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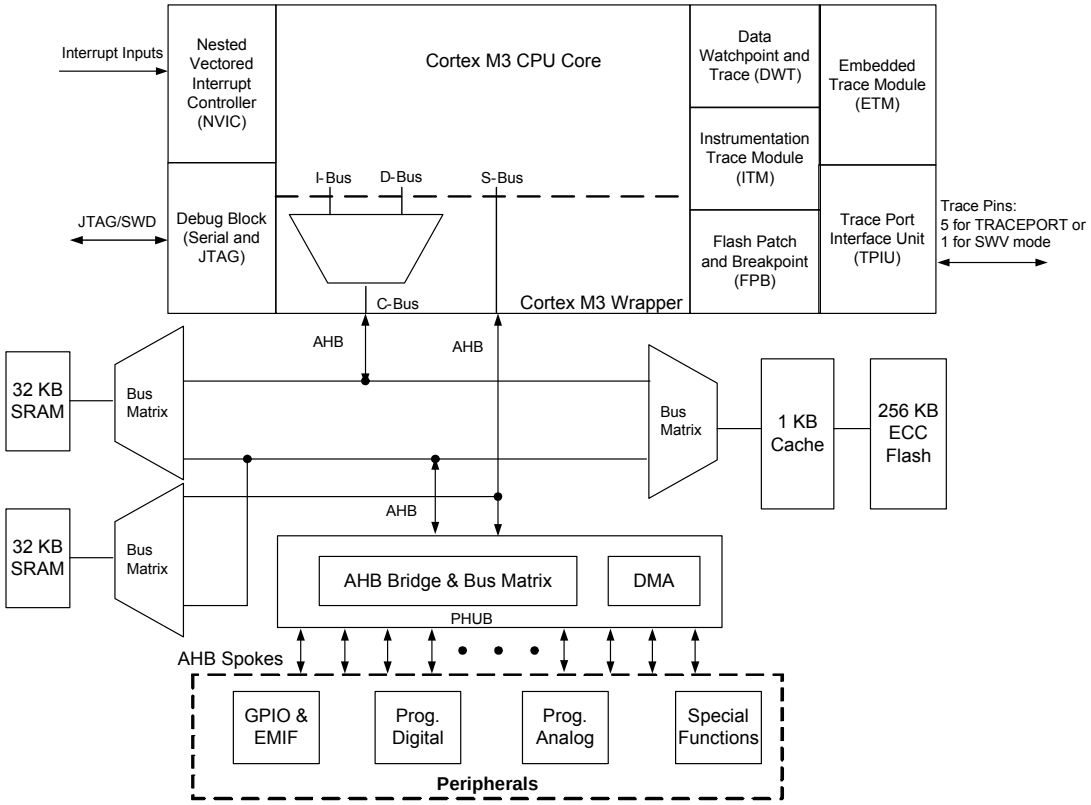
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	ARM® Cortex®-M3
Core Size	32-Bit Single-Core
Speed	67MHz
Connectivity	I²C, LINbus, SPI, UART/USART, USB
Peripherals	CapSense, DMA, LCD, POR, PWM, WDT
Number of I/O	62
Program Memory Size	256KB (256K x 8)
Program Memory Type	FLASH
EEPROM Size	2K x 8
RAM Size	64K x 8
Voltage - Supply (Vcc/Vdd)	1.71V ~ 5.5V
Data Converters	A/D 2x12b; D/A 4x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-LQFP
Supplier Device Package	100-TQFP (14x14)
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/cy8c5668axi-lp034

Contents

Figure 4-1. ARM Cortex-M3 Block Diagram



The Cortex-M3 CPU subsystem includes these features:

- ARM Cortex-M3 CPU
- Programmable Nested Vectored Interrupt Controller (NVIC), tightly integrated with the CPU core
- Full featured debug and trace modules, tightly integrated with the CPU core
- Up to 256 KB of flash memory, 2 KB of EEPROM, and 64 KB of SRAM
- Cache controller
- Peripheral HUB (PHUB)
- DMA controller
- External Memory Interface (EMIF)

4.1.1 Cortex-M3 Features

The Cortex-M3 CPU features include:

- 4 GB address space. Predefined address regions for code, data, and peripherals. Multiple buses for efficient and simultaneous accesses of instructions, data, and peripherals.
- The Thumb®-2 instruction set, which offers ARM-level performance at Thumb-level code density. This includes 16-bit and 32-bit instructions. Advanced instructions include:
  - Bit-field control
  - Hardware multiply and divide
  - Saturation
  - If-Then
  - Wait for events and interrupts
  - Exclusive access and barrier
  - Special register access

  The Cortex-M3 does not support ARM instructions.
- Bit-band support for the SRAM region. Atomic bit-level write and read operations for SRAM addresses.
- Unaligned data storage and access. Contiguous storage of data of different byte lengths.
- Operation at two privilege levels (privileged and user) and in two modes (thread and handler). Some instructions can only be executed at the privileged level. There are also two stack pointers: Main (MSP) and Process (PSP). These features support a multitasking operating system running one or more user-level processes.
- Extensive interrupt and system exception support.

4.3 DMA and PHUB

The PHUB and the DMA controller are responsible for data transfer between the CPU and peripherals, and also data transfers between peripherals. The PHUB and DMA also control device configuration during boot. The PHUB consists of:

- A central hub that includes the DMA controller, arbiter, and router
- Multiple spokes that radiate outward from the hub to most peripherals

There are two PHUB masters: the CPU and the DMA controller. Both masters may initiate transactions on the bus. The DMA channels can handle peripheral communication without CPU intervention. The arbiter in the central hub determines which DMA channel is the highest priority if there are multiple requests.

4.3.1 PHUB Features

- CPU and DMA controller are both bus masters to the PHUB
- Eight multi-layer AHB bus parallel access paths (spokes) for peripheral access
- Simultaneous CPU and DMA access to peripherals located on different spokes
- Simultaneous DMA source and destination burst transactions on different spokes
- Supports 8, 16, 24, and 32-bit addressing and data

Table 4-3. PHUB Spokes and Peripherals

PHUB Spokes	Peripherals
0	SRAM
1	IOs, PICU, EMIF
2	PHUB local configuration, Power manager, Clocks, IC, SWV, EEPROM, Flash programming interface
3	Analog interface and trim, Decimator
4	USB, I^2C, CAN, Timers, Counters, and PWMs
5	DFB
6	UDBs group 1
7	UDBs group 2

4.3.2 DMA Features

- 24 DMA channels
- Each channel has one or more Transaction Descriptors (TDs) to configure channel behavior. Up to 128 total TDs can be defined
- TDs can be dynamically updated
- Eight levels of priority per channel
- Any digitally routable signal, the CPU, or another DMA channel, can trigger a transaction
- Each channel can generate up to two interrupts per transfer
- Transactions can be stalled or canceled
- Supports transaction size of infinite or 1 to 64k bytes
- Large transactions may be broken into smaller bursts of 1 to 127 bytes
- TDs may be nested and/or chained for complex transactions

4.3.3 Priority Levels

The CPU always has higher priority than the DMA controller when their accesses require the same bus resources. Due to the system architecture, the CPU can never starve the DMA. DMA channels of higher priority (lower priority number) may interrupt current DMA transfers. In the case of an interrupt, the current transfer is allowed to complete its current transaction. To ensure latency limits when multiple DMA accesses are requested simultaneously, a fairness algorithm guarantees an interleaved minimum percentage of bus bandwidth for priority levels 2 through 7. Priority levels 0 and 1 do not take part in the fairness algorithm and may use 100% of the bus bandwidth. If a tie occurs on two DMA requests of the same priority level, a simple round robin method is used to evenly share the allocated bandwidth. The round robin allocation can be disabled for each DMA channel, allowing it to always be at the head of the line. Priority levels 2 to 7 are guaranteed the minimum bus bandwidth shown in Table 4-4 after the CPU and DMA priority levels 0 and 1 have satisfied their requirements.

Table 4-4. Priority Levels

Priority Level	% Bus Bandwidth
0	100.0
1	100.0
2	50.0
3	25.0
4	12.5
5	6.2
6	3.1
7	1.5

When the fairness algorithm is disabled, DMA access is granted based solely on the priority level; no bus bandwidth guarantees are made.

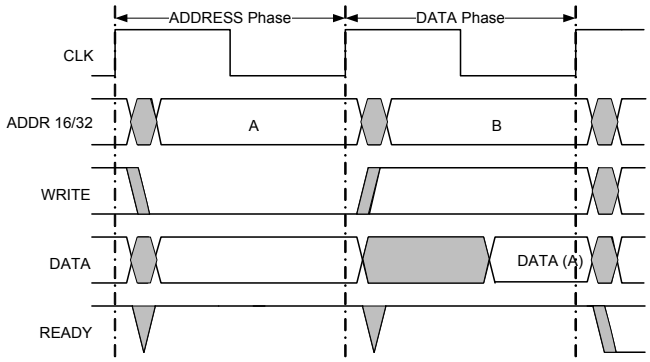
4.3.4 Transaction Modes Supported

The flexible configuration of each DMA channel and the ability to chain multiple channels allow the creation of both simple and complex use cases. General use cases include, but are not limited to:

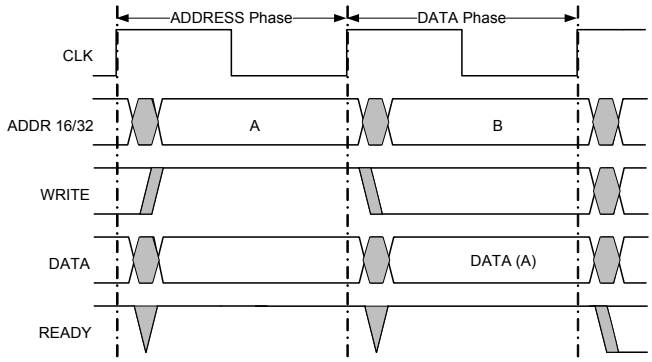
4.3.4.1 Simple DMA

In a simple DMA case, a single TD transfers data between a source and sink (peripherals or memory location). The basic timing diagrams of DMA read and write cycles are shown in Figure 4-2. For more description on other transfer modes, refer to the Technical Reference Manual.

Figure 4-2. DMA Timing Diagram



Basic DMA Read Transfer without wait states



Basic DMA Write Transfer without wait states

4.3.4.2 Auto Repeat DMA

Auto repeat DMA is typically used when a static pattern is repetitively read from system memory and written to a peripheral. This is done with a single TD that chains to itself.

4.3.4.3 Ping Pong DMA

A ping pong DMA case uses double buffering to allow one buffer to be filled by one client while another client is consuming the data previously received in the other buffer. In its simplest form, this is done by chaining two TDs together so that each TD calls the opposite TD when complete.

4.3.4.4 Circular DMA

Circular DMA is similar to ping pong DMA except it contains more than two buffers. In this case there are multiple TDs; after the last TD is complete it chains back to the first TD.

4.3.4.5 Indexed DMA

In an indexed DMA case, an external master requires access to locations on the system bus as if those locations were shared memory. As an example, a peripheral may be configured as an SPI or I^2C slave where an address is received by the external master. That address becomes an index or offset into the internal system bus memory space. This is accomplished with an initial “address fetch” TD that reads the target address location from the peripheral and writes that value into a subsequent TD in the chain. This modifies the TD chain on the fly. When the “address fetch” TD completes it moves on to the next TD, which has the new address information embedded in it. This TD then carries out the data transfer with the address location required by the external master.

4.3.4.6 Scatter Gather DMA

In the case of scatter gather DMA, there are multiple noncontiguous sources or destinations that are required to effectively carry out an overall DMA transaction. For example, a packet may need to be transmitted off of the device and the packet elements, including the header, payload, and trailer, exist in various noncontiguous locations in memory. Scatter gather DMA allows the segments to be concatenated together by using multiple TDs in a chain. The chain gathers the data from the multiple locations. A similar concept applies for the reception of data onto the device. Certain parts of the received data may need to be scattered to various locations in memory for software processing convenience. Each TD in the chain specifies the location for each discrete element in the chain.

4.3.4.7 Packet Queuing DMA

Packet queuing DMA is similar to scatter gather DMA but specifically refers to packet protocols. With these protocols, there may be separate configuration, data, and status phases associated with sending or receiving a packet.

For instance, to transmit a packet, a memory mapped configuration register can be written inside a peripheral, specifying the overall length of the ensuing data phase. The CPU can set up this configuration information anywhere in system memory and copy it with a simple TD to the peripheral. After the configuration phase, a data phase TD (or a series of data phase TDs) can begin (potentially using scatter gather). When the data phase TD(s) finish, a status phase TD can be invoked that reads some memory mapped status information from the peripheral and copies it to a location in system memory specified by the CPU for later inspection. Multiple sets of configuration, data, and status phase “subchains” can be strung together to create larger chains that transmit multiple packets in this way. A similar concept exists in the opposite direction to receive the packets.

4.3.4.8 Nested DMA

One TD may modify another TD, as the TD configuration space is memory mapped similar to any other peripheral. For example, a first TD loads a second TD’s configuration and then calls the second TD. The second TD moves data as required by the application. When complete, the second TD calls the first TD, which again updates the second TD’s configuration. This process repeats as often as necessary.

Table 4-6. Interrupt Vector Table

Interrupt #	Cortex-M3 Exception #	Fixed Function	DMA	UDB
0	16	Low voltage detect (LVD)	phub_termout0[0]	udb_intr[0]
1	17	Cache/ECC	phub_termout0[1]	udb_intr[1]
2	18	Reserved	phub_termout0[2]	udb_intr[2]
3	19	Sleep (Pwr Mgr)	phub_termout0[3]	udb_intr[3]
4	20	PICU[0]	phub_termout0[4]	udb_intr[4]
5	21	PICU[1]	phub_termout0[5]	udb_intr[5]
6	22	PICU[2]	phub_termout0[6]	udb_intr[6]
7	23	PICU[3]	phub_termout0[7]	udb_intr[7]
8	24	PICU[4]	phub_termout0[8]	udb_intr[8]
9	25	PICU[5]	phub_termout0[9]	udb_intr[9]
10	26	PICU[6]	phub_termout0[10]	udb_intr[10]
11	27	PICU[12]	phub_termout0[11]	udb_intr[11]
12	28	PICU[15]	phub_termout0[12]	udb_intr[12]
13	29	Comparators Combined	phub_termout0[13]	udb_intr[13]
14	30	Switched Caps Combined	phub_termout0[14]	udb_intr[14]
15	31	I^2C	phub_termout0[15]	udb_intr[15]
16	32	CAN	phub_termout1[0]	udb_intr[16]
17	33	Timer/Counter0	phub_termout1[1]	udb_intr[17]
18	34	Timer/Counter1	phub_termout1[2]	udb_intr[18]
19	35	Timer/Counter2	phub_termout1[3]	udb_intr[19]
20	36	Timer/Counter3	phub_termout1[4]	udb_intr[20]
21	37	USB SOF Int	phub_termout1[5]	udb_intr[21]
22	38	USB Arb Int	phub_termout1[6]	udb_intr[22]
23	39	USB Bus Int	phub_termout1[7]	udb_intr[23]
24	40	USB Endpoint[0]	phub_termout1[8]	udb_intr[24]
25	41	USB Endpoint Data	phub_termout1[9]	udb_intr[25]
26	42	Reserved	phub_termout1[10]	udb_intr[26]
27	43	LCD	phub_termout1[11]	udb_intr[27]
28	44	DFB Int	phub_termout1[12]	udb_intr[28]
29	45	Decimator Int	phub_termout1[13]	udb_intr[29]
30	46	phub_err_int	phub_termout1[14]	udb_intr[30]
31	47	eeprom_fault_int	phub_termout1[15]	udb_intr[31]

5.7 Memory Map

The Cortex-M3 has a fixed address map, which allows peripherals to be accessed by simple memory access instructions.

5.7.1 Address Map

The 4 GB address space is divided into the ranges shown in Table 5-4:

Table 5-4. Address Map

Address Range	Size	Use
0x00000000–0x1FFFFFFF	0.5 GB	Program code. This includes the exception vector table at power up, which starts at address 0.
0x20000000–0x3FFFFFFF	0.5 GB	Static RAM. This includes a 1 MByte bit-band region starting at 0x20000000 and a 32 Mbyte bit-band alias region starting at 0x22000000.
0x40000000–0x5FFFFFFF	0.5 GB	Peripherals.
0x60000000–0x9FFFFFFF	1 GB	External RAM.
0xA0000000–0xDFFFFFFF	1 GB	External peripherals.
0xE0000000–0xFFFFFFFF	0.5 GB	Internal peripherals, including the NVIC and debug and trace modules.

Table 5-5. Peripheral Data Address Map

Address Range	Purpose
0x00000000–0x0003FFFF	256K Flash
0x1FFF8000–0x1FFFFFFF	32K SRAM in Code region
0x20000000–0x20007FFF	32K SRAM in SRAM region
0x40004000–0x400042FF	Clocking, PLLs, and oscillators
0x40004300–0x400043FF	Power management
0x40004500–0x400045FF	Ports interrupt control
0x40004700–0x400047FF	Flash programming interface
0x40004800–0x400048FF	Cache controller
0x40004900–0x400049FF	I^2C controller
0x40004E00–0x40004EFF	Decimator
0x40004F00–0x40004FFF	Fixed timer/counter/PWMs
0x40005000–0x400051FF	I/O ports control
0x40005400–0x400054FF	External Memory Interface (EMIF) control registers
0x40005800–0x40005FFF	Analog Subsystem Interface
0x40006000–0x400060FF	USB Controller
0x40006400–0x40006FFF	UDB Working Registers
0x40007000–0x40007FFF	PHUB Configuration
0x40008000–0x400087FF	EEPROM
0x4000A000–0x4000A400	CAN
0x4000C000–0x4000C800	Digital Filter Block
0x40010000–0x4001FFFF	Digital Interconnect Configuration
0x48000000–0x48007FFF	Flash ECC Bytes
0x60000000–0x60FFFFFF	External Memory Interface (EMIF)
0xE0000000–0xE00FFFFF	Cortex-M3 PPB Registers, including NVIC, debug, and trace

The bit-band feature allows individual bits in SRAM to be read or written as atomic operations. This is done by reading or writing bit 0 of corresponding words in the bit-band alias region. For example, to set bit 3 in the word at address 0x20000000, write a 1 to address 0x2200000C. To test the value of that bit, read address 0x2200000C and the result is either 0 or 1 depending on the value of the bit.

Most memory accesses done by the Cortex-M3 are aligned, that is, done on word (4-byte) boundary addresses. Unaligned accesses of words and 16-bit half-words on nonword boundary addresses can also be done, although they are less efficient.

5.7.2 Address Map and Cortex-M3 Buses

The ICode and DCode buses are used only for accesses within the Code address range, 0–0x1FFFFFFF.

The System bus is used for data accesses and debug accesses within the ranges 0x20000000–0xDFFFFFFF and 0xE0100000–0xFFFFFFFF. Instruction fetches can also be done within the range 0x20000000–0x3FFFFFFF, although these can be slower than instruction fetches via the ICode bus.

The Private Peripheral Bus (PPB) is used within the Cortex-M3 to access system control registers and debug and trace module registers.

6.2.1 Power Modes

PSoC 5LP devices have four different power modes, as shown in Table 6-2 and Table 6-3. The power modes allow a design to easily provide required functionality and processing power while simultaneously minimizing power consumption and maximizing battery life in low power and portable devices.

PSoC 5LP power modes, in order of decreasing power consumption are:

- Active
- Alternate Active
- Sleep
- Hibernate

Active is the main processing mode. Its functionality is configurable. Each power controllable subsystem is enabled or disabled by using separate power configuration template registers. In alternate active mode, fewer subsystems are enabled, reducing power. In sleep mode most resources are disabled regardless of the template settings. Sleep mode is optimized to provide timed sleep intervals and Real Time Clock functionality. The lowest power mode is hibernate, which retains register and SRAM state, but no clocks, and allows wakeup only from I/O pins. Figure 6-5 illustrates the allowable transitions between power modes. Sleep and hibernate modes should not be entered until all VDDIO supplies are at valid voltage levels.

Table 6-2. Power Modes

Power Modes	Description	Entry Condition	Wakeup Source	Active Clocks	Regulator
Active	Primary mode of operation, all peripherals available (programmable)	Wakeup, reset, manual register entry	Any interrupt	Any (programmable)	All regulators available. Digital and analog regulators can be disabled if external regulation used.
Alternate Active	Similar to Active mode, and is typically configured to have fewer peripherals active to reduce power. One possible configuration is to use the UDBs for processing, with the CPU turned off	Manual register entry	Any interrupt	Any (programmable)	All regulators available. Digital and analog regulators can be disabled if external regulation used.
Sleep	All subsystems automatically disabled	Manual register entry	Comparator, PICU, I^2C, RTC, CTW, LVD	ILO/kHzECO	Both digital and analog regulators buzzed. Digital and analog regulators can be disabled if external regulation used.
Hibernate	All subsystems automatically disabled Lowest power consuming mode with all peripherals and internal regulators disabled, except hibernate regulator is enabled Configuration and memory contents retained	Manual register entry	PICU		Only hibernate regulator active.

Table 6-3. Power Modes Wakeup Time and Power Consumption

Sleep Modes	Wakeup Time	Current (Typ)	Code Execution	Digital Resources	Analog Resources	Clock Sources Available	Wakeup Sources	Reset Sources
Active	–	3.1 mA[8]	Yes	All	All	All	–	All
Alternate Active	–	–	User defined	All	All	All	–	All
Sleep	<25 µs	2 µA	No	I^2C	Comparator	ILO/kHzECO	Comparator, PICU, I^2C, RTC, CTW, LVD	XRES, LVD, WDR
Hibernate	<200 µs	300 nA	No	None	None	None	PICU	XRES

Note
8. Bus clock off. Execute from CPU instruction buffer at 6 MHz. See Table 11-2 on page 67.

Figure 6-10. SIO Input/Output Block Diagram

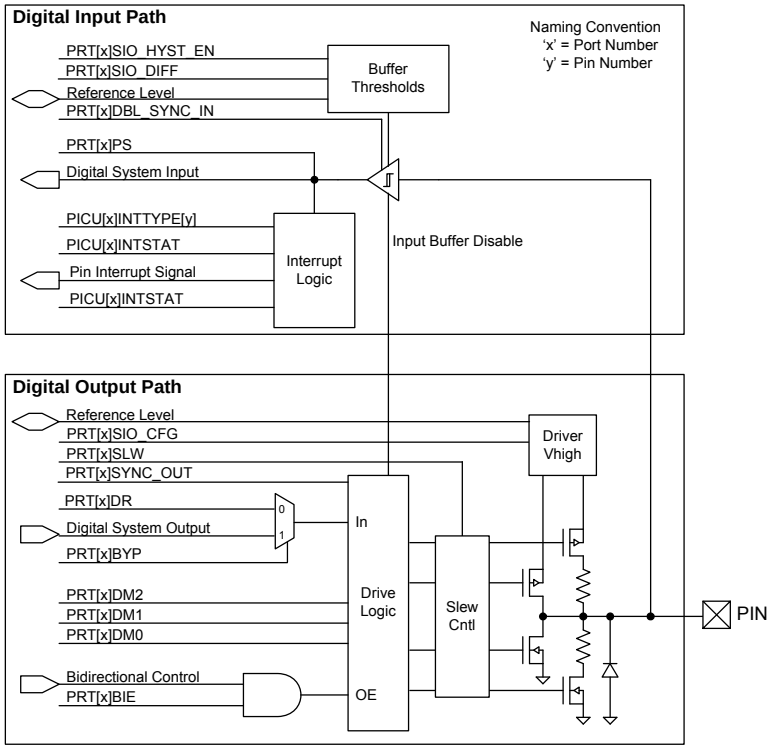
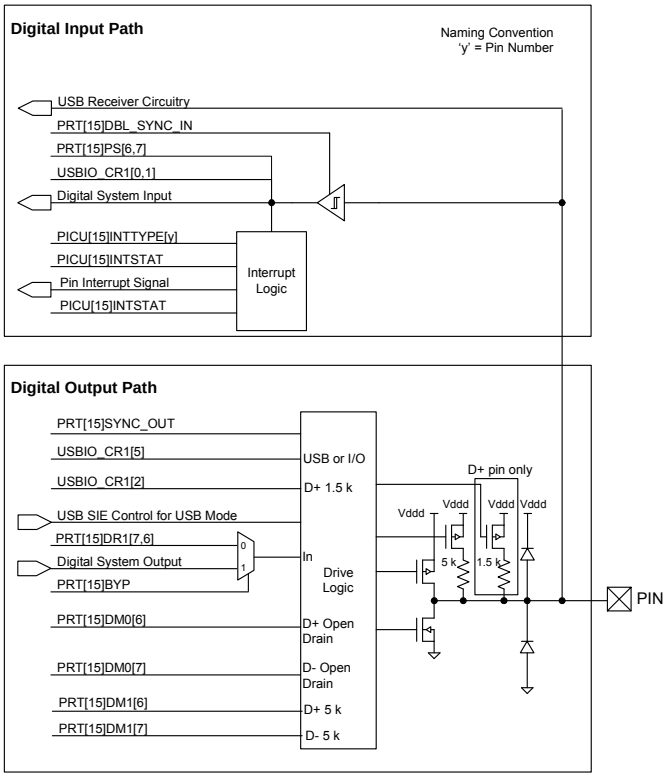


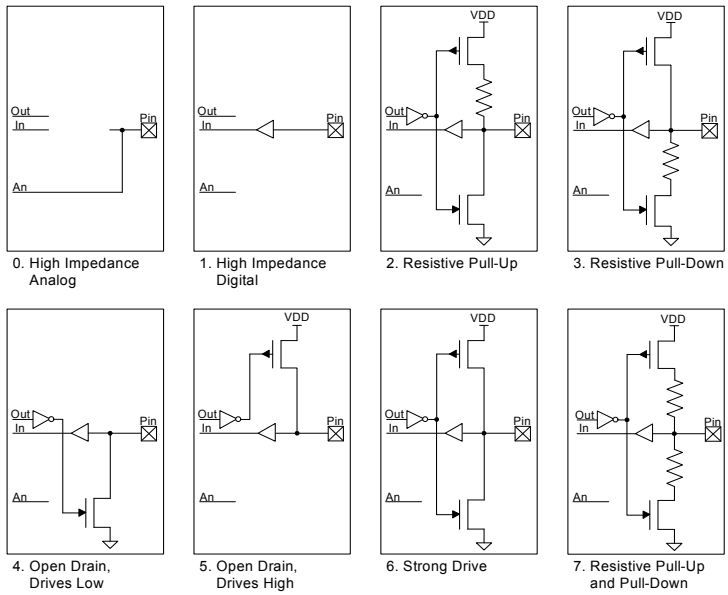
Figure 6-11. USBIO Block Diagram



6.4.1 Drive Modes

Each GPIO and SIO pin is individually configurable into one of the eight drive modes listed in Table 6-6. Three configuration bits are used for each pin (DM[2:0]) and set in the PRTxDM[2:0] registers. Figure 6-12 depicts a simplified pin view based on each of the eight drive modes. Table 6-6 shows the I/O pin's drive state based on the port data register value or digital array signal if bypass mode is selected. Note that the actual I/O pin voltage is determined by a combination of the selected drive mode and the load at the pin. For example, if a GPIO pin is configured for resistive pull up mode and driven high while the pin is floating, the voltage measured at the pin is a high logic state. If the same GPIO pin is externally tied to ground then the voltage unmeasured at the pin is a low logic state.

Figure 6-12. Drive Mode



The 'Out' connection is driven from either the Digital System (when the Digital Output terminal is connected) or the Data Register (when HW connection is disabled).
The 'In' connection drives the Pin State register, and the Digital System if the Digital Input terminal is enabled and connected.
The 'An' connection connects to the Analog System.

Table 6-6. Drive Modes

Diagram	Drive Mode	PRTxDM2	PRTxDM1	PRTxDM0	PRTxDR = 1	PRTxDR = 0
0	High-impedance analog	0	0	0	High Z	High Z
1	High-impedance digital	0	0	1	High Z	High Z
2	Resistive pull-up[10]	0	1	0	Res High (5K)	Strong Low
3	Resistive pull-down[10]	0	1	1	Strong High	Res Low (5K)
4	Open drain, drives low	1	0	0	High Z	Strong Low
5	Open drain, drive high	1	0	1	Strong High	High Z
6	Strong drive	1	1	0	Strong High	Strong Low
7	Resistive pull up and pull down[10]	1	1	1	Res High (5K)	Res Low (5K)

Note
10. Resistive pull up and pull down are not available with SIO in regulated output mode.

The USBIO pins (P15[7] and P15[6]), when enabled for I/O mode, have limited drive mode control. The drive mode is set using the PRT15.DM0[7, 6] register. A resistive pull option is also available at the USBIO pins, which can be enabled using the PRT15.DM1[7, 6] register. When enabled for USB mode, the drive mode control has no impact on the configuration of the USB pins. Unlike the GPIO and SIO configurations, the port wide configuration registers do not configure the USB drive mode bits. Table 6-7 shows the drive mode configuration for the USBIO pins.

Table 6-7. USBIO Drive Modes (P15[7] and P15[6])

PRT15.DM1[7,6] Pull up enable	PRT15.DM0[7,6] Drive Mode enable	PRT15.DR[7,6] = 1	PRT15.DR[7,6] = 0	Description
0	0	High Z	Strong Low	Open Drain, Strong Low
0	1	Strong High	Strong Low	Strong Outputs
1	0	Res High (5k)	Strong Low	Resistive Pull Up, Strong Low
1	1	Strong High	Strong Low	Strong Outputs

- High impedance analog

  The default reset state with both the output driver and digital input buffer turned off. This prevents any current from flowing in the I/O's digital input buffer due to a floating voltage. This state is recommended for pins that are floating or that support an analog voltage. High impedance analog pins do not provide digital input functionality.

  To achieve the lowest chip current in sleep modes, all I/Os must either be configured to the high impedance analog mode, or have their pins driven to a power supply rail by the PSoC device or by external circuitry.

- High impedance digital

  The input buffer is enabled for digital signal input. This is the standard high impedance (HiZ) state recommended for digital inputs.

- Resistive pull up or resistive pull down

  Resistive pull up or pull down, respectively, provides a series resistance in one of the data states and strong drive in the other. Pins can be used for digital input and output in these modes. Interfacing to mechanical switches is a common application for these modes. Resistive pull up and pull down are not available with SIO in regulated output mode.

- Open drain, drives high and open drain, drives low

  Open drain modes provide high impedance in one of the data states and strong drive in the other. Pins can be used for digital input and output in these modes. A common application for these modes is driving the I^2C bus signal lines.

- Strong drive

  Provides a strong CMOS output drive in either high or low state. This is the standard output mode for pins. Strong Drive mode pins must not be used as inputs under normal circumstances. This mode is often used to drive digital output signals or external FETs.

- Resistive pull up and pull down

  Similar to the resistive pull up and resistive pull down modes except the pin is always in series with a resistor. The high data state is pull up while the low data state is pull down. This mode is most often used when other signals that may cause shorts can drive the bus. Resistive pull up and pull down are not available with SIO in regulated output mode.

6.4.2 Pin Registers

Registers to configure and interact with pins come in two forms that may be used interchangeably.

All I/O registers are available in the standard port form, where each bit of the register corresponds to one of the port pins. This register form is efficient for quickly reconfiguring multiple port pins at the same time.

I/O registers are also available in pin form, which combines the eight most commonly used port register bits into a single register for each pin. This enables very fast configuration changes to individual pins with a single register write.

6.4.3 Bidirectional Mode

High speed bidirectional capability allows pins to provide both the high impedance digital drive mode for input signals and a second user selected drive mode such as strong drive (set using PRTxDM[2:0] registers) for output signals on the same pin, based on the state of an auxiliary control bus signal. The bidirectional capability is useful for processor busses and communications interfaces such as the SPI Slave MISO pin that requires dynamic hardware control of the output buffer.

The auxiliary control bus routes up to 16 UDB or digital peripheral generated output enable signals to one or more pins.

6.4.4 Slew Rate Limited Mode

GPIO and SIO pins have fast and slow output slew rate options for strong and open drain drive modes, not resistive drive modes. Because it results in reduced EMI, the slow edge rate option is recommended for signals that are not speed critical, generally less than 1 MHz. The fast slew rate is for signals between 1 MHz and 33 MHz. The slew rate is individually configurable for each pin, and is set by the PRTxSLW registers.

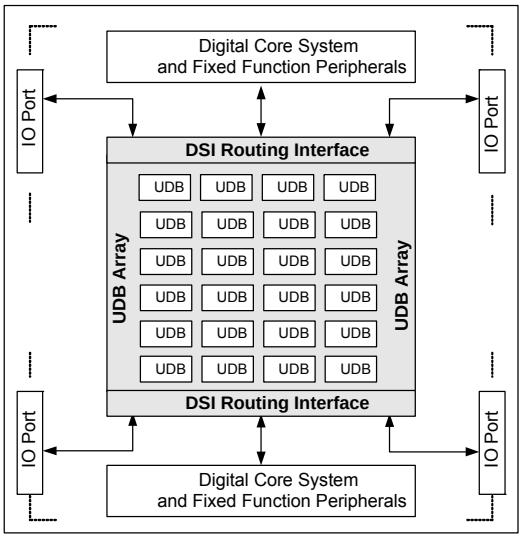
6.4.5 Pin Interrupts

All GPIO and SIO pins are able to generate interrupts to the system. All eight pins in each port interface to their own Port Interrupt Control Unit (PICU) and associated interrupt vector. Each pin of the port is independently configurable to detect rising edge, falling edge, both edge interrupts, or to not generate an interrupt.

Depending on the configured mode for each pin, each time an interrupt event occurs on a pin, its corresponding status bit of the interrupt status register is set to "1" and an interrupt request is sent to the interrupt controller. Each PICU has its own interrupt

- Digital System Interconnect (DSI) - Digital signals from Universal Digital Blocks (UDBs), fixed function peripherals, I/O pins, interrupts, DMA, and other system core signals are attached to the Digital System Interconnect to implement full featured device connectivity. The DSI allows any digital function to any pin or other feature routability when used with the Universal Digital Block array.

Figure 7-1. CY8C56LP Digital Programmable Architecture



7.1 Example Peripherals

The flexibility of the CY8C56LP family's Universal Digital Blocks (UDBs) and Analog Blocks allow the user to create a wide range of components (peripherals). The most common peripherals were built and characterized by Cypress and are shown in the PSoC Creator component catalog, however, users may also create their own custom components using PSoC Creator. Using PSoC Creator, users may also create their own components for reuse within their organization, for example sensor interfaces, proprietary algorithms, and display interfaces.

The number of components available through PSoC Creator is too numerous to list in the datasheet, and the list is always growing. An example of a component available for use in CY8C56LP family, but, not explicitly called out in this datasheet is the UART component.

7.1.1 Example Digital Components

The following is a sample of the digital components available in PSoC Creator for the CY8C56LP family. The exact amount of hardware resources (UDBs, routing, RAM, flash) used by a component varies with the features selected in PSoC Creator for the component.

- Communications
  - I^2C
  - UART
  - SPI
- Functions
  - EMIF
  - PWMs
  - Timers
  - Counters
- Logic
  - NOT
  - OR
  - XOR
  - AND

7.1.2 Example Analog Components

The following is a sample of the analog components available in PSoC Creator for the CY8C56LP family. The exact amount of hardware resources (SC/CT blocks, routing, RAM, flash) used by a component varies with the features selected in PSoC Creator for the component.

- Amplifiers
  - TIA
  - PGA
  - opamp
- ADCs
  - Delta-Sigma
  - Successive Approximation (SAR)
- DACs
  - Current
  - Voltage
  - PWM
- Comparators
- Mixers

7.1.3 Example System Function Components

The following is a sample of the system function components available in PSoC Creator for the CY8C56LP family. The exact amount of hardware resources (UDBs, DFB taps, SC/CT blocks, routing, RAM, flash) used by a component varies with the features selected in PSoC Creator for the component.

- CapSense
- LCD Drive
- LCD Control
- Filters

7.1.4 Designing with PSoC Creator

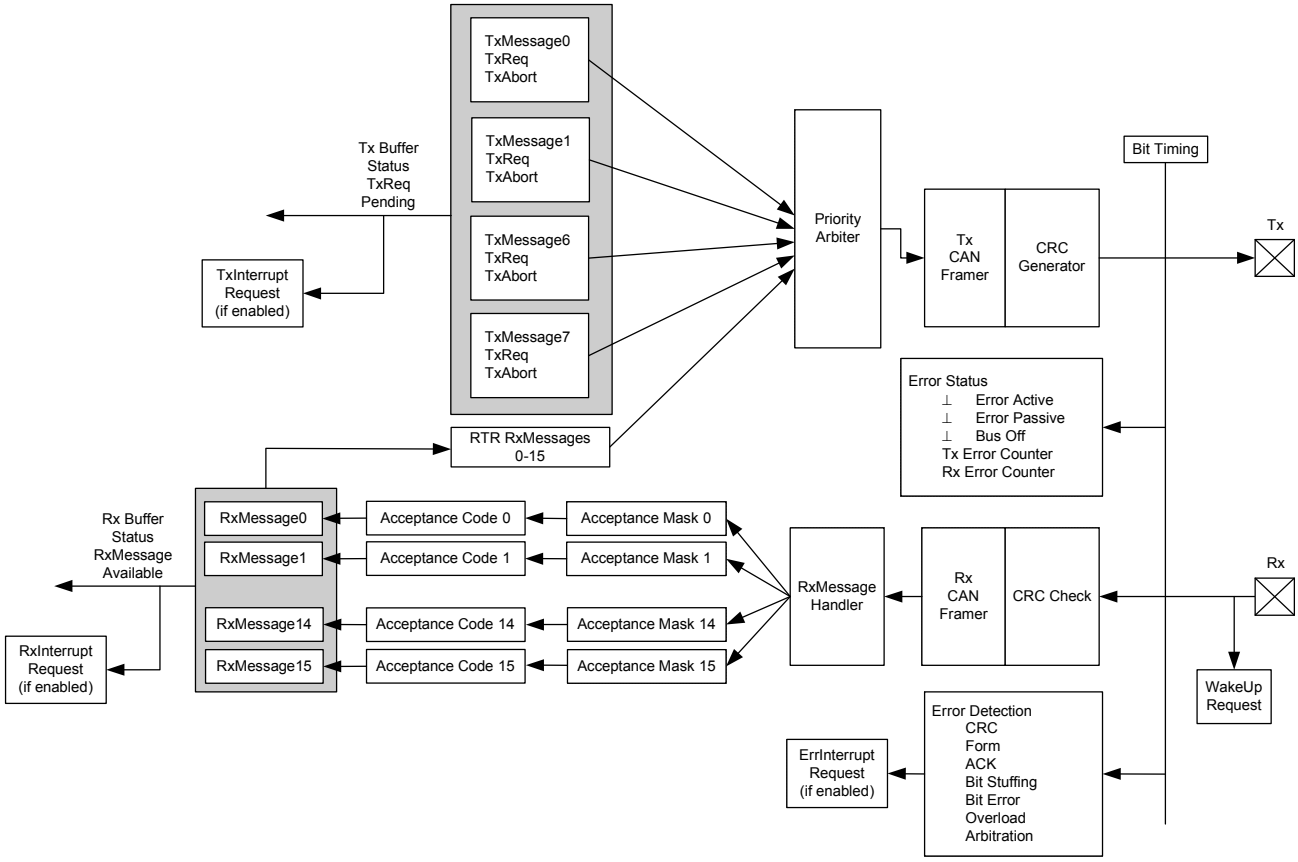
7.1.4.1 More Than a Typical IDE

A successful design tool allows for the rapid development and deployment of both simple and complex designs. It reduces or eliminates any learning curve. It makes the integration of a new design into the production stream straightforward.

PSoC Creator is that design tool.

PSoC Creator is a full featured Integrated Development Environment (IDE) for hardware and software design. It is optimized specifically for PSoC devices and combines a modern, powerful software development platform with a sophisticated graphical design tool. This unique combination of tools makes PSoC Creator the most flexible embedded design platform available.

Figure 7-15. CAN Controller Block Diagram



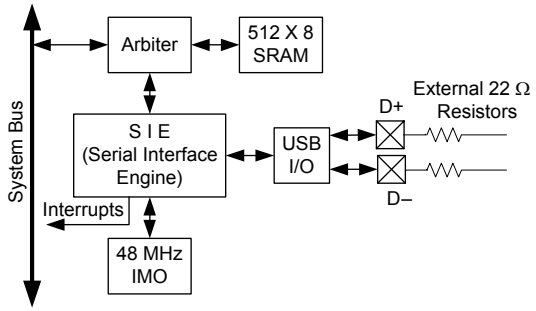
7.6 USB

PSoC includes a dedicated FS (12 Mbps) USB 2.0 transceiver supporting all four USB transfer types: control, interrupt, bulk, and isochronous. PSoC Creator provides full configuration support. USB interfaces to hosts through two dedicated USBIO pins, which are detailed in the "I/O System and Routing" section on page 32.

USB includes the following features:

- Eight unidirectional data endpoints
- One bidirectional control endpoint 0 (EP0)
- Shared 512-byte buffer for the eight data endpoints
- Dedicated 8-byte buffer for EP0
- Three memory modes
  - Manual Memory Management with No DMA Access
  - Manual Memory Management with Manual DMA Access
  - Automatic Memory Management with Automatic DMA Access
- Internal 3.3 V regulator for transceiver
- Internal 48 MHz oscillator that auto locks to USB bus clock, requiring no external crystal for USB (USB equipped parts only)
- Interrupts on bus and each endpoint event, with device wakeup
- USB Reset, Suspend, and Resume operations
- Bus powered and self powered modes

Figure 7-16. USB



9.3 Debug Features

The CY8C56LP supports the following debug features:

- Halt and single-step the CPU
- View and change CPU and peripheral registers, and RAM addresses
- Six program address breakpoints and two literal access breakpoints
- Data watchpoint events to CPU
- Patch and remap instruction from flash to SRAM
- Debugging at the full speed of the CPU
- Compatible with PSoC Creator and MiniProg3 programmer and debugger
- Standard JTAG programming and debugging interfaces make CY8C56LP compatible with other popular third-party tools (for example, ARM / Keil)

9.4 Trace Features

The following trace features are supported:

- Instruction trace
- Data watchpoint on access to data address, address range, or data value
- Trace trigger on data watchpoint
- Debug exception trigger
- Code profiling
- Counters for measuring clock cycles, folded instructions, load/store operations, sleep cycles, cycles per instruction, interrupt overhead
- Interrupt events trace
- Software event monitoring, “printf-style” debugging

9.5 SWV and TRACEPORT Interfaces

The SWV and TRACEPORT interfaces provide trace data to a debug host via the Cypress MiniProg3 or an external trace port analyzer. The 5 pin TRACEPORT is used for rapid transmission of large trace streams. The single pin SWV mode is used to minimize the number of trace pins. SWV is shared with a JTAG pin. If debugging and tracing are done at the same time then SWD may be used with either SWV or TRACEPORT, or JTAG may be used with TRACEPORT, as shown in Table 9-1.

Table 9-1. Debug Configurations

Debug and Trace Configuration	GPIO Pins Used
All debug and trace disabled	0
JTAG	4 or 5
SWD	2
SWV	1
TRACEPORT	5
JTAG + TRACEPORT	9 or 10
SWD + SWV	3
SWD + TRACEPORT	7

9.6 Programming Features

The JTAG and SWD interfaces provide full programming support. The entire device can be erased, programmed, and verified. Designers can increase flash protection levels to protect firmware IP. Flash protection can only be reset after a full device erase. Individual flash blocks can be erased, programmed, and verified, if block security settings permit.

9.7 Device Security

PSoC 5LP offers an advanced security feature called device security, which permanently disables all test, programming, and debug ports, protecting your application from external access. The device security is activated by programming a 32-bit key (0x50536F43) to a Write Once Latch (WOL).

The Write Once Latch is a type of nonvolatile latch (NVL). The cell itself is an NVL with additional logic wrapped around it. Each WOL device contains four bytes (32 bits) of data. The wrapper outputs a ‘1’ if a super-majority (28 of 32) of its bits match a pre-determined pattern (0x50536F43); it outputs a ‘0’ if this majority is not reached. When the output is 1, the Write Once NV latch locks the part out of Debug and Test modes; it also permanently gates off the ability to erase or alter the contents of the latch. Matching all bits is intentionally not required, so that single (or few) bit failures do not deassert the WOL output. The state of the NVL bits after wafer processing is truly random with no tendency toward 1 or 0.

The WOL only locks the part after the correct 32-bit key (0x50536F43) is loaded into the NVL's volatile memory, programmed into the NVL's nonvolatile cells, and the part is reset. The output of the WOL is only sampled on reset and used to disable the access. This precaution prevents anyone from reading, erasing, or altering the contents of the internal memory.

The user can write the key into the WOL to lock out external access only if no flash protection is set (see “Flash Security” section on page 19). However, after setting the values in the WOL, a user still has access to the part until it is reset. Therefore, a user can write the key into the WOL, program the flash protection data, and then reset the part to lock it.

Table 11-7. Recommended External Components for Boost Circuit

Parameter	Description	Conditions	Min	Typ	Max	Units
L_{BOOST}	Boost inductor	4.7 µH nominal	3.7	4.7	5.7	µH
		10 µH nominal	8.0	10.0	12.0	µH
		22 µH nominal	17.0	22.0	27.0	µH
C_{BOOST}	Total capacitance sum of V_{DDD}, V_{DDA}, V_{DDIO}[32]		17.0	26.0	31.0	µF
C_{BAT}	Battery filter capacitor		17.0	22.0	27.0	µF
I_F	Schottky diode average forward current		1.0	–	–	A
V_R	Schottky reverse voltage		20.0	–	–	V

Figure 11-8. T_A range over V_{BAT} and V_{OUT}

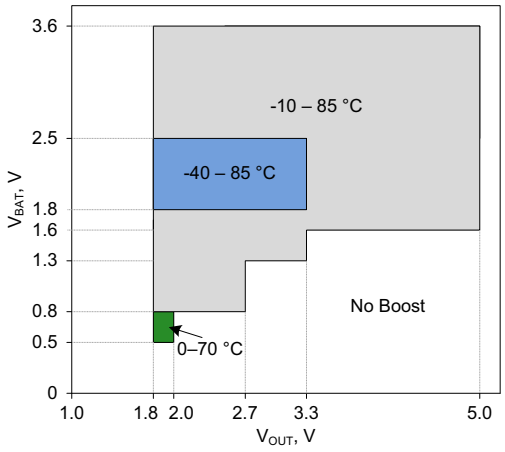


Figure 11-9. I_{OUT} range over V_{BAT} and V_{OUT}

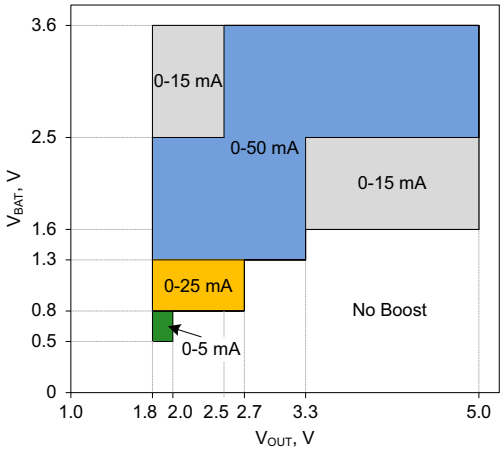
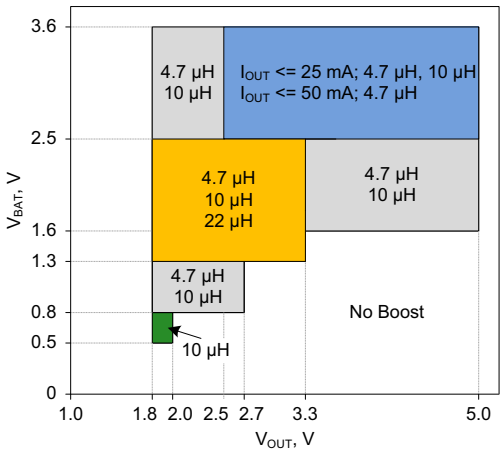


Figure 11-10. L_{BOOST} values over V_{BAT} and V_{OUT}



Note
32. Based on device characterization (Not production tested).

Figure 11-27. Opamp Vos vs Vcommon and V_{DDA}, 25 °C

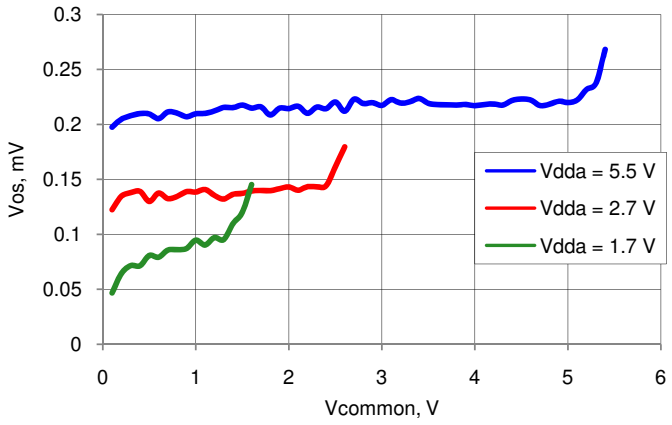


Figure 11-28. Opamp Output Voltage vs Load Current and Temperature, High Power Mode, 25 °C, V_{DDA} = 2.7 V

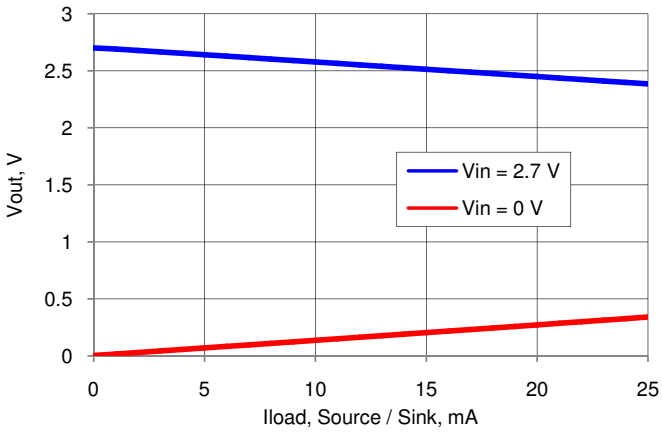


Figure 11-29. Opamp Operating Current vs V_{DDA} and Power Mode

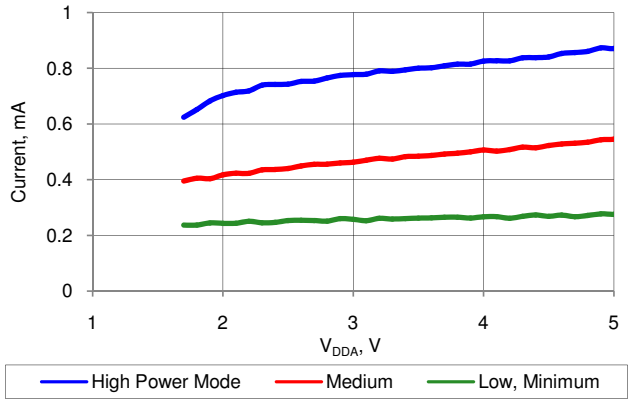


Table 11-19. Opamp AC Specifications[40]

Parameter	Description	Conditions	Min	Typ	Max	Units
GBW	Gain-bandwidth product	Power mode = minimum, 15 pF load	1	–	–	MHz
		Power mode = low, 15 pF load	2	–	–	MHz
		Power mode = medium, 200 pF load	1	–	–	MHz
		Power mode = high, 200 pF load	3	–	–	MHz
SR	Slew rate, 20% - 80%	Power mode = minimum, 15 pF load	1.1	–	–	V/µs
		Power mode = low, 15 pF load	1.1	–	–	V/µs
		Power mode = medium, 200 pF load	0.9	–	–	V/µs
		Power mode = high, 200 pF load	3	–	–	V/µs
e_n	Input noise density	Power mode = high, V_{DDA} = 5 V, at 100 kHz	–	45	–	nV/sqrtHz

Note
40. Based on device characterization (Not production tested).

Table 11-30. IDAC DC Specifications (continued)

Parameter	Description	Conditions	Min	Typ	Max	Units
DNL	Differential nonlinearity	Sink mode, range = 255 µA, Rload = 2.4 kΩ, Cload = 15 pF	–	±0.3	±1	LSB
		Source mode, range = 255 µA, Rload = 2.4 kΩ, Cload = 15 pF	–	±0.3	±1	LSB
		Source mode, range = 31.875 µA, Rload = 20 kΩ, Cload = 15 pF[55]	–	±0.2	±1	LSB
		Sink mode, range = 31.875 µA, Rload = 20 kΩ, Cload = 15 pF[55]	–	±0.2	±1	LSB
		Source mode, range = 2.0 4 mA, Rload = 600 Ω, Cload = 15 pF[55]	–	±0.2	±1	LSB
		Sink mode, range = 2.0 4 mA, Rload = 600 Ω, Cload = 15 pF[55]	–	±0.2	±1	LSB
Vcompliance	Dropout voltage, source or sink mode	Voltage headroom at max current, Rload to V_{DDA} or Rload to V_{SSA}, Vdiff from V_{DDA}	1	–	–	V
I_{DD}	Operating current, code = 0	Slow mode, source mode, range = 31.875 µA	–	44	100	µA
		Slow mode, source mode, range = 255 µA,	–	33	100	µA
		Slow mode, source mode, range = 2.04 mA	–	33	100	µA
		Slow mode, sink mode, range = 31.875 µA	–	36	100	µA
		Slow mode, sink mode, range = 255 µA	–	33	100	µA
		Slow mode, sink mode, range = 2.04 mA	–	33	100	µA
		Fast mode, source mode, range = 31.875 µA	–	310	500	µA
		Fast mode, source mode, range = 255 µA	–	305	500	µA
		Fast mode, source mode, range = 2.04 mA	–	305	500	µA
		Fast mode, sink mode, range = 31.875 µA	–	310	500	µA
		Fast mode, sink mode, range = 255 µA	–	300	500	µA
		Fast mode, sink mode, range = 2.04 mA	–	300	500	µA

Note
55. Based on device characterization (Not production tested).

Figure 11-42. IDAC INL vs Input Code, Range = 255 µA, Source Mode

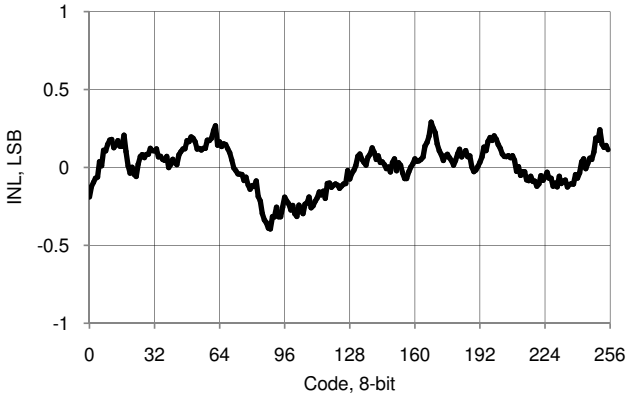


Figure 11-43. IDAC INL vs Input Code, Range = 255 µA, Sink Mode

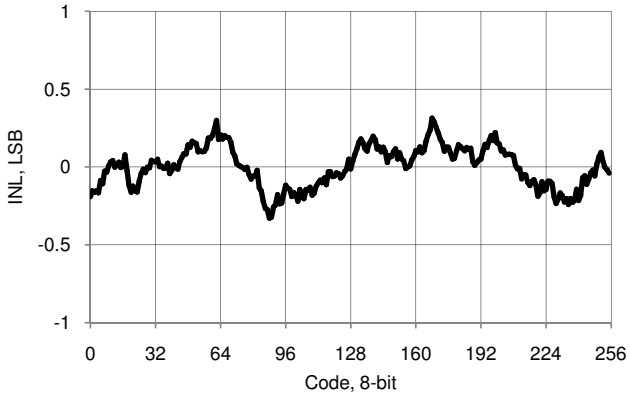


Figure 11-44. IDAC DNL vs Input Code, Range = 255 µA, Source Mode

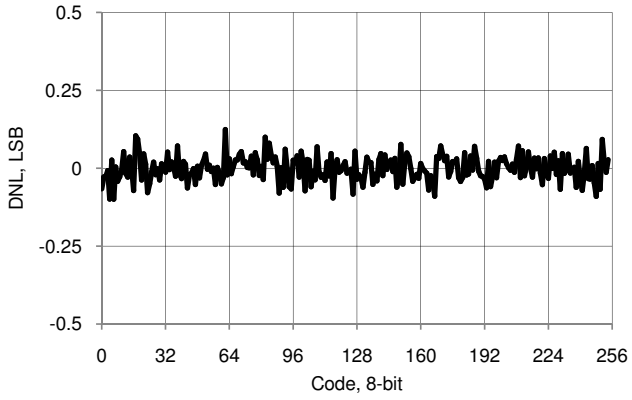


Figure 11-45. IDAC DNL vs Input Code, Range = 255 µA, Sink Mode

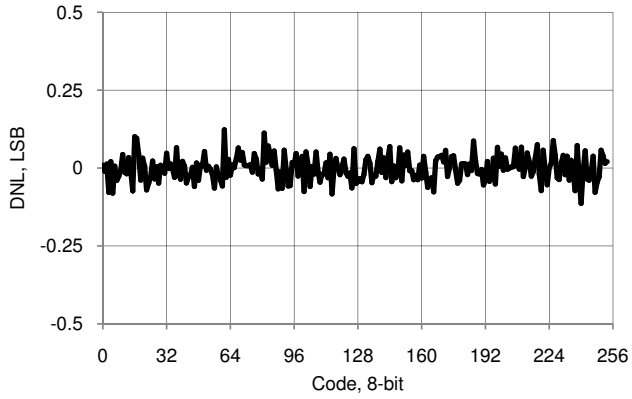


Figure 11-46. IDAC INL vs Temperature, Range = 255 µA, Fast Mode

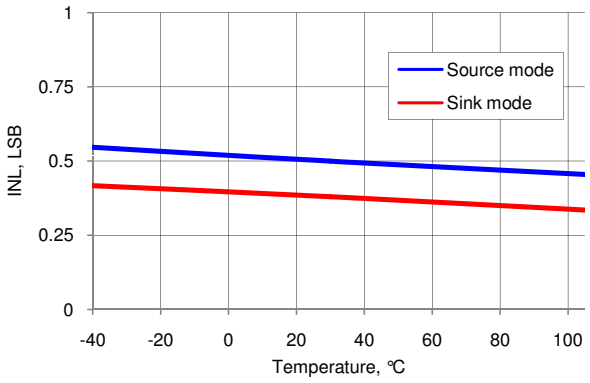


Figure 11-47. IDAC DNL vs Temperature, Range = 255 µA, Fast Mode

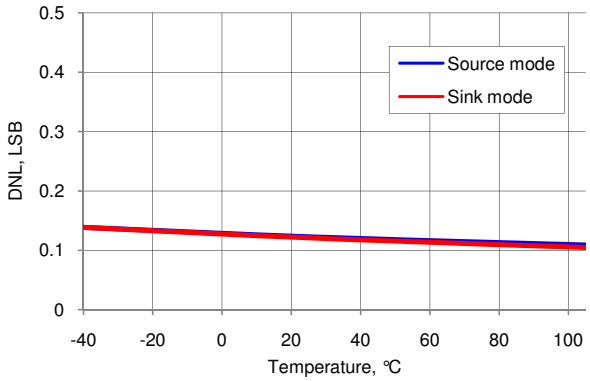


Figure 11-58. VDAC INL vs Temperature, 1 V Mode

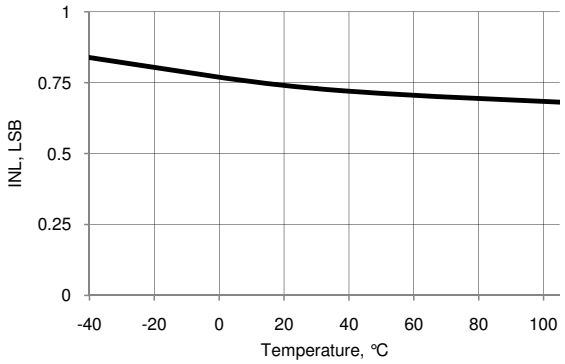


Figure 11-59. VDAC DNL vs Temperature, 1 V Mode

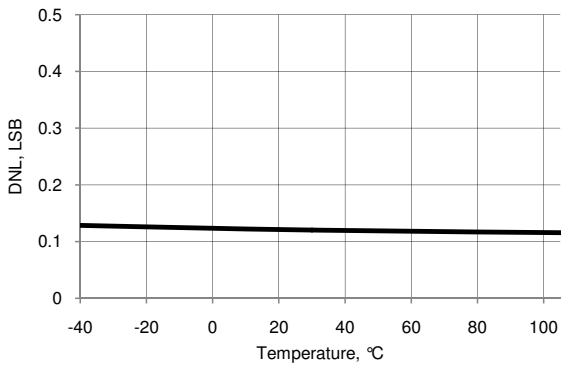


Figure 11-60. VDAC Full Scale Error vs Temperature, 1 V Mode

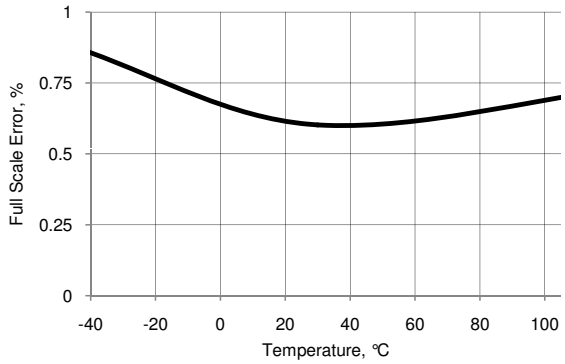


Figure 11-61. VDAC Full Scale Error vs Temperature, 4 V Mode

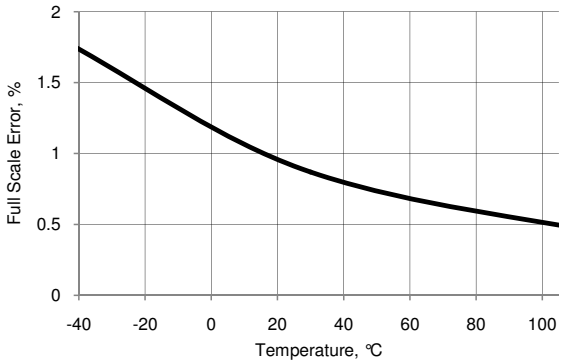


Figure 11-62. VDAC Operating Current vs Temperature, 1V Mode, Slow Mode

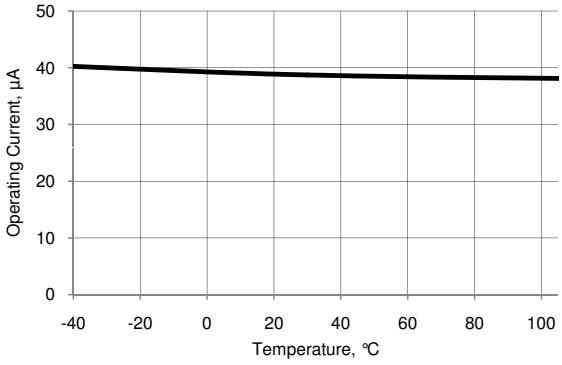


Figure 11-63. VDAC Operating Current vs Temperature, 1 V Mode, Fast Mode

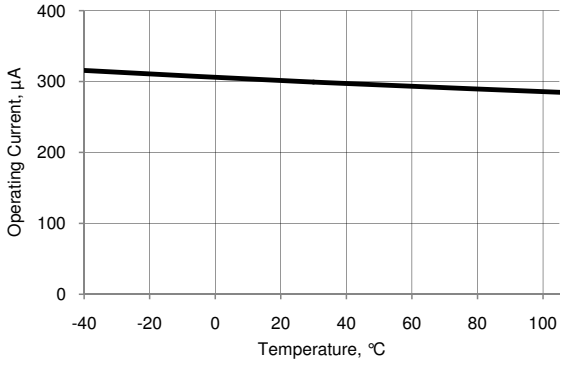


Table 11-42. LCD Direct Drive AC Specifications[63]

Parameter	Description	Conditions	Min	Typ	Max	Units
f_{LCD}	LCD frame rate		10	50	150	Hz

11.6 Digital Peripherals

Specifications are valid for –40 °C ≤ T_A ≤ 105 °C and T_J ≤ 120 °C, except where noted. Specifications are valid for 1.71 V to 5.5 V, except where noted.

11.6.1 Timer

The following specifications apply to the Timer/Counter/PWM peripheral in timer mode. Timers can also be implemented in UDBs; for more information, see the Timer component datasheet in PSoC Creator.

Table 11-43. Timer DC Specifications[63]

Parameter	Description	Conditions	Min	Typ	Max	Units
	Block current consumption	16-bit timer, at listed input clock frequency	–	–	–	µA
	3 MHz		–	15	–	µA
	12 MHz		–	60	–	µA
	48 MHz		–	260	–	µA
	80 MHz		–	360	–	µA

Table 11-44. Timer AC Specifications[63]

Parameter	Description	Conditions	Min	Typ	Max	Units
	Operating frequency		DC	–	80.01	MHz
	Capture pulse width (Internal)[64]		15	–	–	ns
	Capture pulse width (external)		30	–	–	ns
	Timer resolution[64]		15	–	–	ns
	Enable pulse width[64]		15	–	–	ns
	Enable pulse width (external)		30	–	–	ns
	Reset pulse width[64]		15	–	–	ns
	Reset pulse width (external)		30	–	–	ns

11.6.2 Counter

The following specifications apply to the Timer/Counter/PWM peripheral, in counter mode. Counters can also be implemented in UDBs; for more information, see the Counter component datasheet in PSoC Creator.

Table 11-45. Counter DC Specifications[63]

Parameter	Description	Conditions	Min	Typ	Max	Units
	Block current consumption	16-bit counter, at listed input clock frequency	–	–	–	µA
	3 MHz		–	15	–	µA
	12 MHz		–	60	–	µA
	48 MHz		–	260	–	µA
	80 MHz		–	360	–	µA

Notes
63. Based on device characterization (Not production tested).
64. For correct operation, the minimum Timer/Counter/PWM input pulse width is the period of bus clock.

11.8.3 Interrupt Controller

Table 11-71. Interrupt Controller AC Specifications

Parameter	Description	Conditions	Min	Typ	Max	Units
	Delay from interrupt signal input to ISR code execution from main line code[80]		–	–	12	Tcy CPU
	Delay from interrupt signal input to ISR code execution from ISR code (tail-chaining)[80]		–	–	6	Tcy CPU

11.8.4 JTAG Interface

Figure 11-74. JTAG Interface Timing

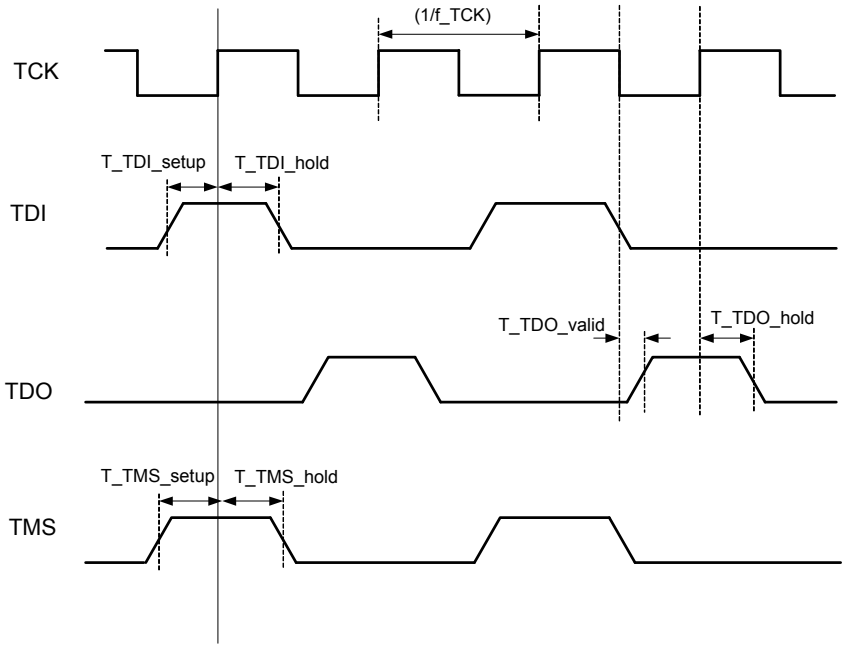


Table 11-72. JTAG Interface AC Specifications[81]

Parameter	Description	Conditions	Min	Typ	Max	Units
f_TCK	TCK frequency	3.3 V ≤ V_{DDD} ≤ 5 V	–	–	12[82]	MHz
		1.71 V ≤ V_{DDD} < 3.3 V	–	–	7[82]	MHz
T_TDI_setup	TDI setup before TCK high		(T/10) – 5	–	–	ns
T_TMS_setup	TMS setup before TCK high		T/4	–	–	
T_TDI_hold	TDI, TMS hold after TCK high	T = 1/f_TCK max	T/4	–	–	
T_TDO_valid	TCK low to TDO valid	T = 1/f_TCK max	–	–	2T/5	
T_TDO_hold	TDO hold after TCK high	T = 1/f_TCK max	T/4	–	–	
T_nTRST	Minimum nTRST pulse width	f_TCK = 2 MHz	8	–	–	ns

Notes
80. ARM Cortex-M3 NVIC spec. Visit www.arm.com for detailed documentation about the Cortex-M3 CPU.
81. Based on device characterization (Not production tested).
82. f_TCK must also be no more than 1/3 CPU clock frequency.