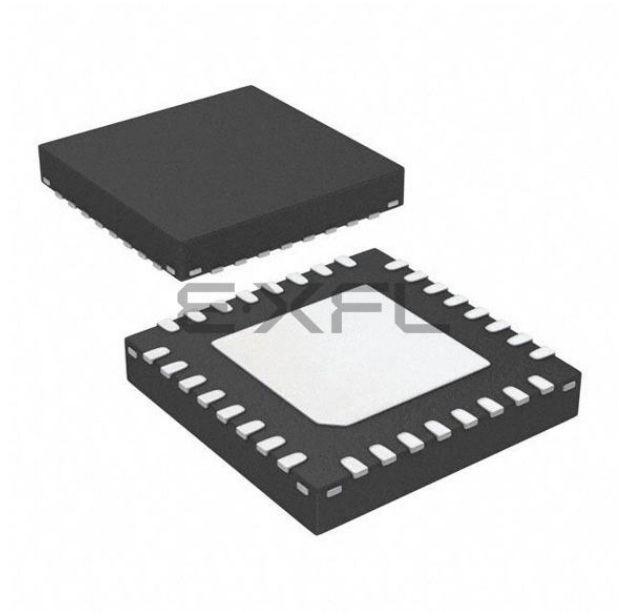

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What is "Embedded - Microcontrollers"?

"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®-M0
Core Size	32-Bit Single-Core
Speed	50MHz
Connectivity	I²C, IrDA, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LVD, POR, PWM, WDT
Number of I/O	24
Program Memory Size	16KB (16K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	4K x 8
Voltage - Supply (Vcc/Vdd)	2.5V ~ 5.5V
Data Converters	A/D 5x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	32-WFQFN Exposed Pad
Supplier Device Package	-
Purchase URL	https://www.e-xfl.com/product-detail/nuvoton-technology-corporation-america/m054zan

2 FEATURES

- Core
  - ARM® Cortex™-M0 core runs up to 50 MHz.
  - One 24-bit system timer.
  - Supports low power sleep-mode.
  - A single-cycle 32-bit hardware multiplier.
  - NVIC for the 32 interrupt inputs, each with 4-levels of priority.
  - Supports Serial Wire Debug (SWD) interface and 2 watchpoints/4 breakpoints.
- Built-in LDO for Wide Operating Voltage Range: 2.5V to 5.5V
- Memory
  - 8KB/16KB Flash memory for program memory (APROM)
  - 4KB Flash memory for data memory (DataFlash)
  - 4KB Flash memory for loader (LDROM)
  - 4KB SRAM for internal scratch-pad RAM (SRAM)
- Clock Control
  - Programmable system clock source
  - 4~24 MHz external crystal input
  - 22.1184 MHz internal oscillator (trimmed to 3% accuracy)
  - 10 kHz low-power oscillator for Watchdog Timer and wake-up in sleep mode
  - PLL allows CPU operation up to the maximum 50MHz
- I/O Port
  - Up to 40 general-purpose I/O (GPIO) pins for LQFP-48 package
  - Four I/O modes:
    - Quasi bi-direction
    - Push-Pull output

6.10 UART Interface Controller (UART)

NuMicro M051™ series provides two channels of Universal Asynchronous Receiver/Transmitters (UART). UART0~1 performs Normal Speed UART, and support flow control function.

6.10.1 Overview

The Universal Asynchronous Receiver/Transmitter (UART) performs a serial-to-parallel conversion on data received from the peripheral, and a parallel-to-serial conversion on data transmitted from the CPU. The UART controller also supports IrDA SIR Function, LIN master/slave mode function and RS-485 mode functions. Each UART channel supports seven types of interrupts including transmitter FIFO empty interrupt (INT_THRE), receiver threshold level reaching interrupt (INT_RDA), line status interrupt (parity error or framing error or break interrupt) (INT_RLS), receiver buffer time out interrupt (INT_TOUT), MODEM/Wakeup status interrupt (INT_MODEM), Buffer error interrupt (INT_BUF_ERR) and LIN receiver break field detected interrupt (INT_LIN_RX_BREAK).

*The UART0 and UART1 are built-in with a 16-byte transmitter FIFO (TX_FIFO) and a 16-byte receiver FIFO (RX_FIFO) that reduces the number of interrupts presented to the CPU. The CPU can read the status of the UART at any time during the operation. The reported status information includes the type and condition of the transfer operations being performed by the UART, as well as 3 error conditions (parity error, framing error, break interrupt) probably occur while receiving data. The UART includes a programmable baud rate generator that is capable of dividing clock input by divisors to produce the serial clock that transmitter and receiver need. The baud rate equation is Baud Rate = UART_CLK / M * [BRD + 2], where M and BRD are defined in Baud Rate Divider Register (UA_BAUD). Table 6-3 lists the equations in the various conditions and Table 6-4 list the UART baud rate setting table.*

Mode	DIV_X_EN	DIV_X_ONE	Divider X	BRD	M	Baud rate equation
0	*0*	*0*	*B*	*A*	*16*	*UART_CLK / [16 * (A+2)]*
1	*1*	*0*	*B*	*A*	*B+1*	*UART_CLK / [(B+1) * (A+2)] , B must >= 8*
2	*1*	*1*	*Don't care*	*A*	*1*	*UART_CLK / (A+2), A must >=3*

Table 6-3 UART Baud Rate Equation

clear-on-write, decrementing, wrap-on-zero counter with a flexible control mechanism. The counter can be used as a Real Time Operating System (RTOS) tick timer or as a simple counter.

When system timer is enabled, it will count down from the value in the SysTick Current Value Register (SYST_CVR) to zero, and reload (wrap) to the value in the SysTick Reload Value Register (SYST_RVR) on the next clock edge, then decrement on subsequent clocks. When the counter transitions to zero, the COUNTFLAG status bit is set. The COUNTFLAG bit clears on reads.

The SYST_CVR value is UNKNOWN on reset. Software should write to the register to clear it to zero before enabling the feature. This ensures the timer will count from the SYST_RVR value rather than an arbitrary value when it is enabled.

If the SYST_RVR is zero, the timer will be maintained with a current value of zero after it is reloaded with this value. This mechanism can be used to disable the feature independently from the timer enable bit.

For more detailed information, please refer to the documents “ARM® Cortex™-M0 Technical Reference Manual” and “ARM® v6-M Architecture Reference Manual”.

6.2.7 Nested Vectored Interrupt Controller (NVIC)

Cortex-M0 provides an interrupt controller as an integral part of the exception mode, named as "Nested Vectored Interrupt Controller (NVIC)". It is closely coupled to the processor kernel and provides following features:

- Nested and Vectored interrupt support
- Automatic processor state saving and restoration
- Dynamic priority changing
- Reduced and deterministic interrupt latency

The NVIC prioritizes and handles all supported exceptions. All exceptions are handled in "Handler Mode". This NVIC architecture supports 32 (IRQ[31:0]) discrete interrupts with 4 levels of priority. All of the interrupts and most of the system exceptions can be configured to different priority levels. When an interrupt occurs, the NVIC will compare the priority of the new interrupt to the current running one's priority. If the priority of the new interrupt is higher than the current one, the new interrupt handler will override the current handler.

When any interrupts is accepted, the starting address of the interrupt service routine (ISR) is fetched from a vector table in memory. There is no need to determine which interrupt is accepted and branch to the starting address of the correlated ISR by software. While the starting address is fetched, NVIC will also automatically save processor state including the registers "PC, PSR, LR, R0~R3, R12" to the stack. At the end of the ISR, the NVIC will restore the mentioned registers from stack and resume the normal execution. Thus it will take less and deterministic time to process the interrupt request.

The NVIC supports "Tail Chaining" which handles back-to-back interrupts efficiently without the overhead of states saving and restoration and therefore reduces delay time in switching to pending ISR at the end of current ISR. The NVIC also supports "Late Arrival" which improves the efficiency of concurrent ISRs. When a higher priority interrupt request occurs before the current ISR starts to execute (at the stage of state saving and starting address fetching), the NVIC will give priority to the higher one without delay penalty. Thus it advances the real-time capability.

For more detailed information, please refer to the documents "ARM® Cortex™-M0 Technical Reference Manual" and "ARM® v6-M Architecture Reference Manual".

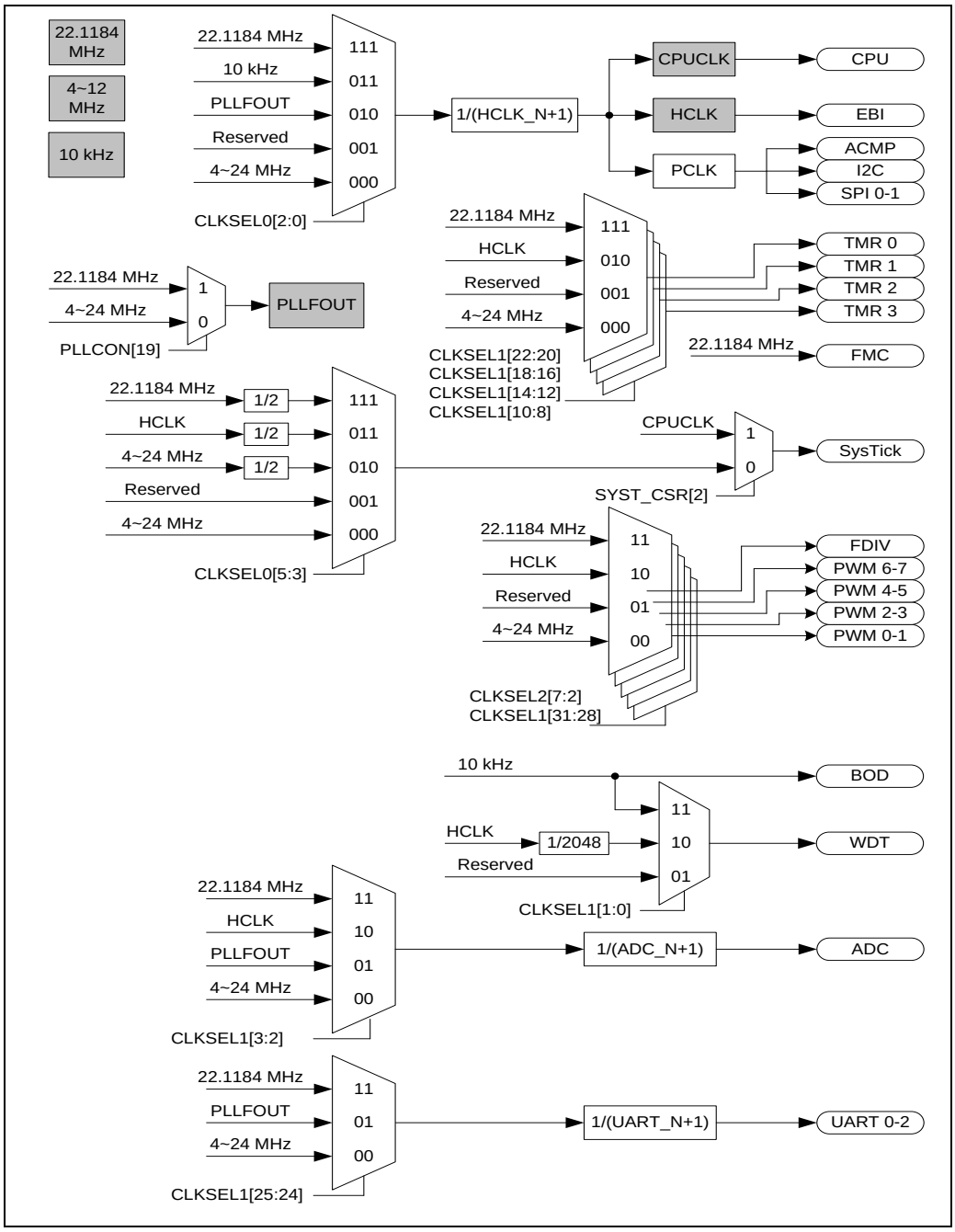


Figure 6-3 Clock generator block diagram

6.3.5 Peripherals Clock Source Select

The peripherals clock had different clock source switch setting which depends on the different peripheral.

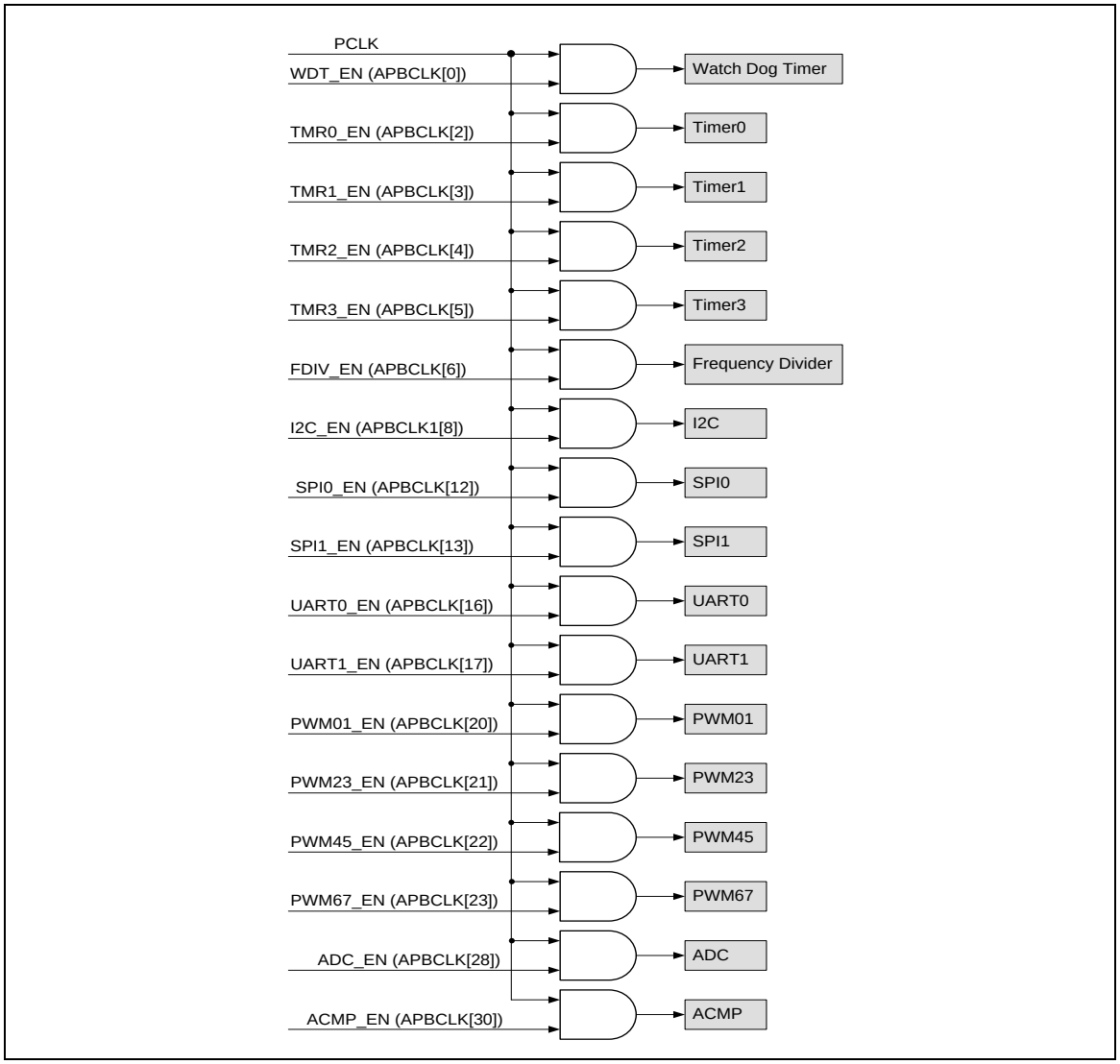


Figure 6-7 Peripherals Clock Source Select for PCLK

6.4.1.3 Open-Drain Mode Explanation

Set Px_PMD(PMDn[1:0]) to 2'b10 the Px[n] pin is in Open-Drain mode and the I/O pin supports digital output function but only with sink current capability, an additional pull-up resister is needed for driving high state. If the bit value in the corresponding bit [n] of Px_DOUT is "0", the pin drive a "low" output on the pin. If the bit value in the corresponding bit [n] of Px_DOUT is "1", the pin output drives high that is controlled by the internal pull-up resistor or the external pull high resistor.

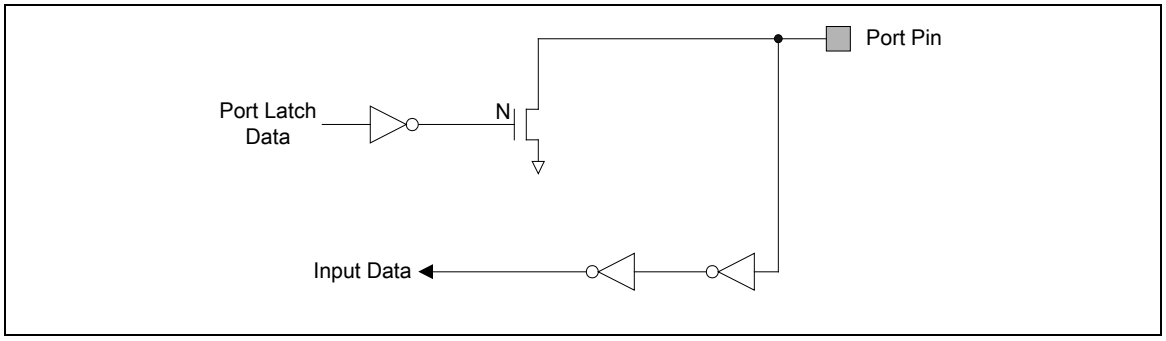
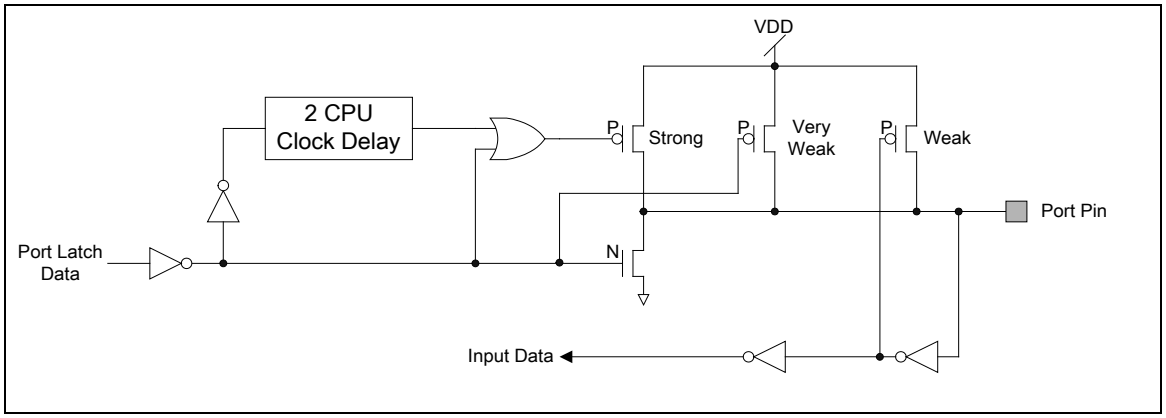


Figure 6-11 Open-Drain Output

6.4.1.4 Quasi-bidirectional Mode Explanation

Set Px_PMD(PMDn[1:0]) to 2'b11 the Px[n] pin is in Quasi-bidirectional mode and the I/O pin supports digital output and input function at the same time but the source current is only up to hundreds uA. Before the digital input function is performed the corresponding bit in Px_DOUT must be set to 1. The quasi-bidirectional output is common on the 80C51 and most of its derivatives. If the bit value in the corresponding bit [n] of Px_DOUT is "0", the pin drive a "low" output on the pin. If the bit value in the corresponding bit [n] of Px_DOUT is "1", the pin will check the pin value. If pin value is high, no action takes. If pin state is low, then pin will drive strong high with 2 clock cycles on the pin and then disable the strong output drive and then the pin status is control by internal pull-up resistor. Note that the source current capability in quasi-bidirectional mode is only about 200uA to 30uA for V_{DD} is form 5.0V to 2.5V



6.5 I²C Serial Interface Controller (Master/Slave)

6.5.1 Overview

I²C is a two-wire, bi-directional serial bus that provides a simple and efficient method of data exchange between devices. The I²C standard is a true multi-master bus including collision detection and arbitration that prevents data corruption if two or more masters attempt to control the bus simultaneously.

Data is transferred between a Master and a Slave synchronously to SCL on the SDA line on a byte-by-byte basis. Each data byte is 8 bits long. There is one SCL clock pulse for each data bit with the MSB being transmitted first. An acknowledge bit follows each transferred byte. Each bit is sampled during the high period of SCL; therefore, the SDA line may be changed only during the low period of SCL and must be held stable during the high period of SCL. A transition on the SDA line while SCL is high is interpreted as a command (START or STOP). Please refer to the Figure 6-13 for more detail I²C BUS Timing.