Interrupts

Arduino, AVR, and deep dark programming secrets

What is an Interrupt?

- A transfer of program control that is not directed by the programmer
  - Like a phone call in the middle of a conversation
  - Stop what you are doing, deal with the interruption, then continue where you left off
- Very handy for handling events that need immediate attention
  - Or that need to occur at regular intervals
  - Or that need to run automatically without the programmer keeping track

What Happens

- An interrupt is signaled somehow
  - A phone rings
- The AVR stops running user code and checks to see what caused the interrupt
  - Stop your conversation and check which phone is ringing
- The AVR runs an Interrupt Service Routing (ISR) related to that interrupt
  - Answer the phone and handle the call
- The AVR restores the system state and picks up the user code where it left off
  - Hang up and resume your previous conversation

Types of Interrupts

- On Arduino/AVR, there are three types
  - **External**: A signal outside the chip (connected to a pin)
  - **Timer**: Internal to the chip, like an alarm clock
  - **Device**: One of the AVR devices (USART, SPI, ADC, EEPROM) signals that it needs attention

Example: USART

- USART handles the serial communication between Arduino and the host
  - Why not just check for a new character in a loop?
  - How frequently would you have to check?
  - How much processor time would be spend checking?

Example: USART

- Serial port at 9600 baud (9600 bits/sec)
  - Each bit is sent at 9.6 kHz (close to 10kHz)
  - Each bit takes around 100usec
  - Around 10 bits required for each character
  - So, one character every 1msec or so
  - If the USART is buffered, you have about 1msec to get a character before it's overwritten by the next one
- So, you have to check faster than once every millisecond to keep up (around 1000 times a sec)
  - If your main loop is not doing anything else, you can do this, but if you're doing other things, or communicating at faster speeds, it gets ugly fast

Example: USART

- Instead – set up an interrupt handler for the USART
  - The USART will cause an interrupt each time it receives a complete character
  - The Interrupt Service Routine (ISR) for this USART-receive event will be called
  - The ISR will take the character from the USART and put it in a buffer for your program to use
  - You never have to check the USART directly, characters just show up in your program's buffer as they arrive

Types of Interrupts

- On Arduino/AVR, there are three types
  - External: A signal outside the chip (connected to a pin)
  - Timer: Internal to the chip, like an alarm clock
  - Device: One of the AVR devices (USART, SPI, ADC, EEPROM) signals that it needs attention

External Interrupts

- An external event (signal on an input pin) causes an interrupt
  - A button, a sensor, an external chip, etc.
  - There are two external interrupt pins on Arduino
    - Interrupt 0 (Pin 2) and Interrupt 1 (Pin 3)
- Supported by the Arduino software

```
attachInterrupt(interrupt#, func-name, mode);
```

  - Interrupt# is 0 or 1
  - Func-name is the name of the ISR function
  - Mode is LOW, CHANGE, RISING, or FALLING

Reference Language (extended) | Libraries | Comparison | Changes

attachInterrupt(interrupt, function, mode)

Description

Specifies a function to call when an external interrupt occurs. Replaces any previous function that was attached to the interrupt. Most Arduino boards have two external interrupts: numbers 0 (on digital pin 2) and 1 (on digital pin 3). The Arduino Mega has an additional four: numbers 2 (pin 21), 3 (pin 20), 4 (pin 19), and 5 (pin 18).

Parameters

interrupt: the number of the interrupt (*int*)

function: the function to call when the interrupt occurs; this function must take no parameters and return nothing. This function is sometimes referred to as an *interrupt service routine.*

mode defines when the interrupt should be triggered. Four contstants are predefined as valid values:

- **LOW** to trigger the interrupt whenever the pin is low,
- **CHANGE** to trigger the interrupt whenever the pin changes value
- **RISING** to trigger when the pin goes from low to high,
- **FALLING** for when the pin goes from high to low.

Returns

none

Note

Inside the attached function, delay() won't work and the value returned by millis() will not increment. Serial data received while in the function may be lost. You should declare as volatile any variables that you modify within the attached function.

From the Arduino Reference

Using Interrupts

Interrupts are useful for making things happen automatically in microcontroller programs, and can help solve timing problems. A good task for using an interrupt might be reading a rotary encoder, monitoring user input.

If you wanted to insure that a program always caught the pulses from a rotary encoder, never missing a pulse, it would make it very tricky to write a program to do anything else, because the program would need to constantly poll the sensor lines for the encoder, in order to catch pulses when they occurred. Other sensors have a similar interface dynamic too, such as trying to read a sound sensor that is trying to catch a click, or an infrared slot sensor (photo-interrupter) trying to catch a coin drop. In all of these situations, using an interrupt can free the microcontroller to get some other work done while not missing the doorbell.

- Two other Arduino functions:
  - interrupts(); // enables interrupts
  - sei(); // enables interrupts (AVR)
  - noInterrupts(); // disables interrupts
  - cli(); // disables interrupts (AVR)

External Interrupt Example

```
int pin = 13;                 // the builtin LED pin
volatile int state = LOW;     // Hold the state of the LED

// Note that external interrupt 0 looks for changes on
// digital pin 2 of the Arduino board
void setup() {
    pinMode(pin, OUTPUT);
    attachInterrupt(0, blink, CHANGE); // attach ISR
    interrupts(); // enable interrupts (actually not needed)
}

void loop() {
    digitalWrite(pin, state);   // Main code writes to LED
}

void blink() { state = !state; } // ISR changes LED state
```

Aside: Volatile Qualifier

volatile keyword

volatile is a keyword known as a variable *qualifier*, it is usually used before the datatype of a variable, to modify the way in which the compiler and subsequent program treats the variable.

Declaring a variable volatile is a directive to the compiler. The compiler is software which translates your C/C++ code into the machine code, which are the real instructions for the Atmega chip in the Arduino.

Specifically, it directs the compiler to load the variable from RAM and not from a storage register, which is a temporary memory location where program variables are stored and manipulated. Under certain conditions, the value for a variable stored in registers can be inaccurate.

A variable should be declared volatile whenever its value can be changed by something beyond the control of the code section in which it appears, such as a concurrently executing thread. In the Arduino, the only place that this is likely to occur is in sections of code associated with interrupts, called an interrupt service routine.

Another External Interrupt Example

```
// Interrupt-Driver Bumper Example for a robot
// A bumper switch on the front of the robot should be tied to digital pin 2 and ground

#include <avr/interrupt.h>   // Some important interrupt-related definitions (needed?)

volatile int bumper;    // Indicator to the main code have we hit something

void setup(){
        pinMode(2, INPUT);      // Make digital 2 an input   (for the bumper switch)
        digitalWrite(2, HIGH);  // Enable pull up resistor  (bumper switch pulls low)

        // attach our interrupt pin (pin 2) to its ISR
        attachInterrupt(0, bumperISR, FALLING);

        interrupts();    // interrupts are enabled by default, but this doesn't hurt

        // start moving
        bumper = 0;
        DriveForward();
}
```

Another External Interrupt Example

```
// The interrupt hardware calls this when we hit our bumper
void bumperISR(){
        Stop();              // stop forward motion
        bumper = 1;          // indicate that the bumper was hit
        DriveBackward();     // set motors to reverse
        delay(1000);         // back up for 1 second
        TurnRight();         // turn right (away from obstacle)
        DriveForward();      // drive off again...
}

void loop(){
        // You can put any other robot driving commands here
        // but you don't need to check for the bumper here.
        // It's handled by the external interrupt

        // If you want to, you can check the value of the bumper
        // variable in the main code to see if it was hit. If you do
        // check, you can reset it to 0 so that you can continue to
        // check later.
}
```

External Interrupt Summary

- AVR ATMega328p has 2 external interrupts
  - 0 (on Arduino pin 2) and 1 (on Arduino pin 3)
- Use attachInterrupt (int#, ISR-name, mode); to attach an ISR to an external interrupt
  - Make sure to provide a function definition for ISR-name
  - Choose mode as LOW, CHANGE, RISING, FALLING
  - If the main code looks at a variable that is set in the ISR, make sure that variable is volatile
  - detachInterrupt(int#); is also available
  - interrupts(); and noInterrupts(); turn them on and off

Aside – more external interrupts

- Arduino (AVR) has only 2 external interrupt pins
- Actually, if you want CHANGE mode, there are lots more pins you can use (pretty much all the digital pins)
  - But, that requires a little deep dark secret AVR-hacking
  - So, unless you need it, don't worry about it
  - If you do need it, let me know, or look at the interrupt examples linked to the class web site.

Types of Interrupts

- On Arduino/AVR, there are three types
  - External: A signal outside the chip (connected to a pin)
  - Timer: Internal to the chip, like an alarm clock
  - Device: One of the AVR devices (USART, SPI, ADC, EEPROM) signals that it needs attention

Motivation

- Arduino 101 – blinky LED
  - Problem – Arduino is just wasting time during the delay. It can't be used for anything else.

```
int ledPin =  13;    // LED connected to digital pin 13

void setup()  {
pinMode(ledPin, OUTPUT); // initialize the digital pin as an output:
}

void loop() {
      digitalWrite(ledPin, HIGH);   // set the LED on
      delay(1000);                  // wait for a second
      digitalWrite(ledPin, LOW);    // set the LED off
      delay(1000);                  // wait for a second
}
```

Motivation

- Arduino 101 – blinky LED
  - Non-delay version – use a timer to see if it's time to blink
  - Can use the Arduino for other things in the meantime
  - But, the programmer has to manage this activity
- Don't use delay – that ties up the processor while it's delaying
  - Instead, there is a millis(); function that returns the current number of milliseconds since the last system reset
    - Based on internal timers!
  - Use that to check occasionally if enough time has passed that you should flip the LED again
  - You can do other things between checking

non-delay blinky

```
const int ledPin =  13;     // LED connected to digital pin 13
int LedState = 0;           // Remember state of LED
long previousMillis = 0;    // Store last time LED flashed
long interval = 1000;       // Interval at which to blink

void setup()  {
pinMode(ledPin, OUTPUT);     }

void loop()  {
// check to see if it's time to blink the LED; that is, is the difference between the
// current time and last time we blinked is bigger than the blink interval
if (millis() - previousMillis > interval) {
      previousMillis = millis(); // save the last time you blinked the LED
      // if the LED is off turn it on and vice-versa:
      if (ledState == LOW) ledState = HIGH;  else   ledState = LOW;
      digitalWrite(ledPin, ledState);   } // set the LED with the ledState of the variable:
// Outside of this check, we can do other things...
// Depending on how long the other things take, we might delay slightly longer than
// 1000 millisec, but that's probably fine for this application
}
```

Motivation

- Instead, we could use interrupts
  - Interrupt the processor every 1sec (for example)
  - Change the state of the LED
  - Then continue with program execution
  - Keeps the LED blinking at a fixed rate
  - Doesn't require any attention in the main program
- This is a general technique, not just for LED-blinking!

Agenda

- First look at timers
  - What are they?
  - How to read/write timer values?
  - How to configure them?
- Then look at how a timer can cause an interrupt
  - Like an alarm clock
  - When a timer alarm goes off, and ISR may be called

AVR Timers

- Timers are like on-chip alarm clocks
  - They count (tick) once for each system clock tick
    - 16MHz for Arduino
  - Your program can check, and reset the count value
  - You can also "prescale" the timer's clock so that it's counting more slowly than the 16MHz Arduino clock
  - You can also have the timer set an alarm when the count gets to some particular value
  - The alarm is an interrupt
  - You can define the ISR for that timer alarm

AVR Timers

- Our Arduino's AVR has three internal timers
  - Timer0: an 8-bit timer (counts 0 to 255)
    - Used for system timing, millis(); micros();, etc.
    - and PWM on pins 5 and 6
  - Timer1: a 16-bit timer (counts 0 to 65,535)
    - Used for PWM on pins 9 and 10
  - Timer 2: an 8-bit timer (counts 0 to 255)
    - Used for PWM on pins 3 and 11
- Don't use Timer0 – it will mess things up…
- If you use Timer1 or Timer2, you will lose PWM on some pins…

Timer Normal Mode

- Start counting on system reset
- Count until you get to your TOP, then start again at 0
  - 8bit timer TOP is 255
  - 16bit timer TOP is 65,535
- Access a timer's current value using a special register
  - TCNT0, TCNT1, TCNT2
  - A = TCNT2; // Read the value of timer 2
  - TCNT1 = 0; // Reset the value of timer 1 to 0

How Fast to Count?

- 16MHz is fast!
  - 16,000,000 ticks/sec, 62.5ns per clock tick
- A "prescaler" slows down the rate at which a timer counts by some factor
  - Increases the range of time you can count, but makes the smallest tick resolution larger
- Timer0 and Timer1: divide clock by 1, 8, 64, 256, 1024
- Timer2: divide clock by 1, 8, 32, 64, 128, 256, 1024

Resolution/Timing with Prescaler

Prescale Value	Tick Time	OVF frequency	OVF Period
1	62.5nsec	62.5 kHz	16usec
8	500nsec	7.8125kHZ	128usec
32	2usec	1.953125kHZ	512usec
64	4usec	976.5625Hz	1.024msec
128	8usec	~496.03Hz	2.048msec
256	16usec	~244.14Hz	4.096msec
1024	64usec	~61.04Hz	16.384msec

8-bit counter at 16MHz system clock frequency (Timer2)
OVF = Overflow (time it takes to count from 0 to TOP)
TOP = 255 for an 8-bit counter

Resolution/Timing with Prescaler

Prescale Value	Tick Time	OVF frequency	OVF Period
1	62.5nsec	~244.14Hz	4.096msec
8	500nsec	~30.52HZ	32.768msec
64	4usec	~3.815Hz	262.144msec
256	16usec	~0.954Hz	~1.05sec
1024	64usec	~0.238Hz	~4.19sec

16-bit counter at 16MHz system clock frequency (Timer1)
OVF = Overflow (time it takes to count from 0 to TOP)
TOP = 16,535 for a 16-bit counter

Example: Flash LED at 1Hz

- Find a counter prescale that lets us count slowly enough that we can count to 1sec
  - Figure out what to count to to get to 1sec

    timer_count = ((16,000,000/prescale)/target_freq) – 1

  - Set up counter with the right prescaler, then check if the count is up to timer_count.
  - Flash the LED and reset the timer to 0
  - (16,000,000Hz/1024)/1Hz –1 = 15,624
    (–1 because we count starting at 0!)
    - So, if you count 0 to 15,624 at a 1024 prescale, that's (15,625)x(64usec)=1,000,000usec = 1sec

Flash LED at 1Hz

```
int LEDPin = 13;  // Built-in LED pin

void setup () {
      pinMode(LEDpin, OUTPUT);  // Make sure it's an output

      // set up timer1 (16-bit timer) in normal up-counting mode
      // set up timer1 (16-bit timer) for prescale of 1024
}

void loop (){
      if (TCNT1 >= 15624) { // reached 1sec on timer1
            digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
            TCNT1 = 0; // reset counter to 0
      }
}
```

Aside: toggle-tweaking

Easy… digitalWrite(LEDPin, !digitalRead(LEDPin));

Faster…

```
boolean FlipFlop = 0;

…

digitalWrite(LEDPin, FlipFlop);
FlipFlop = !FlipFlop;
```

How to Configure Timers?

- Set values into internal timer control registers
  - TCNTn is the timer count value
  - TCCRnA and TCCRnB are the timer control registers
  - Each bit in these control registers controls some aspect of the timer's behavior

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Table 15-1. Compare Output Mode, non-PWM

COM1A1/COM1B1	COM1A0/COM1B0	Description
0	0	Normal port operation, OC1A/OC1B disconnected.
0	1	Toggle OC1A/OC1B on Compare Match.
1	0	Clear OC1A/OC1B on Compare Match (Set output to low level).
1	1	Set OC1A/OC1B on Compare Match (Set output to high level).

Table 15-4. Waveform Generation Mode Bit Description[1]

Mode	WGM13	WGM12 (CTC1)	WGM11 (PWM11)	WGM10 (PWM10)	Timer/Counter Mode of Operation	TOP	Update of OCR1x at	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	BOTTOM	TOP
6	0	1	1	0	Fast PWM, 9-bit	0x01FF	BOTTOM	TOP
7	0	1	1	1	Fast PWM, 10-bit	0x03FF	BOTTOM	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

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Table 15-5. Clock Select Bit Description

CS12	CS11	CS10	Description
0	0	0	No clock source (Timer/Counter stopped).
0	0	1	$clk_{I/O}$/1 (No prescaling)
0	1	0	$clk_{I/O}$/8 (From prescaler)
0	1	1	$clk_{I/O}$/64 (From prescaler)
1	0	0	$clk_{I/O}$/256 (From prescaler)
1	0	1	$clk_{I/O}$/1024 (From prescaler)
1	1	0	External clock source on T1 pin. Clock on falling edge.
1	1	1	External clock source on T1 pin. Clock on rising edge.

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Detour: Setting bits inside bytes

- TCCR1B is an 8-bit byte
  - Want to set bits 2 (CS12) and 0 (CS10) to 1, leave others 0
  - TCCR1B = B00000101;   // overwrite whole byte
  - TCCR1B = TCCR1B | B00000101;   // leave other bits unchanged
  - TCCR1B |= B00000101;   // shorthand version of above
  - CS12 = 2 and CS10 = 0 – these are magically set in an included header file
  - bitSet(TCCR1B, CS12);   // Arduino functions for setting an individual bit
bitSet(TCCR1B, CS10);   // There's also bitClear(reg,bit); for clearing a bit…
  - TCCR1B |= ((1<<CS10) | (1<< CS12)); // Register bits all have names
  - TCCR1B |= _BV(CS10) | _BV(CS12);   // _BV(bit) is another Arduino function
  - TCCR1B |= bit(CS10) | bit(CS12);   // Yet another Arduino function

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Detour: Setting Bits

- | = logical OR
  - 00101101 | 01100011 = 01101111
  - If there's a 1 in A or B, there's a 1 in C
- (1<<CS12)
  - CS12 is defined to be 2 (in a secret included file)
  - (1<<2) is 1 shifted two places to the left in the byte
  - this is 00000100
  - CS10 = 0
  - So ((1<<CS12) | (1<<CS10)) = 00000100 | 00000001
  - This equals 00000101
- _BV(CS12) = bit(CS12) = (1<<CS12) = 00000100

Flash LED at 1Hz

```
int LEDPin = 13;  // Built-in LED pin

void setup () {
      pinMode(LEDpin, OUTPUT);  // Make sure it's an output

      // set up timer1 (16-bit timer) in normal up-counting mode
      // set up timer1 (16-bit timer) for prescale of 1024
}

void loop (){
      if (TCNT1 >= 15624) { // reached 1sec on timer1
            digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
            TCNT1 = 0; // reset counter to 0
      }
}
```

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Flash LED at 1Hz

```
int LEDPin = 13;  // Built-in LED pin

void setup () {
      pinMode(LEDpin, OUTPUT);  // Make sure it's an output

      // Timer is in "normal" mode by default (all 0's in TCCR1A and B)
      // Prescale of 1024 means  CS12=1, CS11=0, CS10=1
      TCCR1B |= ((1<<CS12) | (1<<CS10)); // TCCR1B=00000101
}

void loop (){
      if (TCNT1 >= 15624) { // reached 1sec on timer1
            digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
            TCNT1 = 0; // reset counter to 0
      }
}
```

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Flash LED at 1Hz

```
int LEDPin = 13;  // Built-in LED pin

void setup () {
      pinMode(LEDpin, OUTPUT);  // Make sure it's an output

      // Timer is in "normal" mode by default (all 0's in TCCR1A and B)
      // Prescale of 1024 means  CS12=1, CS11=0, CS10=1
      bitSet(TCCR1B, CS12);        // TCCR1B=00000100
      bitSet(TCCR1B, CS10);        // TCCR1B=00000101
}

void loop (){
      if (TCNT1 >= 15624) { // reached 1sec on timer1
            digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
            TCNT1 = 0; // reset counter to 0
      }
```

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Flash LED at 1/minute

```
int LEDPin = 13;  // Built-in LED pin
int ElapsedSeconds = 0; // Keep track of seconds

void setup () {
      pinMode(LEDpin, OUTPUT);  // Make sure it's an output

      // Timer is in "normal" mode by default (all 0's in TCCR1A and B)
      // Prescale of 1024 means  CS12=1, CS11=0, CS10=1
      TCCR1B |= ((1<<CS12) | (1<<CS10)); // TCCR1B=00000101
}

void loop (){
      if (TCNT1 >= 15624) { // reached 1sec on timer1
            TCNT1 = 0;        // reset timer1 count to 0
            ElapsedSeconds++;   // Increment # of seconds seen so far
            if (ElapsedSeconds == 60) {  // Check for 1min
                  ElapsedSeconds = 0;      // reset seconds counter
                  digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
            }
      }
}
```

CTC Mode

- Normal mode is just counting up (perhaps prescaled)
- CTC is Clear on Timer Compare mode
  - Set a value in another magic register
  - When the counter gets to this value, set a flag and reset back to 0
  - Basically changes what value a counter counts to
- OCRnA and OCRnB are the registers
  - Output Compare Register
  - Two (A and B) for each counter (0, 1, and 2)
- Flag is set in TIFRn
  - Timer Interrupt Flag Register (0, 1, and 2)

Setting CTC Mode

Table 15-4. Waveform Generation Mode Bit Description[(1)]

Mode	WGM13	WGM12 (CTC1)	WGM11 (PWM11)	WGM10 (PWM10)	Timer/Counter Mode of Operation	TOP	Update of OCR1x at	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	BOTTOM	TOP
6	0	1	1	0	Fast PWM, 9-bit	0x01FF	BOTTOM	TOP
7	0	1	1	1	Fast PWM, 10-bit	0x03FF	BOTTOM	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

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Checking CTC Result

- Flag is set in the TIFRn register

TIFR1 – Timer/Counter1 Interrupt Flag Register

Bit	7	6	5	4	3	2	1	0	
0x16 (0x36)	–	–	ICF1	–	–	OCF1B	OCF1A	TOV1	TIFR1
Read/Write	R	R	R/W	R	R	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Flashing LED at 1Hz (using CTC)

```
int LEDPin = 13;  // Built-in LED pin

void setup () {
    pinMode(LEDpin, OUTPUT);  // Make sure it's an output

    TCCR1B |= _BV(WGM12); // Configure timer 1 for CTC mode
    TCCR1B |= ((1<<CS12) | (1<<CS10)); // Timer1 prescale of 1024
    OCR1A = 15624;  //Set CTC compare value in OCR1A register
}

void loop (){
    if (TIFR1 & _BV(OCF1A)) {   // reached 15624 - CTC sets the flag
        digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
        TIFR1 = _BV(OCF1A);   // reset flag by writing a 1 to it
                              // Strange but true...
    }
}
```

Details

- (TIFR1 & _BV(OCF1A))
  - & is logical AND
  - 11010110 & 00010001 = 00010000
  - Only if there's a 1 in A and B is there a 1 in C
  - Remember _BV(OCF1A) is also (1<<OCF1A)
  - OCF1A = 1 (all bits are numbered in the magic included file
  - This ANDs the TIFR1 register with (00000010)
  - Answer is 1 only if the OCF1A bit is 1
  - Picks off the OCF1A bit
- bit_is_set(TIFR1, OCF1A); // Arduino version!

Flashing LED at 1Hz (using CTC)

```
int LEDPin = 13;  // Built-in LED pin

// Arduino-ized version
void setup () {
    pinMode(LEDpin, OUTPUT);  // Make sure it's an output

    bitSet (TCCR1B, WGM12); // Configure timer 1 for CTC mode
    bitSet (TCCR1B, CS12);    // Timer1 prescale of 1024
    bitSet (TCCR1B, CS10);
    OCR1A = 15624;  //Set CTC compare value in OCR1A register
}

void loop (){
    if (bit_is_set(TIFR1, OCF1A)) {  // reached 15624 - CTC sets the flag
        digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
        bitSet (TIFR1, OCF1A);        // reset flag by writing a 1 to it
                                      // Strange but true...
    }
}
```

OK – Add Interrupts!

- Can configure things so that an interrupt is signaled whenever the CTC compare target is reached
  - Set interrupt in TIMSKn timer interrupt mask register
  - Interrupt flag is in TIFRn timer interrupt flag register
  - ISR(TIMER1_COMPA_vect){...} // ISR definition
- Can also configure for interrupt on overflow
  - i.e. counting all the way to TOP
  - ISR(TIMER2_OVF_vect){...} // ISR definition

TIMSKn and TIFRn (1 and 2)

TIMSK1 – Timer/Counter1 Interrupt Mask Register

Bit	7	6	5	4	3	2	1	0	
(0x6F)	–	–	ICIE1	–	–	OCIE1B	OCIE1A	TOIE1	TIMSK1
Read/Write	R	R	R/W	R	R	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Output Compare Interrupt Enable (A and B)

Timer Overflow Interrupt Enable

Output Compare Flag (A and B)

Timer Overflow Flag

TIFR1 – Timer/Counter1 Interrupt Flag Register

Bit	7	6	5	4	3	2	1	0	
0x16 (0x36)	–	–	ICF1	–	–	OCF1B	OCF1A	TOV1	TIFR1
Read/Write	R	R	R/W	R	R	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Flash LED at 1Hz (with Interrupts)

```
int LEDPin = 13;  // Built-in LED pin

// Arduino-ized version
void setup () {
      pinMode(LEDpin, OUTPUT);  // Make sure it's an output
      bitSet (TCCR1B, WGM12);       // Configure timer1 for CTC mode
      bitSet (TMSK1, OCIE1A);        // enable CTC interrupt on OCR1A compare
      bitSet (TCCR1B, CS12);         // Timer1 prescale of 1024
      bitSet (TCCR1B, CS10);
      OCR1A = 15624;            //Set CTC compare value in OCR1A register
      interrupts();             // Make sure interrupts are enabled (default?)
}

void loop (){
            // Anything else you want to do...
}

ISR(TIMER1_COMPA_vect){     // ISR for CTC compare interrupt
            digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
}
```

Flash at 1Hz with OVF Interrupt

- Find a prescale value for a timer that results in a 1Hz overflow rate
  - Configure the timer
  - Set the interrupt to the overflow interrupt
  - Set up the ISR

Resolution/Timing with Prescaler

Prescale Value	Tick Time	OVF frequency	OVF Period
1	62.5nsec	~244.14Hz	4.096msec
8	500nsec	~30.52HZ	32.768msec
64	4usec	~3.815Hz	262.144msec
256	16usec	~0.954Hz	~1.05sec
1024	64usec	~0.238Hz	~4.19sec

16-bit counter at 16MHz system clock frequency (Timer1)
OVF = Overflow (time it takes to count from 0 to TOP)

Table 15-5. Clock Select Bit Description

CS12	CS11	CS10	Description
0	0	0	No clock source (Timer/Counter stopped).
0	0	1	$clk_{I/O}$/1 (No prescaling)
0	1	0	$clk_{I/O}$/8 (From prescaler)
0	1	1	$clk_{I/O}$/64 (From prescaler)
1	0	0	$clk_{I/O}$/256 (From prescaler)
1	0	1	$clk_{I/O}$/1024 (From prescaler)
1	1	0	External clock source on T1 pin. Clock on falling edge.
1	1	1	External clock source on T1 pin. Clock on rising edge.

TCCR1A – Timer/Counter1 Control Register A

Bit	7	6	5	4	3	2	1	0	
(0x80)	COM1A1	COM1A0	COM1B1	COM1B0	–	–	WGM11	WGM10	TCCR1A
Read/Write	R/W	R/W	R/W	R/W	R	R	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

TCCR1B – Timer/Counter1 Control Register B

Bit	7	6	5	4	3	2	1	0	
(0x81)	ICNC1	ICES1	–	WGM13	WGM12	CS12	CS11	CS10	TCCR1B
Read/Write	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

Flash LED at 1Hz (with OVF interrupt)

```
int LEDPin = 13;  // Built-in LED pin

// Arduino-ized version
void setup () {
      pinMode(LEDpin, OUTPUT);  // Make sure it's an output
       TCCR1B=0;                // Configure Timer1 for normal mode (default)
      bitSet (TMSK1, TOIE1);      // enable OVF interrupt on Timer1
      bitSet (TCCR1B, CS12);      // Timer1 prescale of 256
      interrupts();               // Make sure interrupts are enabled (default?)
}

void loop (){
            // Anything else you want to do...
}

ISR(TIMER1_OVF_vect){     // ISR for OVF interrupt
            digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
}
```

Flash LED at 1Hz (Timer2)

- Use Timer2 (8-bit)
  - Overflows at 61Hz
  - Count up to 61 overflows to be 1Hz
  - Interrupt each time you overflow

Resolution/Timing with Prescaler

Prescale Value	Tick Time	OVF frequency	OVF Period
1	62.5nsec	62.5 kHz	16usec
8	500nsec	7.8125kHZ	128usec
32	2usec	1.953125kHZ	512usec
64	4usec	976.5625Hz	1.024msec
128	8usec	~496.03Hz	2.048msec
256	16usec	~244.14Hz	4.096msec
1024	64usec	~61.04Hz	16.384msec

8-bit counter at 16MHz system clock frequency (Timer2)
OVF = Overflow (time it takes to count from 0 to TOP)

1Hz OVF on Timer2 (8-bit)

```
int LEDPin = 13;  // Built-in LED pin
volatile int Overflows; // Hold the current OVF count

// Arduino-ized version
void setup () {
        pinMode(LEDpin, OUTPUT);  // Make sure it's an output
        bitSet (TMSK2, OIE2);           // enable OVF interrupt on Timer2
        bitSet (TCCR2B, CS12);            // Timer2 prescale of 1024
        bitSet (TCCR2B, CS10);
        TCNT2=0;                         // init Timer2 count to 0 (not strictly needed)
        interrupts();                    // Make sure interrupts are enabled (default?)
}

void loop (){
                // Anything else you want to do...
}

ISR(TIMER2_OVF_vect){     // ISR for OVF interrupt
        Overflows++;    // increment seconds count
        if (Overflows == 61) {
                digitalWrite(LEDPin, !digitalRead(LEDPin)); // toggle LEDPin
                Overflows = 0;    // reset Overflows counter
        }
}
```

Timer Summary

- Three timers on AVR (You need to read AVR doc for details!!!!!)
  - Timer0 (8-bit) – used for system stuff (PWM on pins 5,6)
  - Timer1 (16-bit) – (PWM on 9, 10)
  - Timer2 (8-bit) – (PWM on 3,11)
- Set and read timer values (counts) in TCNTn register
- Set timer prescale in the TCCRnB register
  - Tables tell you what the tick-rate and OVF period are for each prescale
- Set timer mode (normal, CTC, PWM (not covered here!)) in the TCCRnA and TCCRnB registers
- Change timer TOP value in CTC mode
  - Set new TOP in OCRnA or OCRnB register

Timer Interrupts Summary

- Set interrupt enable in TIMSKn register
  - OVF interrupt is TOIEn
  - CTC interrupts are OCIEnA and OCIEnB
- Interrupt flags are in TIFRn register
  - OVF flag is TOVn
  - CTC flags are OCFnA and OCFnB
- Set ISR
  - ISR(TIMERn_OVF_vect){...}
  - ISR(TIMERn_COMPA_vect){...}
  - ISR(TIMERn_COMPB_vect){...}

Bit setting and checking

- Set and clear bits in AVR registers
  - sfr = Special Function register (i.e. TCCR1B...)
  - bitSet(sfr,bit);   bitClear(sfr,bit);
- Check on a bit in an AVR register
  - bit_is_set(sfr, bit);   bit_is_clear(sfr, bit);
- Loop on checking bits (wait for a bit)
  - loop_until_bit_is_set(sfr,bit);
  - loop_until_bit_is_clear(sfr, bit);

Types of Interrupts

- On Arduino/AVR, there are three types
  - **External:** A signal outside the chip (connected to a pin)
    - Use attachInterrupt(int#, ISR-name, mode);
    - also detachInterrupt(int#);
  - **Timer:** Internal to the chip, like an alarm clock
    - Set timer features (normal, CTC, etc.)
    - Set interrupt enables (OVF, CTC)
    - Set ISR
  - **Device:** One of the AVR devices (USART, SPI, ADC, EEPROM) signals that it needs attention
    - Probably don't want to mess with these… Arduino does the right thing (but check AVR doc for details)
    - i.e. analogRead uses ADC, spi_write uses SPI, println uses USART, etc.

Final Word

- Interrupts are a wonderful way of reacting to events, or setting things up to happen at specific times or frequencies
  - Once they're set up, they operate on their own without main-program fussing
- You can also write wonderfully incomprehensible code that uses interrupts!