

Microprocesadores, Tema 2:

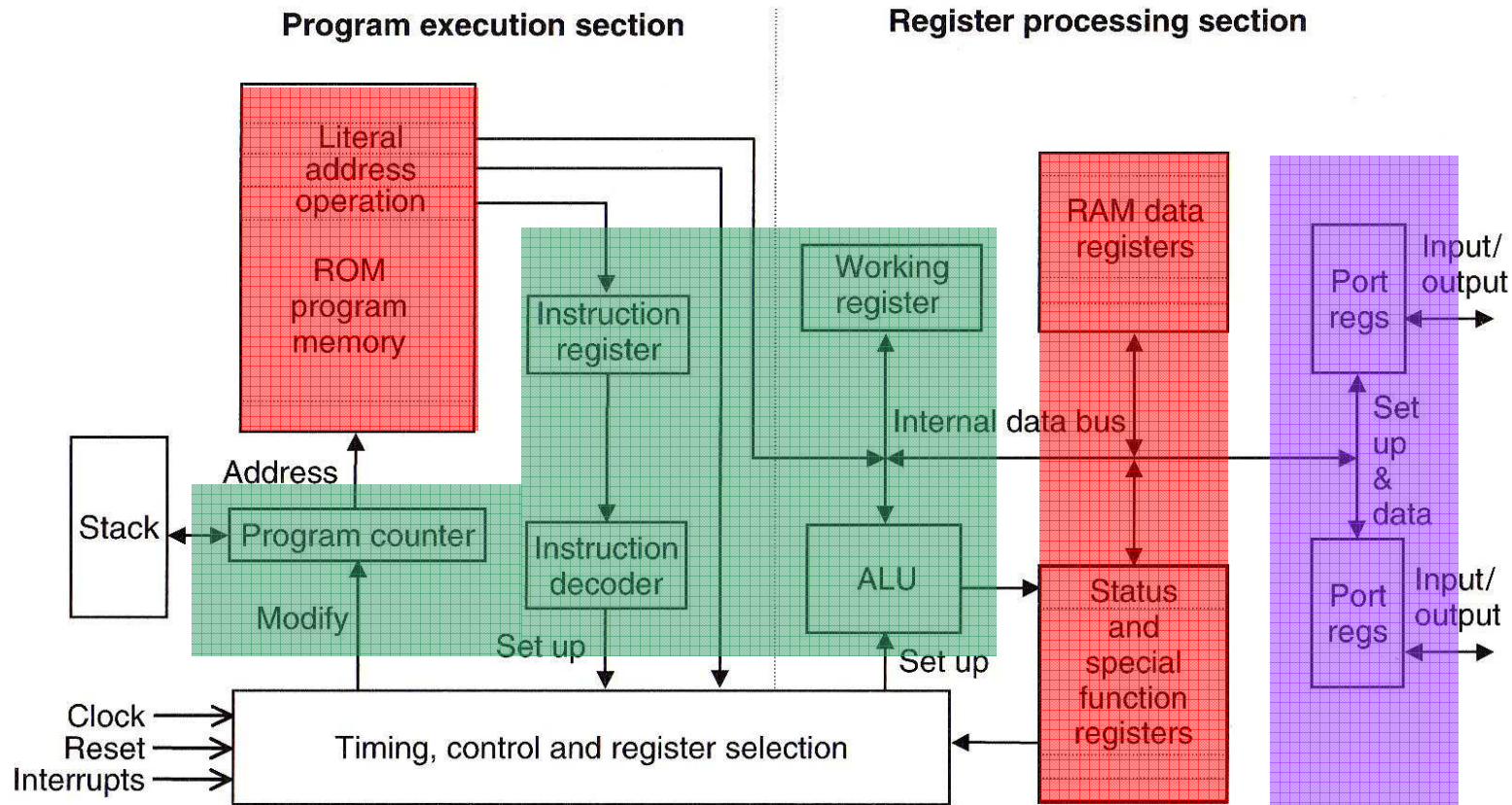
Introducción al Microcontrolador PIC18



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Diagrama de bloques

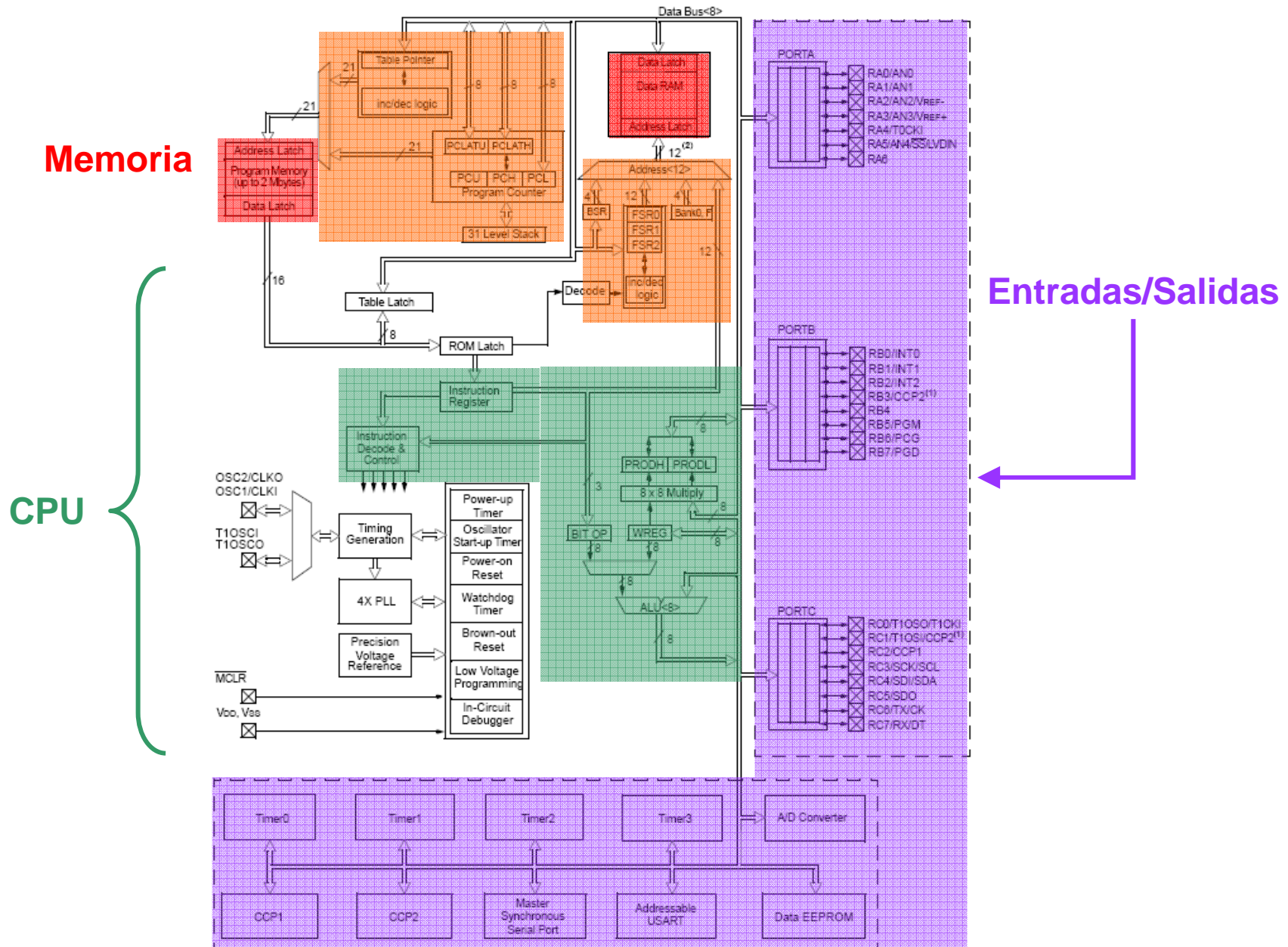


"PIC microcontrollers: An introduction to Microelectronics"

M. Bates

Elsevier/Newnes 2004

Ruta de datos del PIC 18F



Memoria: Características generales

Arquitectura Harvard:

1. **Memoria de PROGRAMA → Almacena INSTRUCCIONES y DATOS**

EEPROM/Flash

2. **Memoria de DATOS → Almacena DATOS**

Compuesta por dos áreas principales

2.1 Área RAM formada por:

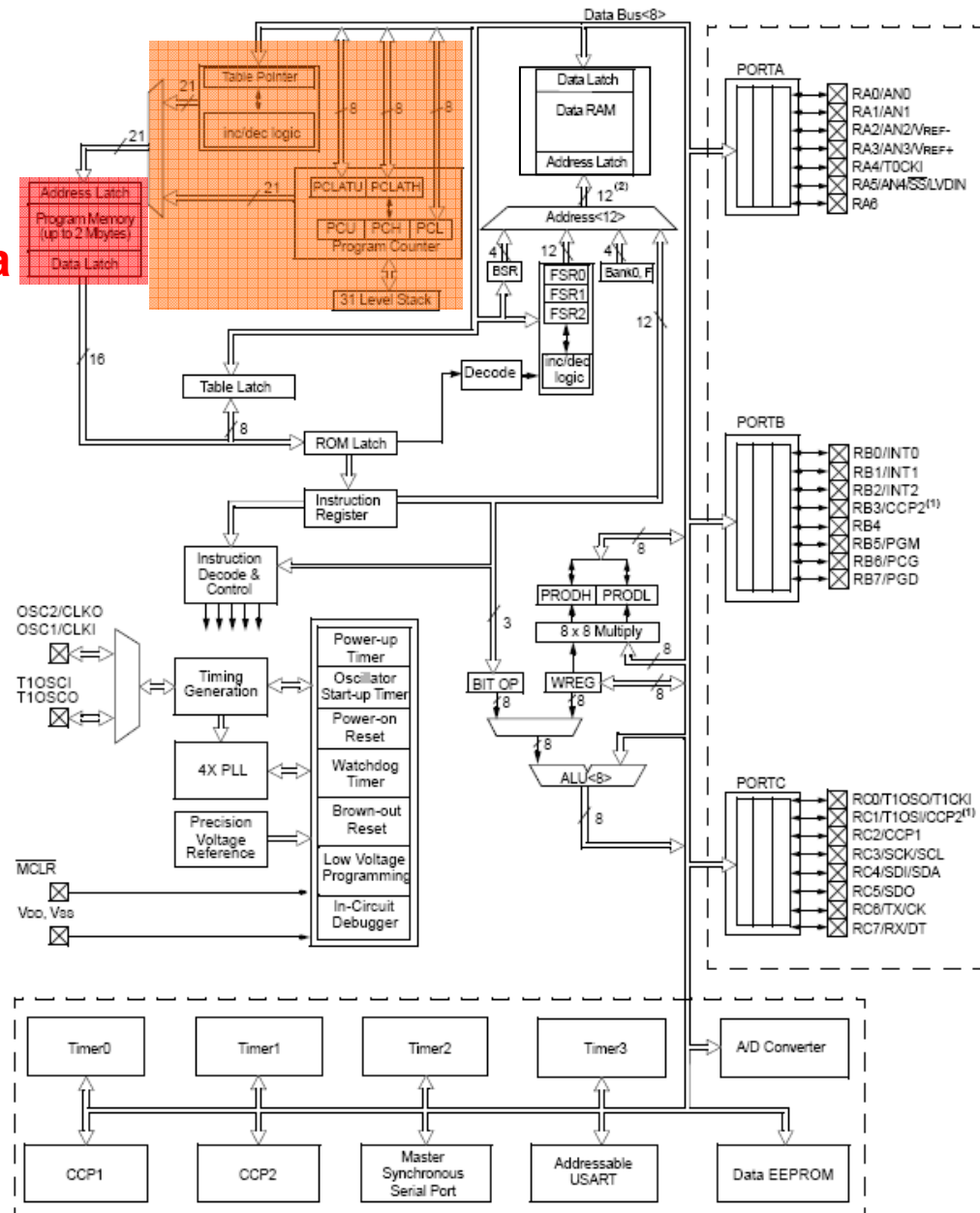
Registros de propósito específico (**SFR**) – Regs. de Control

Registros de propósito general – Almacenamiento temp.

2.2 Área EEPROM formada por 64 bytes – Almacenamiento datos usr. no volátiles

Memoria de programa: Organización

Memoria programa



Memoria de programa: Organización

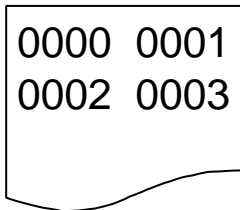
Mapa de memoria

Unidades datos memoria de programa

Instruction 16 bits
Data 8 bits

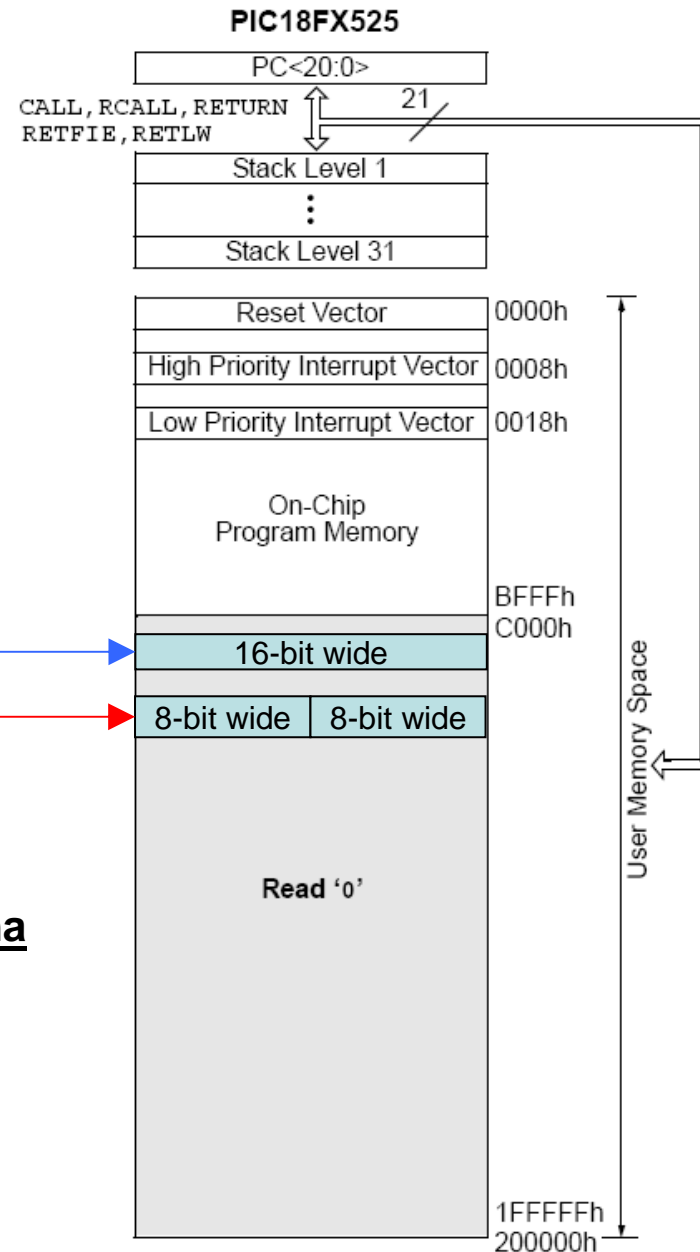
Direcciones memoria de programa

Cada byte → Propia dirección



Direcciones dedicadas en memoria de programa

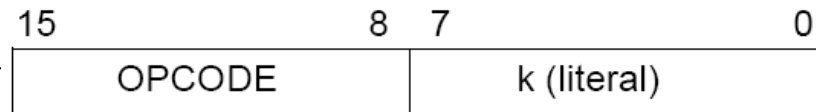
- 0000h = Vector RESET
- 0008h = Vector interrupción HP
- 0018h = Vector Interrupción LP



Memoria de programa: Organización

Dirección
de 21 bits

Literal operations

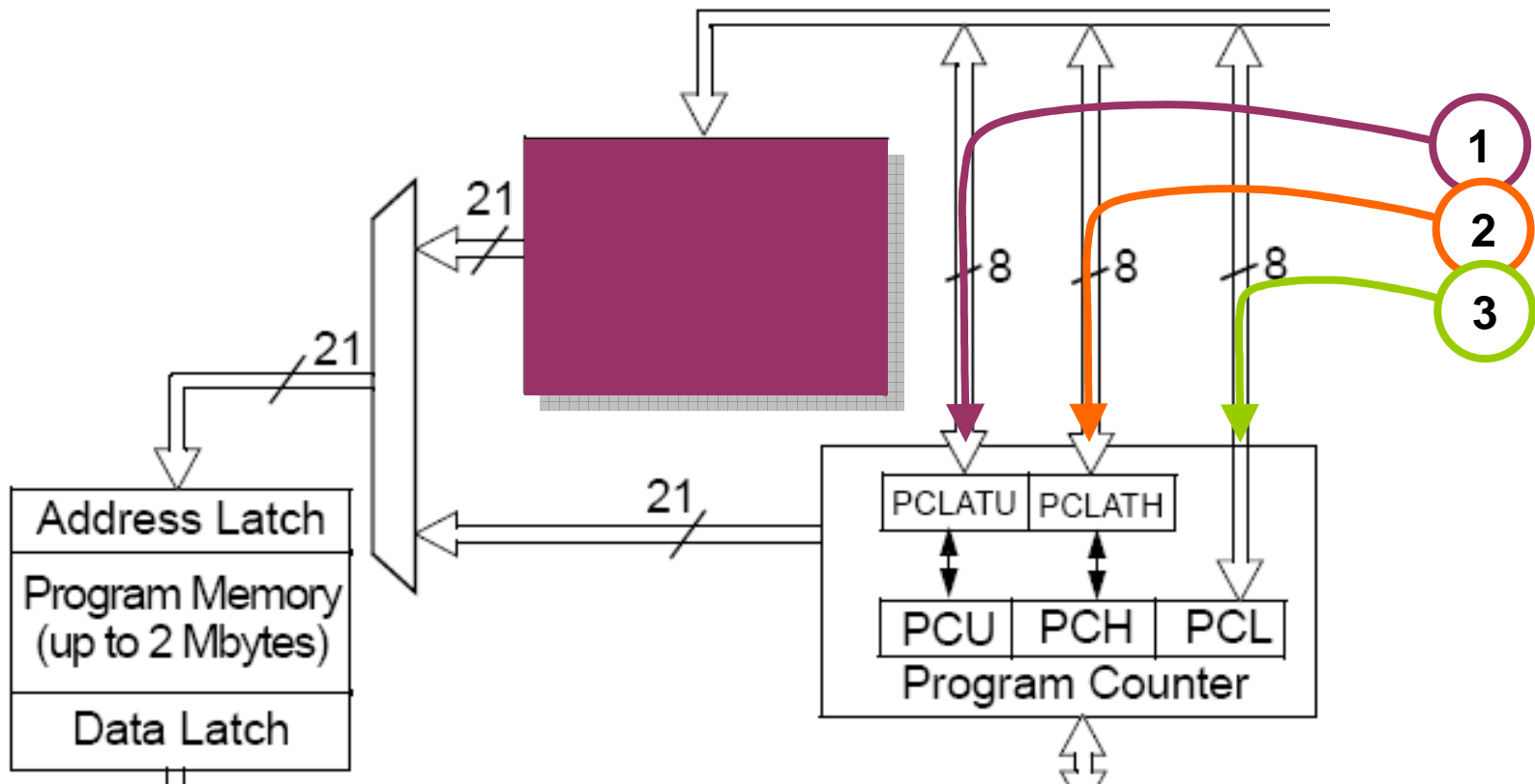


k = 8-bit immediate value

MOVLW	Move Literal to W				
Syntax:	MOVLW k				
Operands:	$0 \leq k \leq 255$				
Operation:	$k \rightarrow W$				
Status Affected:	None				
Encoding:	<table border="1"><tr><td>0000</td><td>1110</td><td>kkkk</td><td>kkkk</td></tr></table>	0000	1110	kkkk	kkkk
0000	1110	kkkk	kkkk		
Description:	The eight-bit literal 'k' is loaded into W.				

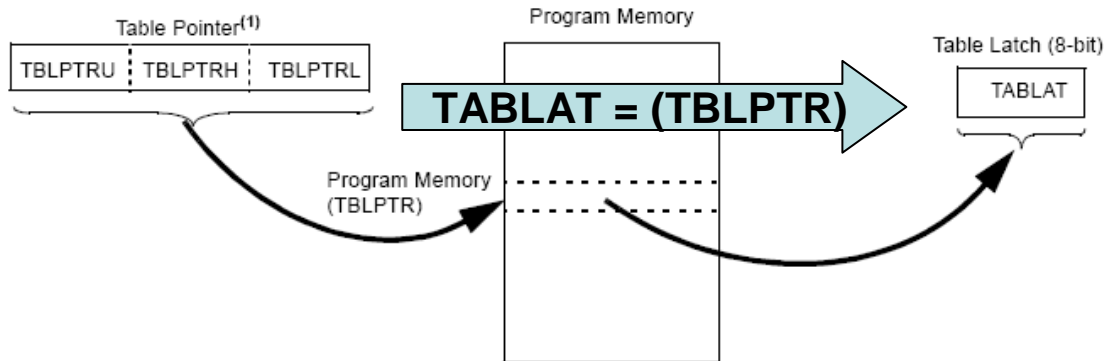
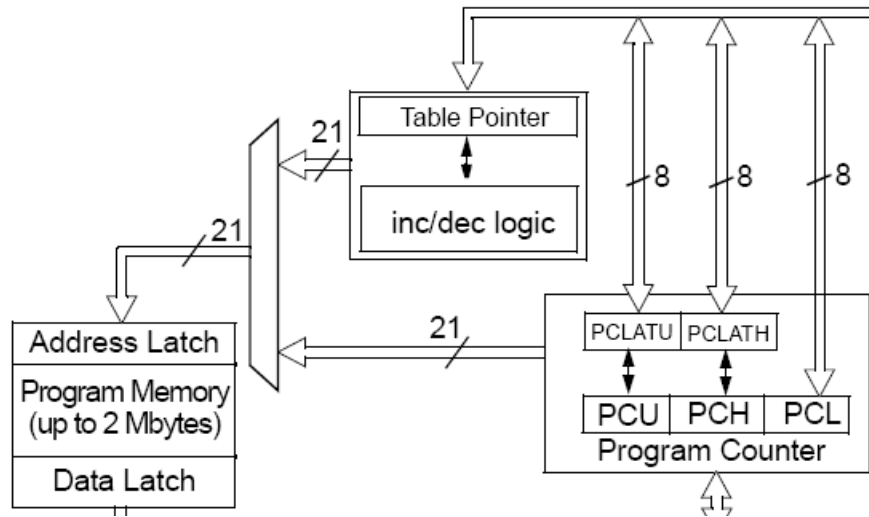
Memoria de programa: Acceso a Instrucciones

Direccionamiento de Instrucciones: Contador de Programa



Memoria de programa: Acceso a datos

Direccionamiento de datos (memoria programa): Tablas datos en memoria de programa (PUNTEROS)

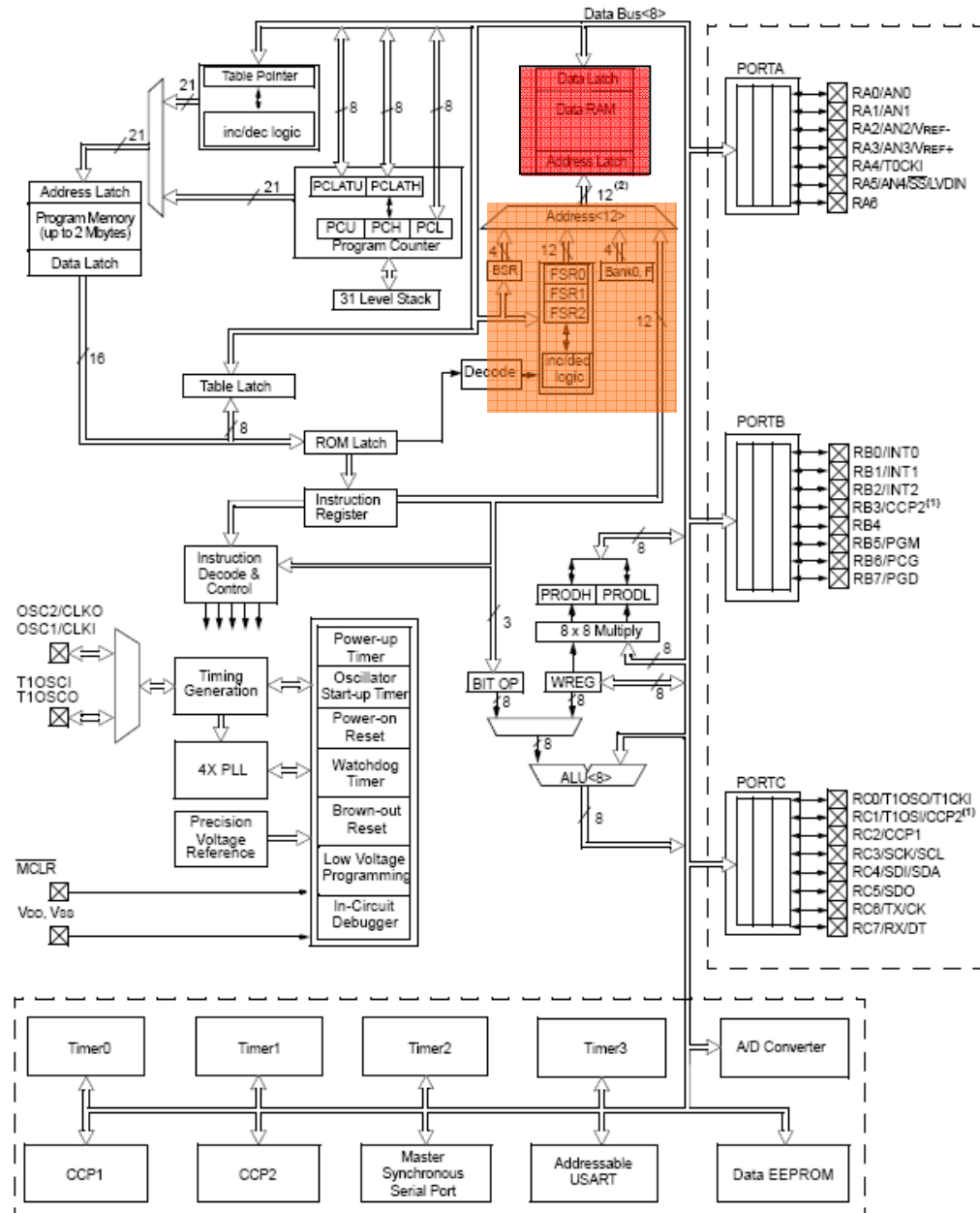


Instrucciones relacionadas

- TBLRD***
 $TABLAT = (TBLPTR)$
- TBLRD*+**
 $TABLAT = (TBLPTR)$
 $TBLPTR = (TBLPTR)+1$
- TBLRD*-**
 $TABLAT = (TBLPTR)$
 $TBLPTR = (TBLPTR)-1$
- TBLRD+***
 $TBLPTR = (TBLPTR)+1$
 $TABLAT = (TBLPTR)$

Memoria de datos: Organización

Memoria
Datos



Memoria de datos: Organización

Tamaño

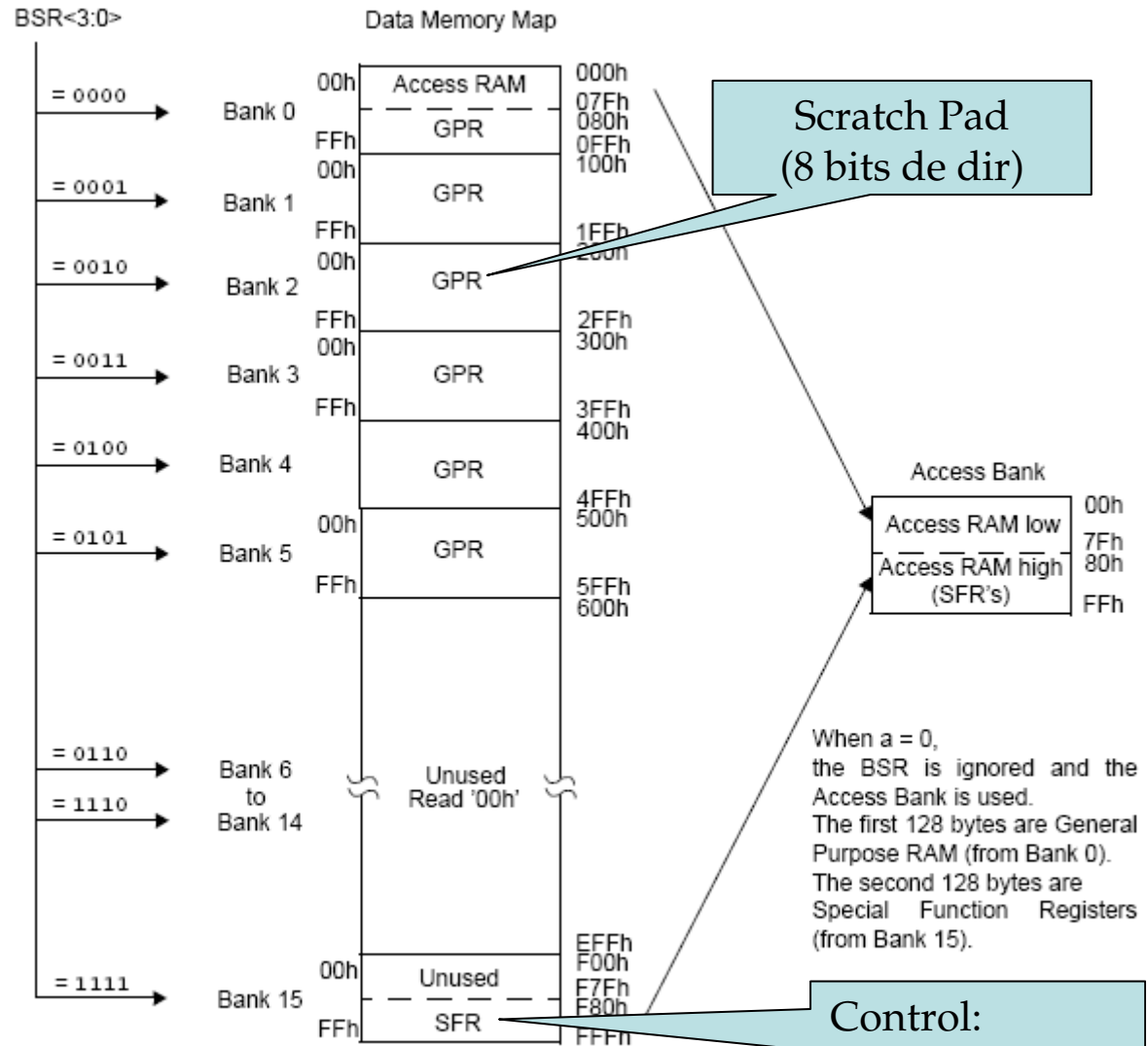
12 (4+8) bits direcciones:
4096 pos.

Organizada en Bancos

Está dividida en 16 bancos de 256 bytes cada uno (8 bits).

Los 4 bits LSB del Bank Select Register (BSR<3:0>) seleccionan el banco activo.

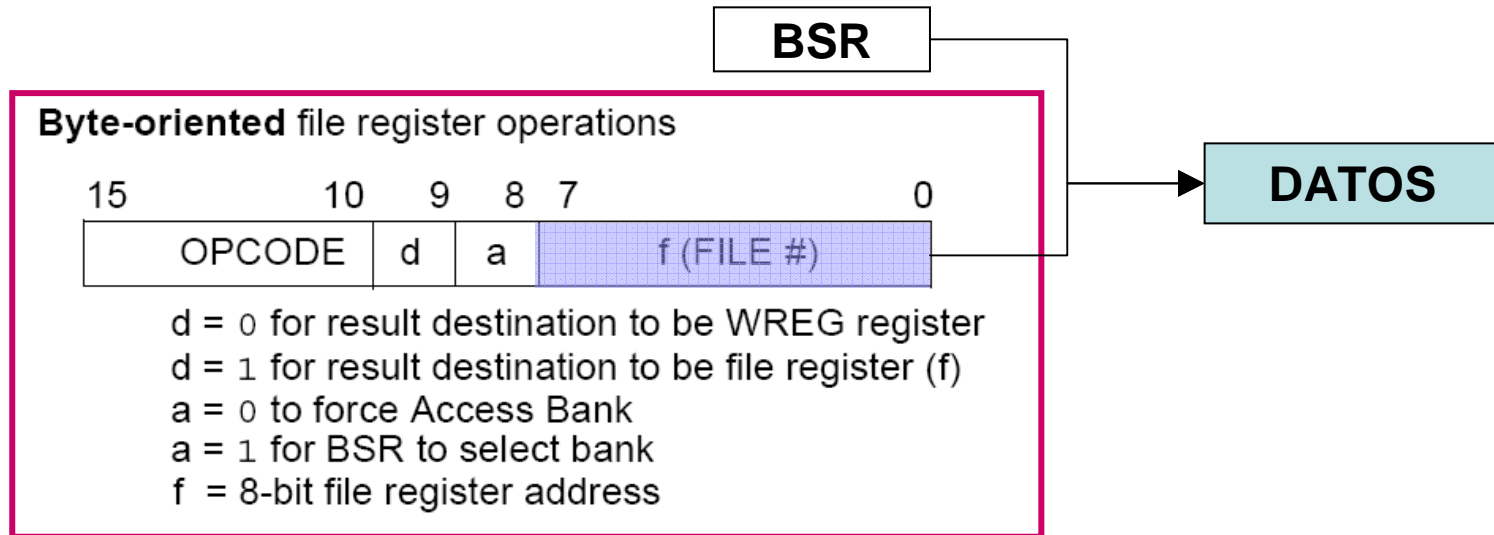
La zona SFR ocupa las últimas 64 posiciones, descendiendo desde la última dirección del banco 15 (0xFFFF).



When a = 1, the BSR is used to specify the RAM location that the instruction uses.

When a = 0, the BSR is ignored and the Access Bank is used. The first 128 bytes are General Purpose RAM (from Bank 0). The second 128 bytes are Special Function Registers (from Bank 15).

Memoria de datos: Organización



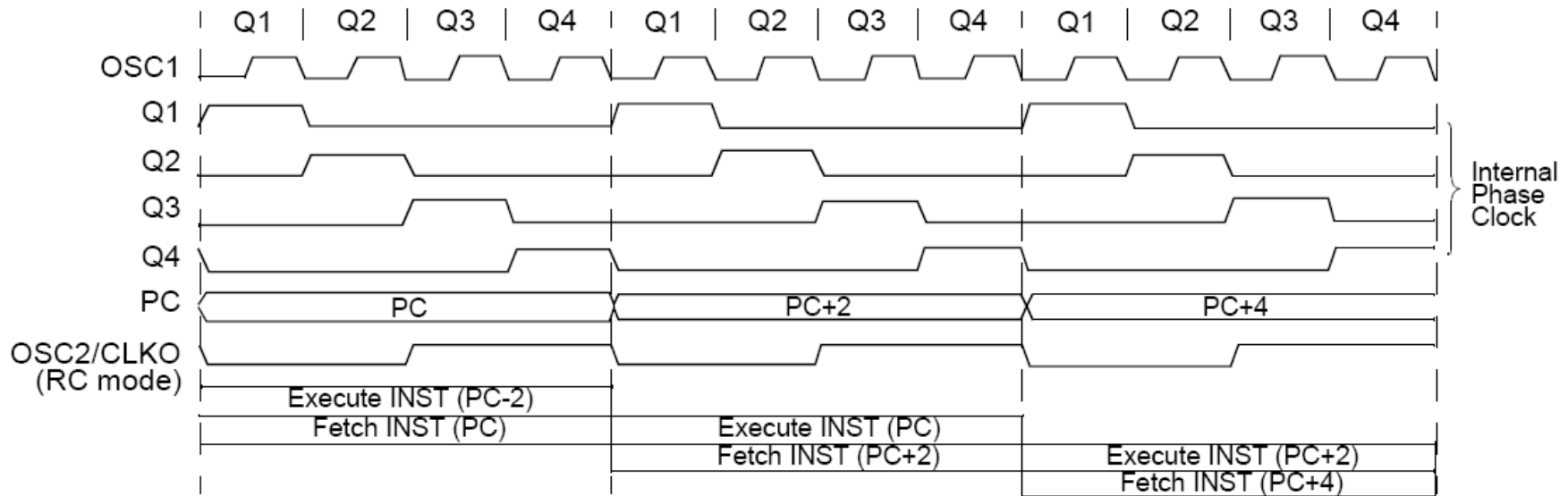
MOVWF	Move W to f				
Syntax:	MOVWF f {,a}				
Operands:	$0 \leq f \leq 255$ $a \in [0,1]$				
Operation:	$(W) \rightarrow f$				
Status Affected:	None				
Encoding:	<table border="1"> <tr> <td>0110</td> <td>111a</td> <td>ffff</td> <td>ffff</td> </tr> </table>	0110	111a	ffff	ffff
0110	111a	ffff	ffff		

Ejemplo de movimiento de datos

Escribir un valor en una dirección de memoria RAM:

MOVLW	valor
MOVWF	F

Pipeline: Procesado Paralelo

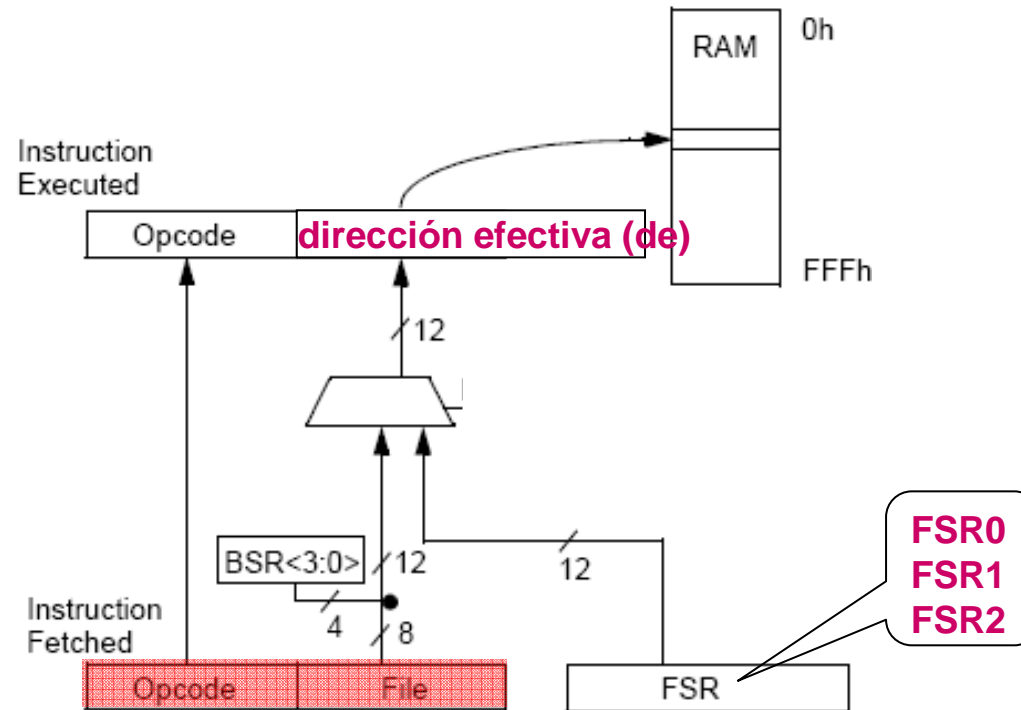


Ciclo de Instrucción

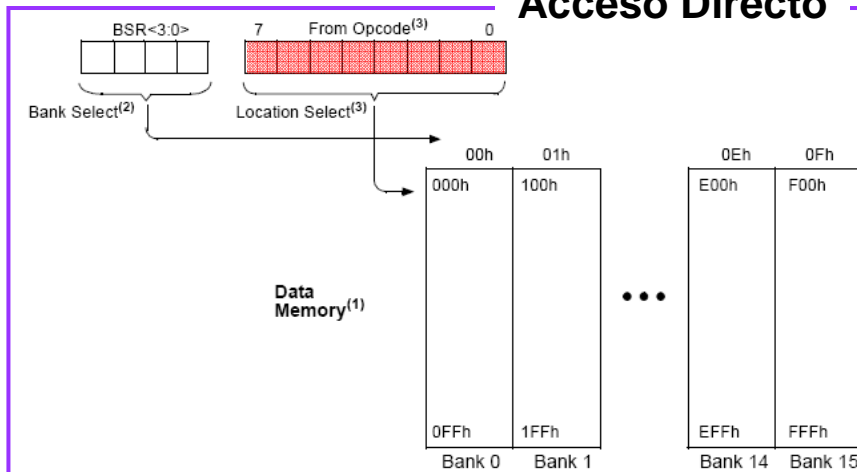
$$f_{\text{osc}} = 8 \text{ MHz} \rightarrow T_{\text{osc}} = 125 \text{ ns} \rightarrow T_{\text{cyc}} = 500 \text{ ns}$$

$$f_{\text{osc_MAX}} = 20 \text{ MHz} \rightarrow T_{\text{osc}} = 50 \text{ ns} \rightarrow T_{\text{cyc}} = 200 \text{ ns}$$

Memoria de DATOS: Acceso a Datos



Acceso Directo



Acceso Indirecto

- POSTDEC** $de = (FSRx)$
 $FSRx = (FSRx)-1$
- POSTINC** $de = (FSRx)$
 $FSRx = (FSRx)+1$
- PREINC**
- PLUSW** $de = (FSRx) + (W)$

Memoria de DATOS: Zona SFR

Stack

PC

Acceso Indirecto FSR0

Address	Name	Address	Name	Address	Name	Address	Name
FFFh	TOSU	FDfH	INDF2 ⁽³⁾	FBFh	CCPR1H	F9Fh	IPR1
FFEh	TOSH	FDEh	POSTINC2 ⁽³⁾	FBEh	CCPR1L	F9Eh	PIR1
FFDh	TOSL	FDDh	POSTDEC2 ⁽³⁾	FBDh	CCP1CON	F9Dh	PIE1
FFCh	STKPTR	FDCh	PREINC2 ⁽³⁾	FBCCh	CCPR2H	F9Ch	—
FFBh	PCLATU	FDBh	PLUSW2 ⁽³⁾	FBBh	CCPR2L	F9Bh	—
FFAh	PCLATH	FDAh	FSR2H	FBAh	CCP2CON	F9Ah	—
FF9h	PCL	FD9h	FSR2L	FB9h	—	F99h	—
FF8h	TBLPTRU	FD8h	STATUS	FB8h	—	F98h	—
FF7h	TBLPTRH	FD7h	TMR0H	FB7h	—	F97h	—
FF6h	TBLPTRL	FD6h	TMR0L	FB6h	—	F96h	TRISE ⁽²⁾
FF5h	TABLAT	FD5h	T0CON	FB5h	—	F95h	TRISD ⁽²⁾
FF4h	PRODH	FD4h	—	FB4h	—	F94h	TRISC
FF3h	PRODL	FD3h	OSCCON	FB3h	TMR3H	F93h	TRISB
FF2h	INTCON	FD2h	LVDCON	FB2h	TMR3L	F92h	TRISA
FF1h	INTCON2	FD1h	WDTCON	FB1h	T3CON	F91h	—
FF0h	INTCON3	FD0h	RCON	FB0h	—	F90h	—
FEFh	INDF0 ⁽³⁾	FCFh	TMR1H	FAFh	SPBRG	F8Fh	—
FEEh	POSTINC0 ⁽³⁾	FCEh	TMR1L	FAEh	RCREG	F8Eh	—
FEDh	POSTDEC0 ⁽³⁾	FCDh	T1CON	FADh	TXREG	F8Dh	LATE ⁽²⁾
FECh	PREINC0 ⁽³⁾	FCCh	TMR2	FACH	TXSTA	F8Ch	LATD ⁽²⁾
FEBh	PLUSW0 ⁽³⁾	FCBh	PR2	FABh	RCSTA	F8Bh	LATC
FEAh	FSR0H	FCAh	T2CON	FAAh	—	F8Ah	LATB
FE9h	FSR0L	FC9h	SSPBUF	FA9h	EEADR	F89h	LATA
FE8h	WREG	FC8h	SSPAD	FA8h	EEDATA	F88h	—
FE7h	INDF1 ⁽³⁾	FC7h	SSPSTAT	FA7h	EECON2	F87h	—
FE6h	POSTINC1 ⁽³⁾	FC6h	SSPCON1	FA6h	EECON1	F86h	—
FE5h	POSTDEC1 ⁽³⁾	FC5h	SSPCON2	FA5h	—	F85h	—
FE4h	PREINC1 ⁽³⁾	FC4h	ADRESH	FA4h	—	F84h	PORTE ⁽²⁾
FE3h	PLUSW1 ⁽³⁾	FC3h	ADRESL	FA3h	—	F83h	PORTD ⁽²⁾
FE2h	FSR1H	FC2h	ADCON0	FA2h	IPR2	F82h	PORTC
FE1h	FSR1L	FC1h	ADCON1	FA1h	PIR2	F81h	PORTB
FE0h	BSR	FC0h	—	FA0h	PIE2	F80h	PORTA

Puertos

Arquitectura del Procesador: Unidad Computacional

STATUS REGISTER

U-0	U-0	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	
—	—	—	N	OV	Z	DC	C	
bit 7								bit 0

Unimplemented: Read as '0'

N: Negative bit

This bit is used for signed arithmetic (2's complement). It indicates whether the result was negative (ALU MSB = 1).

1 = Result was negative

0 = Result was positive

OV: Overflow bit

This bit is used for signed arithmetic (2's complement). It indicates an overflow of the 7-bit magnitude, which causes the sign bit (bit7) to change state.

1 = Overflow occurred for signed arithmetic (in this arithmetic operation)

0 = No overflow occurred

Z: Zero bit

1 = The result of an arithmetic or logic operation is zero

0 = The result of an arithmetic or logic operation is not zero

DC: Digit carry/borrow bit

For *ADDWF*, *ADDLW*, *SUBLW* and *SUBWF* instructions

1 = A carry-out from the 4th low order bit of the result occurred

0 = No carry-out from the 4th low order bit of the result

Note: For borrow, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (*RRF*, *RLF*) instructions, this bit is loaded with either the bit 4 or bit 3 of the source register.

C: Carry/borrow bit

For *ADDWF*, *ADDLW*, *SUBLW* and *SUBWF* instructions

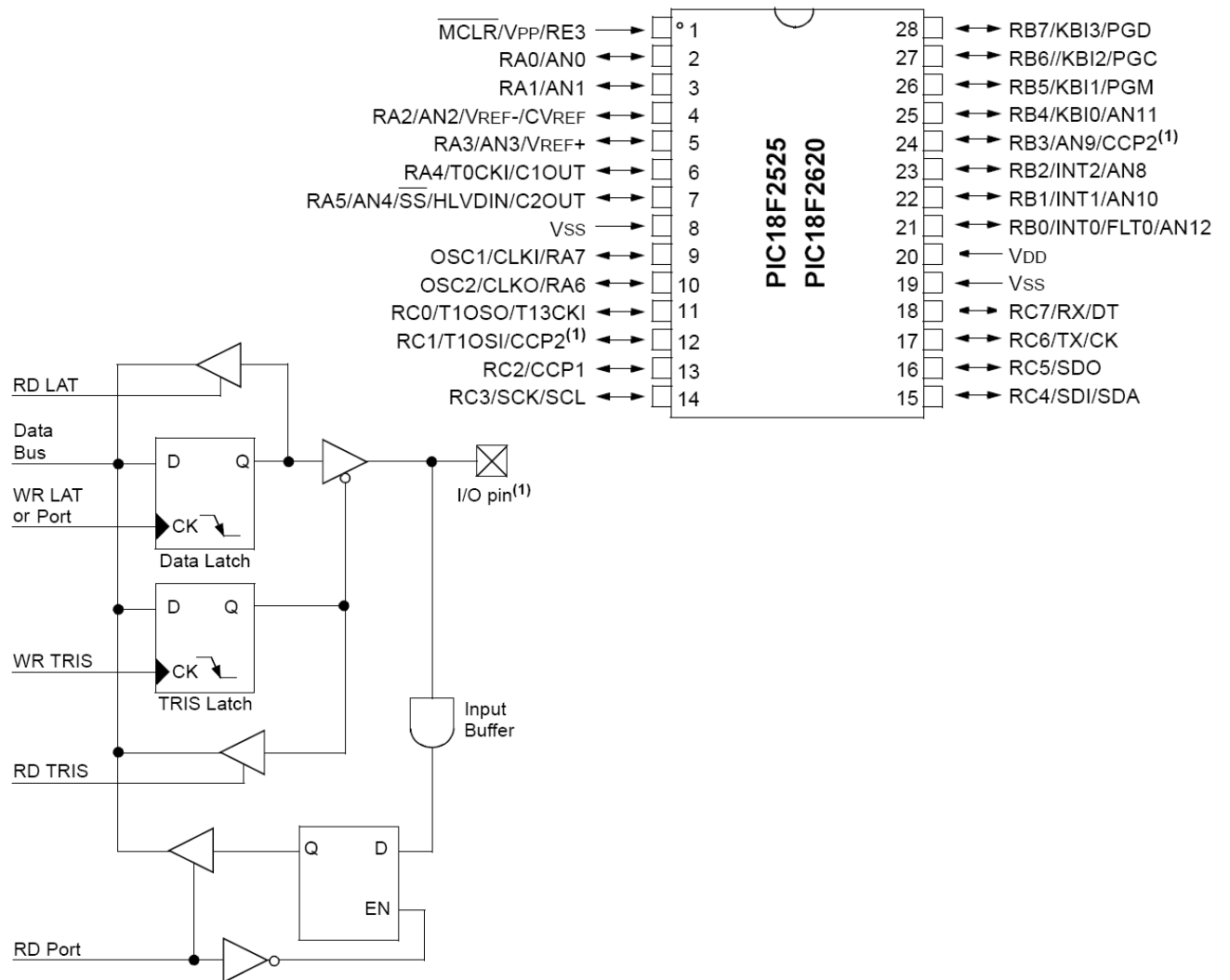
1 = A carry-out from the Most Significant bit of the result occurred

0 = No carry-out from the Most Significant bit of the result occurred

Note: For borrow, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (*RRF*, *RLF*) instructions, this bit is loaded with either the high or low order bit of the source register.

Memoria de datos: Zona SFR (Puertos E/S)

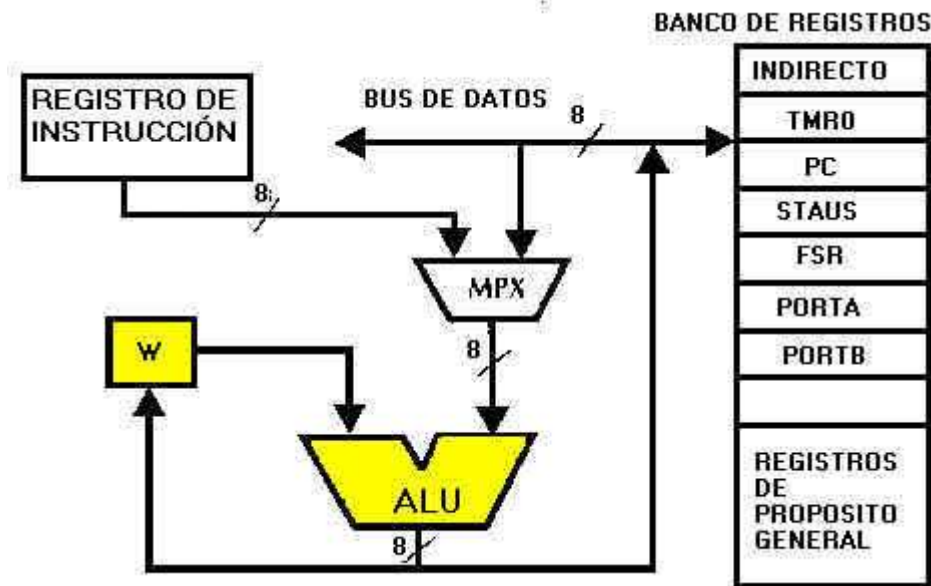
F96h	TRISE ⁽²⁾
F95h	TRISD ⁽²⁾
F94h	TRISC
F93h	TRISB
F92h	TRISA
F91h	—
F90h	—
F8Fh	—
F8Eh	—
F8Dh	LATE ⁽²⁾
F8Ch	LATD ⁽²⁾
F8Bh	LATC
F8Ah	LATB
F89h	LATA
F88h	—
F87h	—
F86h	—
F85h	—
F84h	PORTE ⁽²⁾
F83h	PORTD ⁽²⁾
F82h	PORTC
F81h	PORTB
F80h	PORTA



Arquitectura del Procesador: Unidad Computacional

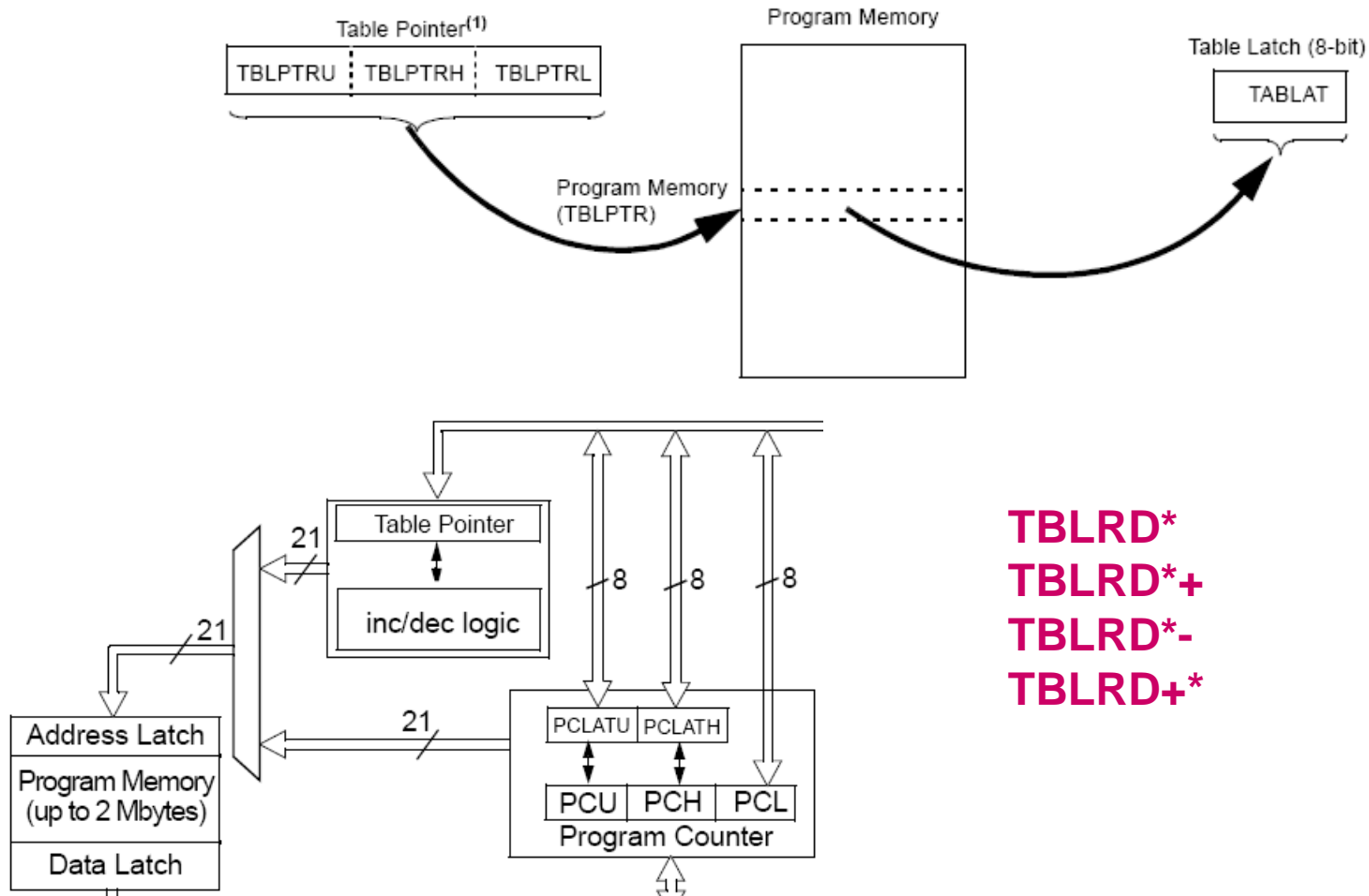
Arquitectura Ortogonal: Cualquier instrucción puede utilizar cualquier registro de la arquitectura como fuente o destino.

Arquitectura con E/S mapeada en memoria: Todos los elementos del sistema están implementados físicamente como registros.



Memoria de PROGRAMAS: Acceso a datos

Direccionamiento de Datos: Tablas en Memoria de Programa

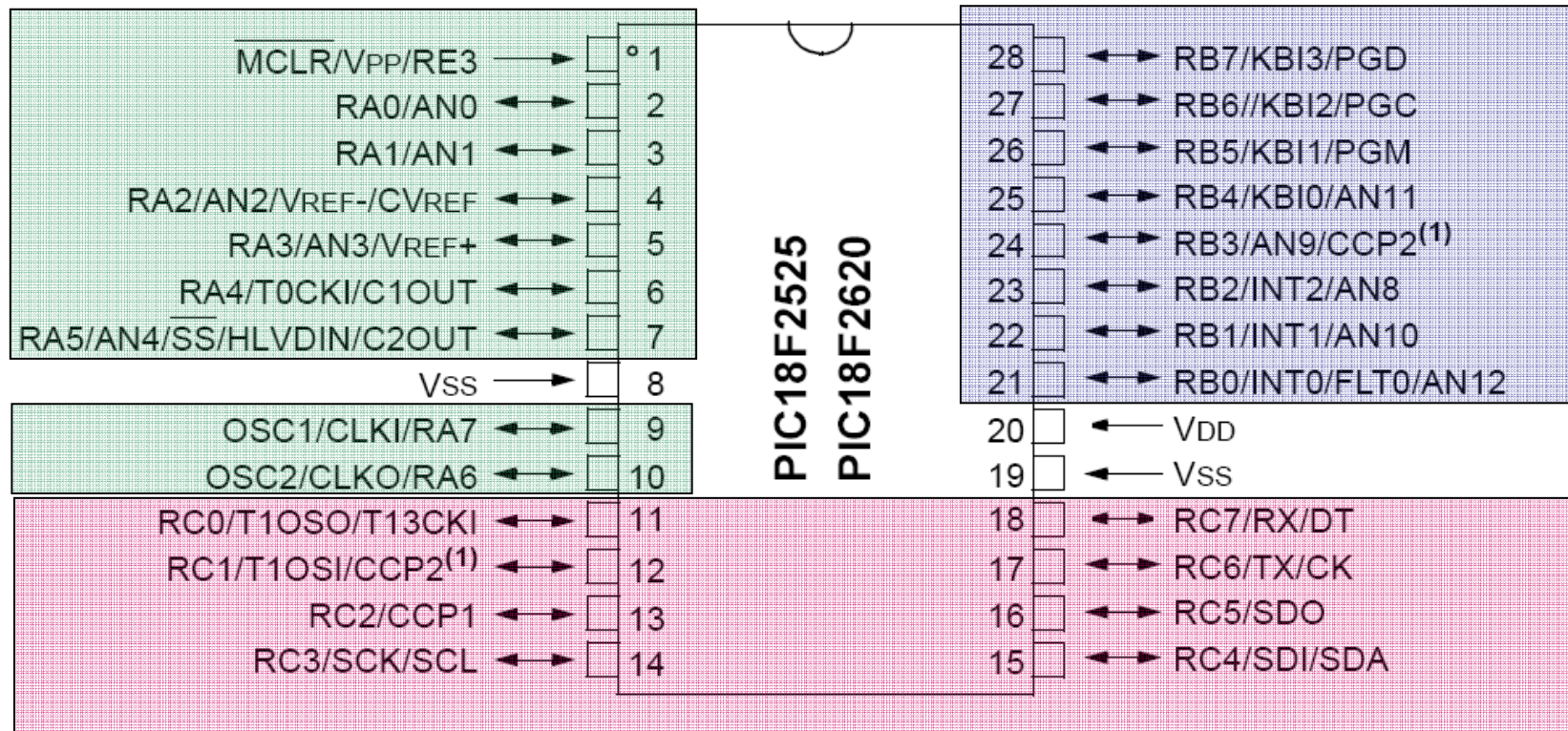


Memoria de PROGRAMAS

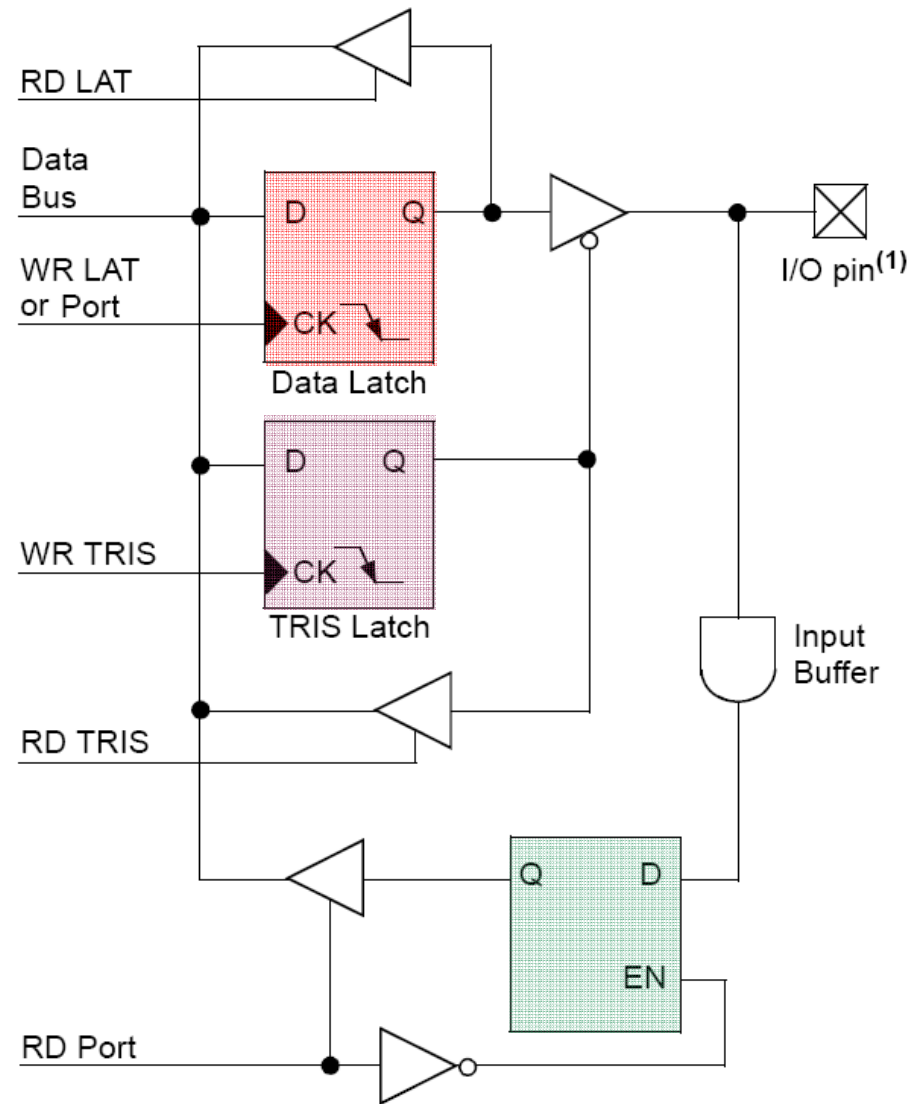
La pila (Stack)

Cuando hablemos de las subrutinas en el Software

Puertos del Microcontrolador

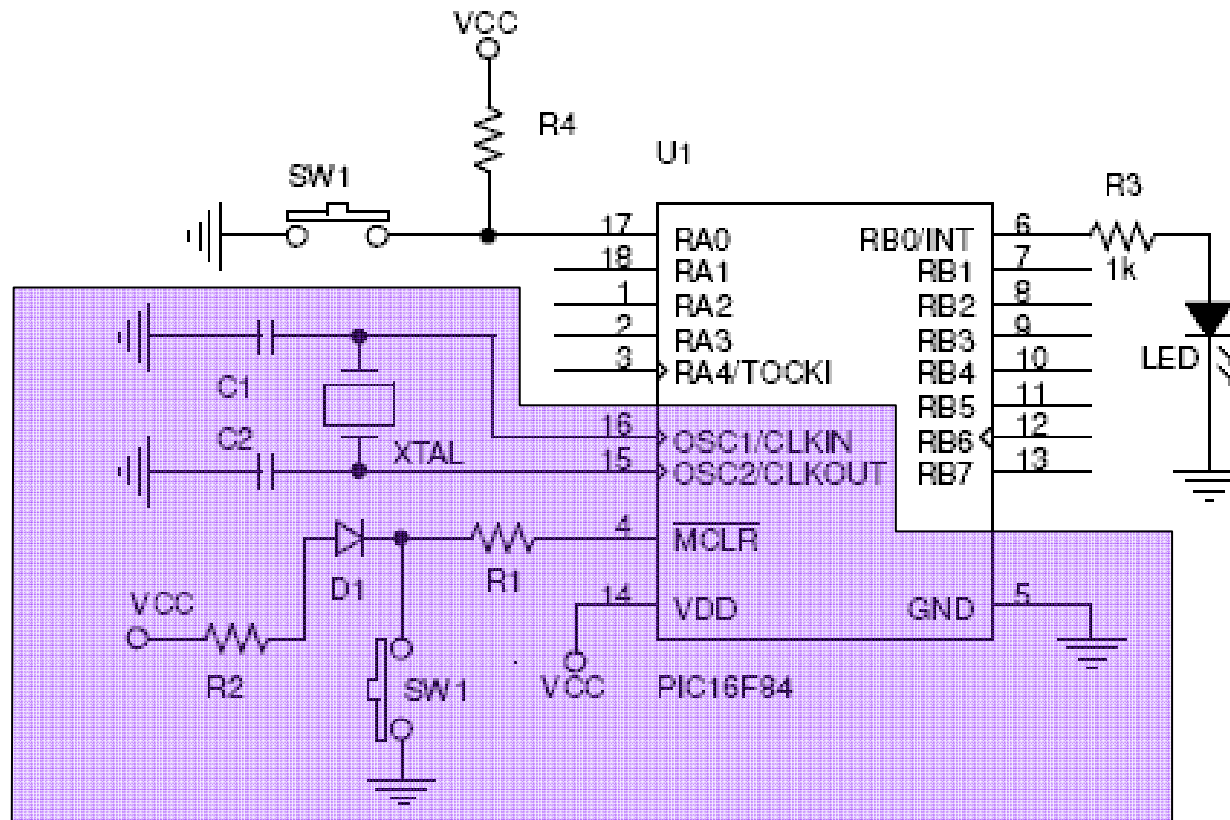


Puertos del Microcontrolador

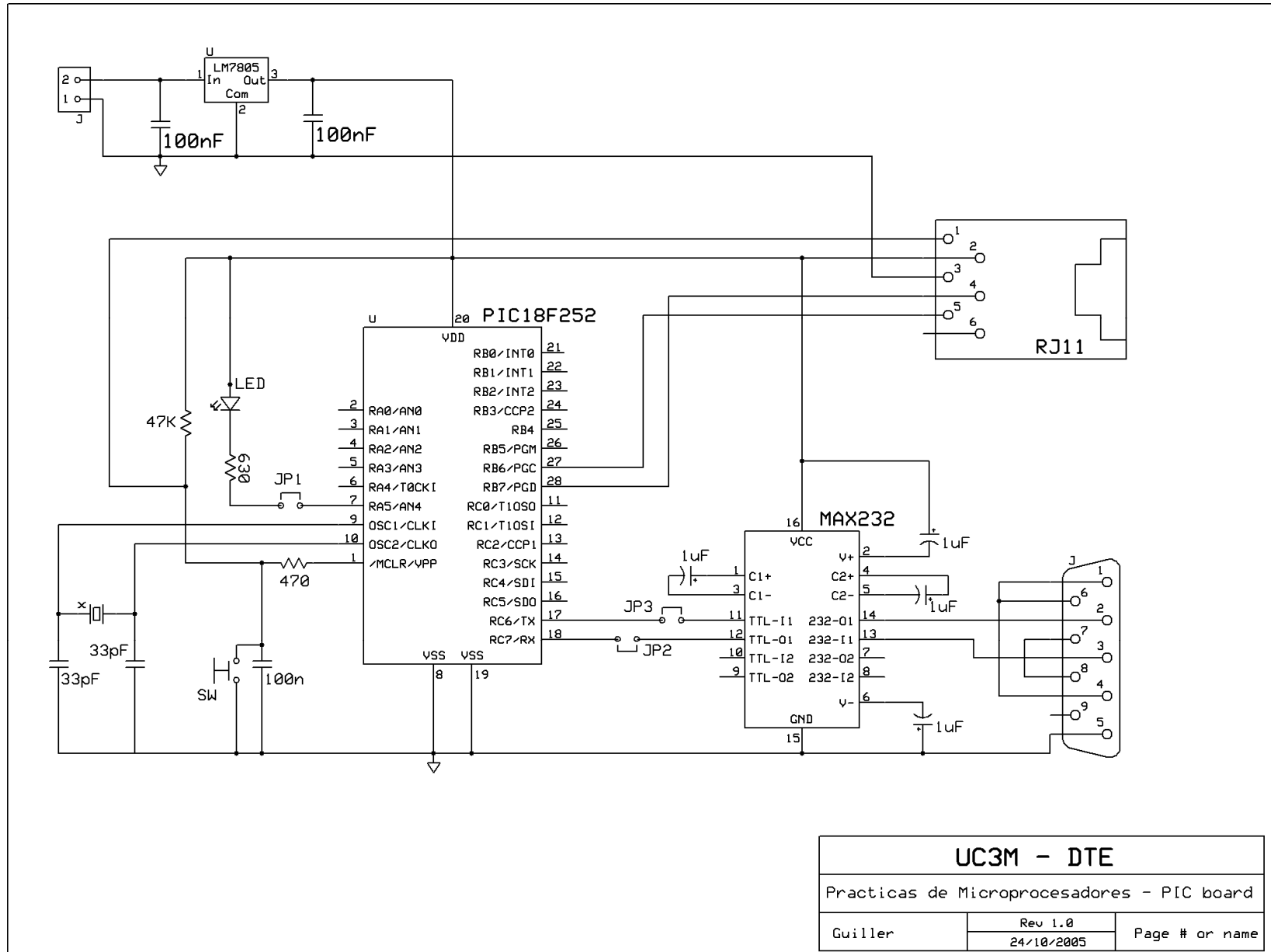


Diseño Eléctrico: Esquemático

Hardware de Aplicación



Diseño Eléctrico: Esquemático de Prácticas



UC3M - DTE		
Prácticas de Microprocesadores - PIC board		
Guiller	Rev 1.0 24/10/2005	Page # or name

Programación del Chip

La cadena de desarrollo

