

# Embedded Real-Time Systems (AME 3623)

## Homework 3 Solutions

May 2, 2011

### Question 1

Assume that *student\_ID* is the number that corresponds to your student ID number.

1. (2pts) What is *student\_ID % 4*? Call this *key1*

Possible answers are: 0, 1, 2, 3

2. (2pts) What is *student\_ID % 5*? Call this *key2*

Possible answers are: 0, 1, 2, 3, 4

## Question 2

Assume the timer/counter equal to your key1.

Assume a prescaler of 1 (if key2 == 0), 8 (key2 == 1), 64 (key2 == 2), 256 (key2 == 3) or 1024 (key2 == 4).

1. (5 pts) What is the frequency of counting of the timer/counter?

$$t \text{ (ticks/sec)} = \frac{16,000,000 \text{ ticks/sec}}{p \text{ ticks/tock}}$$

So:

key2	p	t
0	1	16 MHz
1	8	2 MHz
2	64	250 KHz
3	256	62.5 KHz
4	1024	15.625 KHz

2. (5 pts) Assume that we have the overflow interrupt enabled. What is the period between overflow interrupts?

$$f \text{ (sec/int)} = \frac{p \text{ ticks/tock} \times x \text{ tocks/int}}{16,000,000 \text{ ticks/sec}}$$

So:

key1	key2	x	p	f
0,2	0	256	1	16 $\mu s$
0,2	1	256	8	128 $\mu s$
0,2	2	256	64	1024 $\mu s$
0,2	3	256	256	4096 $\mu s$
0,2	4	256	1024	16.384 ms
1,3,4	0	256 <sup>2</sup>	1	4.096 ms
1,3,4	1	256 <sup>2</sup>	8	32.768 ms
1,3,4	2	256 <sup>2</sup>	64	262.144 ms
1,3,4	3	256 <sup>2</sup>	256	1.0486 s
1,3,4	4	256 <sup>2</sup>	1024	4.1943 s

### Question 3

Suppose that we want to produce an overflow interrupt frequency of  $488Hz$ . Assume that we are using a  $16\text{ MHz}$  crystal for our clock.

1. (5 pts) Which timer should we use?  
Timer 2.
2. (5 pts) Which prescaler should we use?  
Prescaler: 128

## Question 4

1. (15pts) Suppose that we want a function – called *control()* – to be executed approximately once every second, and another function – called *sense()* – to be executed approximately once every 5 minutes. We will use the timer1 overflow interrupt to call both of these. Assume a system clock of  $16\text{MHz}$ . What is the timer1 prescaler configuration and the code for the interrupt routine (the code does not need to be syntactically correct)? Also - show the code in your main function that configures the timer.

*We will use a prescaler of 256. This gets us down to an interrupt every 1.0486s, which is close to the desired control frequency (within 5%). We then need an interrupt routine with an additional counter that expires at 286. So, we are left with an interrupt interval of:  $286 * 256 * 256 * 256 / 16000000 = 299.8927\text{s} \approx 5\text{min}$ .*

```
ISR(TIMER1_OVF_vect) {
    static uint16_t counter = 0;    // Must be 16 bits

    // Execute the control function each time
    control();

    ++counter;
    if(counter == 286) {
        // Execute this function only once out of every 286 interrupts
        sense();
        counter = 0;
    };
};
```

*Somewhere in the main program:*

```
// Interrupt occurs every
// (256*256*256)/16000000 = 1.0486 sec
timer1_config(TIMER1_PRE_256);
// Enable the timer interrupt
timer1_enable();
// Enable global interrupts
sei();
```

## Question 5

Consider the following code:

```
ISR(TIMER1_OVF_vect) {
    static uint8_t counter = 0;
    static uint8_t phase = 0;

    if(counter == 0) {
        switch(phase) {
            case 0:
                PORTC = PORTC & 0xFC | 1;
                counter = 75;
                phase = 1;
                break;
            case 1:
                PORTC = PORTC & 0xFC | 2;
                counter = 100;
                phase = 2;
                break;
            case 2:
                PORTC = PORTC & 0xFC;
                counter = 25;
                phase = 0;
                break;
        }
    }
    --counter;
};
```

Somewhere in the main program:

```
// Initialization
timer1_config(TIMER1_PRE_64);
// Enable the timer interrupt
timer1_enable();
// Enable global interrupts
sei();
```

```
DDRC = 0x3;
PORTC = 0;
```

```
while(1)
{
}
```

1. (15 pts) Explain in detail what the program does. You are welcome to provide a picture.

*This program produces two PWM signals at a frequency of 0.0191Hz on pins C0 and C1.*

$$f(\text{cycle/sec}) = \frac{16,000,000 \text{ ticks/sec}}{64\text{ticks/tock} \times 256^2 \text{ tock/int} \times (75+100+25) \text{ int/cycle}}$$

*C0 is high for the first 19.66s (a duty cycle of 37.5%). After C0 is turned off, C1 is high for 26.21s (a duty cycle of 50%). Then, both are off for 6.55s*

