

82C55

Programmable Peripheral Interface (PPI)

Protocols

3 methods to transfer data from one device to other exists in micro computers.

1. Programmed I/O or Basic I/O

When the data transfer between two devices is according to the data transfer program, without exchanging any handshake signals before or after data transfer.

2. Hand shaking I/O

Before transferring the data between two devices , few hand shaking signals are exchanged between the two entities to ensure the readiness of device for the upcoming data & few hand shaking signals are exchanged after the data transfer to signal the receiving side that data transfer is finished.

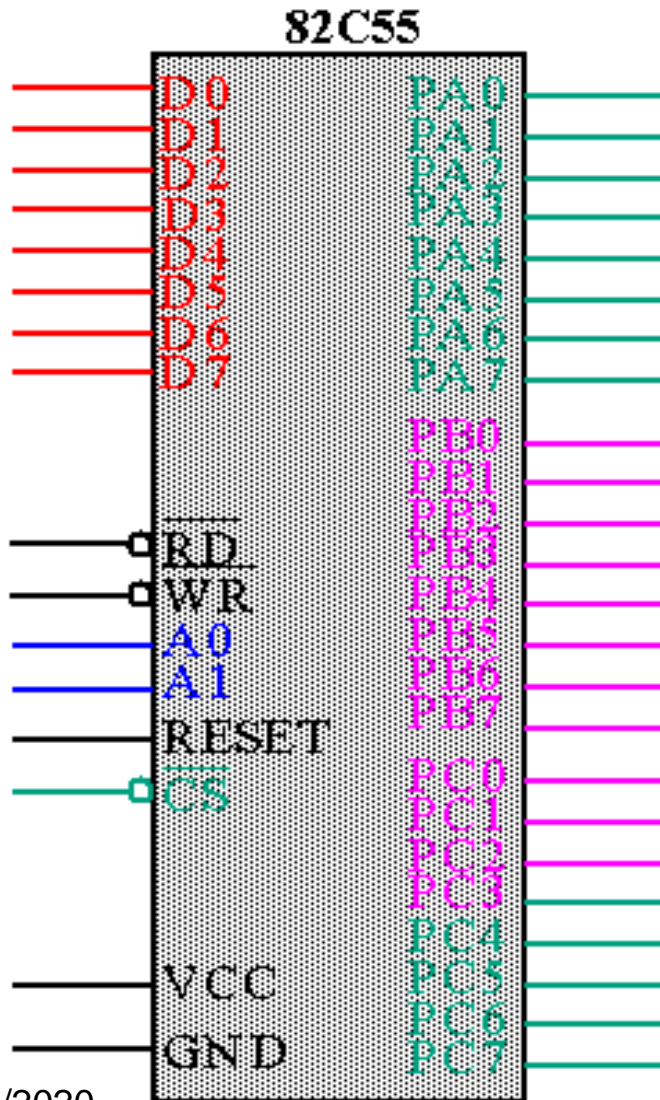
3. Direct memory access (DMA)

Already studied.

About 82C55

- It is used to interface 8 bit parallel I/O device to a microprocessor.
- It is used to interface the keyboard and a parallel printer port in PCs.
- Programmable Peripheral Interface (PPI) has 24 pins for I/O, that are programmable in two groups each of 12 pins and has three distinct modes of operation.

82C55 : Pin Layout



Group A

Port A (PA7-PA0) and upper half of port C (PC7 - PC4)

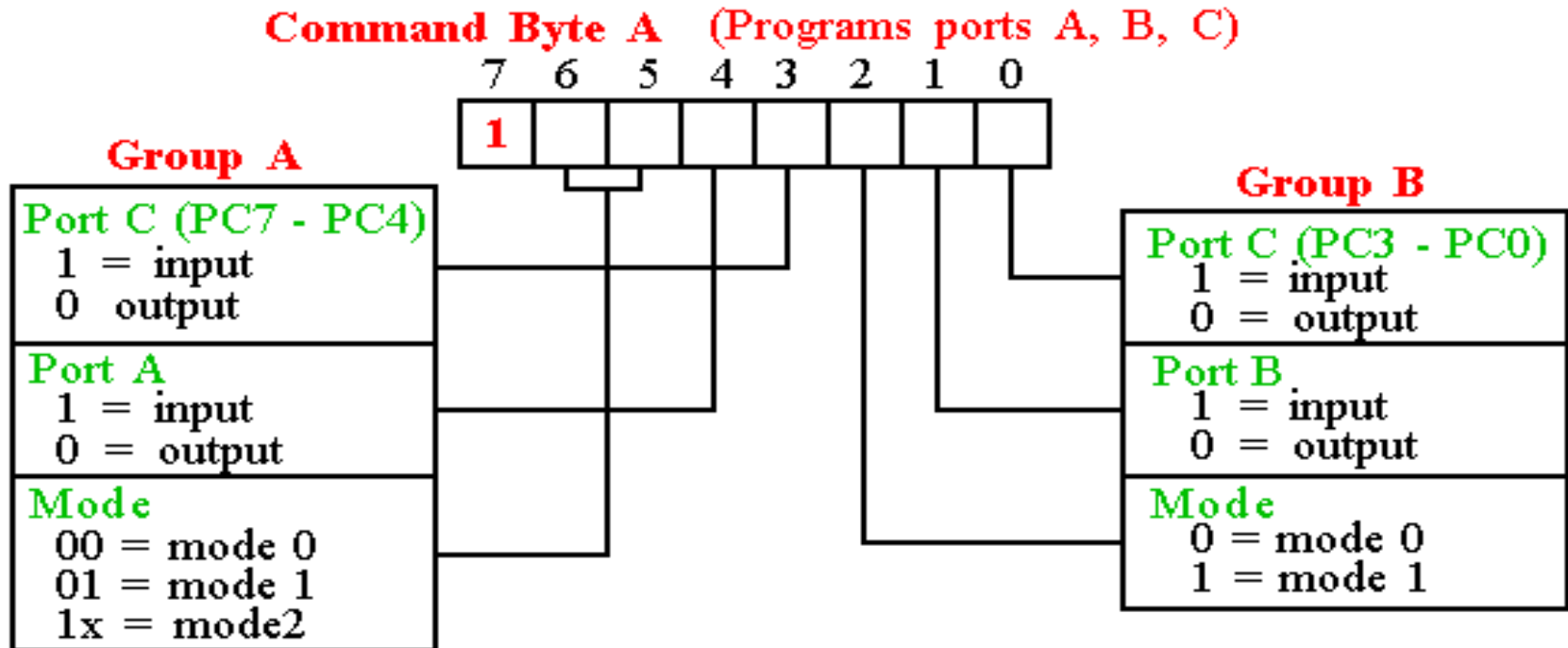
Group B

Port B (PB7-PB0) and lower half of port C (PC3 - PC0)

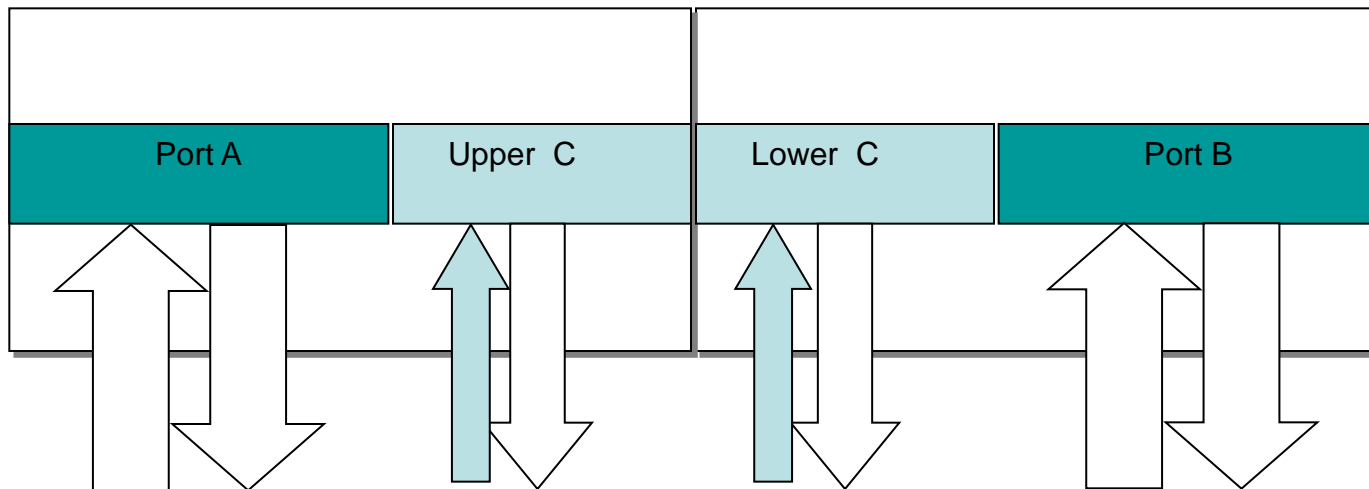
I/O Port Assignments

A ₁	A ₀	Function
0	0	Port A
0	1	Port B
1	0	Port C
1	1	Command Register

Control Register for Mode Programming 82C55



Mode 0

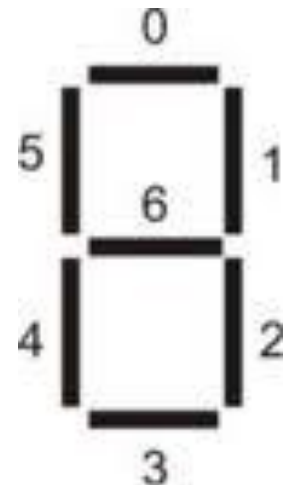


Mode 0 (Basic Input/Output).

- This mode is called programmed or basic I/O mode.
- All 3 ports A, B, C are simple I/O ports
- No “handshaking” is required, data is simply written to or read from a specified port.

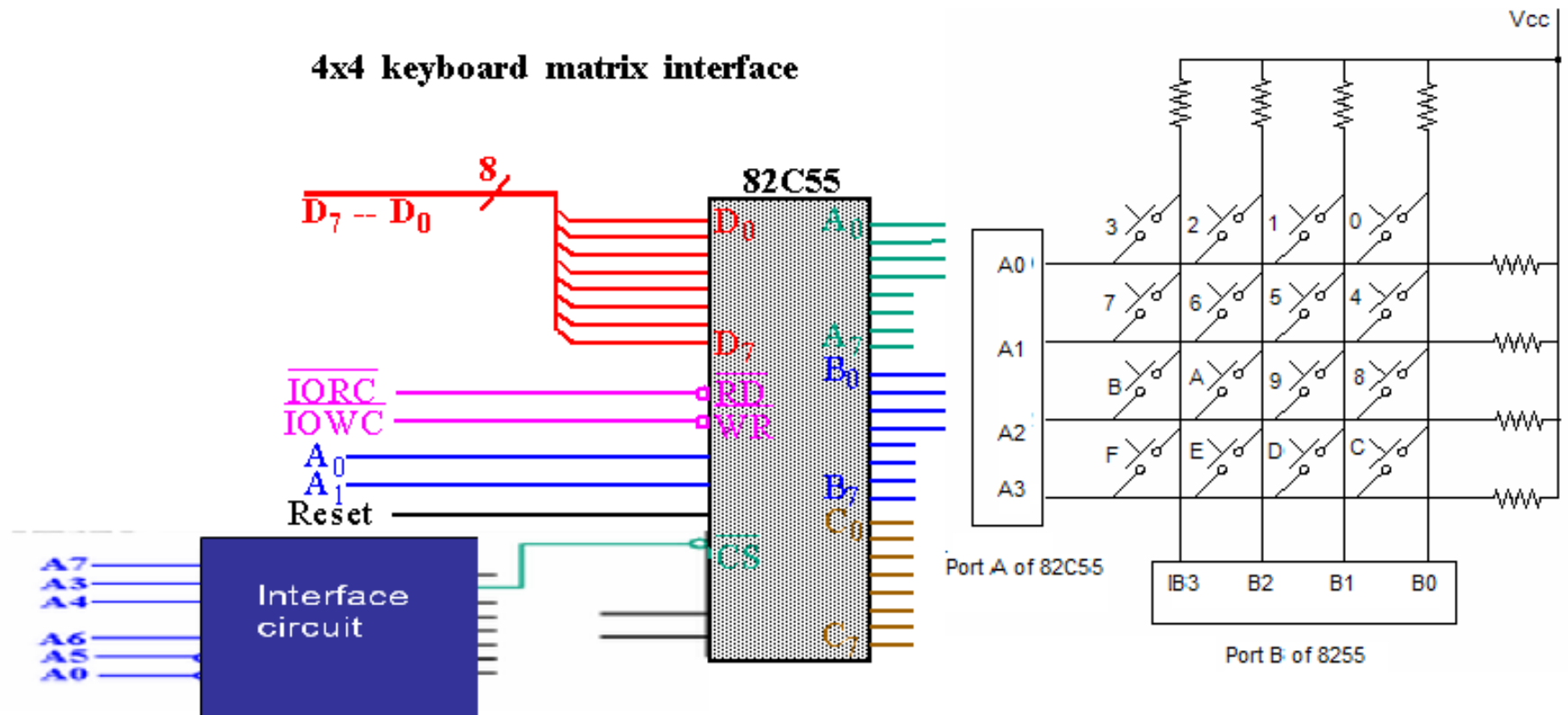
82C55: Mode 0, 7 segment multiple digit Display

- Port A turns on required segments of a single digit and port B selects one digit position at a time.
- Different values are displayed in each digit via fast time division multiplexing.



82C55: Mode 0, Scan Key of Hex Key board

4x4 keyboard matrix interface



Data saved
as

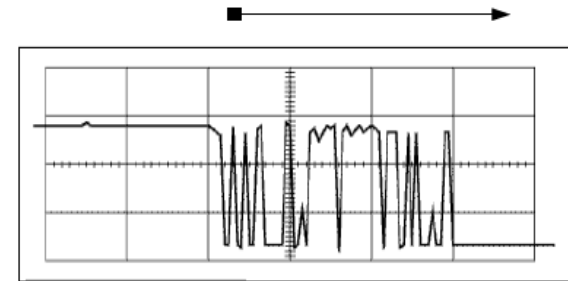
Row #

Col #

Debouncing

- When a key is depressed, its contact bounce for a short period of time. This problem is overcome by either using hardware de-bouncer or sampling the key second time a bit later to assure that the same key is depressed.

Wait 200 ms from first event



More than one key of a row is depressed

- Techniques to overcome the problem

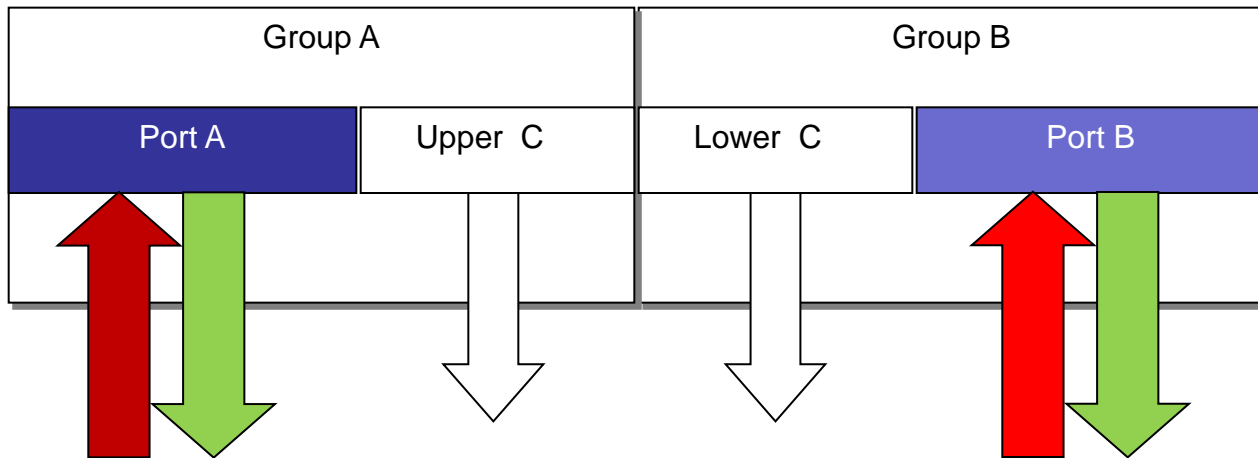
1. Two key lock out:

During the second scan if still two keys of a row are found depressed, both keys will be locked out & neither is accepted by the μP . However if any one of them is released after first scan, the second key still depressed will be accepted by μP .

2. N key roll over:

During the second scan if still more than one key is found depressed, they are accepted by the μP . The key entries are accepted in the order in which they were pressed.

Mode 1

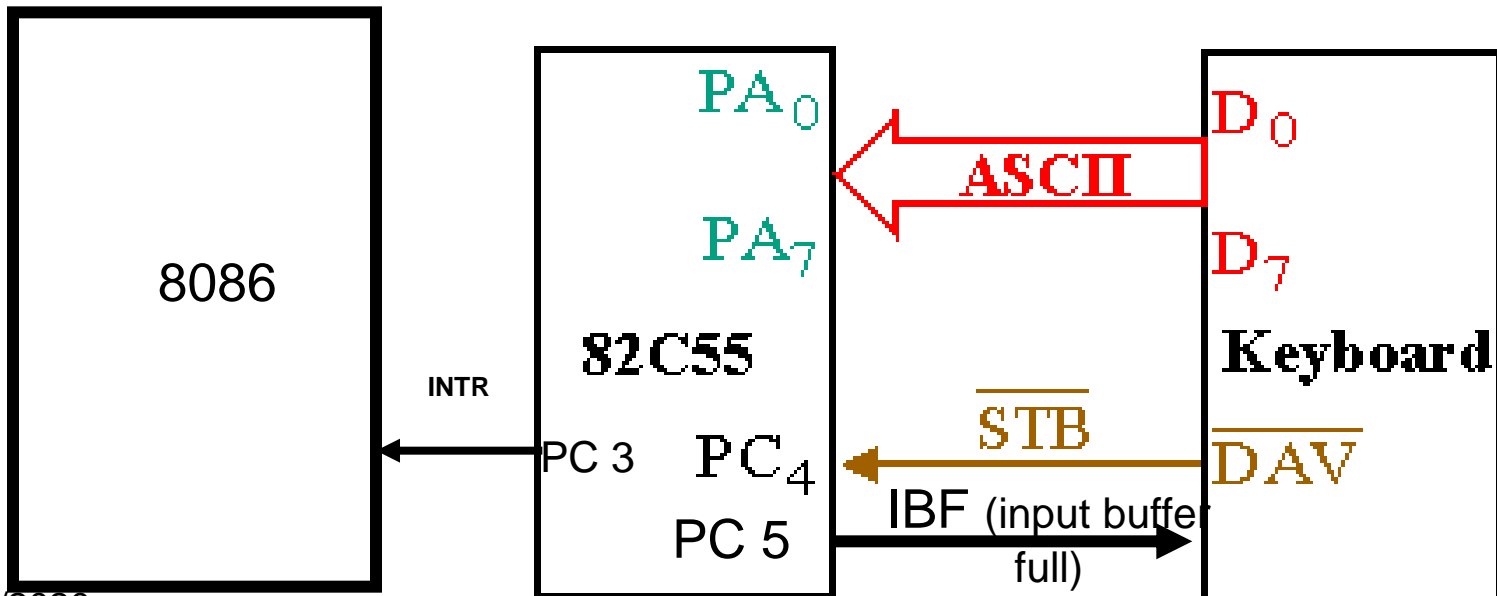


Mode 1 Basic functional Definitions

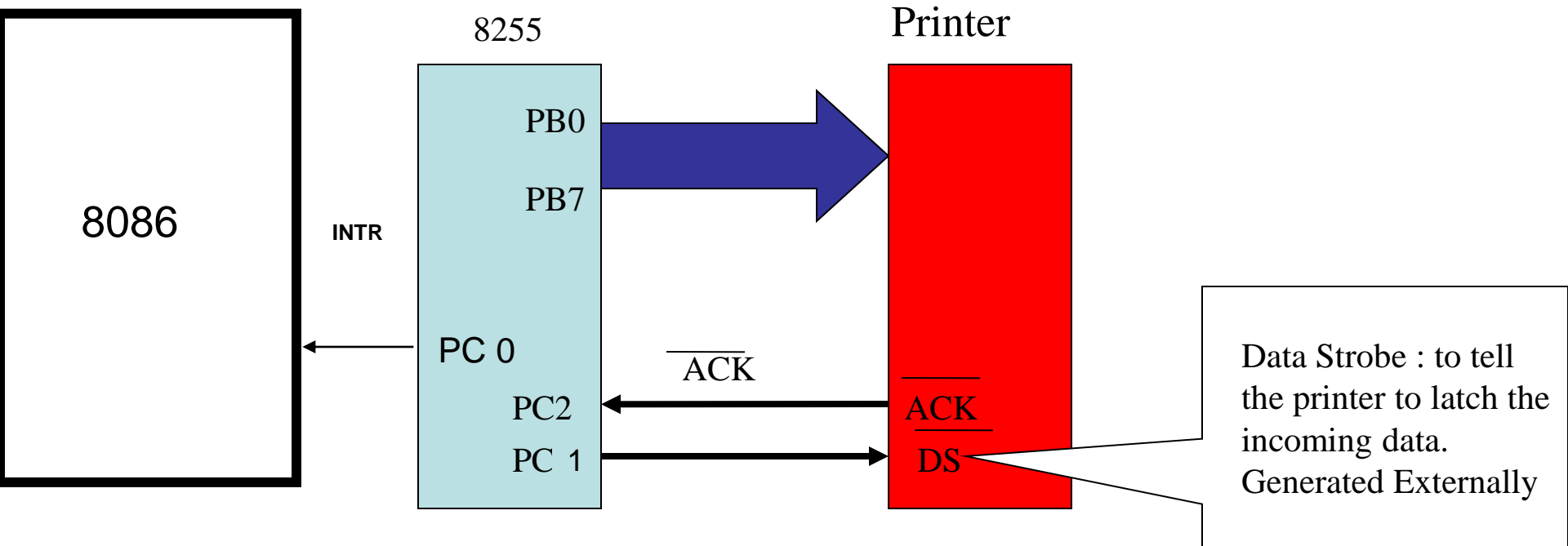
- This is called Handshaking mode.
- The 8-bit data port A & B can be either input or output.
- Pins of port C provide Hand shaking signals for two Groups (Group A and Group B).

82C55: Mode 1 Input Exam.

- Keyboard encoder encodes the key-pressed into 8 bit ASCII code & sends it to 82C55.
- DAV (Data Available) is activated on a key press, strobing (latching) the ASCII-coded key code into Port A of 82C55A.



Example: Mode 1 output



Mode 2

