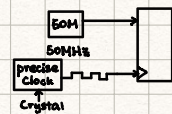


Measuring time in hardware:



- down counter → count 50M → 1sec
- Use a down counter to convert a precise clock (oscillator not RC but crystal)
- ARM processor - "A9 Timer" which works like above but accessed through memory-mapped registers.
- Connect to a counter, clocked with precise 100 MHz

4 registers

Address	Reg. name
0xFFFC600	Load - put the value to count down from
0xFFFC604	Counter - value of current count
0xFFFC608	Control
0xFFFC60C	Interrupt State Reg.

- Software-controlled hardware timer works as follow: **reset F bit before the next count down**

1. Put the value you want to count down from into the LOAD register.
e.g: 1000000 for 1 second of time
2. Turn on the E bit in the control register
→ causes the Load register to be copied into the counter and to start counting down to 0
3. When counter reaches to zero → F bit of Interrupt States Reg to 1
4. To reset the F bit to zero → write a 1 into it (like edge-capture reg.)
5. To have counter reload & do it again → set A bit in Control reg.

- Program to turn an LED on/off every second exactly, using timer & polling

```

_start: LDR R0, #0xFFC0000 // LED base address
        MOV R2, #1 // Wait goes into LED
        LDR R3, #0xFFFC600 // Base address of A9 private timer
        LDR R3, #200000000 // value of Load Reg = 200M → 1 sec counter
        STR R3, [R0, #0] // puts into Load Reg
        MOV R3, #0b011 // Turn on A & E bit in control reg.
        STR R3, [R0, #4]

Display: STR R2, [R0, #8] // Turn LED on/off depends on R2
        EOR R2, #1 // Toggle LED bit

// Poll the timer to wait for 1 second count down
wait:   LDR R3, [R0, #0xC] // Read interrupt status register
polling loop: ANDS R3, #1 // isolate bit 0
            BEQ wait // timer hits 0
            STR R3, [R0, #0xC] // Reset F bit to 0
            B Display
    
```

To synchronize with interrupts & not polling

