

1. Serial Peripheral Interface (SPI)

1.1 Overview

SPI is a synchronous serial communication protocol commonly used for fast peripheral communication in embedded systems. It typically uses four lines:

- SCK: Serial Clock
- MOSI: Master Out Slave In
- MISO: Master In Slave Out
- SS/CS: Slave Select / Chip Select

SPI is full-duplex, meaning data can be transmitted and received at the same time.

1.2 Communication Flow

1. The master pulls SS low to select a slave.
2. The master generates clock pulses on SCK.
3. Data shifts out on MOSI and shifts in on MISO.
4. The transfer ends when the expected bits/bytes are completed.
5. The master releases SS high.

1.3 SPI Clock Modes

- Mode 0: CPOL = 0, CPHA = 0
- Mode 1: CPOL = 0, CPHA = 1
- Mode 2: CPOL = 1, CPHA = 0
- Mode 3: CPOL = 1, CPHA = 1

1.4 SPI Registers (Detailed Bits)

SPDR - SPI Data Register

Function:

- Stores data to transmit and received data.

Bit	Name	Description
7	SPD7	Data bit 7
6	SPD6	Data bit 6
5	SPD5	Data bit 5
4	SPD4	Data bit 4
3	SPD3	Data bit 3
2	SPD2	Data bit 2
1	SPD1	Data bit 1
0	SPD0	Data bit 0

SPSR - SPI Status Register

Function:

- Indicates transfer completion and collision state.

Bit	Name	Description
7	SPIF	SPI interrupt/transfer complete flag
6	WCOL	Write collision flag
5	Reserved	Reserved
4	Reserved	Reserved
3	Reserved	Reserved
2	Reserved	Reserved
1	Reserved	Reserved
0	SPI2X	Double SPI speed (master mode)

SPCR - SPI Control Register

Function:

- Controls SPI enable state, mode, clock settings, and interrupts.

Bit	Name	Description
7	SPIE	Enable SPI interrupt
6	SPE	Enable SPI peripheral
5	DORD	Data order (1=LSB first, 0=MSB first)
4	MSTR	Master select (1=master, 0=slave)

Bit	Name	Description
3	CPOL	Clock polarity
2	CPHA	Clock phase
1	SPR1	Clock rate select bit 1
0	SPR0	Clock rate select bit 0

Clock-rate note:

- SPI clock rate in master mode is determined by SPR1, SPR0, and SPI2X.

1.5 SPI Assembly Examples

SPI Master

```

;-----
; Assembly Code SPI Master
;-----
#define __SFR_OFFSET 0x00
#include "avr/io.h"
;-----
.global main
;=====
main:
.equ SCK, 5
.equ MOSI, 3
.equ SS, 2
;-----
    LDI    R17, (1<<MOSI)|(1<<SCK)|(1<<SS)
    OUT    DDRB, R17        ;set MOSI, SCK, SS as o/p
;-----
    LDI    R17, (1<<SPE)|(1<<MSTR)|(1<<SPR0)
    OUT    SPCR, R17        ;enable SPI as master, fsck=fosc/16
;-----
    LDI    R17, 0xAA        ;byte to be transmitted
;-----
again:CBI    PORTB, SS        ;enable slave device
    OUT    SPDR, R17        ;transmit byte to slave
;-----
loop: IN    R18, SPSR

```

```

SBRS R18, SPIF      ;wait for byte transmission
RJMP loop          ;to complete
;-----
SBI  PORTB, SS      ;disable slave device
;-----
RCALL my_delay      ;delay
COM  R17            ;1's compliment of byte
RJMP again          ;repeat transmission

;=====
my_delay:           ;delay in ms
    LDI  R20, 255
16: LDI  R21, 255
17: LDI  R22, 40
18: DEC  R22
    BRNE 18
    DEC  R21
    BRNE 17
    DEC  R20
    BRNE 16
    RET

```

SPI Slave

```

;-----
; Assembly Code SPI Slave
;-----
#define __SFR_OFFSET 0x00
#include "avr/io.h"
;-----
.global main
;=====
main:
;-----
    LDI  R17, 0xFF
    OUT  DDRD, R17      ;set PORTD for o/p
;-----
    LDI  R17, (1<<SPE)
    OUT  SPCR, R17      ;enable SPI as slave
;-----
agn: IN   R18, SPSR
    SBRS R18, SPIF      ;wait for byte reception

```

```
RJMP agn
;-----
IN R18, SPDR ;i/p byte from data register
OUT PORTD, R18 ;and o/p to PORTD
;-----
RJMP agn ;repeat reception
```

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