

# Mechatronics Engineering

## Timers

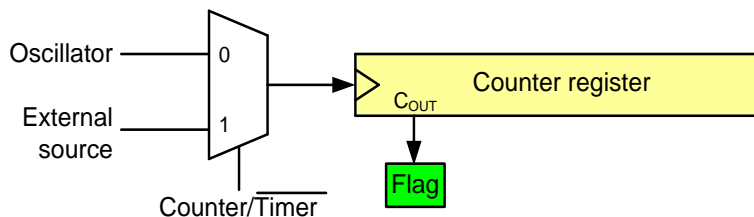
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### A generic timer/counter

- Delay generating
- Counting
- Wave-form generating
- Capturing



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## Timers in AVR

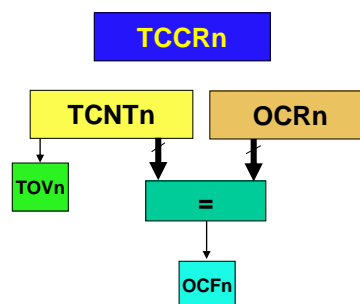
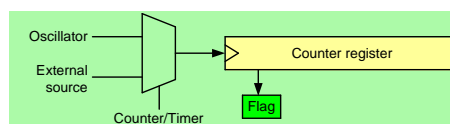
- 1 to 6 timers
  - 3 timers in ATmega328
- 8-bit and 16-bit timers
  - two 8-bit timers and one 16-bit timer in ATmega328



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## Timer in AVR

- TCNTn (Timer/Counter register)
- TOVn (Timer Overflow flag)
- TCCRn (Timer Counter control register)
- OCRn (output compare register)
- OCFn (output compare match flag)

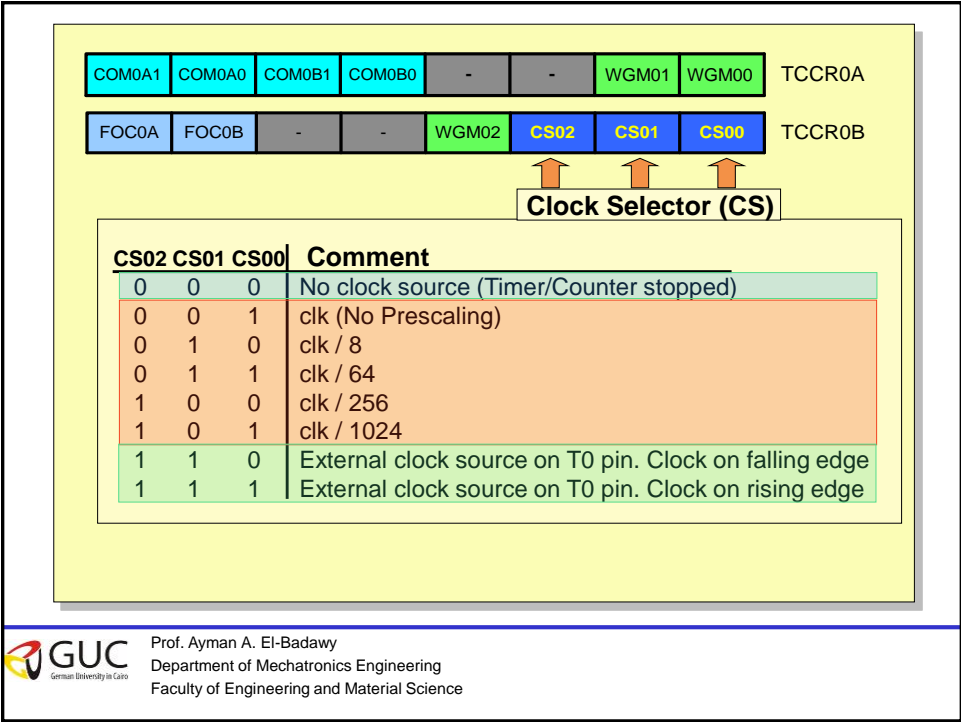
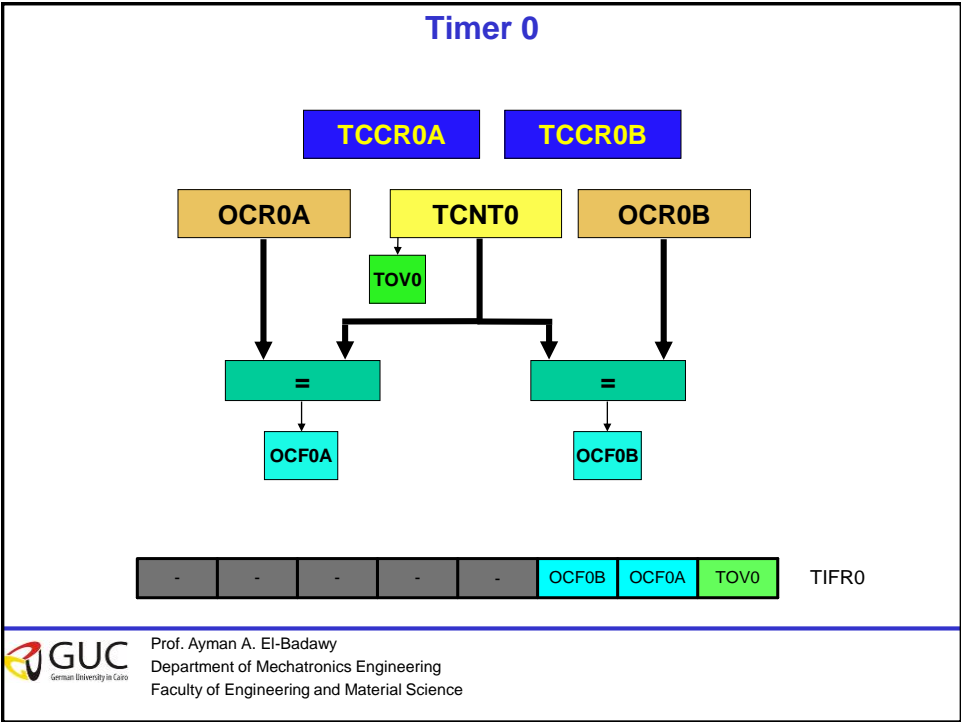


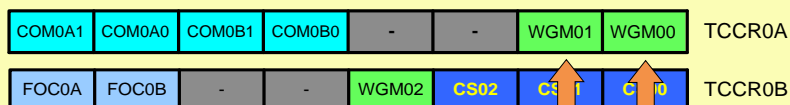
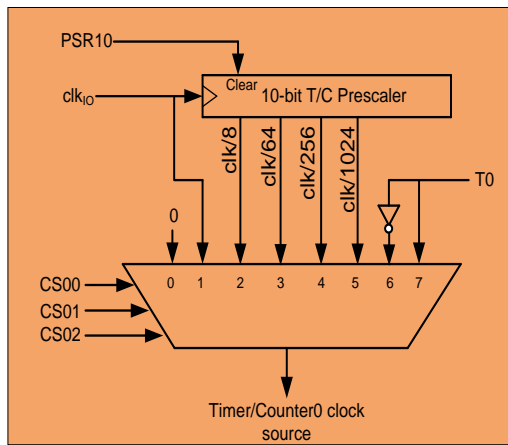
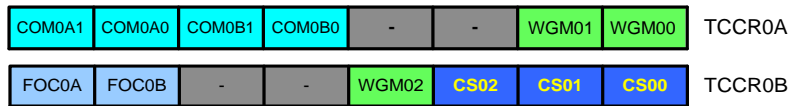
*Comment:*

*All of the timer registers are  
byte-addressable registers*



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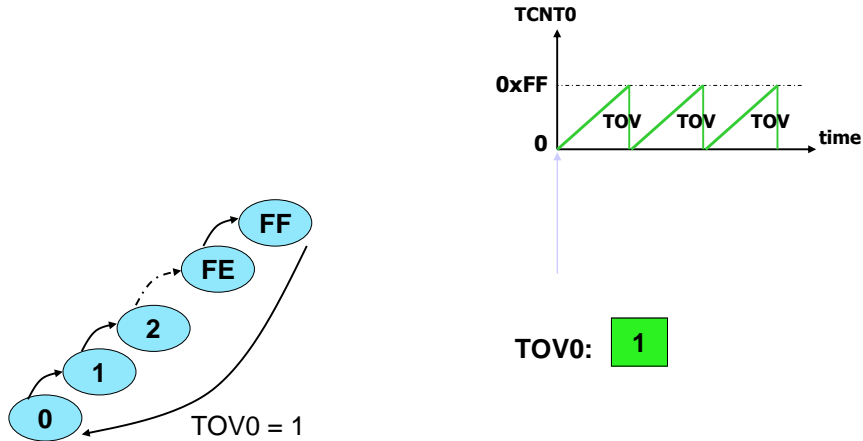




### Timer Mode (WGM)

WGM02	WGM01	WGM00	Comment
0	0	0	Normal
0	0	1	Phase correct PWM
0	1	0	CTC (Clear Timer on Compare Match)
0	1	1	Fast PWM
1	0	0	Reserved
1	0	1	Phase correct PWM
1	1	0	Reserved
1	1	1	Fast PWM

## Normal mode



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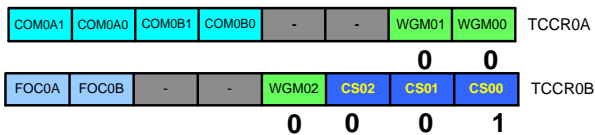
## Example 1: Write a program that waits 14 machine cycles in Normal mode.

14 = \$0E

\$100

-\$0E

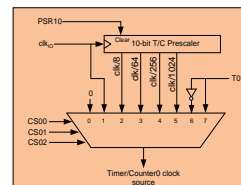
\$F2



### Timer Mode (WGM)

WGM02	WGM01	WGM00	Comment
0	0	0	Normal
0	0	1	Phase correct PWM
0	1	0	CTC
0	1	1	Fast PWM
1	0	0	Reserved
1	0	1	Phase correct PWM
1	1	0	Reserved
1	1	1	Fast PWM

TCCR0A = 0x00;  
TCCR0B = 0x01;



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### Example 1: Write a program that waits 14 machine cycles in Normal mode.

\$100

-\$0E

-\$F2



TIFR0

```

DDRB = 1<<5;
PORTB &= ~(1<<5); //PB5=0
while (1)
{
    TCNT0 = 0xF2;
    TCCR0A = 0x00;
    TCCR0B = 0x01;
    while ((TIFR0 & (1<<TOV0)) == 0)
    {}
    TCCR0B = 0;
    TIFR0 = (1<<TOV0);
    PORTB ^= (1<<5);
}
    
```

Question: How to calculate the delay generated by the timer?

Answer:

- 1) Calculate how much a machine clock lasts.  
 $T = 1/f$
- 2) Calculate how many machine clocks it waits.
- 3) Delay =  $T * \text{number of machine cycles}$



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### In example 1 calculate the delay. XTAL = 10 MHz.

Solution 1 (inaccurate):

1) Calculating T:

$$T = 1/f = 1/10M = 0.1\mu s$$

2) Calculating num of machine cycles:

\$100

-\$F2

$$\$0E = 14$$

3) Calculating delay

$$14 * 0.1\mu s = 1.40\mu s$$



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## Finding values to be loaded into the timer

1. Calculate the period of clock source.
  - $\text{Period} = 1 / \text{Frequency}$ 
    - E.g. For XTAL = 16 MHz  $\rightarrow T = 1/16\text{MHz}$
2. Divide the desired time delay by period of clock.
3. Perform  $256 - n$ , where n is the decimal value we got in Step 2.
4. Set TCNT0 =  $256 - n$



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### Example 2: Assuming that XTAL = 10 MHz, write a program to generate a square wave with a period of 10 ms on pin PORTB.3.

- For a square wave with  $T = 10 \mu\text{s}$  we must have a time delay of  $5 \mu\text{s}$ . Because XTAL = 10 MHz, the counter counts up every  $0.1 \mu\text{s}$ . This means that we need  $5 \mu\text{s} / 0.1 \mu\text{s} = 50$  clocks.  $256 - 50 = 206$ .

```
DDRB = 1<<3;
PORTB &= ~ (1<<3);
while (1)
{
    TCNT0 = 206;
    TCCR0A = 0x00;
    TCCR0B = 0x01;
    while((TIFR0&0x01) == 0)
    {}
    TCCR0B = 0;
    TIFR0 = 1<<TOV0;
    PORTB = PORTB ^ (1<<3);
}
```



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**Example 3: Modify TCNT0 in Example 2 to get the largest time delay possible with no prescaler. Find the delay in  $\mu\text{s}$ . In your calculation, do not include the overhead due to instructions.**

- To get the largest delay we make TCNT0 zero. This will count up from 00 to 0xFF and then roll over to zero.

```
DDRB = 1 << 3;
PORTB &= ~(1<<3);
while (1)
{
    TCNT0 = 0x00;
    TCCR0A = 0x00;
    TCCR0B = 0x01;

    while ((TIFR0 & (1<<TOV0)) == 0)
    {}

    TCCR0B = 0;
    TIFR0 = 0x01;
    PORTB = PORTB ^ (1<<3);
}
```

**Solution**

1) Calculating T:

$$T = 1/f = 1/10\text{MHz} = 0.1\mu\text{s}$$

2) Calculating delay

$$256 * 0.1\mu\text{s} = 25.6\mu\text{s}$$



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## Generating Large Delays

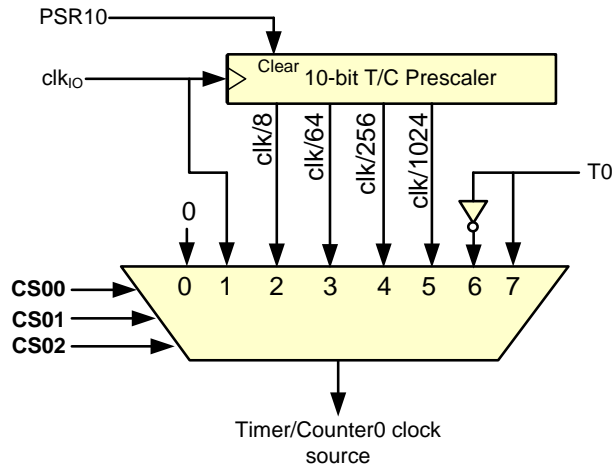
- Using loop
- Prescaler
- Bigger counters



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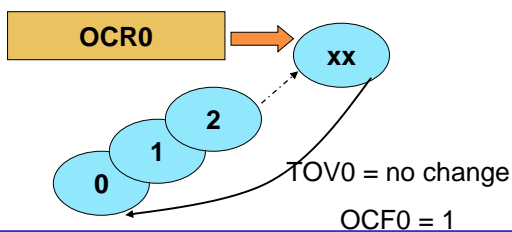
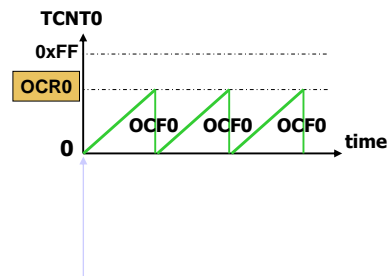


## Prescaler and generating a large time delay



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## CTC (Clear Timer on Compare match) mode



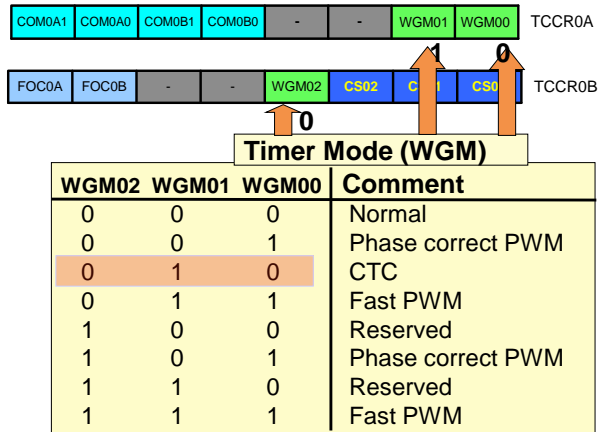
TOV0: 0

OCF0: 1



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## CTC mode (Cont.)



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## Rewrite example 2 using CTC

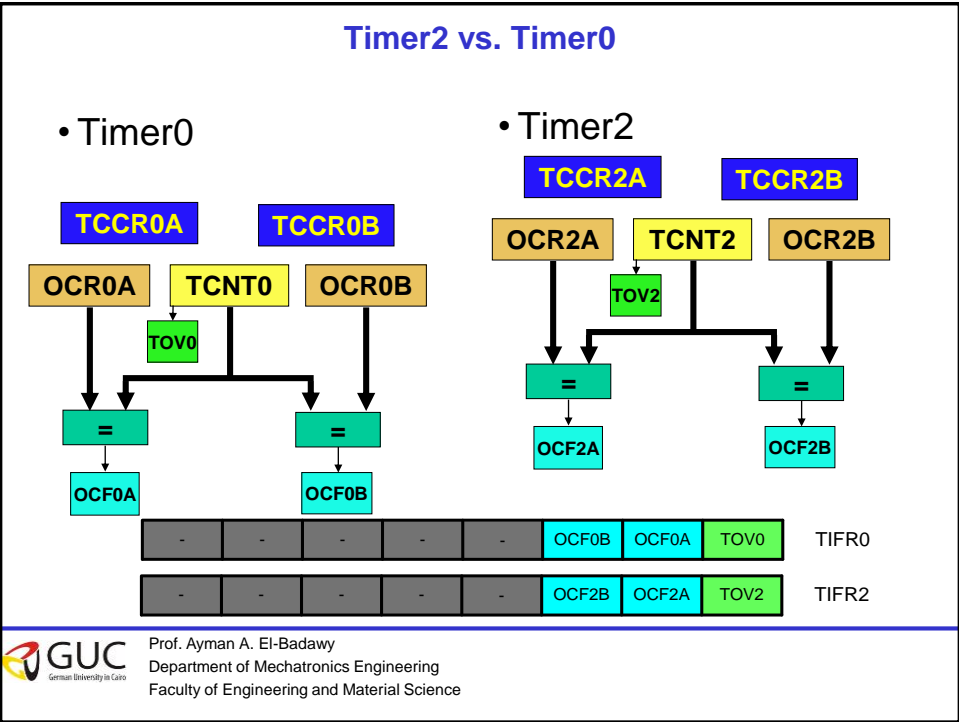
(Assuming XTAL = 10MHz, write a program to generate a square wave with a period of 10  $\mu$ s.)

- For a square wave with  $T = 10 \mu$ s we must have a time delay of 5  $\mu$ s. Because XTAL = 10 MHz, the counter counts up every 0.1  $\mu$ s. This means that we need  $5 \mu$ s / 0.1  $\mu$ s = 50 clocks. Therefore, we have OCR0A= 49.

```
DDRB |= 1<<3;
while (1)
{
    OCR0A = 49;
    TCCR0A = (1<<WGM01); //CTC
    TCCR0B = 1; //N = 1
    while((TIFR0 & (1<<OCF0A)) == 0)
    { }
    TCCR0B = 0; //stop timer0
    TIFR0 = 1<<OCF0A;
    PORTB ^= 1<<3; //toggle PB3
}
```



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**The difference between Timer0 and Timer2**

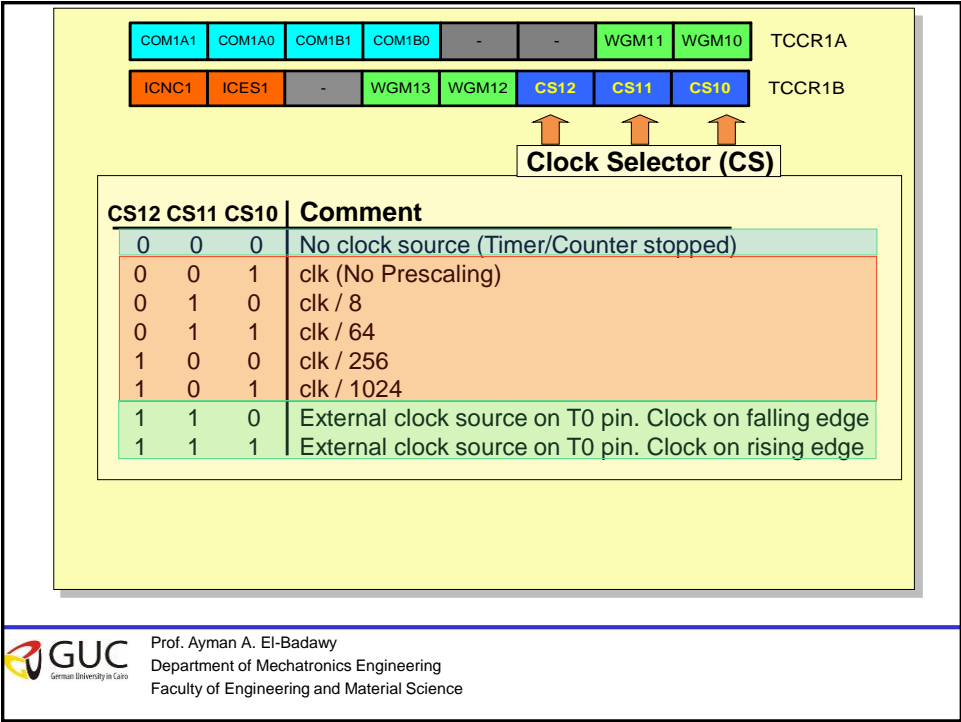
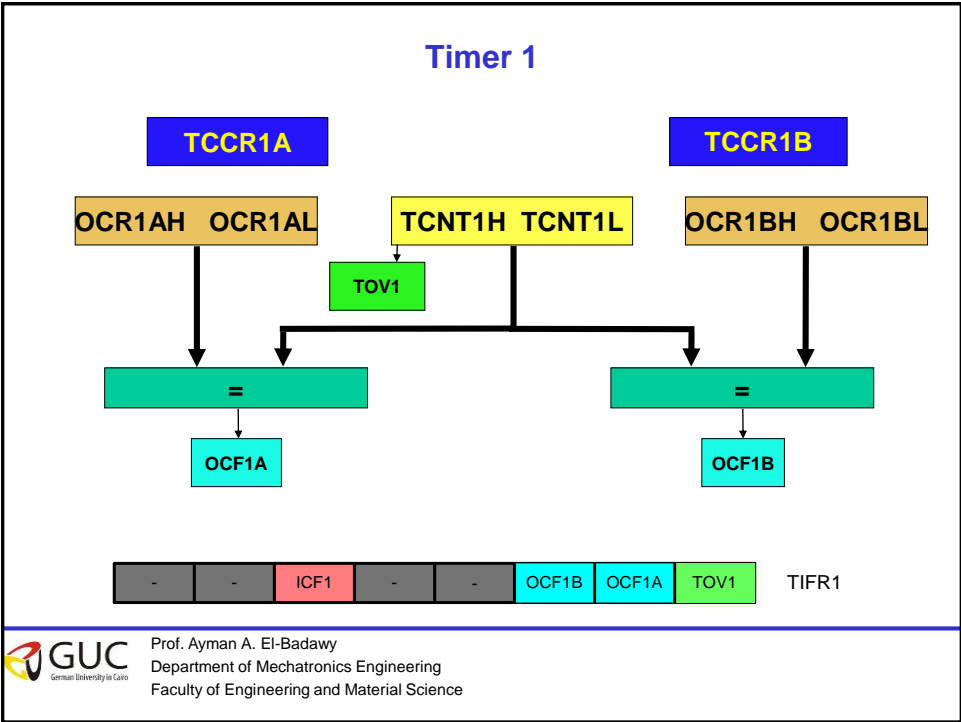
• Timer0

CS02	CS01	CS00	Comment
0	0	0	Timer/Counter stopped
0	0	1	clk (No Prescaling)
0	1	0	clk / 8
0	1	1	clk / 64
1	0	0	clk / 256
1	0	1	clk / 1024
1	1	0	External clock (falling edge)
1	1	1	External clock (rising edge)

• Timer2

CS22	CS21	CS20	Comment
0	0	0	Timer/Counter stopped
0	0	1	clk (No Prescaling)
0	1	0	clk / 8
0	1	1	clk / 32
1	0	0	clk / 64
1	0	1	clk / 128
1	1	0	clk / 256
1	1	1	clk / 1024

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

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Assuming XTAL = 10 MHz write a program that toggles PB5 once per millisecond, using Normal mode.

XTAL = 10 MHz  $\rightarrow$   $1/10 \text{ MHz} = 0.1 \mu\text{s}$

Num. of machine cycles =  $1 \text{ ms} / 0.1 \mu\text{s} = 10,000$

TCNT1 =  $65,536 - 10,000 = 55,536 = \$D8F0$

$\swarrow \quad \searrow$   
**TCNT1      TCNT1**  
**H            L**

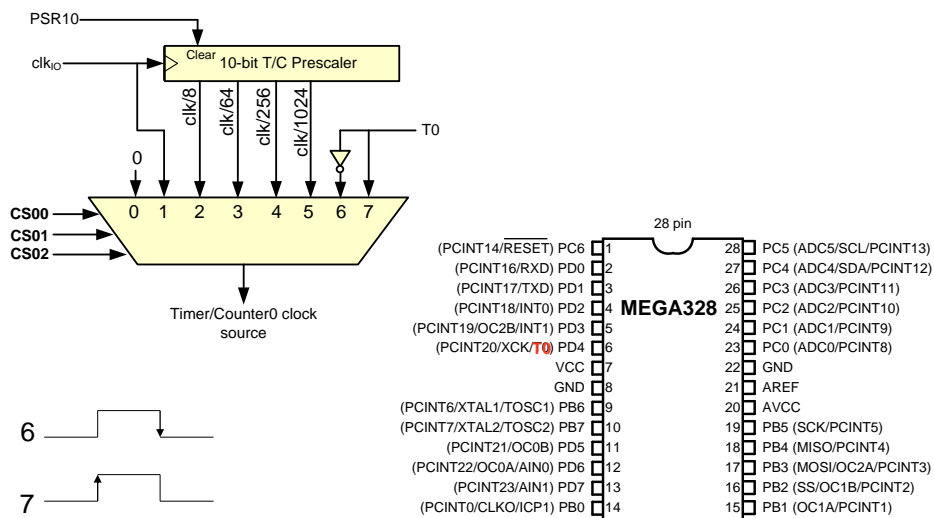
Assuming XTAL = 10 MHz, write a program that toggles PB5 once per millisecond, using CTC mode.

```
#include <avr/io.h>
void delay1ms();
int main(){
    DDRB |= 1<<5;
    while (1) {
        delay1ms();
        PORTB ^= (1<<5); //toggle PB5
    }
}
void delay1ms()
{
    TCNT1 = 0;
    OCR1A = 10000-1;
    TCCR1A = 0; //WGM=0100 (CTC)
    TCCR1B = 0x09; //N = 1
    while((TIFR1&(1<<OCF1A))==0)
    { } //wait until OCF1A is set
    TCCR1B = 0; //stop timer1
    TIFR1 = 1<<OCF1A; //clear flag
}
```



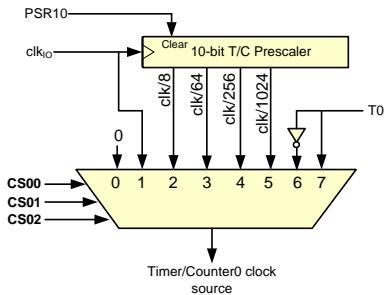
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## Counting



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Assuming that clock pulses are fed into pin T0, write a program for counter 0 in normal mode to count the pulses on falling edge and display the state of the TCNT0 count on PORTC.



```
#include <avr/io.h>
int main()
{
    DDRC = 0xFF;
    TCCR0A = 0; //WGM=0000 (Normal)
    TCCR0B = 0x06; //CS=6 (Count on fall)
    while (1)
    {
        PORTC = TCNT0; //read TCNT0
    }
}
```

COM0A1	COM0A0	COM0B1	COM0B0	-	-	WGM01	WGM00	TCCR0A
FOC0A	FOC0B	-	-	WGM02	CS02	CS01	CS00	TCCR0B



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Assuming that clock pulses are fed into pin T1. Write a program for Counter1 in CTC mode to make PORTC.0 high every 100 pulses.

```
#include <avr/io.h>
int main()
{
    DDRD &= ~(1<<5);
    DDRC |= 1<<0;
    TCCR1A = 0; //WGM=0100 (CTC)
    TCCR1B = 0x0E; //CS=6 (Count on fall)
    OCR1A = 99;
    while (1)
    {
        while((TIFR1&(1<<OCF1A)) == 0);
        TIFR1 = (1<<OCF1A);
        PORTC |= (1<<0); //PC0 = 1
        PORTC &= ~(1<<0); //PC0 = 0
    }
}
```



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