Microchip Technology - PIC32MX450F256LT-120/TL Datasheet

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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	MIPS32® M4K™
Core Size	32-Bit Single-Core
Speed	120MHz
Connectivity	I²C, IrDA, LINbus, PMP, SPI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	85
Program Memory Size	256KB (256K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	64K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 3.6V
Data Converters	A/D 28x10b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	124-VFTLA Dual Rows, Exposed Pad
Supplier Device Package	124-VTLA (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mx450f256lt-120-tl

TABLE 3: PIN NAMES FOR 64-PIN DEVICES

64-PIN QFN(1,2) AND TQFP(1,2) (TOP VIEW)

PIC32MX430F064H
PIC32MX450F128H
PIC32MX450F256H
PIC32MX470F512H

64 1

QFN(3)

64 1

TQFP

Pin #	Full Pin Name	Pin #	Full Pin Name
1	AN22/RPE5/PMD5/RE5	33	USBID/RF3
2	AN23/PMD6/RE6	34	VBUS
3	AN27/PMD7/RE7	35	VUSB3V3
4	AN16/C1IND/RPG6/SCK2/PMA5/RG6	36	D-
5	AN17/C1INC/RPG7/PMA4/RG7	37	D+
6	AN18/C2IND/RPG8/PMA3/RG8	38	VDD
7	$\overline{\text{MCLR}}$	39	OSC1/CLKI/RC12
8	AN19/C2INC/RPG9/PMA2/RG9	40	OSC2/CLKO/RC15
9	VSS	41	VSS
10	VDD	42	RPD8/RTCC/RD8
11	AN5/C1INA/RPB5/VBUSON/RB5	43	RPD9/SDA1/RD9
12	AN4/C1INB/RB4	44	RPD10/SCL1/PMCS2/RD10
13	PGED3/AN3/C2INA/RPB3/RB3	45	RPD11/PMCS1/RD11
14	PGEC3/AN2/C2INB/RPB2/CTED13/RB2	46	RPD0/INT0/RD0
15	PGEC1/VREF-/CVREF-/AN1/RPB1/CTED12/RB1	47	SOSCI/RPC13/RC13
16	PGED1/VREF+/CVREF+/AN0/RPB0/PMA6/RB0	48	SOSCO/RPC14/T1CK/RC14
17	PGEC2/AN6/RPB6/RB6	49	AN24/RPD1/RD1
18	PGED2/AN7/RPB7/CTED3//RB7	50	AN25/RPD2/SCK1/RD2
19	AVDD	51	AN26/RPD3/RD3
20	AVSS	52	RPD4/PMWR/RD4
21	AN8/RPB8/CTED10//RB8	53	RPD5/PMRD/RD5
22	AN9/RPB9/CTED4/PMA7/RB9	54	RD6
23	TMS/CVREFOUT/AN10/RPB10/CTED11//PMA13/RB10	55	RD7
24	TDO/AN11/PMA12/RB11	56	VCAP
25	VSS	57	VDD
26	VDD	58	RPF0/RF0
27	TCK/AN12/PMA11/RB12	59	RPF1/RF1
28	TDI/AN13/PMA10/RB13	60	PMD0/RE0
29	AN14/RPB14/CTED5/PMA1/RB14	61	PMD1/RE1
30	AN15/RPB15/OCFB/CTED6/PMA0/RB15	62	AN20/PMD2/RE2
31	RPF4/SDA2/PMA9/RF4	63	RPE3/CTPLS/PMD3/RE3
32	RPF5/SCL2/PMA8/RF5	64	AN21/PMD4/RE4

Note 1: The RPn pins can be used by remappable peripherals. See Table 1 for the available peripherals and **Section 12.3 "Peripheral Pin Select"** for restrictions.

2: Every I/O port pin (RBx-RGx) can be used as a change notification pin (CNBx-CNGx). See **Section 12.0 "I/O Ports"** for more information.

3: The metal plane at the bottom of the device is not connected to any pins and is recommended to be connected to VSS externally.

TABLE 1-1: PINOUT I/O DESCRIPTIONS (CONTINUED)

Pin Name	Pin Number			Pin Type	Buffer Type	Description
	64-pin QFN/ TQFP	100-pin TQFP	124-pin VTLA			
PMD3	63	99	B56	I/O	TTL/ST	Parallel Master Port Data (Demultiplexed Master mode) or Address/Data (Multiplexed Master modes)
PMD4	64	100	A67	I/O	TTL/ST	
PMD5	1	3	B2	I/O	TTL/ST	
PMD6	2	4	A4	I/O	TTL/ST	
PMD7	3	5	B3	I/O	TTL/ST	
PMD8	—	90	A61	I/O	TTL/ST	
PMD9	—	89	B50	I/O	TTL/ST	
PMD10	—	88	A60	I/O	TTL/ST	
PMD11	—	87	B49	I/O	TTL/ST	
PMD12	—	79	B43	I/O	TTL/ST	
PMD13	—	80	A54	I/O	TTL/ST	
PMD14	—	83	B45	I/O	TTL/ST	
PMD15	—	84	A56	I/O	TTL/ST	
PMRD	53	82	A55	O	—	Parallel Master Port Read Strobe
PMWR	52	81	B44	O	—	Parallel Master Port Write Strobe
V_{BUS}(2)	34	54	A37	I	Analog	USB Bus Power Monitor
V_{USB3V3}(2)	35	55	B30	P	—	USB internal transceiver supply. If the USB module is not used, this pin must be connected to V_{DD}.
V_{BUSON}(2)	11	20	A12	O	—	USB Host and OTG bus power control Output
D+(2)	37	57	B31	I/O	Analog	USB D+
D-(2)	36	56	A38	I/O	Analog	USB D-
USBID(2)	33	51	A35	I	ST	USB OTG ID Detect
PGED1	16	25	B14	I/O	ST	Data I/O pin for Programming/Debugging Communication Channel 1
PGEC1	15	24	A15	I	ST	Clock Input pin for Programming/Debugging Communication Channel 1
PGED2	18	27	B16	I/O	ST	Data I/O Pin for Programming/Debugging Communication Channel 2
PGEC2	17	26	A20	I	ST	Clock Input Pin for Programming/Debugging Communication Channel 2
PGED3	13	22	A13	I/O	ST	Data I/O Pin for Programming/Debugging Communication Channel 3
PGEC3	14	23	B13	I	ST	Clock Input Pin for Programming/Debugging Communication Channel 3
TRCLK	—	91	B51	O	—	Trace clock
TRD0	—	97	B55	O	—	Trace Data bit 0
TRD1	—	96	A65	O	—	Trace Data bit 1
TRD2	—	95	B54	O	—	Trace Data bit 2
TRD3	—	92	A62	O	—	Trace Data bit 3
CTED1	—	17	B9	I	ST	CTMU External Edge Input 1
CTED2	—	38	A26	I	ST	CTMU External Edge Input 2
CTED3	18	27	B16	I	ST	CTMU External Edge Input 3

Legend: CMOS = CMOS compatible input or output; ST = Schmitt Trigger input with CMOS levels; TTL = TTL input buffer; Analog = Analog input; O = Output; P = Power; I = Input

Note 1: This pin is only available on devices without a USB module.

2: This pin is only available on devices with a USB module.

3: This pin is not available on 64-pin devices.

3.2 Architecture Overview

The MIPS32® M4K® processor core contains several logic blocks working together in parallel, providing an efficient high-performance computing engine. The following blocks are included with the core:

- Execution Unit
- Multiply/Divide Unit (MDU)
- System Control Coprocessor (CP0)
- Fixed Mapping Translation (FMT)
- Dual Internal Bus interfaces
- Power Management
- MIPS16e® Support
- Enhanced JTAG (EJTAG) Controller

3.2.1 EXECUTION UNIT

The MIPS32® M4K® processor core execution unit implements a load/store architecture with single-cycle ALU operations (logical, shift, add, subtract) and an autonomous multiply/divide unit. The core contains thirty-two 32-bit General Purpose Registers (GPRs) used for integer operations and address calculation. One additional register file shadow set (containing thirty-two registers) is added to minimize context switching overhead during interrupt/exception processing. The register file consists of two read ports and one write port and is fully bypassed to minimize operation latency in the pipeline.

The execution unit includes:

- 32-bit adder used for calculating the data address
- Address unit for calculating the next instruction address
- Logic for branch determination and branch target address calculation
- Load aligner
- Bypass multiplexers used to avoid stalls when executing instruction streams where data producing instructions are followed closely by consumers of their results
- Leading Zero/One detect unit for implementing the CLZ and CLOinstructions
- Arithmetic Logic Unit (ALU) for performing bitwise logical operations
- Shifter and store aligner

3.2.2 MULTIPLY/DIVIDE UNIT (MDU)

The MIPS32® M4K® processor core includes a Multiply/Divide Unit (MDU) that contains a separate pipeline for multiply and divide operations. This pipeline operates in parallel with the Integer Unit (IU) pipeline and does not stall when the IU pipeline stalls. This allows MDU operations to be partially masked by system stalls and/or other integer unit instructions.

The high-performance MDU consists of a 32x16 booth recoded multiplier, result/accumulation registers (HI and LO), a divide state machine, and the necessary multiplexers and control logic. The first number shown ('32' of 32x16) represents the *rs* operand. The second number ('16' of 32x16) represents the *rt* operand. The PIC32 core only checks the value of the latter (*rt)* operand to determine how many times the operation must pass through the multiplier. The 16x16 and 32x16 operations pass through the multiplier once. A 32x32 operation passes through the multiplier twice.

The MDU supports execution of one 16x16 or 32x16 multiply operation every clock cycle; 32x32 multiply operations can be issued every other clock cycle. Appropriate interlocks are implemented to stall the issuance of back-to-back 32x32 multiply operations. The multiply operand size is automatically determined by logic built into the MDU.

Divide operations are implemented with a simple 1 bit per clock iterative algorithm. An early-in detection checks the sign extension of the dividend (*rs*) operand. If *rs* is 8 bits wide, 23 iterations are skipped. For a 16-bit wide *rs*, 15 iterations are skipped and for a 24-bit wide *rs*, 7 iterations are skipped. Any attempt to issue a subsequent MDUinstruction while a divide is still active causes an IU pipeline stall until the divide operation is completed.

Table 3-1 lists the repeat rate (peak issue rate of cycles until the operation can be reissued) and latency (number of cycles until a result is available) for the PIC32 core multiply and divide instructions. The approximate latency and repeat rates are listed in terms of pipeline clocks.

TABLE 3-1: MIPS32® M4K® PROCESSOR CORE HIGH-PERFORMANCE INTEGER MULTIPLY/ DIVIDE UNIT LATENCIES AND REPEAT RATES

Op code	Operand Size (mul *rt*) (div *rs*)	Latency	Repeat Rate
MULT/MULTU, MADD/MADDU, MSUB/MSUBU	16 bits	1	1
	32 bits	2	2
MUL	16 bits	2	1
	32 bits	3	2
DIV/DIVU	8 bits	12	11
	16 bits	19	18
	24 bits	26	25
	32 bits	33	32

REGISTER 4-2: BMXDKPBA: DATA RAM KERNEL PROGRAM BASE ADDRESS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-0	R-0
	BMXDKPBA<15:8>							
7:0	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	BMXDKPBA<7:0>							

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 31-16 **Unimplemented:** Read as '0'

bit 15-10 **BMXDKPBA<15:10>:** DRM Kernel Program Base Address bits
When non-zero, this value selects the relative base address for kernel program space in RAM

bit 9-0 **BMXDKPBA<9:0>:** Read-Only bits
Value is always '0', which forces 1 KB increments

Note 1: At Reset, the value in this register is forced to zero, which causes all of the RAM to be allocated to Kernel mode data usage.

2: The value in this register must be less than or equal to BMXDRMSZ.

REGISTER 19-1: I2CxCON: I²C CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	U-0	R/W-0	R/W-1, HC	R/W-0	R/W-0	R/W-0	R/W-0
	ON(1)	—	SIDL	SCLREL	STRICT	A10M	DISSLW	SMEN
7:0	R/W-0	R/W-0	R/W-0	R/W-0, HC	R/W-0, HC	R/W-0, HC	R/W-0, HC	R/W-0, HC
	GCEN	STREN	ACKDT	ACKEN	RCEN	PEN	RSEN	SEN

Legend:	HC = Cleared in Hardware		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 31-16 **Unimplemented:** Read as '0'

bit 15 **ON:** I²C Enable bit(1)
1 = Enables the I²C module and configures the SDA and SCL pins as serial port pins
0 = Disables the I²C module; all I²C pins are controlled by PORT functions

bit 14 **Unimplemented:** Read as '0'

bit 13 **SIDL:** Stop in Idle Mode bit
1 = Discontinue module operation when device enters Idle mode
0 = Continue module operation in Idle mode

bit 12 **SCLREL:** SCLx Release Control bit (when operating as I²C slave)
1 = Release SCLx clock
0 = Hold SCLx clock low (clock stretch)
If STREN = 1:
Bit is R/W (i.e., software can write '0' to initiate stretch and write '1' to release clock). Hardware clear at beginning of slave transmission. Hardware clear at end of slave reception.
If STREN = 0:
Bit is R/S (i.e., software can only write '1' to release clock). Hardware clear at beginning of slave transmission.

bit 11 **STRICT:** Strict I²C Reserved Address Rule Enable bit
1 = Strict reserved addressing is enforced. Device does not respond to reserved address space or generate addresses in reserved address space.
0 = Strict I²C Reserved Address Rule is not enabled

bit 10 **A10M:** 10-bit Slave Address bit
1 = I2CxADD is a 10-bit slave address
0 = I2CxADD is a 7-bit slave address

bit 9 **DISSLW:** Disable Slew Rate Control bit
1 = Slew rate control is disabled
0 = Slew rate control is enabled

bit 8 **SMEN:** SMBus Input Levels bit
1 = Enable I/O pin thresholds compliant with SMBus specification
0 = Disable SMBus input thresholds

Note 1: When using the 1:1 PBCLK divisor, the user software should not read/write the peripheral's SFRs in the SYSCLK cycle immediately following the instruction that clears the module's ON bit.