

ATmega328P Timer/Counter 1

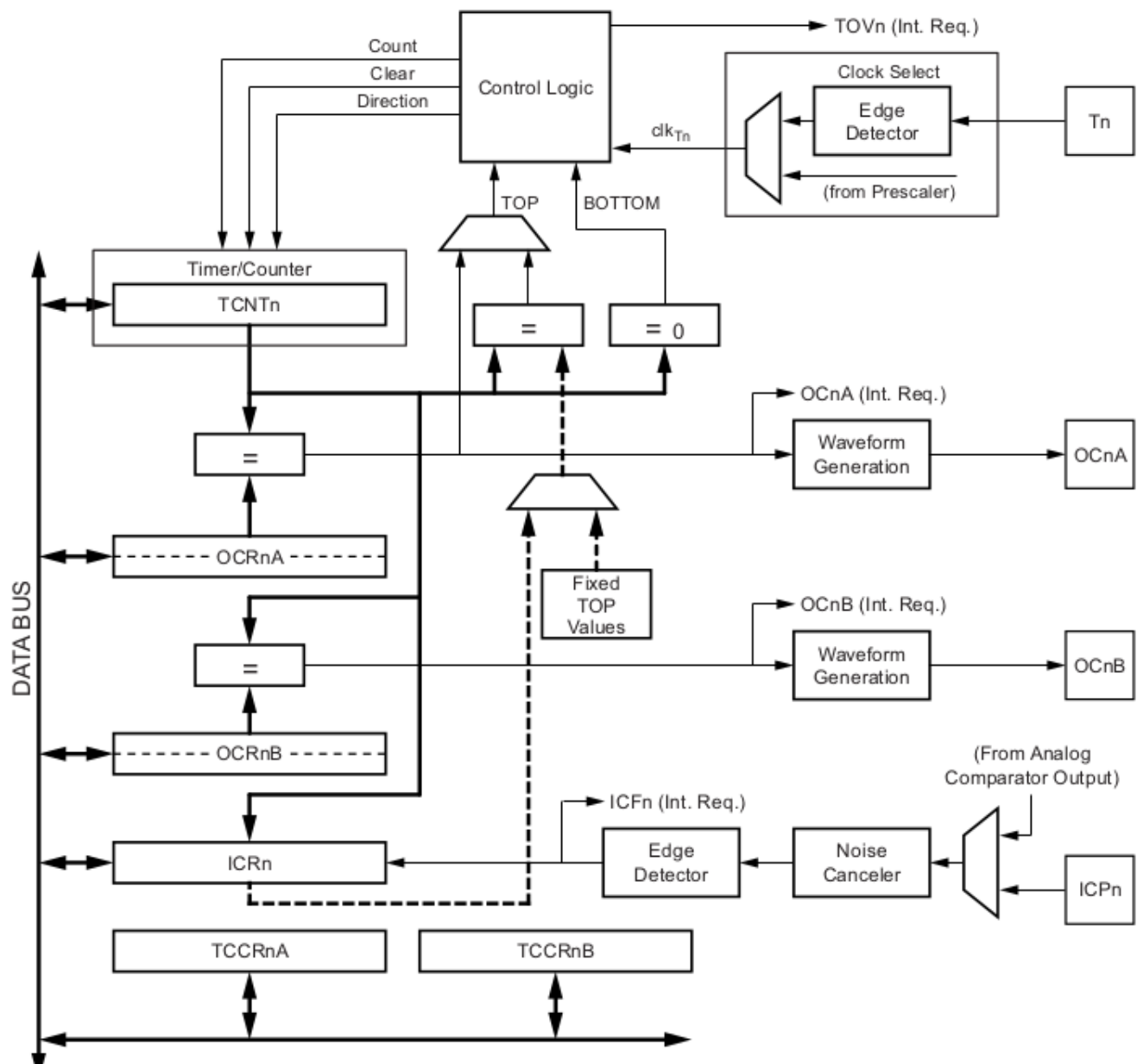
Narendiran S

July 25, 2020

1 Features

- General purpose 16-bit PWM/Counter module.
- Two independent output compare units and One input capture unit
- Variable PWM.
- Four independent interrupt sources (TOV0, OCF0A, OCF1B and ICF1).
- Clear timer on compare match (auto reload)

2 Block Diagram



3 Terminologies and Registers

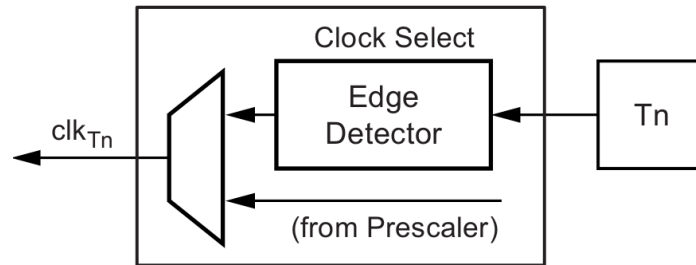
Parameter	Description	Register - 16 bit	Name
BOTTOM	counter reaches 0x0000	TCNT10	Timer/Counter1 count value
MAX	counter reaches 0xFFFF	TCCR1A	Timer/Counter1 Control Register A
TOP	counter reaches highest value (depends on mode of operation can be 0xFF, 0x1FF, 0x3FF, OCR1A, ICR1)	TCCR1B	Timer/Counter1 Control Register B
		OCBR1A	Output compare register A
		OCBR1B	Output compare register B
		TIFR1	Timer Interrupt Flag Register
		TIMSK1	Timer interrupt Mask Register
		ICR1	Input Capture Register

Note:

- The CNT1, OCR1A/B, and ICR1 are 16-bit registers that can be accessed by the CPU via the 8-bit data bus.
- For 16-bit write, the high byte must be written before the low byte.
- For 16-bit read, the low byte must be read before the high byte.

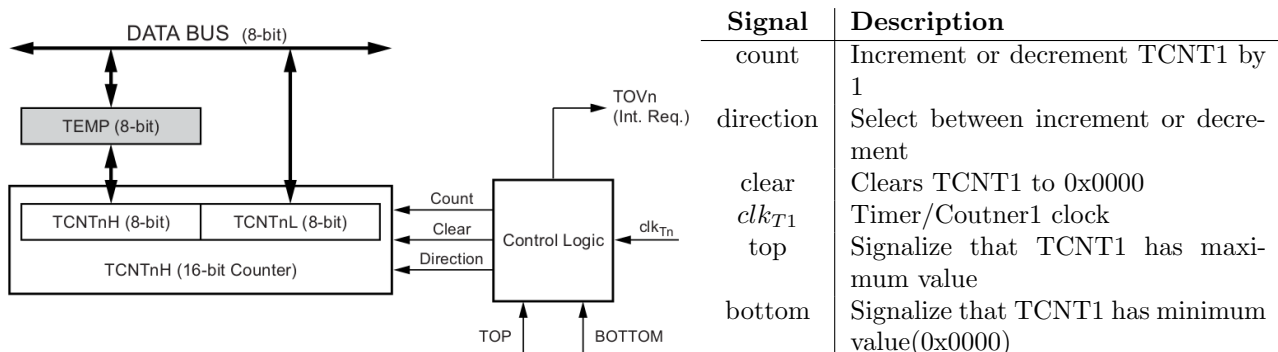
4 Timer/Counter1 Units

4.1 Clock Source/Select Unit



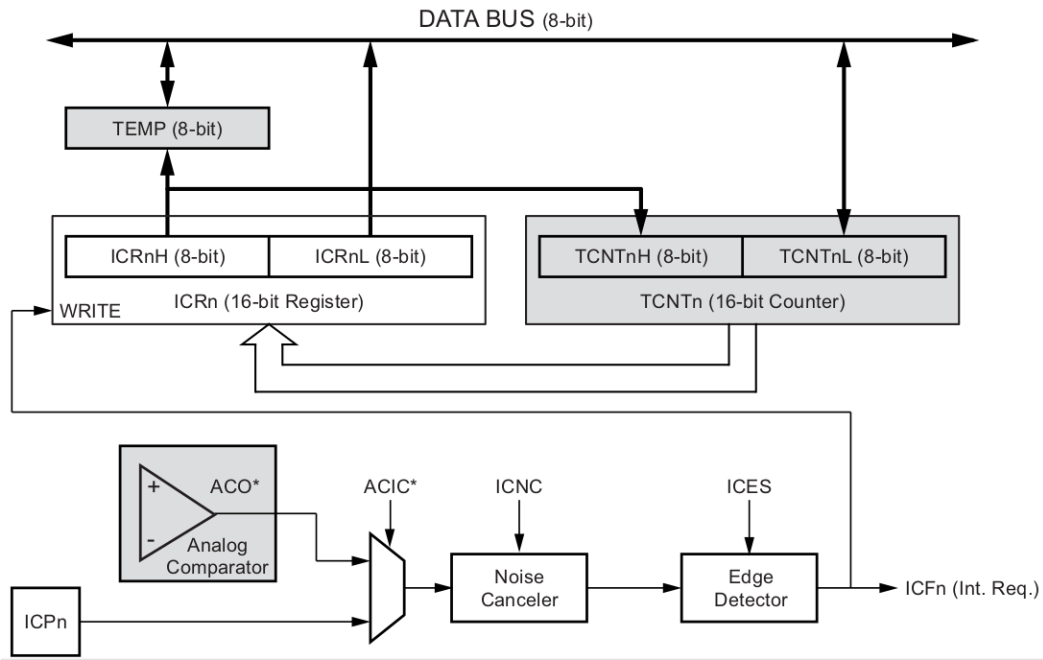
- The source for the Timer/Counter0 can be external or internal.
- External clock source is from **T1** pin.
- While Internal Clock source can be clocked via a prescaler.
- The output of this unit is the timer clock (clk_{T1}).
- It uses **CS1[2:0]** bits in **TCCR1B** register to select the source.

4.2 Counter Unit



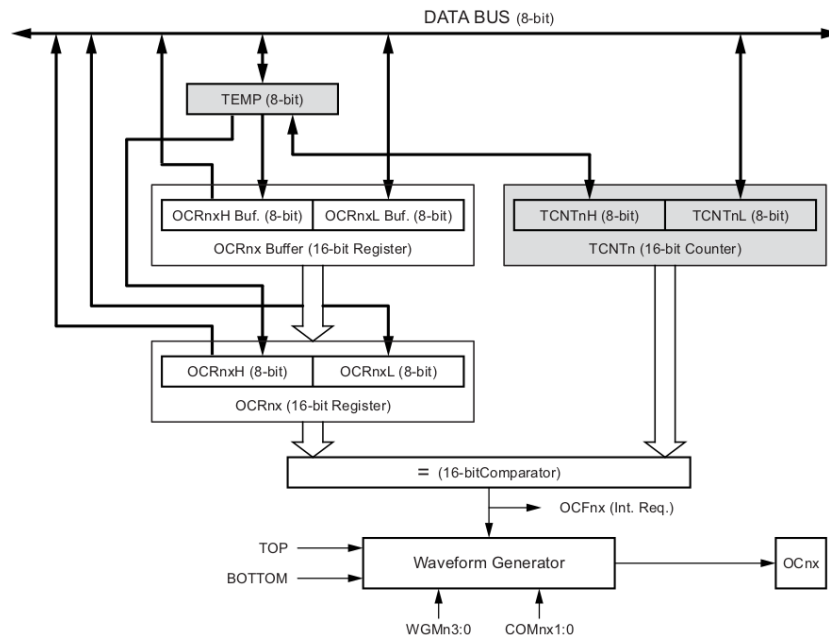
- The main part of the 16-bit Timer/Counter is the programmable bi-directional counter.
- Counter high (TCNT1H) containing the upper eight bits of the counter, and counter low (TCNT1L) containing the lower eight bits.
- Depending the mode of operation the counter is cleared, incremented, or decremented at each timer clock (clk_{T1}).
- Counting sequence is determined by **WGM1[3:0]** bits of **TCCR1A** -Timer/Counter1 Control register A and **TCCR1B** - Timer/Counter1 Control register B.
- The Timer/Counter1 Overflow flag (**TOV1**) is set and can generate interrupt according to the mode.

4.3 Input Capture Unit



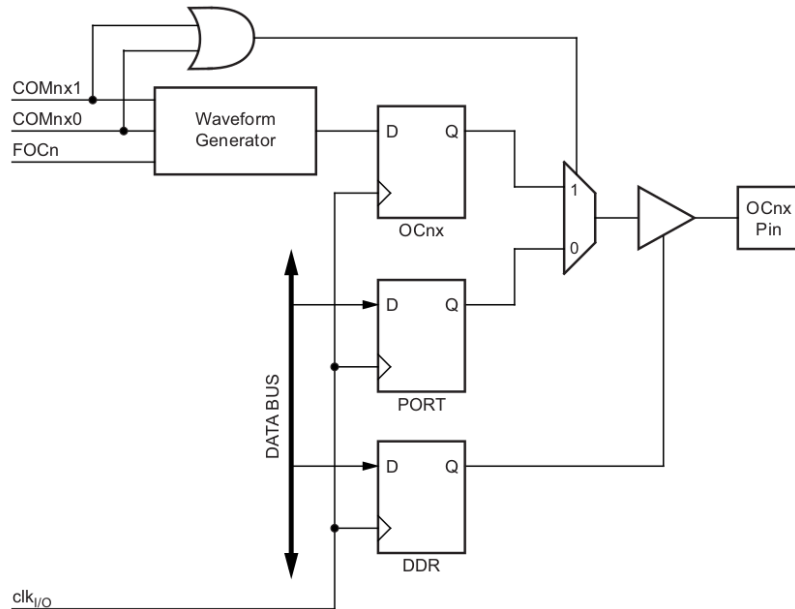
- Can capture external events and give them time-stamp indicating time of occurrence.
- External signal can be from ICP1 pin or analog-comparator unit.
- Usage : calculate frequency, duty-cycle, log of the signal
- When a change of the logic level (an event) occurs on the input capture pin (**ICP1**), or on the analog comparator output (**ACO**), and this change confirms to the setting of the edge detector, a capture will be triggered.
- When a capture is triggered, the 16-bit value of the counter (**TCNT1**) is written to the input capture register (**ICR1**).
- The input capture flag (**ICF1**) is set at the same system clock as the **TCNT1** value is copied into **ICR1** register.
- If enabled (**ICIE1** = 1), the input capture flag generates an input capture interrupt.
- **ICF1** flag is automatically cleared when the interrupt is executed and by writing on to it.
- An input capture can be triggered by software by controlling the port of the **ICP1** pin.

4.4 Output Compare Unit



- 16-bit comparator continuously compares **TCNT1** with both **OCR1A** and **OCR1B**.
- When **TCNT1** equals **OCR1A** or **OCR1B**, the comparator signals a match which will set the output compare flag at the next timer clock cycle.
- If interrupts are enabled, then output compare interrupt is generated.
- The waveform generator uses the match signal to generate an output according to operating mode set by the **WGM1[3:0]** bits and compare output mode **COM0x[1:0]** bits.

4.5 Compare Match Output Unit



- This unit is used for changing the state of **OC1A** and **OC1B** pins by configuring the **COM1x[1:0]** bits.
- But, general I/O port function is overridden by DDR register.