Counter/Timers in the Mega8

The mega8 incorporates three counter/timer devices. These can:

• Be used to count the number of events that have occurred (either external or internal)
• Act as a clock
• Trigger an interrupt after a specified number of events
Timer 0

• Possible input sources:
  – Pin T0 (PD4)
  – System clock
    • Potentially divided by a “prescaler”

• 8-bit counter

• When the counter turns over from 0xFF to 0x0, an interrupt can be generated
Timer 0 Implementation

- Clock input to 10-bit counter
- Output bits: 3, 6, 8, and 10
Timer 0 Implementation

MUX selects between these different inputs
Timer 0 Implementation

MUX selects between these different inputs
- Control bits determine source
Timer 0 Implementation

MUX selects between these different inputs

• 000: No input
Timer 0 Implementation

MUX selects between these different inputs
- 001: System clock
Timer 0 Implementation

MUX selects between these different inputs

- 010: System clock div 8
Timer 0 Implementation

MUX selects between these different inputs
- 011: System clock div 64
Timer 0 Implementation

MUX selects between these different inputs
- 110: Falling edge of pin T0
Timer 0 Implementation

MUX selects between these different inputs

• 111: Rising edge of pin T0
Timer 0

- TCNT0: 8-bit counter (a register)
- TCCR0: control register
Timer 0

- Clock source from previous slide
Timer 0

- Increment counter on every low-to-high transition
Timer 0 Example

Suppose:
- 16MHz clock
- Prescaler of 1024
- We wait for the timer to count from 0 to 156

How long does this take?
Timer 0 Example

\[
delay = \frac{1024 \times 156}{16,000,000} = 9948 \, \mu s \approx 10 \, ms
\]
Timer 0 Example

Suppose:
• 16MHz clock
• Prescaler of 1024
• We wait for the timer to count from 0 to 156

How long does this take?
Timer 0 Example

\[ \text{delay} = \frac{1024 \times 156}{16,000,000} = 9948 \mu s \approx 10 \text{ ms} \]
Timer 0 Code Example

timer0_config(TIMER0_PRE_1024);  // Prescale by 1024
timer0_set(0);                  // Set the timer to 0

// Do something else for a while
while(timer0_read() < 156) {
    // Do something while waiting
};

// Break out at ~10 ms

See Atmel HOWTO for example code
(timer_demo2.c)
Cascade of Clock Divisors

- Prescalar (timer 0): 1, 8, 64, 256, 1024
- Timer 0 counter: up to 256
  - In this case, our software waited for timer 0 to achieve a particular value
- Other timers can choose their divisor arbitrarily (more on this soon)
Timer 0 Example

Advantage over delay_ms():
• Can do other things while waiting
• Timing is much more precise
  – We no longer rely on a specific number of instructions to be executed
  – Interrupts do not interfere with the timing
Timer 0 Example

Disadvantage:
- “something else” cannot take very much time

What is the solution?
Timer 0 Interrupt

What is the solution?

• Use interrupts!

• We can configure the timer to generate an interrupt every time the timer’s counter rolls over from 0xFF to 0x00
Timer 0 Example II

Suppose:

• 16MHz clock
• Prescaler of 1024

How often is the interrupt generated?
Timer 0 Example II

\[
\text{interval} = \frac{1024 \times 256}{16,000,000} = 16.384 \text{ ms}
\]

How many counts do we need so that we toggle the state of PB0 every second?
Timer 0 Example II

How many counts do we need so that we toggle the state of PB0 every second?

\[
counts = \frac{1000 \text{ ms}}{16.384 \text{ ms}} = 61.0352
\]

We will assume 61 is close enough.
Example II: Interrupt Service Routine (ISR)

ISR(TIMER0_OVF_vect) {
    static uint8_t counter = 0;
    ++counter;
    if(counter == 61) {
        // Toggle output state every 61st interrupt:
        // This means: on for ~1 second and then off for ~1 sec
        PORTB ^= 1;
        counter = 0;
    }
};

See Atmel HOWTO for example code (timer_demo.c)
Example II: Initialization

// Interrupt occurs every \((1024\times256)/16000000\) = .016384 seconds
timer0_config(TIMER0_PRE_1024);

// Enable the timer interrupt
timer0_enable();

// Enable global interrupts
sei();

while(1) {
    // Do something else
}


Timer 0 with Interrupts

This solution is particularly nice:

• “something else” does not have to worry about timing at all
  – PB0 state is altered asynchronously

• Note that we can have a shared data problem (but not in this example)
Cascade of Clock Divisors

• Prescalar: 1 to 1024
• Timer 0 counter: 256
  – Other timers can choose their divisor arbitrarily
• Software: arbitrary
Two Other Timers

Timer 1:
- 16 bit counter
- Prescalers: 1, 8, 64, 256, 1024

Timer 2:
- 8 bit counter
- Prescalers: 1, 8, 32, 64, 128, 256, 1024
Interrupt Service Routines

• Should be very short
  – No “delays”
  – No busy waiting
  – Function calls from the ISR should be short also
  – Minimize looping

• Communication with the main program using global variables
Interrupts, Shared Data and Compiler Optimizations

• Compilers (including ours) will often optimize code in order to minimize execution time

• These optimizations often pose no problems, but can be problematic in the face of interrupts and shared data
Shared Data and Compiler Optimizations

For example:

\[
A = A + 1; \\
C = B \times A
\]

Will result in ‘A’ being fetched from memory once (into a general-purpose register) – even though ‘A’ is used twice
Shared Data and Compiler Optimizations

Now consider:

```c
while(1) {
    PORTB = A;
}
```

What does the compiler do with this?
Shared Data and Compiler Optimizations

The compiler will assume that ‘A’ never changes.

This will result in code that looks something like this:

```c
R1 = A;  // Fetch value of A into register 1
while(1) {
    PORTB = R1;
}
```

The compiler only fetches A from memory once!
Shared Data and Compiler Optimizations

This optimization is generally fine – but consider the following interrupt routine:

```c
ISR(TIMER0_OVF_vect) {
    A = PIND;
}
```

- The global variable ‘A’ is being changed!
- The compiler has no way to anticipate this
Shared Data and Compiler Optimizations

The fix: the programmer must tell the compiler that it is not allowed to assume that a memory location is not changing

• This is accomplished when we declare the global variable:

```c
volatile uint8_t A;
```
Information Encoding

Many different options for encoding information for transmission to/from other devices:

• Parallel digital (e.g., for our Project 1)
• Serial digital (e.g., USB, RS232)
• Analog: use voltage to encode a value
Information Encoding

An alternative: pulse-width modulation (PWM)

• Information is encoded in the time between the rising and falling edge of a pulse
PWM Example:

RC Servo Motors

- 3 pins: power (red), ground (black), and command signal (white)
- Signal pin expects a PWM signal
PWM Example

Internal circuit translates pulse width into a goal position:
- 0.5 ms: 0 degrees
- 2.5 ms: 180 degrees
RC Servo Motors

- Internal potentiometer measures the current orientation of the shaft
- Uses a **Position Servo Controller**: the difference between current and commanded shaft position determines shaft velocity.
- Mechanical stops limit the range of motion
  - These stops can be removed for unlimited rotation
PWM Example II: Controlling LED Brightness

What is the relationship of current flow through an LED and the rate of photon emission?
Controlling LED Brightness

What is the relationship of current flow through an LED and the rate of photon emission?

• They are linearly related (essentially)
Controlling LED Brightness

Suppose we pulse an LED for a given period of time with a digital signal: what is the relationship between pulse width and number of photons emitted?
Controlling LED Brightness

Suppose we pulse an LED for a given period of time with a digital signal: what is the relationship between pulse width and number of photons emitted?

• Again: they are linearly related (essentially)

• If the period is short enough, then the human eye will not be able to detect the flashes
Controlling LED Brightness

We need:
• To produce a periodic behavior, and
• A way to specify the pulse width (or the duty cycle)

How do we implement this in code?
Controlling LED Brightness

How do we implement this in code?

One way:
- Interrupt routine increments an 8-bit counter
- When the counter is 0, turn the LED on
- When the counter reaches some "duration", turn the LED off
volatile uint8_t duration = 0;

ISR(TIMER0_OVF_vect)
{
    static uint8_t counter = 0;
}

volatile uint8_t duration = 0;

ISR(TIMER0_OVF_vect)
{
    static uint8_t counter = 0;

    if(counter == 0) PORTB |= 1;
    if(counter >= duration) PORTB &= ~1;

    ++counter;
}

Initialization Details

- Set up timer
- Enable interrupts
- Set duration in some way
  - In this case, we will slowly increase it

What does this implementation look like?
Initialization

```c
int main(void) {
    DDRB = 0xFF;
    PORTB = 0;

    // Initialize counter
duration = 0;

    // Interrupt configuration
timer0_config(TIMER0_NOPRE);  // No prescaler
    // Enable the timer interrupt
timer0_enable();
    // Enable global interrupts
    sei();
    :
```
PWM Implementation

What is the resolution (how long is one increment of “duration”)?
PWM Implementation

What is the resolution (how long is one increment of “duration”)?

- The timer0 counter (8 bits) expires every 256 clock cycles

\[ t = \frac{256}{16000000} = 16 \, \mu s \]

(assuming a 16MHz clock)
PWM Implementation

What is the period of the pulse?
PWM Implementation

What is the period of the pulse?

• The 8-bit counter (of the interrupt) expires every 256 interrupts

\[ t = \frac{256 \times 256}{16000000} = 4.096 \text{ ms} \]
Doing “Something Else”

```
unsigned int i;
while (1) {
    for (i = 0; i < 256; ++i)
        duration = i;
    delay_ms(50);
}
```
Timer 1

• 16 bit counter
  – All the same functionality as we see with timer 0

• One **input capture** unit
  – On an external event, save the state of the counter

• Two **output compare** units
  – Generate an event when the counter reaches a certain state (e.g., we can use this to do PWM in hardware!)
Timer 1

• There are comparable functions in oulib (to timer0)

• There are also functions that give you access to the output compare and input capture functionality

• Note: many timer 1 registers are 16 bit registers. Accesses to these must be thread safe (oulib provides this for you)
Timer 2

- 8-bit counter
- Output-compare
- Waveform generator
  - So: can also generate PWM signals
Timer 1

Figure from: Atmel mega 8 specification
Timer 1

Counter

Andrew H. Fagg: Embedded Systems: Timers
Timer 1

Source selection and prescaler
Timer 1

Output compare register

- Continuously compared with counter
Timer 1

On match:

- Change the state of an output pin
- And/or generate an interrupt
Timer 1

Output

compare

register II
Timer 1

Input capture register:
- On external event, copy state of counter
Timer 1: Register Access and Timing

Problem: 8 bit data bus, but 16 bit registers
• How to access the registers so as to avoid the shared data problem?

Figure from: Atmel mega 8 specification
Timer 1: Writing

- Write to the high byte first (TCNTHn)
  - This stores the 8-bit value in a temporary register
- Write to low byte (TCNTLn)
  - What is on the data bus is written to the low byte
  - The temporary register is written to the high byte (so both are changed simultaneously)
Timer 1: Reading

- Read from the low byte first (TCNTnL)
  - TCNTnH will also be written to the temporary register
- Read from high byte (TCNTnH)
  - This will actually pull the value from the temporary register
Timer 1 Access: The Good News

- OUlib provides functions to do this for you:
  `unsigned int timer1_read(void);`
  `void timer1_set(unsigned int);`

- Note:
  - OUlib is “thread safe”
  - Interrupts are disabled between access of the high and low registers (see implementations)
Input Capture Unit

Figure from: Atmel mega 8 specification
Captured value

- Access just as you would TCNTn[HL]

Figure from: Atmel mega 8 specification
Copy on event

Figure from: Atmel mega 8 specification
Event detector

Input Capture Unit

Figure from: Atmel mega 8 specification
Input Capture Unit

No OUlib support right now…

Critical registers:
• ICRn[LH]: captured value
• TCCR1B: configuration
• ACSR: event source selection
• TIMSK: interrupt enable bit
Input Capture Unit: TCCR1B

- **ICNC1**: Input compare noise canceller
  - Value = 1 -> canceling is turned on
  - Takes multiple samples of the pin state before detecting an event (this induces a small delay but gives a cleaner signal)

- **ICES1**: Input compare edge select
  - Value = 1 -> rising edge
  - Value = 0 -> falling edge
Input Capture Unit: ACSR

<table>
<thead>
<tr>
<th>Bit</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>ACD</td>
<td>ACBG</td>
<td>ACO</td>
<td>ACI</td>
<td>ACIE</td>
<td>ACIC</td>
<td>ACIS1</td>
<td>ACIS0</td>
</tr>
<tr>
<td>Read/Write</td>
<td>R/W</td>
<td>R/W</td>
<td>R</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
</tr>
<tr>
<td>Initial Value</td>
<td>0</td>
<td>0</td>
<td>N/A</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

ACIC: External event source
- Value = 1 -> Analog comparator
- Value = 0 -> ICPn pin
Input Capture Unit: TIMSK

- TICIE1: Input capture interrupt enable
  - Value = 1 -> enabled
Some Example Code

// Turn on noise canceling; detect rising edge
TCCR1B |= _BV(ICNC1) | _BV(ICES1);
Some Example Code

// Turn on noise canceling; detect rising edge
TCCR1B |= _BV(ICNC1) | _BV(ICES1);
// Use pin as input (not analog comp)
ACSR &= ~_BV(ACIE);
Some Example Code

// Turn on noise canceling; detect rising edge
TCCR1B |= _BV(ICNC1) | _BV(ICES1);
// Use pin as input (not analog comp)
ACSR &= ~_BV(ACIE);
// Enable interrupt
TIMSK |= _BV(TICIE1);
Some Example Code

// Turn on noise canceling; detect rising edge
TCCR1B |= _BV(ICNC1) | _BV(ICES1);

// Use pin as input (not analog comp)
ACSR &= ~_BV(ACIE);

// Enable interrupt
TIMSK |= _BV(TICIE1);

// Enable global interrupts
sei();
Interrupt Service Routine

```c
ISR(TIMER1_CAPT_vec)
{
    // Do something ...
}
```

- Read ICRn[LH] as soon as possible (it could be overwritten by the next event)
- You can change the configuration of the input capture unit (e.g. to alternate between falling and rising edges)
Output Compare Mode

General idea:
• Counter moves through some sequence of values
• At some specified counter value(s), the processor produces an event
  – Generate an interrupt
  – Change the state of the output pin
Many Different Output Compare Modes

Table 39. Waveform Generation Mode Bit Description

<table>
<thead>
<tr>
<th>Mode</th>
<th>WGM13</th>
<th>WGM12 (CTC1)</th>
<th>WGM11 (PWM11)</th>
<th>WGM10 (PWM10)</th>
<th>Timer/Counter Mode of Operation(1)</th>
<th>TOP</th>
<th>Update of OCR1x</th>
<th>TOV1 Flag Set on</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Normal</td>
<td>0xFFFF</td>
<td>Immediate</td>
<td>MAX</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>PWM, Phase Correct, 8-bit</td>
<td>0x00FF</td>
<td>TOP</td>
<td>BOTTOM</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>PWM, Phase Correct, 9-bit</td>
<td>0x01FF</td>
<td>TOP</td>
<td>BOTTOM</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>PWM, Phase Correct, 10-bit</td>
<td>0x03FF</td>
<td>TOP</td>
<td>BOTTOM</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>CTC</td>
<td>OCR1A</td>
<td>Immediate</td>
<td>MAX</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Fast PWM, 8-bit</td>
<td>0x00FF</td>
<td>TOP</td>
<td>TOP</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>Fast PWM, 9-bit</td>
<td>0x01FF</td>
<td>TOP</td>
<td>TOP</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Fast PWM, 10-bit</td>
<td>0x03FF</td>
<td>TOP</td>
<td>TOP</td>
</tr>
<tr>
<td>8</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>PWM, Phase and Frequency Correct</td>
<td>ICR1</td>
<td>BOTTOM</td>
<td>BOTTOM</td>
</tr>
<tr>
<td>9</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>PWM, Phase and Frequency Correct</td>
<td>OCR1A</td>
<td>BOTTOM</td>
<td>BOTTOM</td>
</tr>
<tr>
<td>10</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>PWM, Phase Correct</td>
<td>ICR1</td>
<td>TOP</td>
<td>BOTTOM</td>
</tr>
<tr>
<td>11</td>
<td>1</td>
<td>0</td>
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<td>1</td>
<td>PWM, Phase Correct</td>
<td>OCR1A</td>
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<td>BOTTOM</td>
</tr>
<tr>
<td>12</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>CTC</td>
<td>ICR1</td>
<td>Immediate</td>
<td>MAX</td>
</tr>
<tr>
<td>13</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>(Reserved)</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>14</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>Fast PWM</td>
<td>ICR1</td>
<td>TOP</td>
<td>TOP</td>
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<tr>
<td>15</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Fast PWM</td>
<td>OCR1A</td>
<td>TOP</td>
<td>TOP</td>
</tr>
</tbody>
</table>

Note: 1. The CTC1 and PWM11:0 bit definition names are obsolete. Use the WGM12:0 definitions. However, the functionality and location of these bits are compatible with previous versions of the timer.

Systems: Timers
We Will Focus on Fast PWM

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<td>15</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Fast PWM</td>
<td>OCR1A</td>
<td>TOP</td>
<td>TOP</td>
</tr>
</tbody>
</table>

Note: 1. The CTC1 and PWM11:0 bit definition names are obsolete. Use the WGM12:0 definitions. However, the functionality and location of these bits are compatible with previous versions of the timer.

**Systems: Timers**
Output Compare Mode: Fast PWM

Generating a pulse width modulated signal:

• Counter increments from BOTTOM (0) to TOP (configurable). Once TOP is reached:
  – Set the state of an output pin (e.g., set to 1)
  – Roll over to BOTTOM

• When the counter reaches a specific intermediate value:
  – Change the state of the output pin (e.g. to 0)
Set pin to 0

Generate interrupt
Set pin to 1
PWM and Interrupt Frequency

\[ \text{pwm freq} = \frac{\text{clock freq}}{\text{prescalar} \times (1 + \text{TOP})} \]

Example:

\[ \text{pwm freq} = \frac{16,000,000}{1024 \times (1 + 0x3ff)} \]

\[ = 15.2588 \text{ Hz} \]

This gives us 10 bits of pulse width resolution
Pin Driver Circuit

Use of this waveform generator overrides PORTx

Figure 36. Compare Match Output Unit, Schematic
OCRnA is double-buffered

- The real OCRnA as shown is updated when the counter rolls over
- Eliminates problems with updates in the middle of your pulse
Configuration

• Prescalar
• Waveform Generation Mode (in our case, Fast PWM, 10 bit)
• Polarity of the output bit (Output Mode)
• Interrupt enable (if desired)
• Initial pulse width
Configuration

// Configure PWM for output compare pin A
// Prescaler
timer1_config(TIMER1_PRE_1024);

Prescaler configuration is the same as with timer0
Configuration

// Configure PWM for output compare pin A
// Prescaler
timer1_config(TIMER1_PRE_1024);

// Output Mode for channel A: output is low after compare match
// COM1A[10] = 10
TCCR1A = TCCR1A & ~_BV(COM1A0) | _BV(COM1A1);
// Configure PWM for output compare pin A
// Prescaler
timer1_config(TIMER1_PRE_1024);

// Output Mode for channel A: output is low after compare match
// COM1A[10] = 10
TCCR1A = TCCR1A & ~_BV(COM1A0) | _BV(COM1A1);

// WGM1[3210] = 01 11. Fast PWM, 10-bit
TCCR1A = TCCR1A | _BV(WGM11) | _BV(WGM10);
Configuration

// Configure PWM for output compare pin A
// Prescaler
timer1_config(TIMER1_PRE_1024);

// Output Mode for channel A: output is low after compare match
// COM1A[10] = 10
TCCR1A = TCCR1A & ~_BV(COM1A0) | _BV(COM1A1);

// WGM1[3210] = 0111. Fast PWM, 10-bit
TCCR1A = TCCR1A | _BV(WGM11) | _BV(WGM10);

TCCR1B = TCCR1B & ~_BV(WGM13) | _BV(WGM12);

![Diagram of TCCR1B register bits](image)
Configuration

// Configure PWM for output compare pin A
// Prescaler
timer1_config(TIMER1_PRE_1024);

// Output Mode for channel A: output is low after compare match
// COM1A[10] = 10
TCCR1A = TCCR1A & ~_BV(COM1A0) | _BV(COM1A1);

// WGM1[3210] = 01 11. Fast PWM, 10-bit
TCCR1A = TCCR1A | _BV(WGM11) | _BV(WGM10);

TCCR1B = TCCR1A & ~(__BV(WGM13)) | _BV(WGM12);

// Enable interrupt
TIMSK |= _BV(OCIE1A);

1

<table>
<thead>
<tr>
<th>Bit</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>OCIE2</td>
<td>TOIE2</td>
<td>TICIE1</td>
<td>OCIE1A</td>
<td>OCIE1B</td>
<td>TOIE1</td>
<td>–</td>
<td>TOIE0</td>
</tr>
<tr>
<td>Read/Write</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R/W</td>
<td>R</td>
<td>R/W</td>
</tr>
<tr>
<td>Initial Value</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>
Configuration

// Configure PWM for output compare pin A
// Prescaler
timer1_config(TIMER1_PRE_1024);

// Output Mode for channel A: output is low after compare match
// COM1A[10] = 10
TCCR1A = TCCR1A & ~(BV(COM1A1) | BV(COM1A0));

// WGM1[3210] = 01 11. Fast PWM, 10-bit
TCCR1A = TCCR1A | BV(WGM11) | BV(WGM10);

TCCR1B = TCCR1A & ~(BV(WGM13)) | BV(WGM12);

// Enable interrupt
TIMSK |= BV(OCIE1A);

// Enable global interrupts
sei();
Use of PWM Generator

Change the pulse width at any time

• This change will take effect at the beginning of the next pulse
• Must deal with the synchronous update of the high and low byte of OCR1A
Continuously Varying Pulse Width

while(1);
{
    // Loop over entire range
    for(val=0; val<0x400; ++val) {
        // Write high byte first (goes to temporary register)
        OCR1AH = (uint8_t) (val >> 8);

        // Write low byte second (causes both to be written
        // simultaneously)
        OCR1AL = (uint8_t) (val & 0xff);

        // Sleep
        delay_ms(1);
    }
};
Temporary Register

- Registers such as OCR1AH are all mapped to the same temporary register.
- You must ensure that between the writes to OCR1AH and OCR1AL that no other code is executed that manipulate the temporary register.
- This can come up if your ISR is also modifying these registers.
Timer 2

- 8-bit counter
- Output-compare
- Waveform generator
  - So: can also generate PWM signals