

Experiment No. 6

Input / Output Design

ECE 441

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1 Introduction

1.1 Purpose

The purpose of this experiment is to introduce the user to the concepts of memory mapped I/O and interrupts.

1.2 Background

1.3 Memory-Mapped Input / Output (I/O)

There are two different types of philosophies when it comes to interfacing to I/O devices. These are known as Memory Mapped I/O and Isolated I/O. The MC68000 uses the memory-mapped I/O philosophy. This implies that all I/O devices are accessed by reading and writing to memory locations within the microprocessors address space.

1.4 Interrupts

The MC68000 microprocessor is equipped with 3 interrupt request signals (*IPL2, *IPL1, *IPL0) which provide a maximum of 7 distinct interrupt levels, and a normal operating level (level 0). The Status Register contains three Interrupt Mask Bits (I2, I1, I0) which are the logical complement of the interrupt hardware signals. When dealing with interrupts, the device requesting service activates a hardware signal called an Interrupt Request line. (*IRQ). The interrupt request lines from several peripheral devices are prioritized, encoded and inputted to the three interrupt request lines of the MC68000. The interrupt requests are made pending until the CPU completes the current instruction being executed.

Once the instruction is completed, the current state of the processor is saved on the stack, and an interrupt acknowledge cycle begins. The MC68000 compares the incoming interrupt request to the current interrupt priority level stored in the Status Registers Interrupt Mask Bits. If the incoming level is less than or equal to the current interrupt priority level, then the interrupt is not serviced.

2 Lab Procedure and Equipment List

2.1 Equipment

- SANPER System
- Computer with TUTOR software

2.2 Procedure

Design and implement I/O device, then test with a test program.

3 Results, Analysis and Discussion

3.1 Test Program

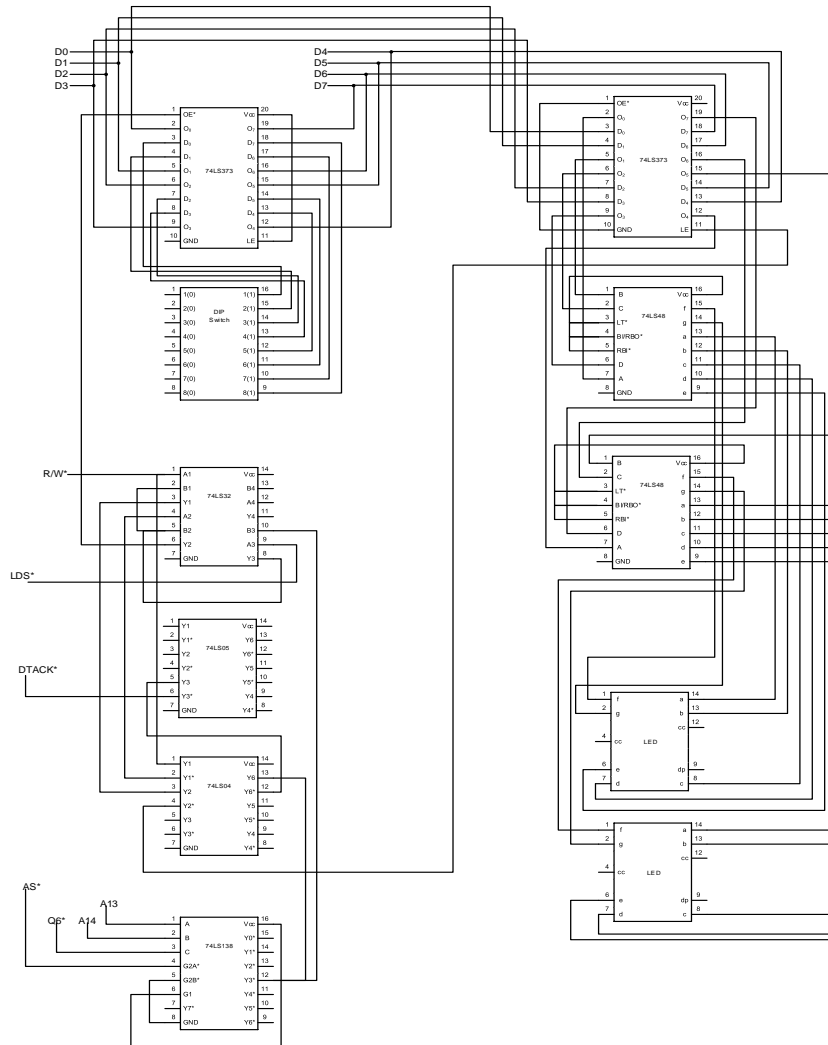
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1          ORG $900
3 START    MOVEA.L #$06E001,A0 ;init with address
           MOVE.B (A0),D0      ;Read
           MOVE.L #$000001,D1  ;init
           MOVE.L #$000099,D2
           MOVE.W #$0000,D3
           MOVE.W #$FFFF,D4
9 CHECK    CMP.B D2,D0         ;are we done
           BEQ DONE
           MOVE.B D0,$06E001  ;write to LEDs
13 WAIT    ADDI.W #$0001,D3    ;spin up D3
           CMP D3,D4          ;check for doneness
           BEQ COUNT
           BRA WAIT          ;spin again
17 COUNT   ABCD D1,D0         ;decimal add
           BRA CHECK
21 DONE    MOVE.B D0,$06E001  ;write last value
           MOVE.B #228,D7     ;back to tutor
           TRAP #14
25 END START

```

lab6.X68

3.2 Diagram



3.3 ABORT Switch

The diagram on page 2 of the User Manual has an error, so I can not be read. Instead, I discuss how I would design the circuit. I would wire the button into an encoder connected to the IRQ lines. When the button was pressed, it would encode a 7 (111) onto the lines. Interrupt number 7 is unmaskable, so it would ensure that the system would break out of the currently executing program. The ABORT button works by ensuring the vector generated by the interrupt level 7 points to a program which can recover back to TUTOR.

3.4 Auto-Vectored and User Vectored Interrupts

Auto-vectored interrupts do not have a vector provided by the interrupting peripheral, vectored interrupts do.

3.5 IACK Cycle

- a. Peripheral signals on its interrupt line
- b. Line is encoded into an interrupt level
- c. Level is checked against SR
- d. If higher, 111 is place on FC, and level is placed on $A_3 - A_2$.
- e. $A_3 - A_2$ are decoded into a specific IACK line.

3.5.1 Vectored Interrupt

- a. Peripheral writes it's vector onto the data bus and asserts DTACK
- b. 68000 executes the handler pointed to by the vector
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- b. 68000 executes the handler pointed to by the vector

3.5.2 Auto-Vectored Interrupt

- a. Peripheral asserts VPA
- b. 68000 internally generates an interrupt vector, then executes it.

4 Conclusions

This experiment was accomplished. An I/O device was built and tested.