

AVR: Session 3

Timers, Interrupts and Counters

Timers and Counters

- As the name suggest, keeps track of time elapsed since start of microcontroller.
- All Microcontrollers have a clock inside them.
(Frequency: 1MHz!!!)
- Counters tick with the clock. (8 bit or 16 bit)
- Prescaling: Simply a way to make the counter skip a certain number of clock ticks

Related Registers

Timer

- TCCR0 / TCCR1 (Timer/Counter Control Register)
 - FOC (Force Output Compare)
 - WGM (Waveform Generation Mode)
 - COM (Compare Match Output)
 - CS (Clock Select)
- TCNT1 (holds Timer Count)

LED Blink: Timer and Counter Style

- We want LED to blink every 1/5th of second.
- When counter reaches 200,000, instruct the microcontroller to toggle the output.
- But our counter is 16 bit => we cannot count beyond 65536.

Prescaling to the rescue

Deciding the Prescaler:

- 1,000,000 Ticks per second, Maximum Count till 65535.
- Available Prescalars: 8,64,256 and 1024
 - 8 Prescaler: 125000 Counts/Second
 - 64 Prescaler: 15625 Counts/Second
 - 256 Prescaler: 3906 Counts/Second
 - 1024 Prescaler: 976 Counts/Second

Let us use 64 Prescaler => Toggle with every 3205 counts

Pseudo Code

```
// Include header files
int main(void)
{
    /* Designate pin as output and pull it down to LOW */
    /* Select the Prescaler */
    //Start of MAIN LOOP
        if (Timer Count > 3204)
        {
            /* Set Timer Count to Zero */
            /* Toggle LED */
        // End of MAIN LOOP
    }
}
```

Actual Code

```
#include <avr/io.h>
int main(void)
{
    PORTB |= 1<<PINB0;
    DDRB |= 1<<PINB0;
    TCCR1B |= (1<<CS10 | 1<<CS11); //Page No. 110
```

```
while (true)
{
if (TCNT1 > 3204)
{
TCNT1=0;
PORTB ^= 1<<PINB0;
}
}
```


Interrupts

- Exactly like it sounds like: When X event occurs, stops the main code and executes a particular block of code.
- Event can be Counter reaching a number, pin changing state, Analog to Digital Conversion, Serial Communication, PWM
- We will use Interrupts to make LED blink example more efficient.

Timer Interrupts

- We will ask TCNT1 to a number to match.
- This number will be stored in OCR1A/
OCR1B
- When the number is matched we want to put the counter back to zero - CTC
- Timer/Counter will need to know we are using the Interrupt feature - TIMSK register

Pseudo Code

```
// Include header files
int main(void)
{
    /* Enable Global Interrupt */
    /* Designate pin as output and pull it down to LOW */

    /* Select the Prescaler and Enable CTC Mode*/
    /* Enable use of OCR1A Register */
    //Start of MAIN LOOP
    // End of MAIN LOOP
}
//Interrupt Code
{
/*Toggle LED*/
}
```

Actual Code - Part 1

```
#include <avr/io.h>
#include <avr/interrupt.h>

int main(void)
{
    sei();
    DDRB |= 1<<PINB0;
    TCCR1B |= 1<<CS10 | 1<<CS11 | 1<<WGM12; // Page No. 110
    TIMSK |= 1<<OCIE1A; // Page No. 112
    OCR1A = 15624;
    while(1)
    {
    }
}
```

Actual Code - Part 2

```
ISR(TIMER1_COMPA_vect) // Page No. 44
```

```
{
```

```
    PORTB ^= 1<<PINB0;
```

```
}
```

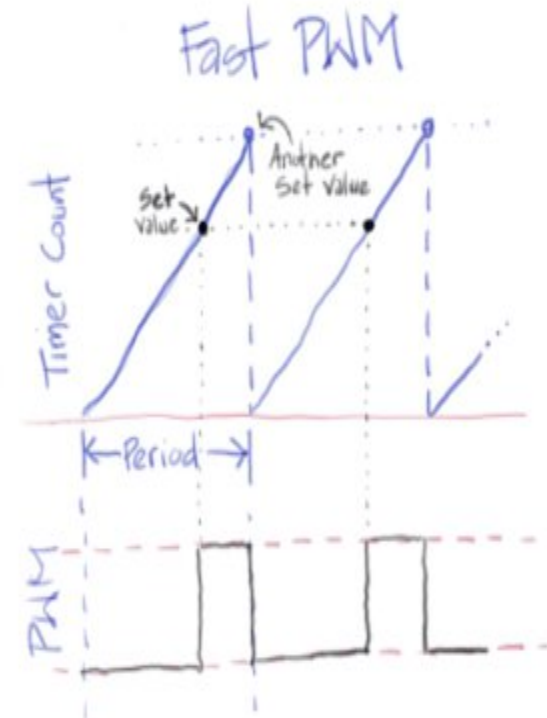
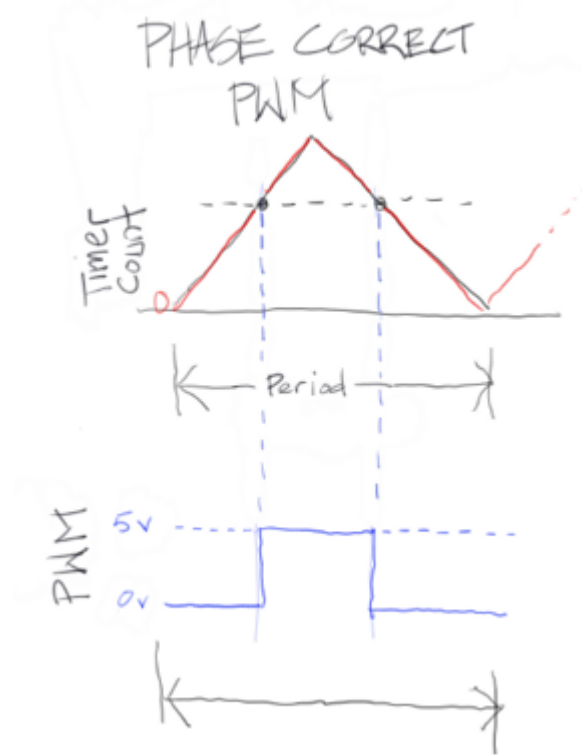
PWM - Application of Timers and Interrupts

- Finds an important application in motor control.
- Types of PWM:
 - Non-inverted
 - Inverted
 - Phase Correct PWM



Waveform Generation: Types

- Non Inverted
- Inverted
- Phase Correct



PWM to control a servo

- Servo needs a PWM with 20ms period and high time from 0.9-2.1ms.
- We will use the inverting mode here.
- No Prescaling => 20,000 counts as period (Set ICR1 as 20,000)
- Set OCR1A = ICR1 - (pulse width)

Pseudo Code

```
// Include header files
int main(void)
{
    /* Enable Global Interrupt */
    /* Designate pin as output */

    /* Select the Prescalar and Enable CTC Mode, Set ICR1 as the top of
    Waveform */
    /* Enable use of OCR1A Register */
    //Start of MAIN LOOP
    // End of MAIN LOOP
}
//Interrupt Code
{
/*Toggle LED*/
}
```

Actual Code

```
#include <avr/io.h>
#include <util/delay.h>
int main(void)
{
    DDRD |= 0xFF;
    TCCR1A |= 1<<WGM11 | 1<<COM1A1 | 1<<COM1A0; // Page No.
    108
    TCCR1B |= 1<<WGM13 | 1<<WGM12 | 1<<CS10; // Page No. 110
    ICR1 = 19999;
    OCR1A = ICR1 - 2000; //18000
```

```
while (1)
{
    OCR1A = ICR1 - 800;
    _delay_ms(100);
    OCR1A = ICR1 - 2200;
    _delay_ms(100);
}
}
```