum periods between them. The LCDs themselves run from a 5V supply,

To speed up development for you and to reduce the number of IO pins required, a small PCB is provided which takes a clock and data signal and does the interfacing to the LCD for you.

There is also a supporting library to make the LCD easier to use.

For your interest, links to the schematic diagram, Printed Circuit Board, and associated C code for the library are available in the supporting material section at the start of the worksheet.

1. Copy your C code and Makefile from workbook2 exercise2 (the Caesar cipher) into the directory called workbook3/exercise2.
2. Power up, reprogram the device and check that the LED flashes once per second.

Hardware connections.

1. You will need to fit a 4 way pin header to the prototyping board. Make sure that the thin pins on the header are the ones fitted into the breadboard.

Looking at the LCD interface board with the push switch at the top, the connections are 5V, CLK, DATA, GND, top to bottom. You need to connect PD7 from your microcontroller to the DATA line, and PD6 to the CLOCK line, so you can now choose a suitable place on the prototyping board to make the wiring up easy.

Wire up the connections to the 4 pin LCD interface board.

2. Connect the LCD interface board to your microcontroller using one of the 4 way leads supplied, and to the LCD using the 16 way ribbon cable.
3. Check the supply to the LCD is correct, and power up the board. The LCD display should show 'TEST'. You may need to adjust the contrast potentiometer to see it clearly.

Software.

To use the LCD, it is necessary to incorporate a library of low level drivers which take care of communicating via the LCD interface board. For flexibility, this library allows you to connect the LCD via any two lines on the same port of your microcontroller. For this exercise we will use PD6 and PD7 on PORTD.

For code portability the library uses generic names for controlling these pins, and these need to be defined and the definitions made visible to both the library function and the main C program. This is done as follows:

1. Define the following in a file `config.h` in the `workbook3/exercise2` directory:

```
#define LCD_DDR DDRD
#define LCD_PORT PORTD
#define LCD_DATA PD7
#define LCD_CLK PD6

#define F_CPU 8E6
```

2. Copy both `serial_lcd.h` and `serial_lcd.c` from <http://www.cl.cam.ac.uk/teaching/1415/P31/code/> to the `workbook3/exercise2` directory
3. Change your port direction initialisation function to define `LCD_DATA` and `LCD_CLK` as outputs. Remember to use `|=` not `=`, or you risk overriding previous definitions. Use the generic names, not the pin names to make code maintenance easier in future, for example:

```
// this works independently of which pins on PORTD are used.
LCD_DDR |= (1<<LCD_DATA) | (1<<LCD_CLK);
```

4. Add the following to your C program:

```
#include <config.h>
#include <serial_lcd.h>
```

5. Add the following to your copy of the `serial_lcd.h` file:

```
#include <config.h>
```

6. Modify the Makefile so that `serial_lcd.c` is compiled and linked, by changing the line:

```
exercise2.elf: exercise2.o
to:
exercise2.elf: exercise2.o serial_lcd.o
```

7. In main, within the `while(1)` loop add a test function, something similar to:

```
LCD_display_char('j');
```

Test your modified code:

1. Use `make clean` to remove any legacy `.o` files, and to force a recompile. If you change `config.h`, then `make` will not see a change to the timestamp of the `.c` files, and will not recompile them. You need to run `make clean` to remove the `.o` files, which forces a complete recompile, in this case. Program your device, and check it works as expected. You may need to press the reset switch on the LCD interface board to give it a clean start.
2. If you encounter problems, check that the LED is flashing, and that the Caesar cipher is working. If those work fine, look at `LCD_CLK` and `LCD_DATA` with an oscilloscope set to use a 10uS per division timebase.
3. Refer to `serial_lcd.h`, and try out the other functions which the library provides, for example `LCD_display_bin`, `scroll_lcd_left()`.

The following section will prove very useful in the future, but can be skipped if you are behind schedule.

Once you have the LCD working, make your own 4 way cable using the crimp tool and parts provided. You should find this straightforward. Try your cable with the LCD.

Now have a go at using the Insulation Displacement (IDC) Connectors and large blue machine to make a 16 way lead, and test that. The key to a successful connection is keeping the ribbon cable square to the connector, whilst avoiding squashed fingers.

Before the class next week, create a display of your `crsid` which scrolls smoothly and readably in one of the four directions.

Show it to one of the demonstrators at the beginning of next weeks session.

You will need to think about your choice of mini-project, in particular if you want to try something which isn't on the suggestions list then talk to Ian Wassell or Brian Jones as soon as possible, to check that what you propose is suitable, and also that it is possible to get the parts required in time for you to start in week 5.