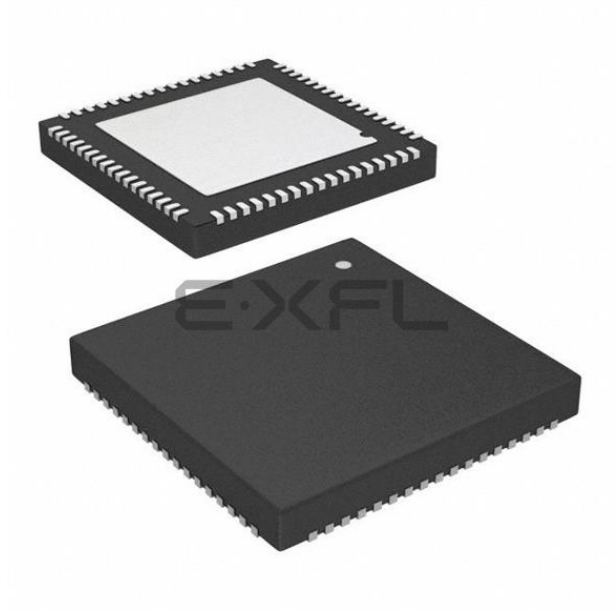

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What is "Embedded - Microcontrollers"?

"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	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	36
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	2K x 8
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 1x12b; D/A 2x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	68-VFQFN Exposed Pad
Supplier Device Package	68-QFN (8x8)
Purchase URL	https://www.e-xfl.com/product-detail/infineon-technologies/cy8c5366lti-053

4.2 Cache Controller

The CY8C53 family has 128 bytes of direct mapped instruction cache between the CPU and the flash memory. This allows the CPU to access instructions much faster. The cache is enabled by default but user have the option to disable it.

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
2	PHUB local configuration, Power manager, Clocks, IC, EEPROM, Flash programming interface
3	Analog interface and trim, Decimator
4	USB, I²C, Timers, Counters, and PWMs
5	Reserved
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 127 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.

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	phub_termout0[1]	udb_intr[1]
2	18	Reserved	phub_termout0[2]	udb_intr[2]
3	19	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	Reserved	phub_termout1[0]	udb_intr[16]
17	33	Reserved	phub_termout1[1]	udb_intr[17]
18	34	Reserved	phub_termout1[2]	udb_intr[18]
19	35	Reserved	phub_termout1[3]	udb_intr[19]
20	36	Reserved	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	Reserved	phub_termout1[11]	udb_intr[27]
28	44	Reserved	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. Memory

5.1 Static RAM

CY8C53 static RAM (SRAM) is used for temporary data storage. Code can be executed at full speed from the portion of SRAM that is located in the code space. This process is slower from SRAM above 0x20000000. The device provides up to 64 KB of SRAM. The CPU or the DMA controller can access all of SRAM. The SRAM can be accessed simultaneously by the Cortex-M3 CPU and the DMA controller if accessing different 32-KB blocks.

5.2 Flash Program Memory

Flash memory in PSoC devices provides nonvolatile storage for user firmware, user configuration data and bulk data storage. The main flash memory area contains up to 256 KB of user program space.

Up to an additional 32 KB of flash space is available for storing device configuration data and bulk user data. User code may not be run out of this flash memory section. The flash output is 9 bytes wide with 8 bytes of data and 1 additional byte.

The flash programming interface performs flash erasing, programming and setting code protection levels. Flash In System Serial Programming (ISSP), typically used for production programming, is possible through the SWD interface. In-system programming, typically used for bootloaders, is also possible using serial interfaces such as I^2C, USB, UART, and SPI, or any communications protocol.

5.3 Flash Security

All PSoC devices include a flexible flash protection model that prevents access and visibility to on-chip flash memory. This prevents duplication or reverse engineering of proprietary code. Flash memory is organized in blocks, where each block contains 256 bytes of program or data and 32 bytes of configuration or general-purpose data.

The device offers the ability to assign one of four protection levels to each row of flash. Table 5-1 lists the protection modes available. Flash protection levels can only be changed by performing a complete flash erase. The Full Protection and Field Upgrade settings disable external access (through a debugging tool such as PSoC Creator, for example). If your application requires code update through a boot loader, then use the Field Upgrade setting. Use the Unprotected setting only when no security is needed in your application. The PSoC device also offers an advanced security feature called Device Security which permanently disables all test, programming, and debug ports, protecting your application from external access (see the "Device Security" section on page 55). For more information on how to take full advantage of the security features in PSoC, see the PSoC 5 TRM.

Table 5-1. Flash Protection

Protection Setting	Allowed	Not Allowed
Unprotected	External read and write + internal read and write	–
Factory Upgrade	External write + internal read and write	External read
Field Upgrade	Internal read and write	External read and write
Full Protection	Internal read	External read and write + internal write

Disclaimer

Note the following details of the flash code protection features on Cypress devices.

Cypress products meet the specifications contained in their particular Cypress data sheets. Cypress believes that its family of products is one of the most secure families of its kind on the market today, regardless of how they are used. There may be methods, unknown to Cypress, that can breach the code protection features. Any of these methods, to our knowledge, would be dishonest and possibly illegal. Neither Cypress nor any other semiconductor manufacturer can guarantee the security of their code. Code protection does not mean that we are guaranteeing the product as "unbreakable."

Cypress is willing to work with the customer who is concerned about the integrity of their code. Code protection is constantly evolving. We at Cypress are committed to continuously improving the code protection features of our products.

5.4 EEPROM

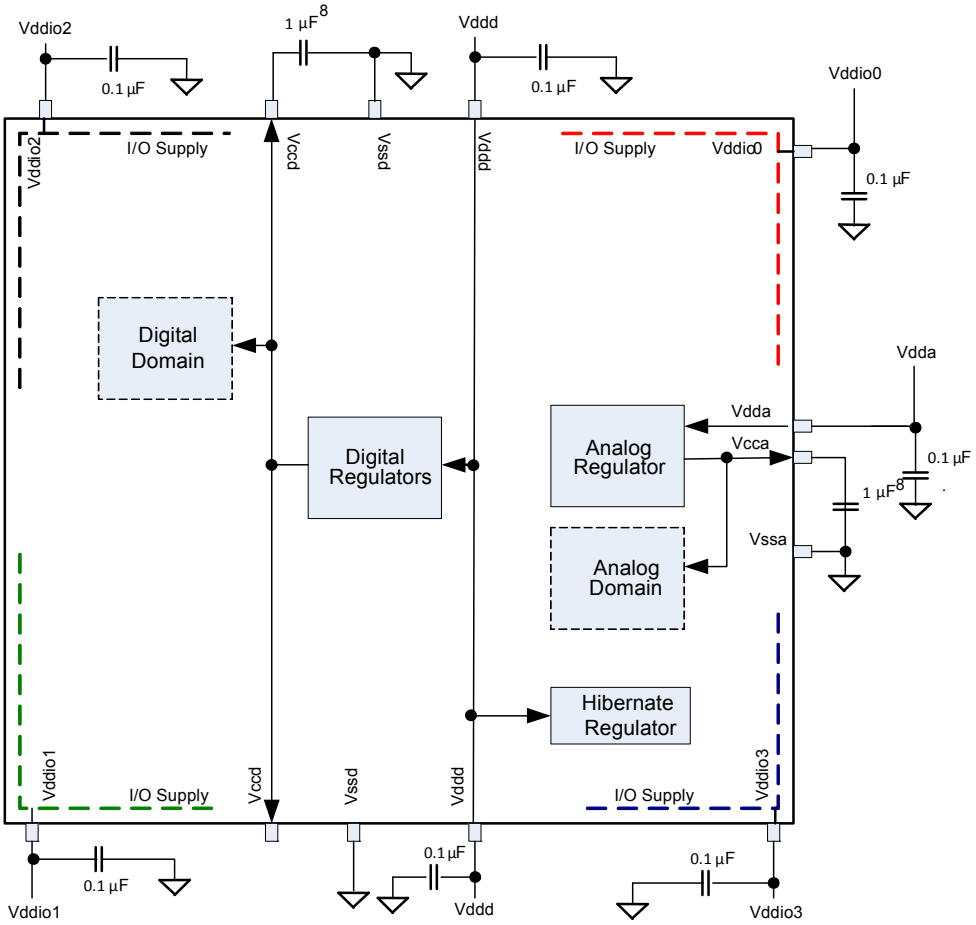
PSoC EEPROM memory is a byte addressable nonvolatile memory. The CY8C53 has 2 KB of EEPROM memory to store user data. Reads from EEPROM are random access at the byte level. Reads are done directly; writes are done by sending write commands to an EEPROM programming interface. CPU code execution can continue from flash during EEPROM writes. EEPROM is erasable and writeable at the row level. The EEPROM is divided into two sections, each containing 64 rows of 16 bytes each.

The CPU cannot execute out of EEPROM.

6.2 Power System

The power system consists of separate analog, digital, and I/O supply pins, labeled V_{DDA}, V_{DDD}, and Vddiox, respectively. It also includes two internal 1.8 V regulators that provide the digital (V_{CCD}) and analog (V_{CCA}) supplies for the internal core logic. The output pins of the regulators (V_{CCD} and V_{CCA}) and the V_{DDIO} pins must have capacitors connected as shown in Figure 6-4 (10 µF is required for sleep mode. See Table 11-3). The two V_{CCD} pins must be shorted together, with as short a trace as possible. The power system also contains a hibernate regulator.

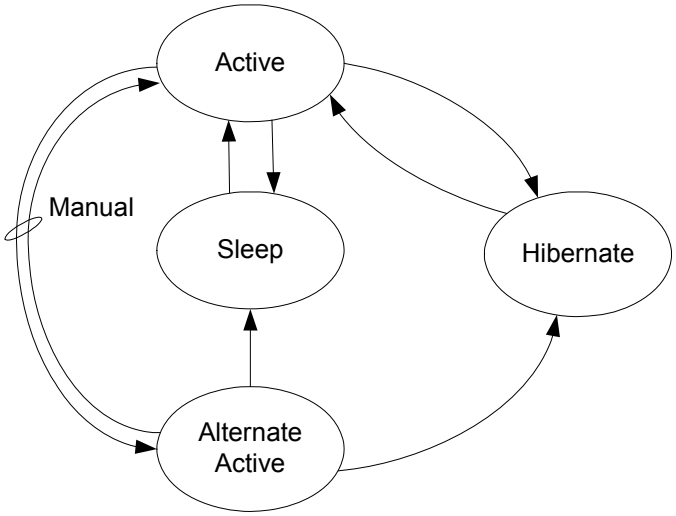
Figure 6-4. PSoC Power System



Note The two V_{CCD} pins must be connected together with as short a trace as possible. A trace under the device is recommended, as shown in Figure 2-4.

Note
8. 10 µF is required for sleep mode. See Table 11-3.

Figure 6-5. Power Mode Transitions



6.2.1.1 Active Mode

Active mode is the primary operating mode of the device. When in active mode, the active configuration template bits control which available resources are enabled or disabled. When a resource is disabled, the digital clocks are gated, analog bias currents are disabled, and leakage currents are reduced as appropriate. User firmware can dynamically control subsystem power by setting and clearing bits in the active configuration template. The CPU can disable itself, in which case the CPU is automatically reenabled at the next wakeup event.

When a wakeup event occurs, the global mode is always returned to active, and the CPU is automatically enabled, regardless of its template settings. Active mode is the default global power mode upon boot.

6.2.1.2 Alternate Active Mode

Alternate Active mode is very similar to active mode. In alternate active mode, fewer subsystems are enabled, to reduce power consumption. One possible configuration is to turn off the CPU and flash, and run peripherals at full speed.

6.2.1.3 Sleep Mode

Sleep mode powers down the CPU and other internal circuitry to reduce power consumption. However, supervisory services such as the central timewheel (CTW) remain available in this mode. The device can wake up using CTW or system reset. The wake up time from sleep mode is 125 µs (typical).

6.2.1.4 Hibernate Mode

In hibernate mode nearly all of the internal functions are disabled. Internal voltages are reduced to the minimal level to keep vital systems alive. Configuration state is preserved in hibernate mode and SRAM memory is retained. GPIOs configured as digital outputs maintain their previous values and external GPIO pin interrupt settings are preserved. The device can only return from hibernate mode in response to an external reset (XRES).

6.2.1.5 Wakeup Events

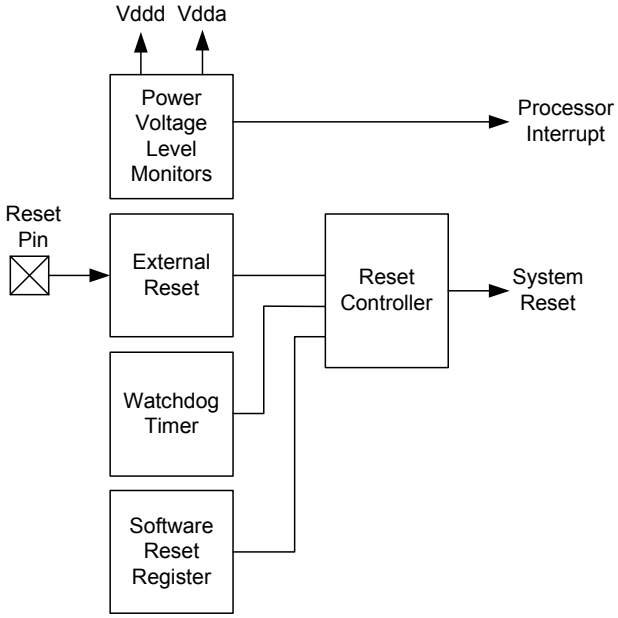
Wakeup events can come from the central timewheel or device reset. A wakeup event restores the system to active mode. The central timewheel allows the system to periodically wake up, poll peripherals, do voltage monitoring, or perform real-time functions. Reset event sources include the external reset pin (XRES).

6.3 Reset

CY8C53 has multiple internal and external reset sources available. The reset sources are:

- Power source monitoring - The analog and digital power voltages, V_{DDA}, V_{DDD}, V_{CCA}, and V_{CCD} are monitored in several different modes during power up and active mode. The monitors are programmable to generate an interrupt to the processor under certain conditions.
- External - The device can be reset from an external source by pulling the reset pin (XRES) low. The XRES pin includes an internal pull-up to Vddio1. V_{DDD}, V_{DDA}, and Vddio1 must all have voltage applied before the part comes out of reset.
- Watchdog timer - A watchdog timer monitors the execution of instructions by the processor. If the watchdog timer is not reset by firmware within a certain period of time, the watchdog timer generates a reset. The watchdog timer can be used only when the part remains in active mode.
- Software - The device can be reset under program control.

Figure 6-6. Resets



- 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 vector in the interrupt controller and the pin status register providing easy determination of the interrupt source down to the pin level.

While level sensitive interrupts are not directly supported; Universal Digital Blocks (UDB) provide this functionality to the system when needed.

6.4.6 Input Buffer Mode

GPIO and SIO input buffers can be configured at the port level for the default CMOS input thresholds or the optional LVTTL input thresholds. All input buffers incorporate Schmitt triggers for input hysteresis. Additionally, individual pin input buffers can be disabled in any drive mode.

6.4.7 I/O Power Supplies

Up to four I/O pin power supplies are provided depending on the device and package. Each I/O supply must be less than or equal to the voltage on the chip’s analog (V_{DDA}) pin. This feature allows users to provide different I/O voltage levels for different pins on the device. Refer to the specific device package pinout to determine V_{DDIO} capability for a given port and pin.

The SIO port pins support an additional regulated high output capability, as described in Adjustable Output Level.

6.4.8 Analog Connections

These connections apply only to GPIO pins. All GPIO pins may be used as analog inputs or outputs. The analog voltage present on the pin must not exceed the V_{DDIO} supply voltage to which the GPIO belongs. Each GPIO may connect to one of the analog global busses or to one of the analog mux buses to connect any pin to any internal analog resource such as ADC or comparators. In addition, select pins provide direct connections to specific analog features such as the high current DACs or uncommitted opamps.

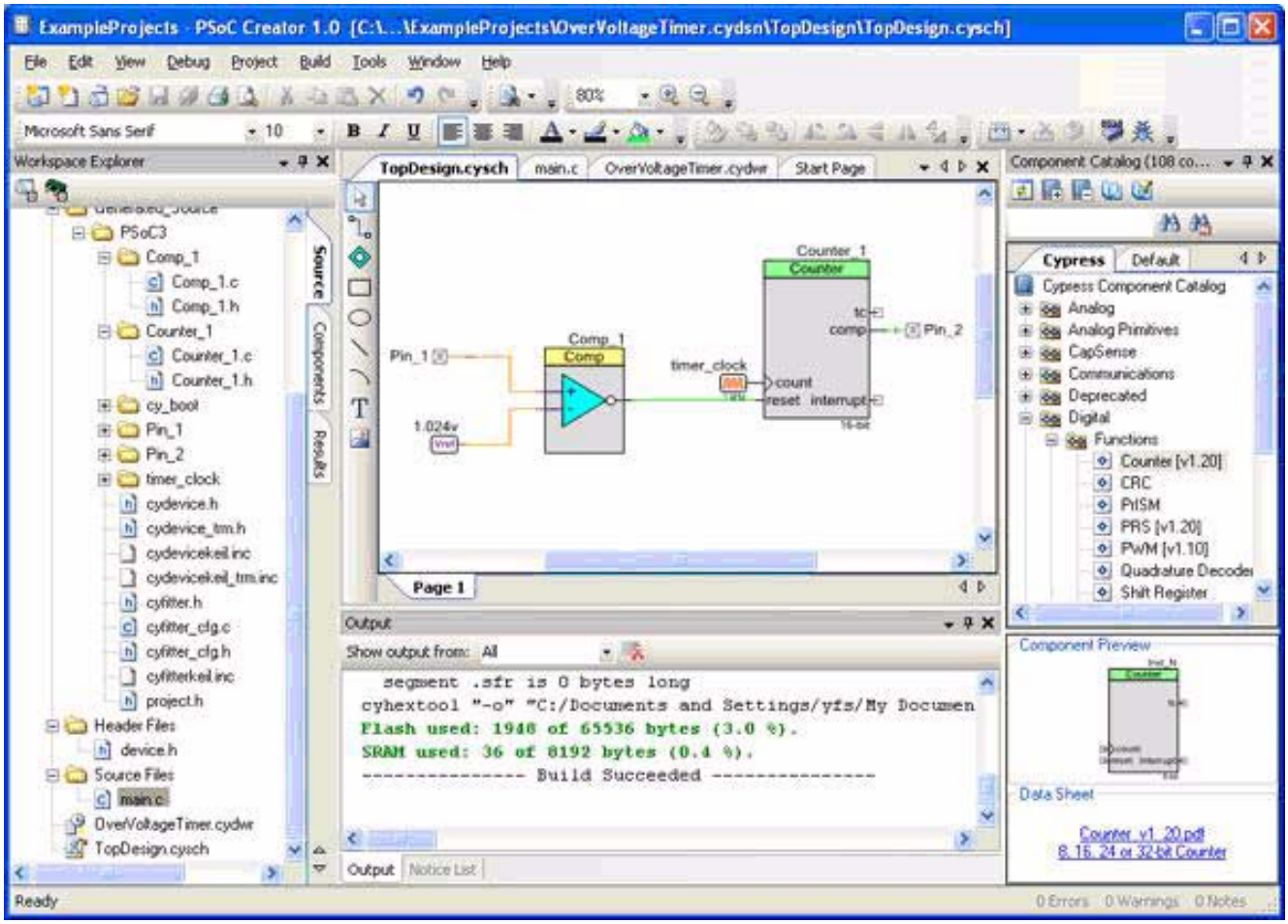
6.4.9 CapSense

This section applies only to GPIO pins. All GPIO pins may be used to create CapSense buttons and sliders[6]. See the “CapSense” section on page 51 for more information.

6.4.10 LCD Segment Drive

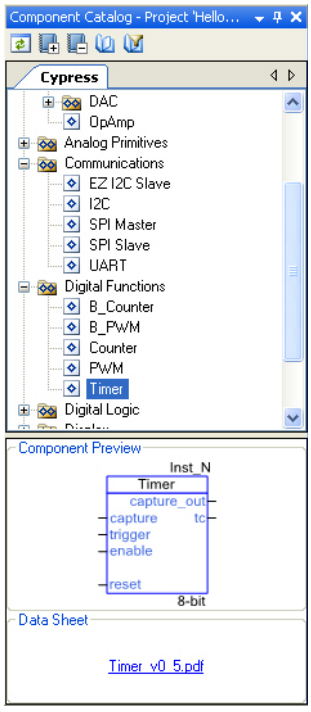
This section applies only to GPIO pins. All GPIO pins may be used to generate Segment and Common drive signals for direct glass drive of LCD glass. See the “LCD Direct Drive” section on page 50 for details.

Figure 7-2. PSoC Creator Framework



7.1.4.2 Component Catalog

Figure 7-3. Component Catalog



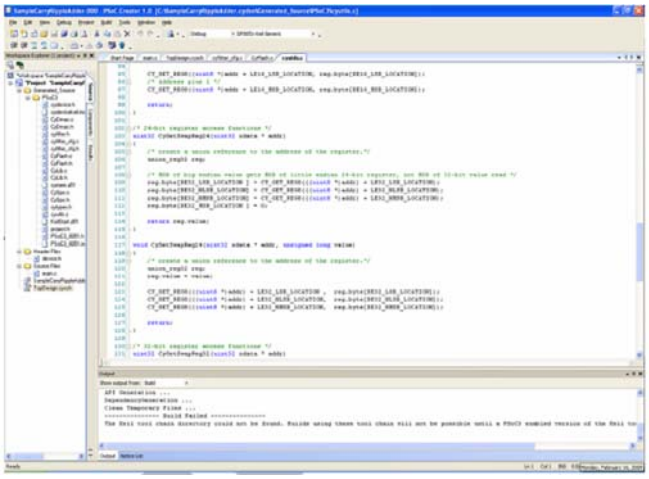
The component catalog is a repository of reusable design elements that select device functionality and customize your PSoC device. It is populated with an impressive selection of content; from simple primitives such as logic gates and device registers, through the digital timers, counters and PWMs, plus analog components such as ADC, DACs, and filters, and communication protocols, such as I^2C and USB. See "Example Peripherals" section on page 32 for more details about available peripherals. All content is fully characterized and carefully documented in data sheets with code examples, AC/DC specifications, and user code ready APIs.

7.1.4.3 Design Reuse

The symbol editor gives you the ability to develop reusable components that can significantly reduce future design time. Just draw a symbol and associate that symbol with your proven design. PSoC Creator allows for the placement of the new symbol anywhere in the component catalog along with the content provided by Cypress. You can then reuse your content as many times as you want, and in any number of projects, without ever having to revisit the details of the implementation.

7.1.4.4 Software Development

Figure 7-4. Code Editor

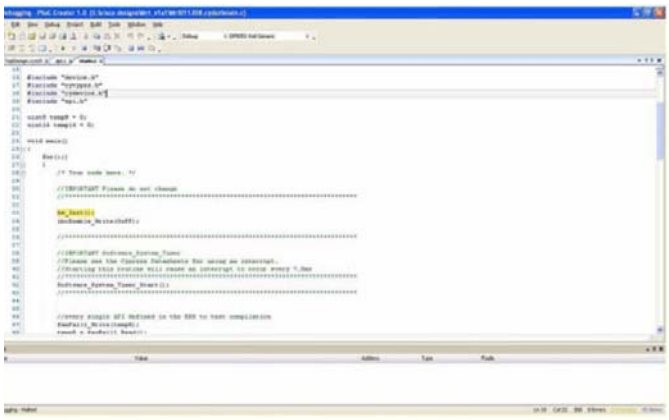


Anchoring the tool is a modern, highly customizable user interface. It includes project management and integrated editors for C and assembler source code, as well the design entry tools.

Project build control leverages compiler technology from top commercial vendors such as ARM® Limited, Keil™, and CodeSourcery (GNU). Free versions of Keil C51 and GNU C Compiler (GCC) for ARM, with no restrictions on code size or end product distribution, are included with the tool distribution. Upgrading to more optimizing compilers is a snap with support for the professional Keil C51 product and ARM RealView™ compiler.

7.1.4.5 Nonintrusive Debugging

Figure 7-5. PSoC Creator Debugger



With SWD debug connectivity available on all devices, the PSoC Creator debugger offers full control over the target device with minimum intrusion. Breakpoints and code execution commands are all readily available from toolbar buttons and an impressive lineup of windows—register, locals, watch, call stack, memory and peripherals—make for an unparalleled level of visibility into the system.

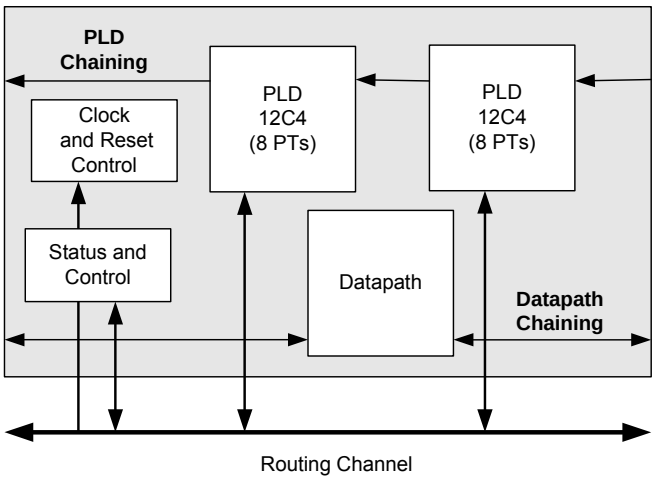
PSoC Creator contains all the tools necessary to complete a design, and then to maintain and extend that design for years to come. All steps of the design flow are carefully integrated and optimized for ease-of-use and to maximize productivity.

7.2 Universal Digital Block

The Universal Digital Block (UDB) represents an evolutionary step to the next generation of PSoC embedded digital peripheral functionality. The architecture in first generation PSoC digital blocks provides coarse programmability in which a few fixed functions with a small number of options are available. The new UDB architecture is the optimal balance between configuration granularity and efficient implementation. A cornerstone of this approach is to provide the ability to customize the devices digital operation to match application requirements.

To achieve this, UDBs consist of a combination of uncommitted logic (PLD), structured logic (Datapath), and a flexible routing scheme to provide interconnect between these elements, I/O connections, and other peripherals. UDB functionality ranges from simple self contained functions that are implemented in one UDB, or even a portion of a UDB (unused resources are available for other functions), to more complex functions that require multiple UDBs. Examples of basic functions are timers, counters, CRC generators, PWMs, dead band generators, and communications functions, such as UARTs, SPI, and I^2C. Also, the PLD blocks and connectivity provide full featured general purpose programmable logic within the limits of the available resources.

Figure 7-6. UDB Block Diagram



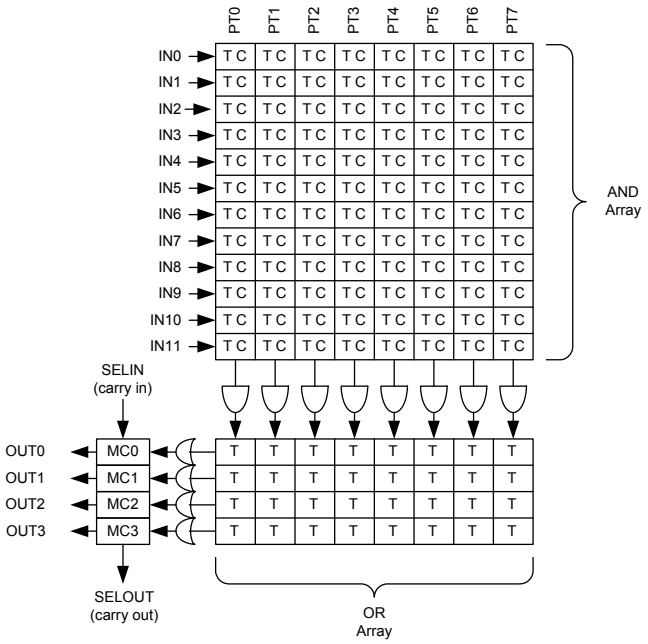
The main component blocks of the UDB are:

- PLD blocks - There are two small PLDs per UDB. These blocks take inputs from the routing array and form registered or combinational sum-of-products logic. PLDs are used to implement state machines, state bits, and combinational logic equations. PLD configuration is automatically generated from graphical primitives.
- Datapath Module - This 8-bit wide datapath contains structured logic to implement a dynamically configurable ALU, a variety of compare configurations and condition generation. This block also contains input/output FIFOs, which are the primary parallel data interface between the CPU/DMA system and the UDB.
- Status and Control Module - The primary role of this block is to provide a way for CPU firmware to interact and synchronize with UDB operation.
- Clock and Reset Module - This block provides the UDB clocks and reset selection and control.

7.2.1 PLD Module

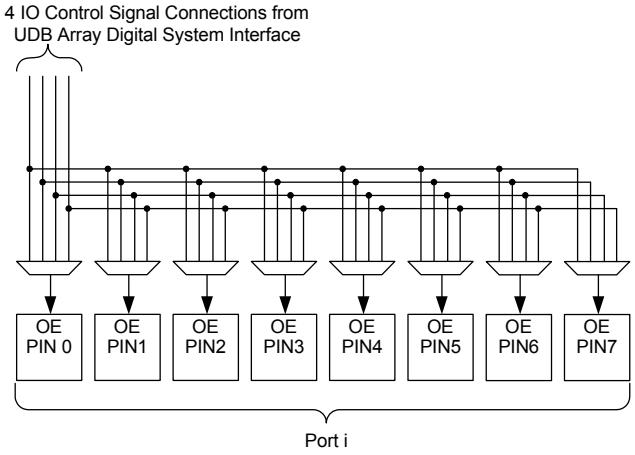
The primary purpose of the PLD blocks is to implement logic expressions, state machines, sequencers, look up tables, and decoders. In the simplest use model, consider the PLD blocks as a standalone resource onto which general purpose RTL is synthesized and mapped. The more common and efficient use model is to create digital functions from a combination of PLD and datapath blocks, where the PLD implements only the random logic and state portion of the function while the datapath (ALU) implements the more structured elements.

Figure 7-7. PLD 12C4 Structure



One 12C4 PLD block is shown in Figure 7-7. This PLD has 12 inputs, which feed across eight product terms. Each product term (AND function) can be from 1 to 12 inputs wide, and in a given product term, the true (T) or complement (C) of each input can be selected. The product terms are summed (OR function) to create the PLD outputs. A sum can be from 1 to 8 product terms wide. The 'C' in 12C4 indicates that the width of the OR gate (in this case 8) is constant across all outputs (rather than variable as in a 22V 10 device). This PLA like structure gives maximum flexibility and insures that all inputs and outputs are permutable for ease of allocation by the software tools. There are two 12C4 PLDs in each UDB.

Figure 7-17. I/O Pin Output Enable Connectivity



7.5 USB

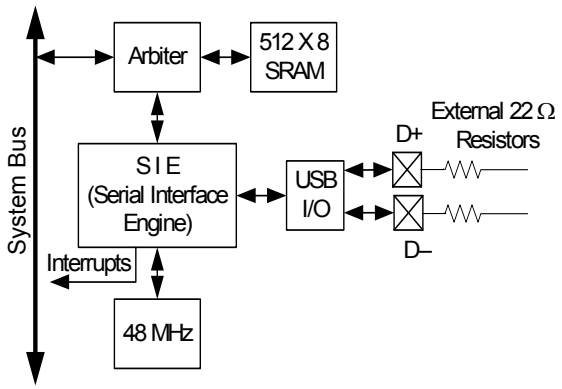
PSoC includes a dedicated Full-Speed (12 Mbps) USB 2.0 transceiver supporting all four USB transfer types: control, interrupt, bulk, and isochronous. PSoC Creator provides full configuration support. USB interfaces to hosts through two dedicated USBIO pins, which are detailed in the "I/O System and Routing" section on page 25.

When using USB, either a crystal must be used (24 MHz with MHzECO) or a similar high-accuracy clock source must be provided externally through a pin and the DSI. Also, bus clock must be equal to 33 MHz. See *Section 6.1* on page 18 for details.

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
- Two memory modes
  - Manual Memory Management with No DMA Access
  - Manual Memory Management with Manual DMA Access
- Internal 3.3 V regulator for transceiver
- Interrupts on bus and each endpoint event
- USB Reset, Suspend, and Resume operations
- Bus powered and self powered modes

Figure 7-18. USB



7.6 Timers, Counters, and PWMs

The Timer/Counter/PWM peripheral is a 16-bit dedicated peripheral providing three of the most common embedded peripheral features. As almost all embedded systems use some combination of timers, counters, and PWMs. Four of them have been included on this PSoC device family. Additional and more advanced functionality timers, counters, and PWMs can also be instantiated in Universal Digital Blocks (UDBs) as required. PSoC Creator allows designers to choose the timer, counter, and PWM features that they require. The tool set utilizes the most optimal resources available.

The Timer/Counter/PWM peripheral can select from multiple clock sources, with input and output signals connected through the DSI routing. DSI routing allows input and output connections to any device pin and any internal digital signal accessible through the DSI. Each of the four instances has a compare output and terminal count output (optional complementary compare output). The Timer/Counter/PWMs are configurable as free running, one shot, or Enable input controlled. The peripheral has timer reset and capture inputs, and a kill input for control of the comparator outputs. The peripheral supports full 16-bit capture.

Timer/Counter/PWM features include:

- 16-bit Timer/Counter/PWM (down count only)
- Selectable clock source
- PWM comparator (configurable for LT, LTE, EQ, GTE, GT)
- Period reload on start, reset, and terminal count
- Dynamic counter reads
- Timer capture mode
- Count while enable signal is asserted mode
- Free run mode
- One Shot mode (stop at end of period)
- Complementary PWM outputs with deadband
- PWM output kill

7.7 I²C

The I²C peripheral provides a synchronous two wire interface designed to interface the PSoC device with a two wire I²C serial communication bus. The bus is compliant with Philips 'The I²C Specification' version 2.1. Additional I²C interfaces can be instantiated using Universal Digital Blocks (UDBs) in PSoC Creator, as required.

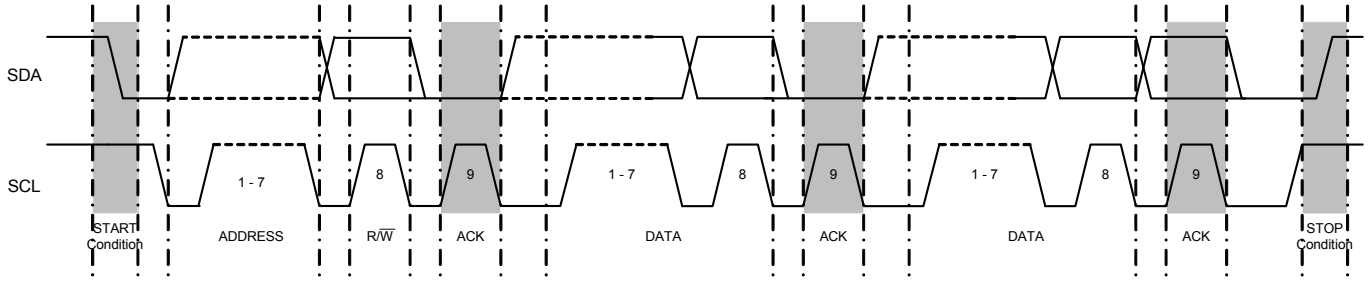
To eliminate the need for excessive CPU intervention and overhead, I²C specific support is provided for status detection and generation of framing bits. I²C operates as a slave, a master, or multimaster (Slave and Master)[12]. In slave mode, the unit always listens for a start condition to begin sending or receiving data. Master mode supplies the ability to generate the Start and Stop conditions and initiate transactions. Multimaster mode provides clock synchronization and arbitration to allow multiple masters on the same bus. If Master mode is enabled and Slave mode is not enabled, the block does not generate interrupts on externally generated Start conditions. I²C interfaces through the DSI routing and allows direct connections to any GPIO or SIO pins.

I²C features include:

- Slave and Master, Transmitter, and Receiver operation
- Byte processing for low CPU overhead
- Interrupt or polling CPU interface
- Support for bus speeds up to 400 Kbps
- 7 or 10-bit addressing (10-bit addressing requires firmware support)
- SMBus operation (through firmware support - SMBus supported in hardware in UDBs)

Data transfers follow the format shown in Figure 7-20. After the START condition (S), a slave address is sent. This address is 7 bits long followed by an eighth bit which is a data direction bit (R/W) - a 'zero' indicates a transmission (WRITE), a 'one' indicates a request for data (READ). A data transfer is always terminated by a STOP condition (P) generated by the master. However, if a master still wishes to communicate on the bus, it can generate a repeated START condition (Sr) and address another slave without first generating a STOP condition. Various combinations of read/write formats are then possible within such a transfer.

Figure 7-20. I²C Complete Transfer Timing



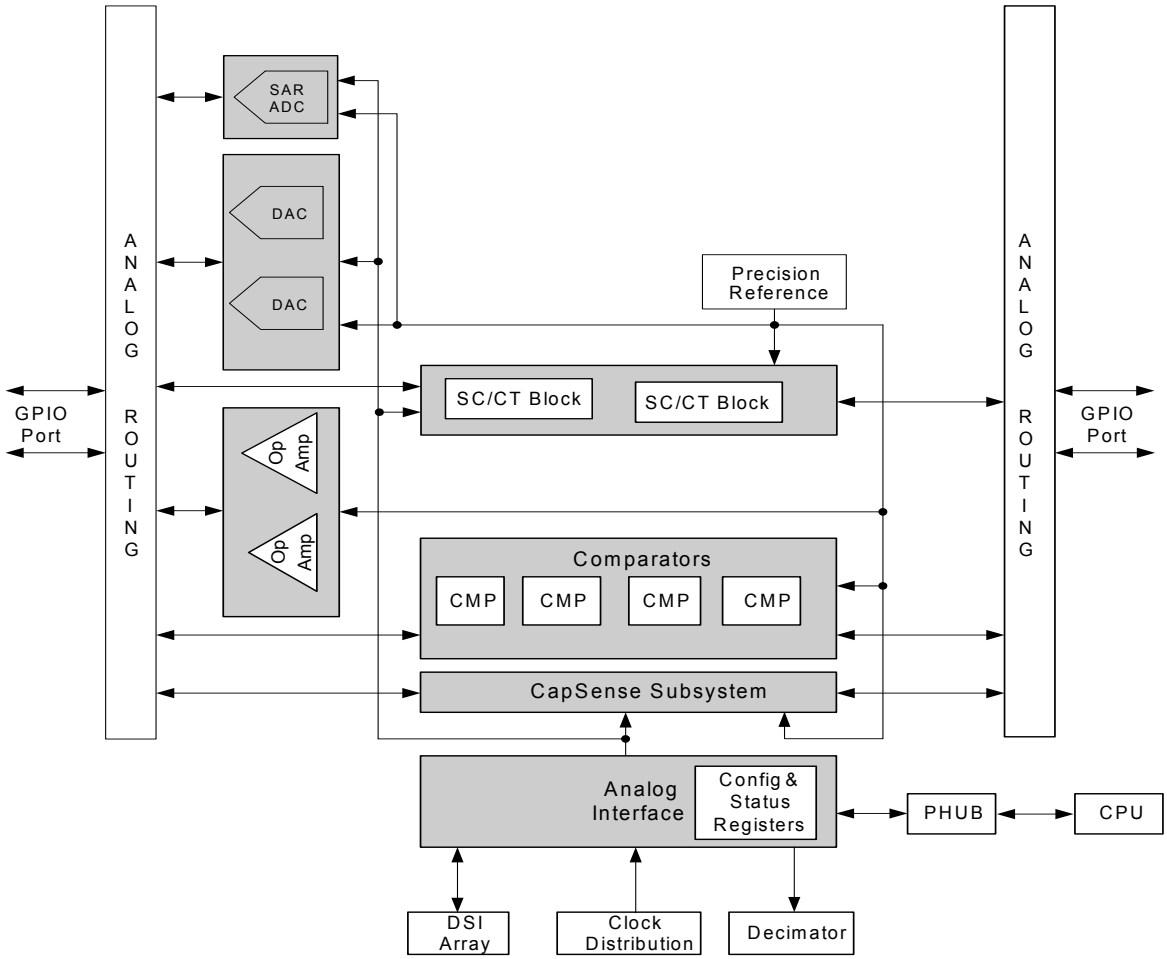
Note
12. Fixed-block I2C does not support undefined bus conditions. These conditions should be avoided, or the UDB-based I2C component should be used instead.

8. Analog Subsystem

The analog programmable system creates application specific combinations of both standard and advanced analog signal processing blocks. These blocks are then interconnected to each other and also to any pin on the device, providing a high level of design flexibility and IP security. The features of the analog subsystem are outlined here to provide an overview of capabilities and architecture.

- Flexible, configurable analog routing architecture provided by analog globals, analog mux bus, and analog local buses
- Successive approximation (SAR) ADC
- Two 8-bit DACs that provide either voltage or current output
- Four comparators with optional connection to configurable LUT outputs
- Two configurable switched capacitor/continuos time (SC/CT) blocks for functions that include opamp, unity gain buffer, programmable gain amplifier, transimpedance amplifier, and mixer
- Two opamps for internal use and connection to GPIO that can be used as high current output buffers
- CapSense subsystem to enable capacitive touch sensing
- Precision reference for generating an accurate analog voltage for internal analog blocks

Figure 8-1. Analog Subsystem Block Diagram



The PSoC Creator software program provides a user friendly interface to configure the analog connections between the GPIO and various analog resources and also connections from one analog resource to another. PSoC Creator also provides component libraries that allow you to configure the various analog blocks to perform application specific functions (PGA, transimpedance amplifier, voltage DAC, current DAC, and so on). The tool also generates API interface libraries that allow you to write firmware that allows the communication between the analog peripheral and CPU/Memory.

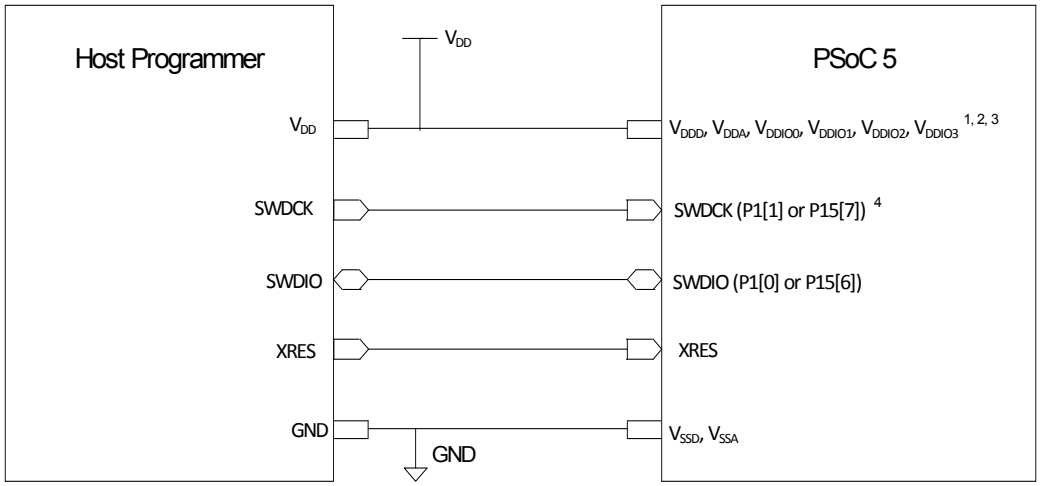
9.1 Debug Port Acquisition

Prior to programming or debugging, the debug port must be acquired. There is a time window after reset within which the Port Acquire must be completed. This window is initially 8 µs; if eight clocks are detected on the SWDCK line within the 8 µs period, the time window will then be extended to 400 µs to complete the port acquire operation. The port acquire key must be transmitted over one of the two SWD pin pairs; see SWD Interface. For a detailed description of the acquire key sequence, refer to the Technical Reference Manual

9.2 SWD Interface

SWD uses two pins, either two port 1 pins or the USBIO D+ and D- pins. The USBIO pins are useful for in system programming of USB solutions that would otherwise require a separate programming connector. One pin is used for the data clock (SWDCK) and the other is used for data input and output (SWDIO). SWD can be enabled on only one of the pin pairs at a time. When USB pins D+ and D- are used for SWD function, the SWDCK pin of port P1[1] is not available for use as a general purpose I/O and it should be externally pulled down using a resistor of less than 100 KΩ. SWD is used for debugging or for programming the flash memory. In addition, the SWD interface supports the SWV trace output. The SWD interface also includes the SWV interface, see SWV Interface on page 55. When using the SWD/SWV pins as standard GPIO, make sure that the GPIO functionality and PCB circuits do not interfere with SWD/SWV use. The SWV trace output is automatically activated whenever the SWD is activated.

Figure 9-1. SWD Interface Connections between PSoC 5 and Programmer



[1] The voltage levels of the Host Programmer and the PSoC 5 voltage domains involved in programming should be the same. XRES pin is powered by V_{DDIO1}. The USB SWD pins are powered by V_{DDD}. So for programming using the USB SWD pins with XRES pin, the V_{DDD}, V_{DDIO1} of PSoC 5 should be at the same voltage level as Host V_{DD}. Rest of PSoC 5 voltage domains (V_{DDA}, V_{DDIO0}, V_{DDIO2}, V_{DDIO3}) need not be at the same voltage level as host Programmer. The Port 1 SWD pins are powered by V_{DDIO1}. So V_{DDIO1} of PSoC 5 should be at same voltage level as host V_{DD} for Port 1 SWD programming. Rest of PSoC 5 voltage domains (V_{DDD}, V_{DDA}, V_{DDIO0}, V_{DDIO2}, V_{DDIO3}) need not be at the same voltage level as host Programmer.

[2] Vdda must be greater than or equal to all other power supplies (Vddd, Vddio's) in PSoC 5.

[3] For Power cycle mode Programming, XRES pin is not required. But the Host programmer must have the capability to toggle power (Vddd, Vdda, All Vddio's) to PSoC 5. This may typically require external interface circuitry to toggle power which will depend on the programming setup. The power supplies can be brought up in any sequence, however, once stable, VDDA must be greater than or equal to all other supplies.

[4] When USB SWD pins are used for Programming, the P1[1] SWDCK pin must be externally connected to Ground using external pull-down resistor (around 100 K resistor). This is required for P15[7] SWDCK signal to be seen by PSoC 5's internal logic.

Figure 11-26. SAR ADC I_{DD} vs sps, V_{DDA} = 5 V, Continuous Sample Mode, External Reference Mode

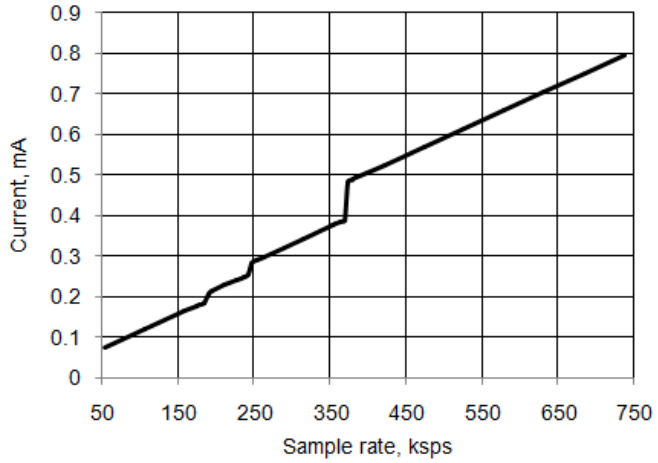


Table 11-19. SAR ADC AC Specifications

Parameter	Description	Conditions	Min	Typ	Max	Units
	Sample rate[33]	With bypass capacitor	–	–	700	ksps
		Without bypass capacitor	–	–	100	
	Startup time[33]		–	–	10	µs
SINAD	Signal-to-noise ratio[33]	$V_{DDA} \le 3.6$ V, $V_{REF} \le 3.6$ V	57	–	–	dB
		3.6 V < $V_{DDA} \le 5.5$ V V_{REF} < 1.3 V or V_{REF} > 1.8 V	57	–	–	
THD	Total harmonic distortion[33]	$V_{DDA} \le 3.6$ V, $V_{REF} \le 3.6$ V	–	–	0.1	%
		3.6 V < $V_{DDA} \le 5.5$ V V_{REF} < 1.3 V or V_{REF} > 1.8 V	–	–	0.1	

Figure 11-27. SAR ADC Noise Histogram, 1000 samples, 700 ksps, Internal Reference No Bypass, V_{IN} = VREF/2

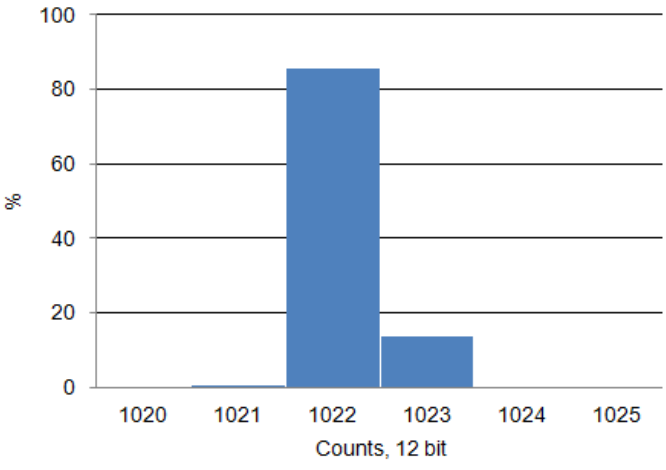
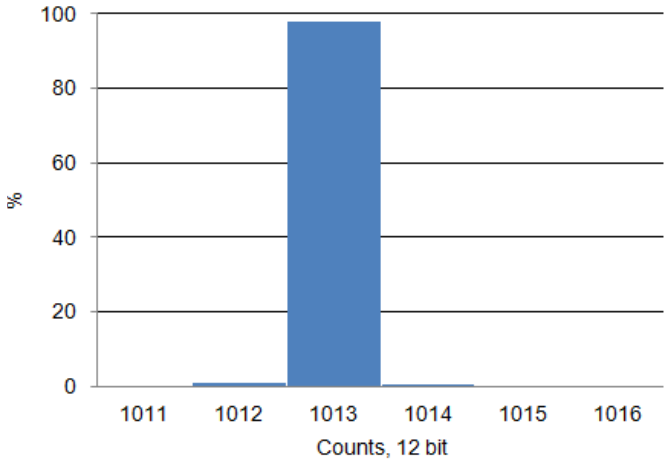


Figure 11-28. SAR ADC Noise Histogram, 1000 samples, 700 ksps, Internal Reference Bypassed, V_{IN} = VREF/2



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

Table 11-23. IDAC DC Specifications (continued)

Parameter	Description	Conditions	Min	Typ	Max	Units
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

Table 11-24. IDAC AC Specifications

Parameter	Description	Conditions	Min	Typ	Max	Units
F_{DAC}	Update rate		–	–	5.5	Msps
T_{SETTLE}	Settling time to 0.5 LSB	Range = 31.875 µA or 255 µA, full scale transition, fast mode, 600 Ω 15-pF load	–	–	180	ns
	Current noise	Range = 255 µA, source mode, fast mode, Vdda = 5 V, 10 kHz	–	340	–	pA/sqrtHz

Figure 11-40. IDAC Step Response, Codes 0x40 - 0xC0, 255 µA Mode, Source Mode, Fast Mode, Vdda = 5 V

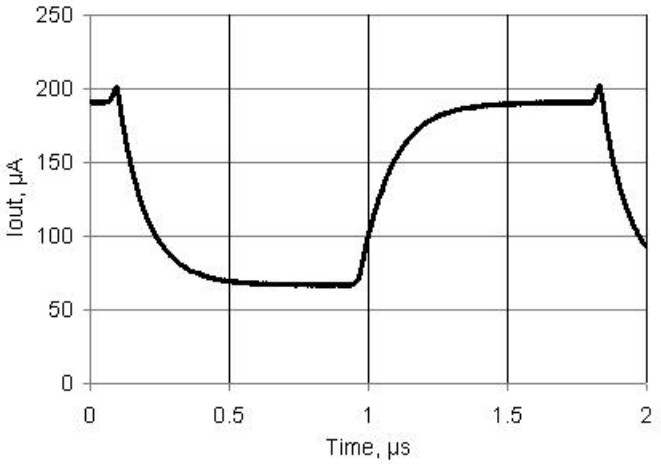


Figure 11-41. IDAC PSRR vs Frequency

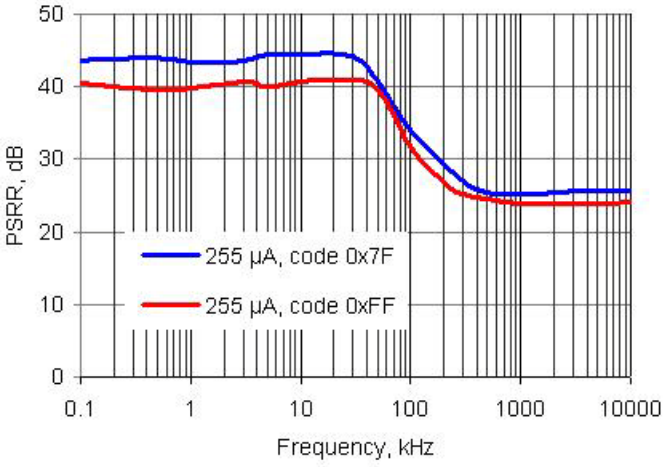


Figure 11-42. IDAC Glitch Response, Codes 0x7F - 0x80, 255 µA Mode, Source Mode, Fast Mode, Vdda = 5 V

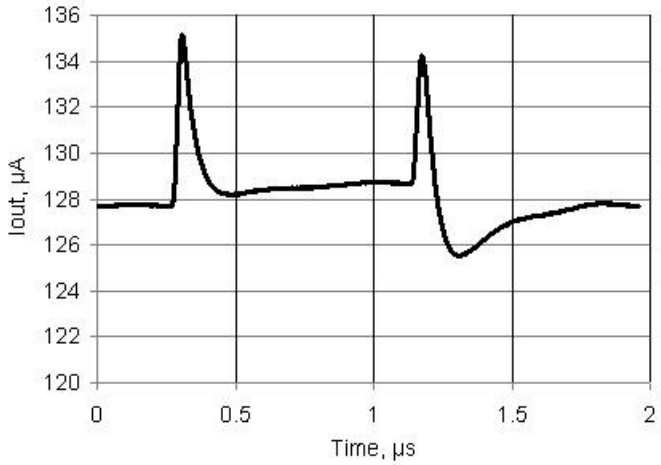
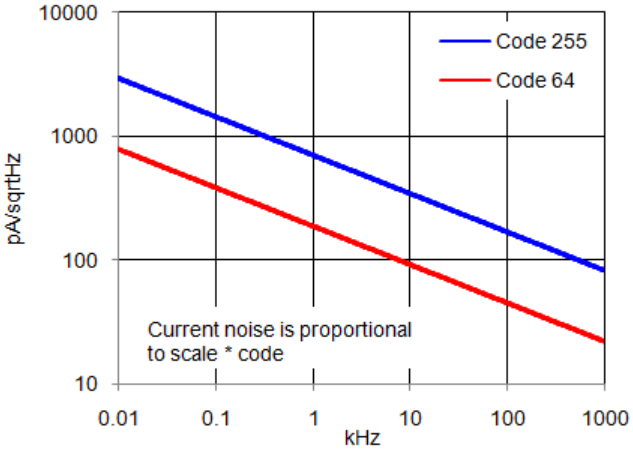


Figure 11-43. IDAC Current Noise, 255 µA Mode, Source Mode, Fast Mode, V_{DDA} = 5 V



11.5.7 Voltage Digital to Analog Converter (VDAC)

See the VDAC component datasheet in PSoC Creator for full electrical specifications and APIs.

Unless otherwise specified, all charts and graphs show typical values.

Table 11-25. VDAC DC Specifications

Parameter	Description	Conditions	Min	Typ	Max	Units
	Resolution		–	8	–	bits
INL1	Integral nonlinearity	1 V scale	–	±2.1	±2.5	LSB
DNL1	Differential nonlinearity	1 V scale	–	±0.3	±1	LSB
Rout	Output resistance	1 V scale	–	4	–	kΩ
		4 V scale	–	16	–	kΩ
V_{OUT}	Output voltage range, code = 255	1 V scale	–	1.02	–	V
		4 V scale, Vdda = 5 V	–	4.08	–	V
	Monotonicity		–	–	Yes	–
V_{OS}	Zero scale error		–	0	±0.9	LSB
Eg	Gain error	1 V scale	–	–	±5	%
		4 V scale	–	–	±5	%
TC_Eg	Temperature coefficient, gain error	1 V scale	–	–	0.03	%FSR / °C
		4 V scale	–	–	0.03	%FSR / °C
I_{DD}	Operating current	4 V slow mode	–	–	100	µA
		4 V fast mode	–	–	500	µA
		1 V slow mode	–	–	300	µA
		1 V fast mode	–	–	600	µA

Figure 11-44. VDAC INL vs Input Code, 1 V Mode

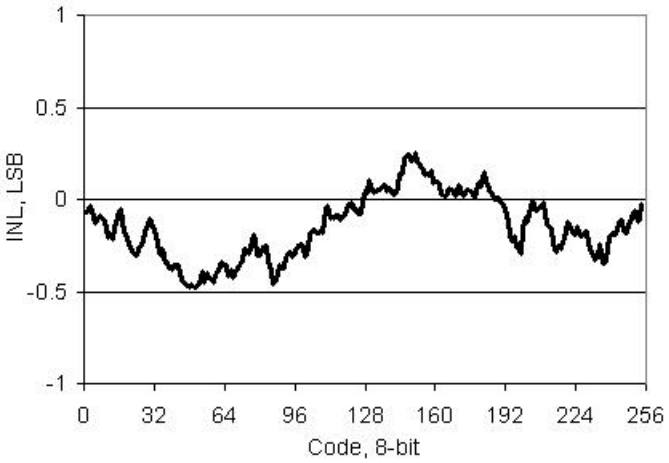


Figure 11-45. VDAC DNL vs Input Code, 1 V Mode

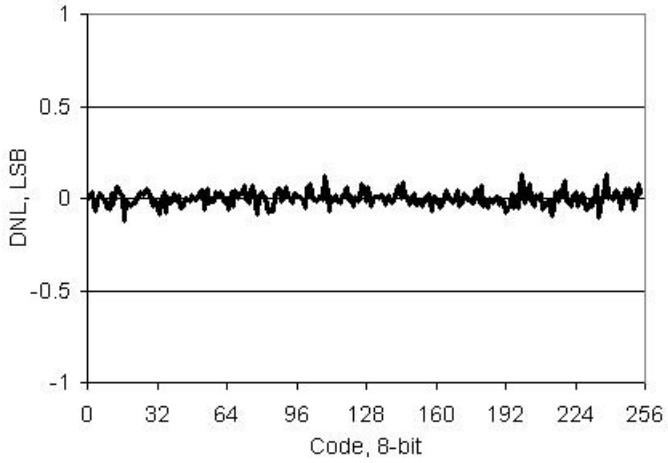


Table 11-26. VDAC AC Specifications

Parameter	Description	Conditions	Min	Typ	Max	Units
F_{DAC}	Update rate	1 V scale	–	–	1000	ksps
		4 V scale	–	–	250	ksps
TsettleP	Settling time to 0.1%, step 25% to 75%	1 V scale, Cload = 15 pF	–	0.45	1	µs
		4 V scale, Cload = 15 pF	–	0.8	4	µs
TsettleN	Settling time to 0.1%, step 75% to 25%	1 V scale, Cload = 15 pF	–	0.45	1	µs
		4 V scale, Cload = 15 pF	–	0.7	4	µs
	Voltage noise	Range = 1 V, fast mode, Vdda = 5 V, 10 kHz	–	750	–	nV/sqrtHz

Figure 11-52. VDAC Step Response, Codes 0x40 - 0xC0, 1 V Mode, Fast Mode, Vdda = 5 V

Figure 11-53. VDAC PSRR vs Frequency

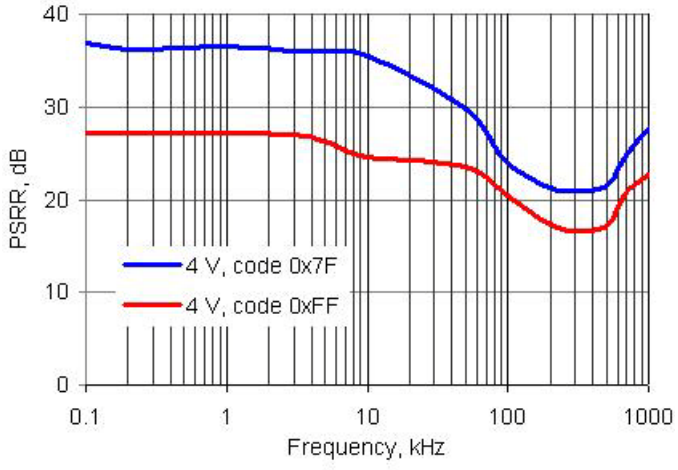


Figure 11-54. VDAC Glitch Response, Codes 0x7F - 0x80, 1 V Mode, Fast Mode, Vdda = 5 V

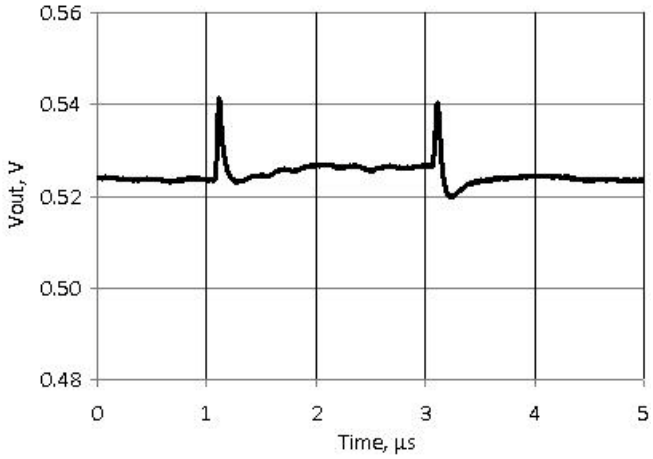


Figure 11-55. VDAC Voltage Noise, 1 V Mode, Fast Mode, V_{DDA} = 5 V

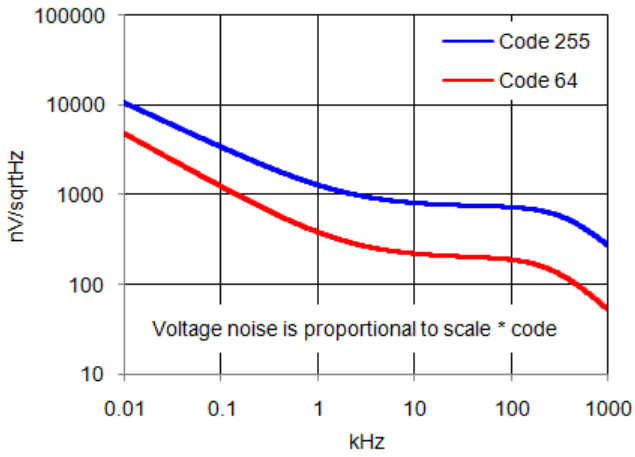


Figure 11-60. IMO Current vs. Frequency

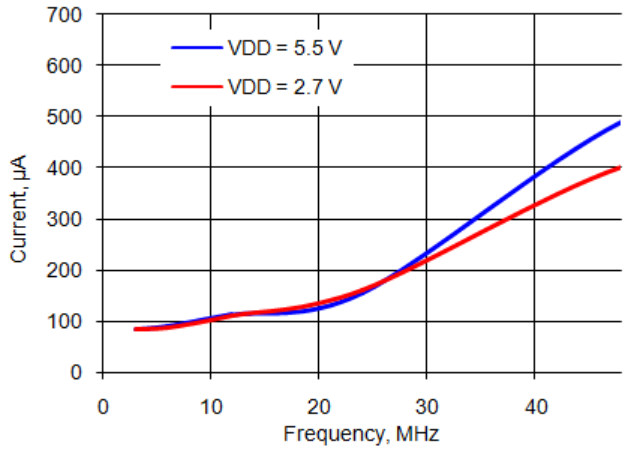


Table 11-60. IMO AC Specifications

Parameter	Description	Conditions	Min	Typ	Max	Units
F_{IMO}	IMO frequency stability (with factory trim)					
	48 MHz		–10	–	10	%
	24 MHz		–8	–	8	%
	12 MHz		–6.25	–	6.25	%
	6 MHz		–5.8	–	5.8	%
	3 MHz		–5	–	5	%
	Startup time[43]	From enable (during normal system operation) or wakeup from low power state	–	–	12	µs
Jp-p	Jitter (peak to peak)[43]					
	F = 24 MHz		–	0.5	–	ns
	F = 3 MHz		–	2.3	–	ns

Figure 11-61. IMO Frequency Variation vs. Temperature

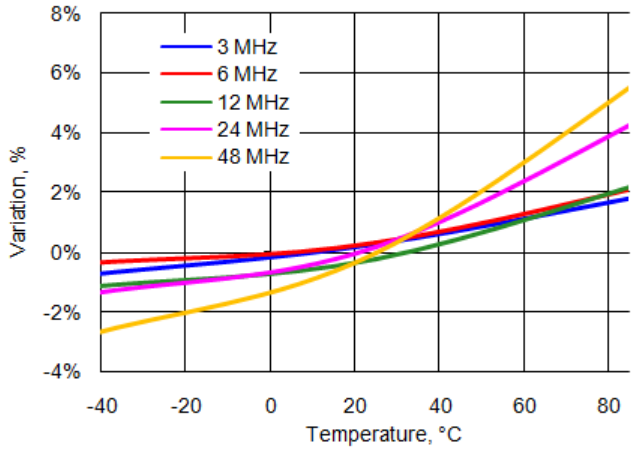
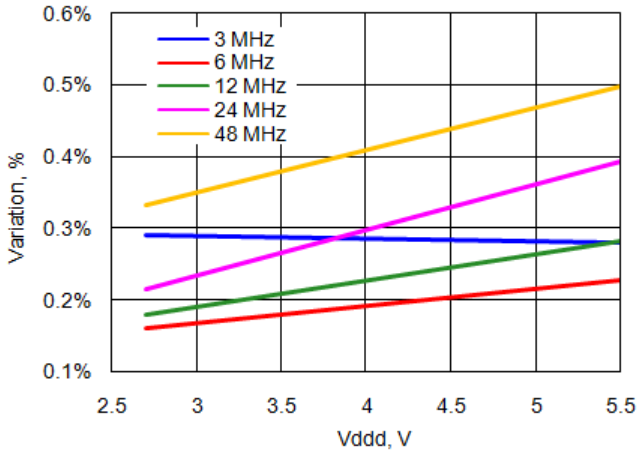


Figure 11-62. IMO Frequency Variation vs. V_{DDD}



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

12. Ordering Information

In addition to the features listed in Table 12-1, every CY8C53 device includes: up to 128 KB flash, 32 KB SRAM, 2 KB EEPROM, a precision on-chip voltage reference, precision oscillators, flash, DMA, a fixed function I^2C, SWD programming and debug, and more. In addition to these features, the flexible UDBs and analog subsection support a wide range of peripherals. To assist you in selecting the ideal part, PSoC Creator makes a part recommendation after you choose the components required by your application. All CY8C53 derivatives incorporate device and flash security in user-selectable security levels; see the TRM for details.

Table 12-1. CY8C53 Family with ARM Cortex-M3 CPU

Part Number	MCU Core				Analog								Digital			I/O[50]				Package	Device ID[51]
	CPU Speed (MHz)	Flash (KB)	SRAM (KB)	EEPROM (KB)	LCD Segment Drive	ADC	DAC	Comparators	SC/CT Analog Blocks[48]	Opamps	DFB	CapSense	UDBs[49]	16-bit Timer/PWM	FS USB	Total I/O	GPIO	SIO	USBIO		
CY8C5368LTI-026	67	256	64	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	24	4	✔	46	36	8	2	68-pin QFN	0x0E11A069
CY8C5368AXI-106	67	256	64	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	24	4	✔	70	60	8	2	100-pin TQFP	0x0E16A069
CY8C5367LTI-003	67	128	32	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	24	4	✔	46	36	8	2	68-pin QFN	0x0E103069
CY8C5367AXI-108	67	128	32	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	24	4	✔	70	60	8	2	100-pin TQFP	0x0E16C069
CY8C5366LTI-053	67	64	16	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	24	4	✔	46	36	8	2	68-pin QFN	0x0E135069
CY8C5366AXI-001	67	64	16	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	24	4	✔	70	60	8	2	100-pin TQFP	0x0E101069
CY8C5365LTI-104	67	32	8	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	20	4	✔	46	36	8	2	68-pin QFN	0x0E168069
CY8C5365AXI-043	67	32	8	2	✔	1 × 12-bit SAR	2	4	2	2	–	✔	20	4	✔	70	60	8	2	100-pin TQFP	0x0E12B069

Notes

48. Analog blocks support a wide variety of functionality including TIA, PGA, and mixers. See Example Peripherals on page 32 for more information on how analog blocks can be used.
49. UDBs support a wide variety of functionality including SPI, LIN, UART, timer, counter, PWM, PRS, and others. Individual functions may use a fraction of a UDB or multiple UDBs. Multiple functions can share a single UDB. See Example Peripherals on page 32 for more information on how UDBs can be used.
50. The I/O Count includes all types of digital I/O: GPIO, SIO, and the two USB I/O. See I/O System and Routing on page 25 for details on the functionality of each of these types of I/O.
51. The device ID has three major fields. The most significant nibble (left digit) is the version, followed by a 2 byte part number and a 3 nibble manufacturer ID.