

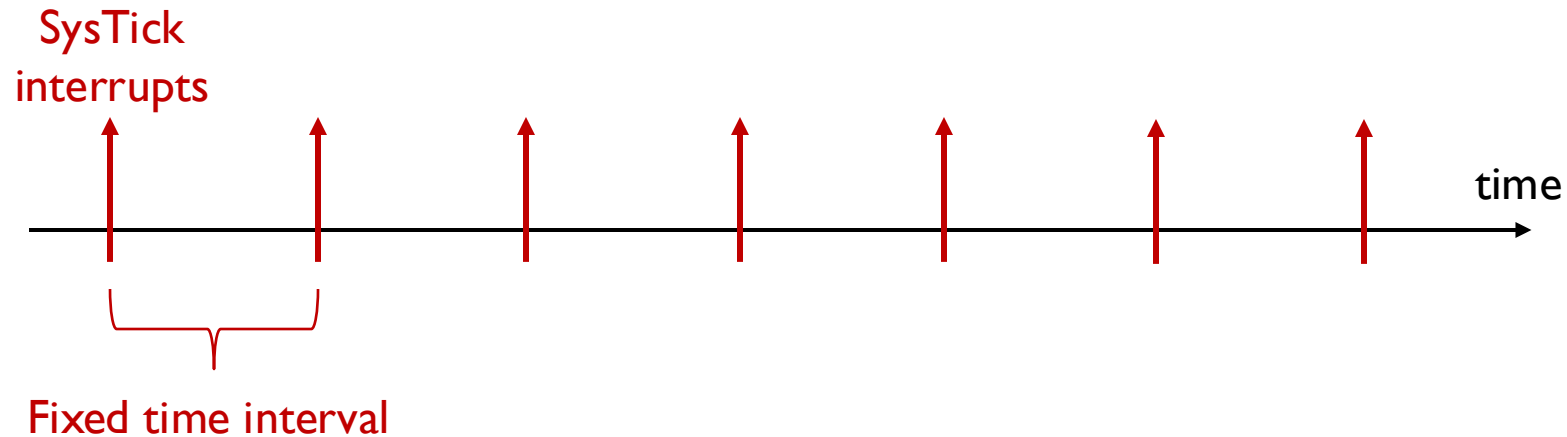
ARM Cortex-M System Timer (SysTick)

CSE 4219
Principles of Embedded System Design

Taken from Dr. Yifeng Zhu's Lecture Notes
Embedded Systems with ARM Cortex-M Microcontrollers in Assembly Language and C – Chapter 11

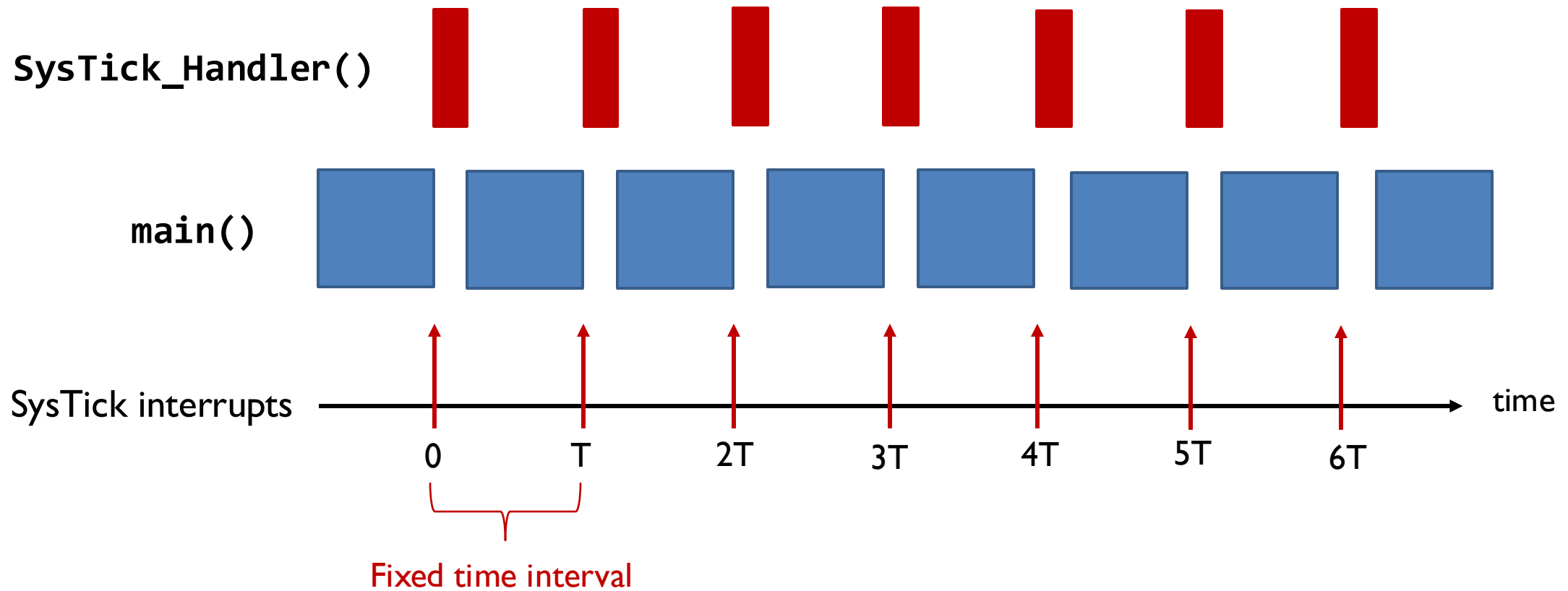
System Timer (SysTick)

- ▶ Generate **SysTick interrupts** at a fixed time interval



- ▶ Example Usages:
 - ▶ Measuring time elapsed, such as time delay function
 - ▶ Executing tasks periodically, such as periodic polling, and OS CPU scheduling

System Timer (SysTick)



System Timer (SysTick)

- ▶ System timer is a **standard** hardware component built into ARM Cortex-M.
- ▶ This hardware **periodically** forces the processor to execute the following ISR:

```
void SysTick_Handler(void){  
    ...  
}
```

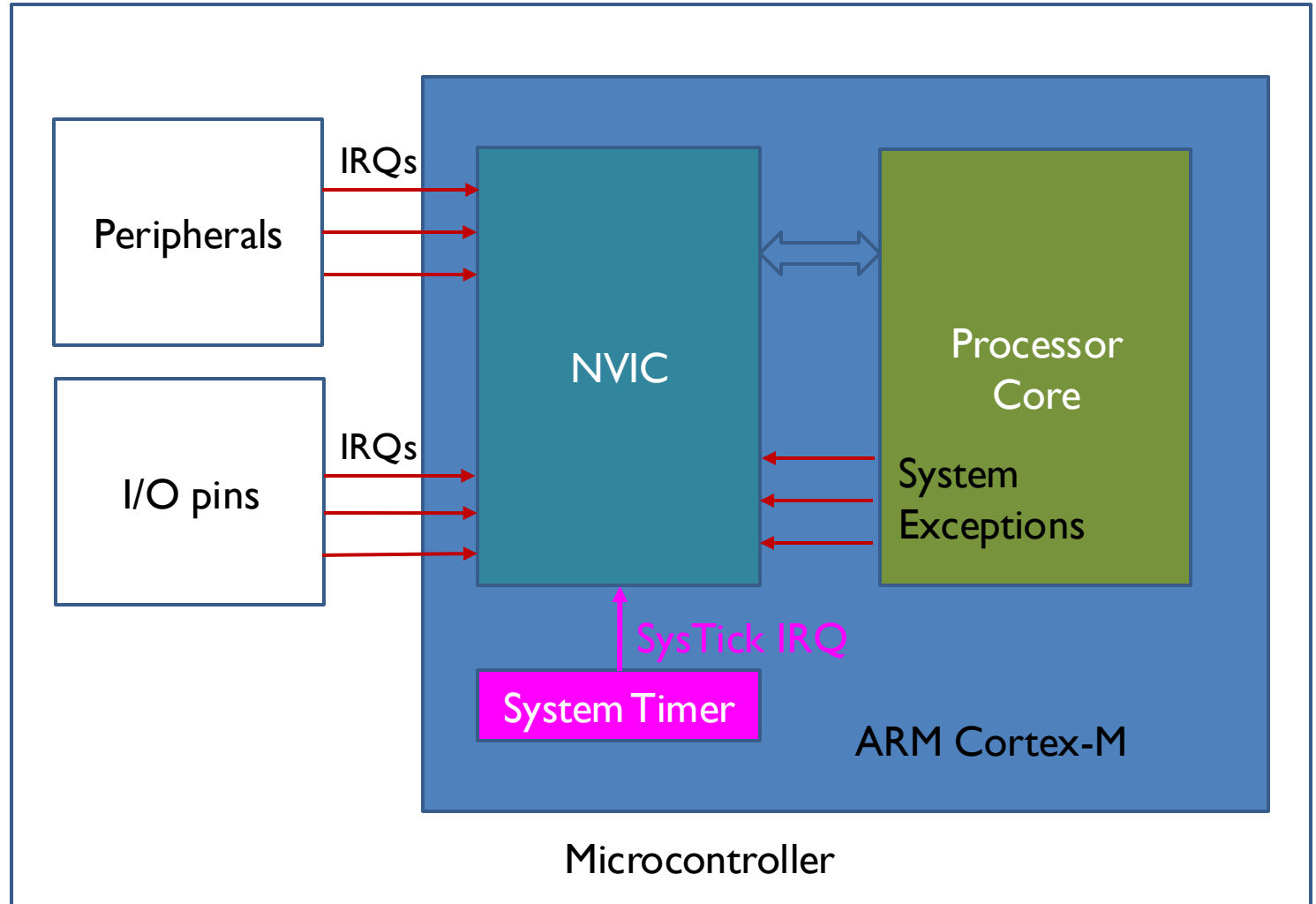
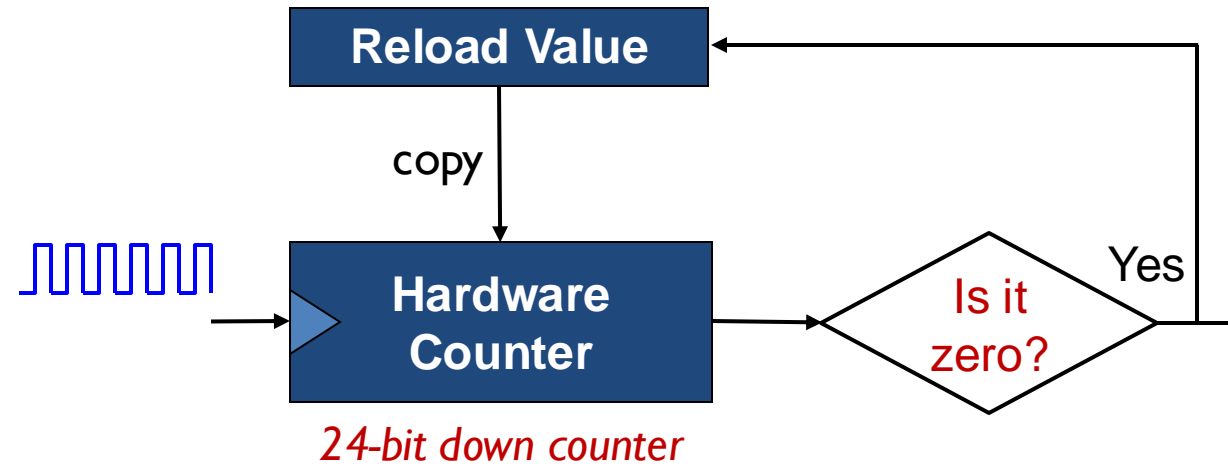
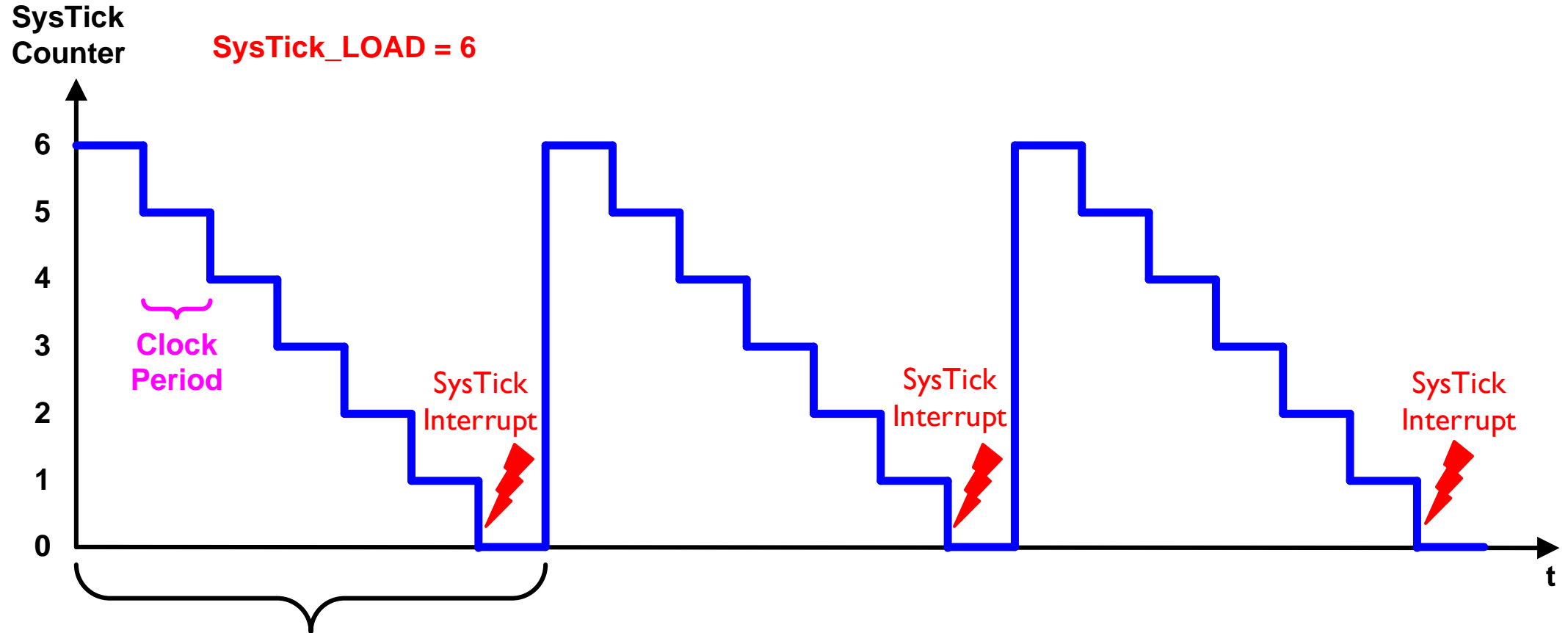


Diagram of System Timer (SysTick)



System Timer



SysTick Interrupt Time Period = $(\text{SysTick_LOAD} + 1) \times \text{Clock Period} = 7 \times \text{Clock Period}$

Diagram of System Timer (SysTick)

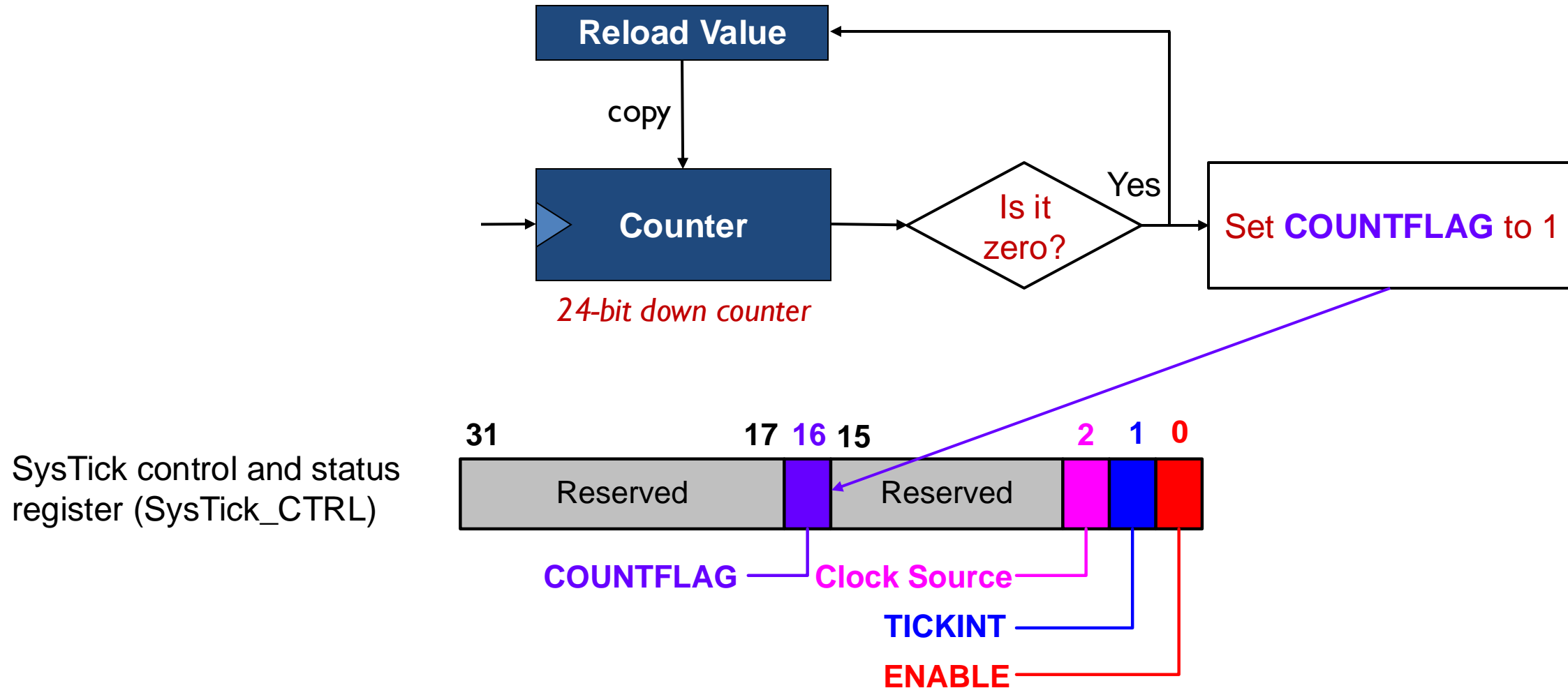
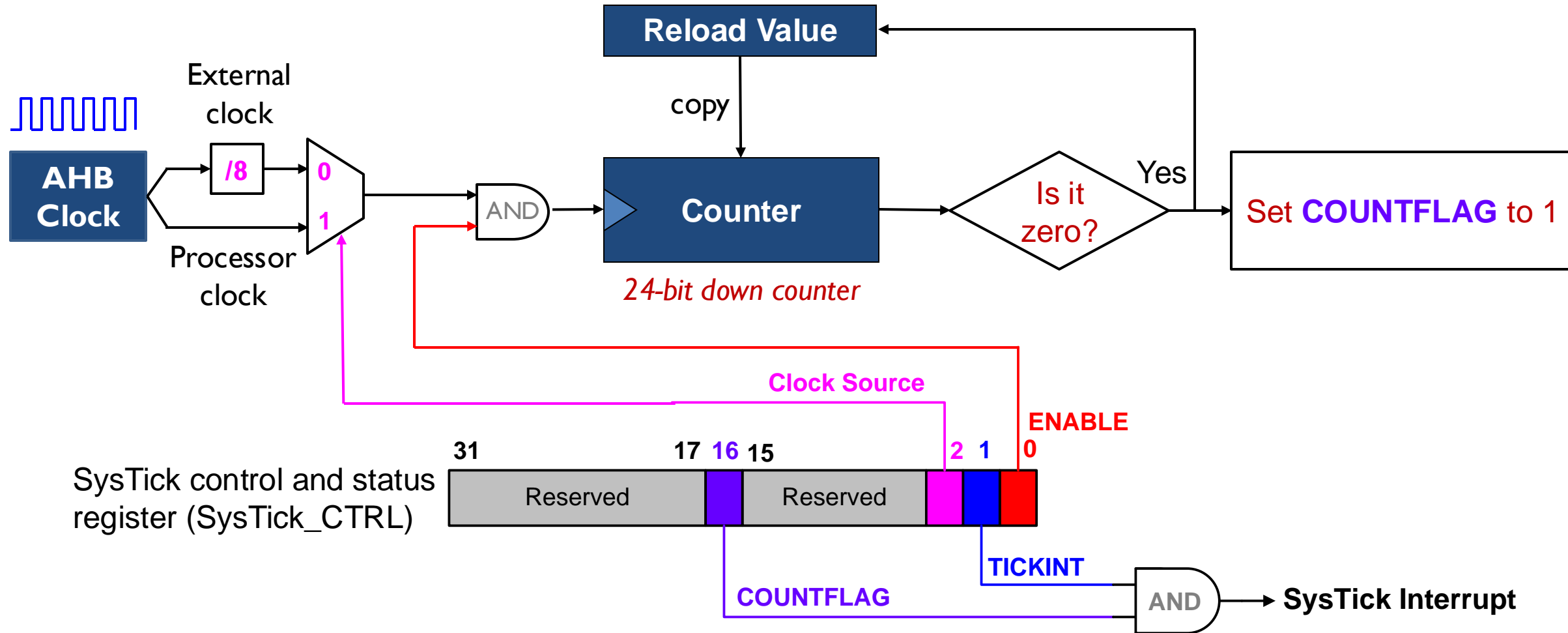
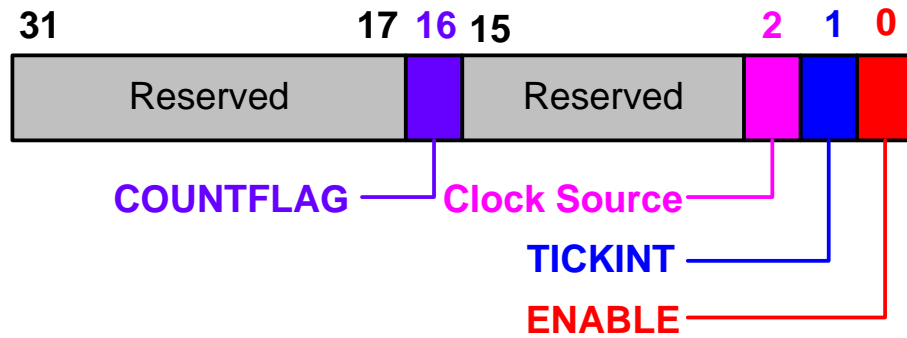


Diagram of System Timer (SysTick)

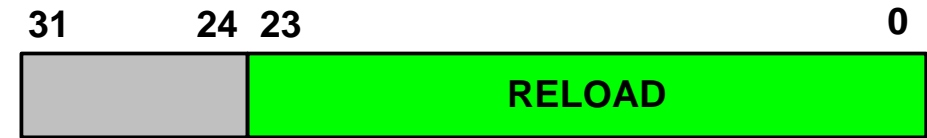


Registers of System Timer

SysTick control and status register (SysTick_CTRL)



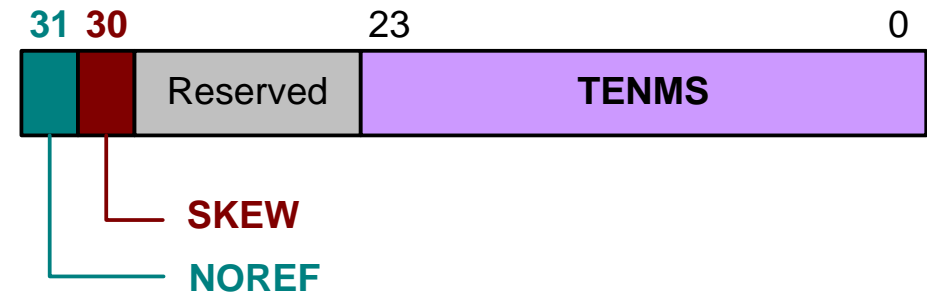
SysTick reload value register (SysTick_LOAD)



SysTick current value register (SysTick_VAL)



SysTick calibration register (SysTick_CALIB)



Registers of System Timer

SysTick reload value register (SysTick_LOAD)



- ▶ 24 bits, maximum value 0x00FF.FFFF (16,777,215)
- ▶ Counter counts down from RELOAD value to 0.
- ▶ Writing RELOAD to 0 disables SysTick, independently of TICKINT
- ▶ Time interval between two SysTick interrupts

$$\text{Interval} = (\text{RELOAD} + 1) \times \text{Source_Clock_Period}$$

- ▶ If 100 clock periods between two SysTick interrupts

$$\text{RELOAD} = 99$$

Registers of System Timer

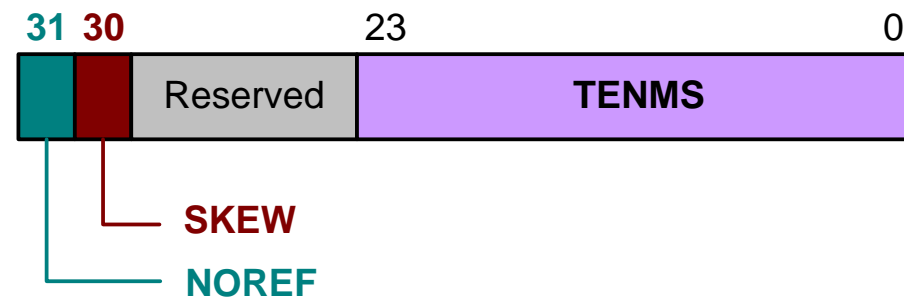
SysTick current value register (SysTick_VAL)



- ▶ Reading it returns the current value of the counter
- ▶ When it transits from 1 to 0, it generates an interrupt
- ▶ Writing to SysTick_VAL clears the counter and COUNTFLAG to zero
 - ▶ Cause the counter to reload on the next timer clock
 - ▶ But, does not trigger an SysTick interrupt
- ▶ It has random value on reset.
 - ▶ Always clear it before enabling the timer

Registers of System Timer

SysTick calibration register (SysTick_CALIB)



- ▶ A read-only register
- ▶ TENMS (10 ms) holds the reload value, which will yield a 10ms period
- ▶ May not be implemented or may be defined differently by chip designers

Example Code

```
// Input: ticks = number of ticks between two interrupts
void SysTick_Initialize (uint32_t ticks) {
    SysTick->CTRL = 0;           // Disable SysTick
    SysTick->LOAD = ticks - 1;    // Set reload register
    // Set interrupt priority of SysTick to least urgency (i.e., largest priority value)
    NVIC_SetPriority (SysTick_IRQn, (1<<__NVIC_PRIO_BITS) - 1);
    SysTick->VAL = 0;            // Reset the SysTick counter value
    // Select processor clock: 1 = processor clock; 0 = external clock
    SysTick->CTRL |= SysTick_CTRL_CLKSOURCE;
    // Enables SysTick interrupt, 1 = Enable, 0 = Disable
    SysTick->CTRL |= SysTick_CTRL_TICKINT;
    // Enable SysTick
    SysTick->CTRL |= SysTick_CTRL_ENABLE;
}
```

Implementing Delay Function

```
volatile int32_t TimeDelay;

int main (void {
    SysTick_Initialize(1000); // Interrupt period = 1000 cycles
    Delay(100);               // Delay 100 ticks
    ...
}

void SysTick_Handler (void) { // SysTick interrupt service routine
    if (TimeDelay > 0)         // Prevent it from being negative
        TimeDelay--;          // TimeDelay is a global volatile variable
}

void Delay (uint32_t nTime) {
    // nTime: specifies the delay time length
    TimeDelay = nTime;         // TimeDelay must be declared as volatile
    while(TimeDelay != 0);     // Busy wait
}
```

Calculating Reload Value

- ▶ Suppose clock source = 80MHz
- ▶ Goal: SysTick Interval = 10ms
- ▶ What is RELOAD value?

$$\begin{aligned} \text{Reload} &= \frac{10 \text{ ms}}{\text{Clock Period}} - 1 \\ &= 10\text{ms} \times \text{Clock Frequency} - 1 \\ &= 10\text{ms} \times 80\text{MHz} - 1 \\ &= 10 \times 10^{-3} \times 80 \times 10^6 - 1 \\ &= 800000 - 1 \\ &= 799999 \end{aligned}$$

