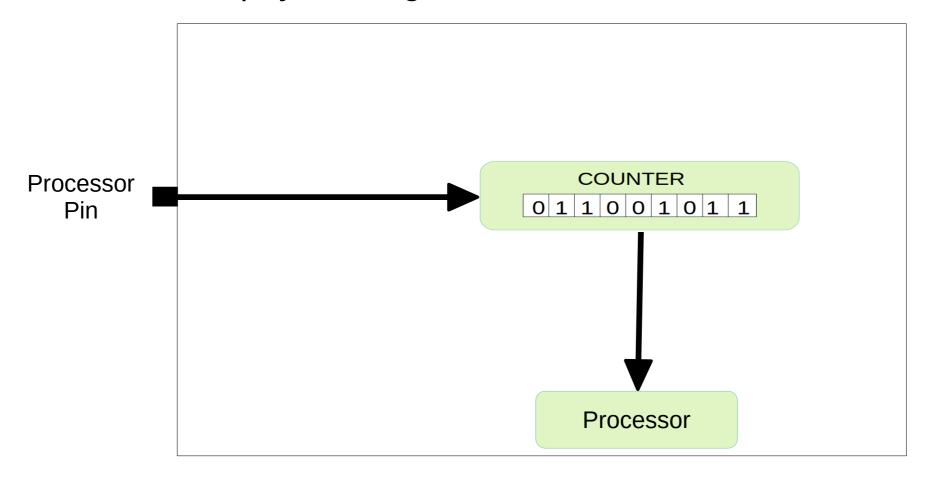
# **Timers and Counters**

Ahmet Onat, 2022

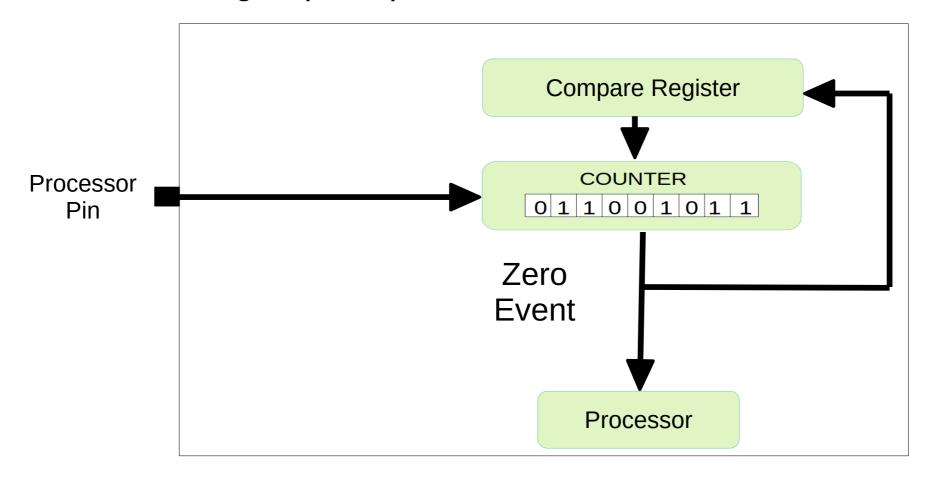
#### Structure of a counter

- A pulse on an external pin increments or decrements the counter.
- Counter is a physical logic circuit. It can count fast.



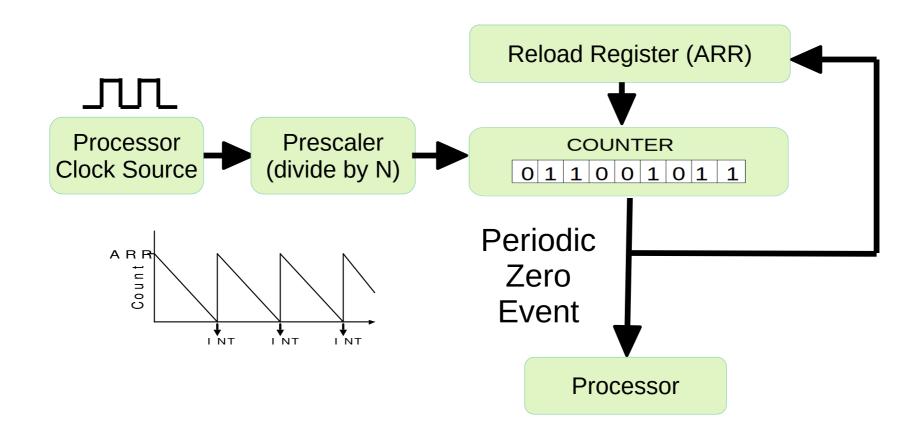
#### Structure of a counter

- If the counter value equals Compare Register: Its value is re-set to zero.
- It can count groups of pulses.



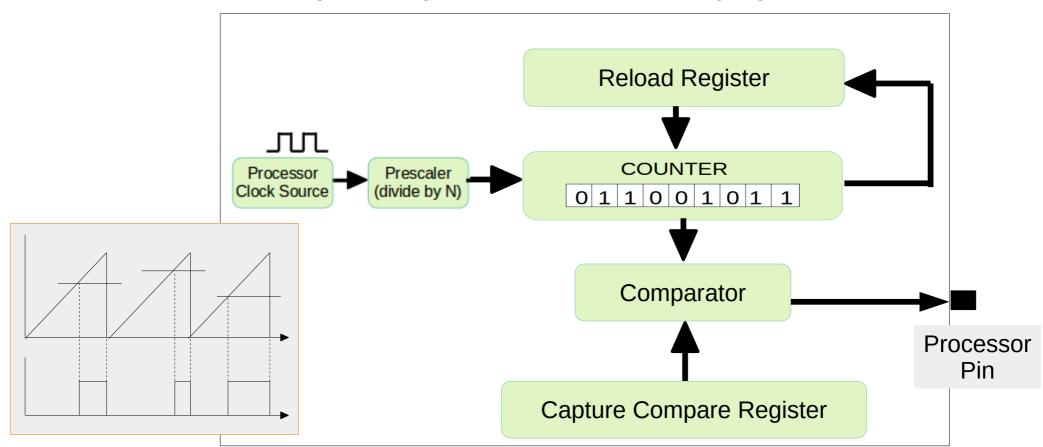
#### Structure of a timer

- Same structure.
- But pulses are now provided by the processor clock.
- It now functions as a timer.

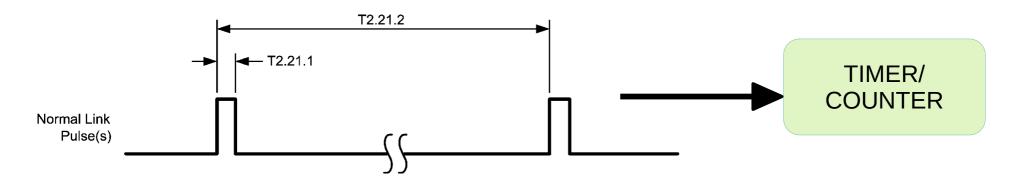


#### Structure of a timer

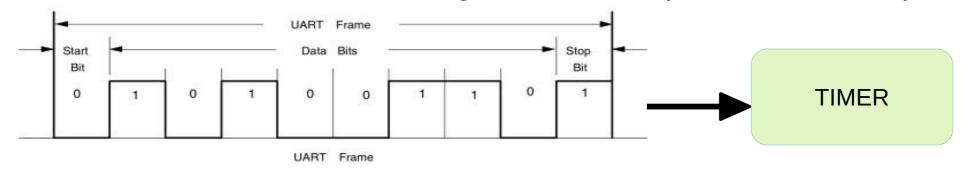
- Mode: PWM generator
  - Value of reload register determies PWM frequency
  - Value of compare register determines duty cycle



- Timers are used to:
  - Time external events

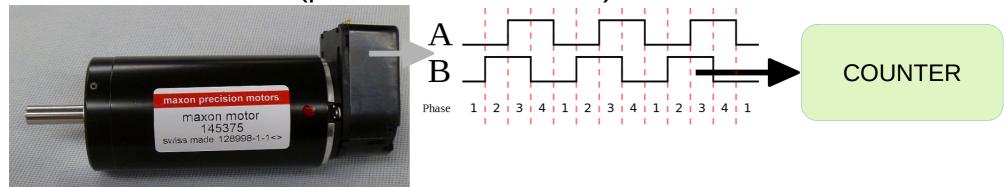


- Time '0' and '1' for incoming data stream (Ethernet, CAN...)

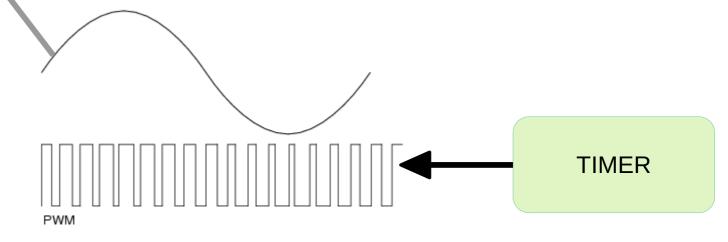


**Network Data** 

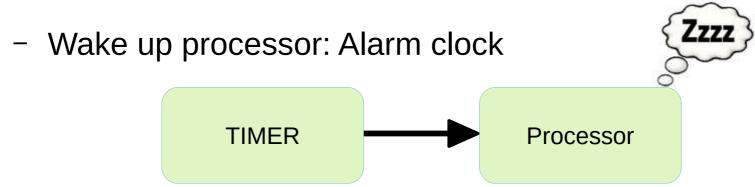
- Timers are used to:
  - Count events (position encoder etc.)



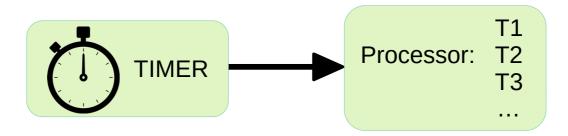
- PWM generation (motor control etc.)



Timers are used to:

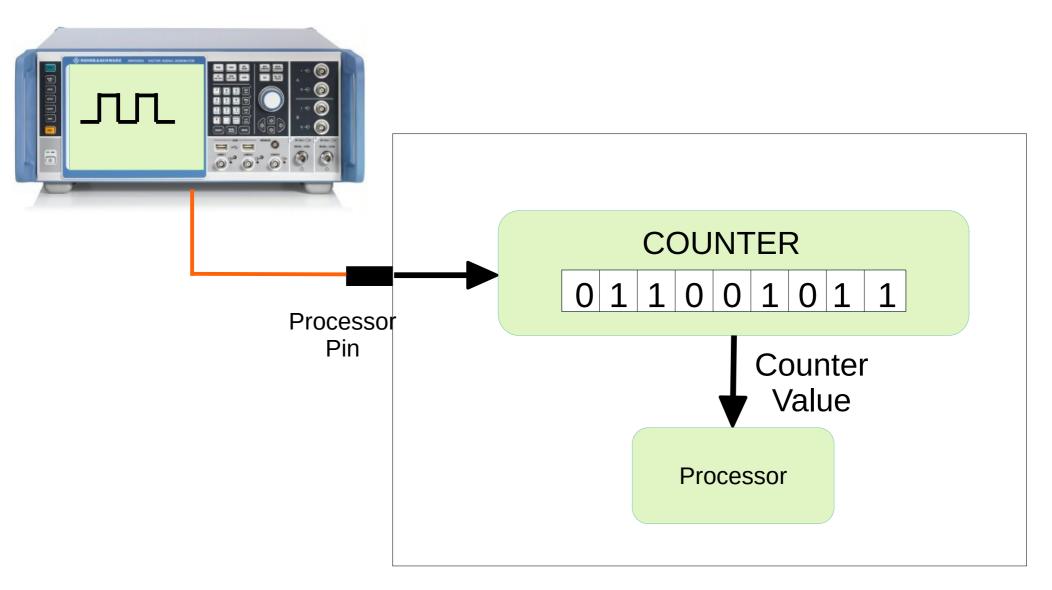


 OS: Generate periodic events to run periodic tasks.

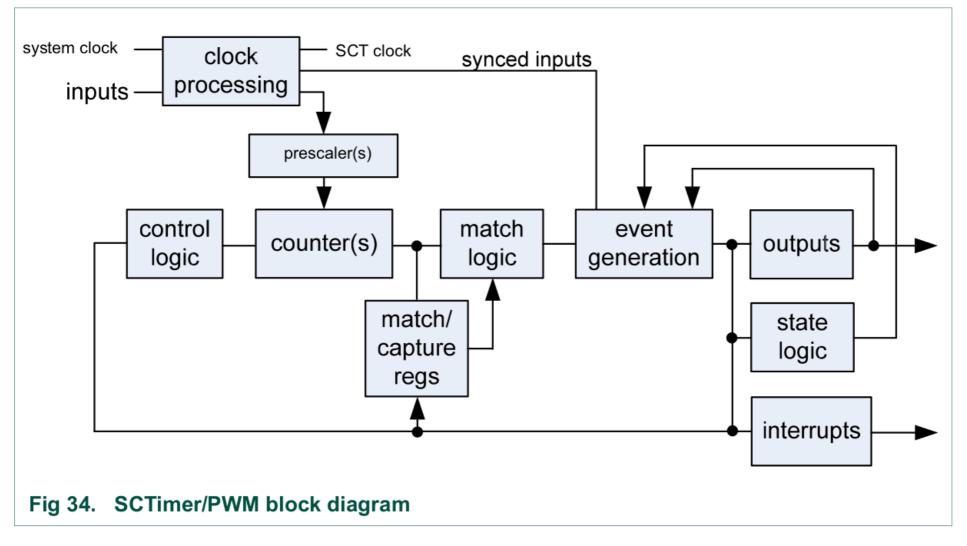


• Timers are used to: - Sampling TIMER **ADC Processor** - Produce pulses TIMER DAC **Processor** 

• Mode: Count external events



## LPC824 SCT Block diagram



Source: NXP LPC824 User Manual Sec: 16.5 General description