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# 1208 LPD

## Low-Power Design for 16-bit Devices

# Objectives



- **When you finish this class you will know:**
  - What low-power features are available on 16-bit PIC<sup>®</sup> MCUs
  - Design best practices for low-power applications
  - Power Consumption of PIC24F MCUs

# Agenda

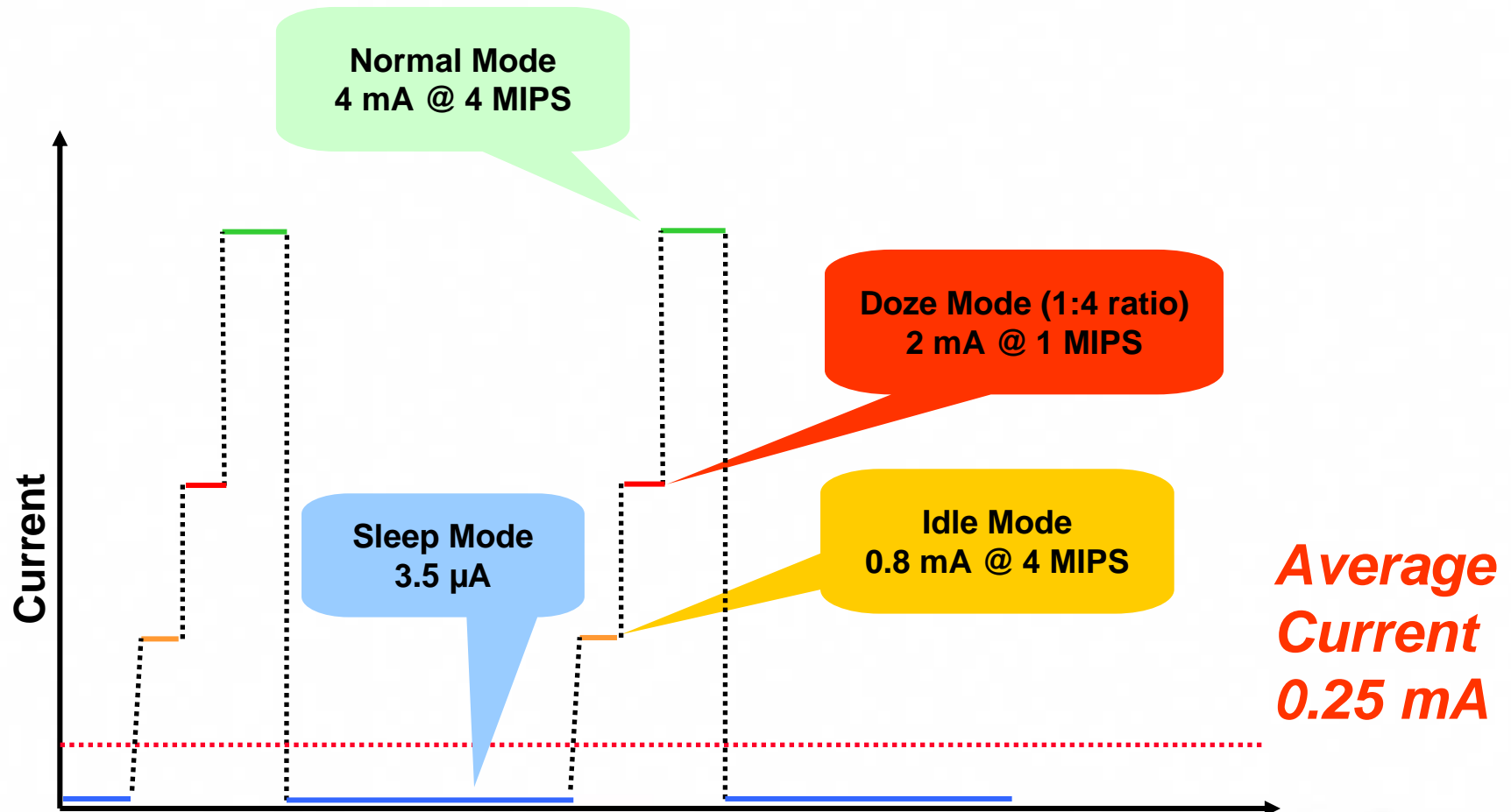
- **Power-Saving Feature Overview**
- **Peripheral Power Consumption and Power Reduction Tips**
- **Other Power Reduction Tips**
- **Power Reduction Demo**
- **Case Study – Benchmark Data**
- **Summary**

# Power-Saving Features

# Power-Saving Features

- **Sleep, Idle, and Doze Modes**
- **Clock Switching**
- **Peripheral Module Disable (PMD) Bits**
- **Selectable Secondary Oscillator**
  - Higher Gain or Lower Power 
- **Deep Sleep Mode** 

# Power-Saving Modes





# Power-Saving Modes

	Deep Sleep	Sleep
<b>Power</b>	<b>&lt;1 uA-1 uA</b>	<b>3.5 uA</b>
<b>Peripherals</b>	<b>INT1, DSWDT &amp; RTCC</b>	<b>RTCC, INTx, WDT, ADC, Timer 1 and Comparators</b>
<b>RAM Retention</b>	<b>All Reset</b>	<b>All Retained</b>
<b>SFR Retention</b>	<b>I/O States, RTCC and DSSEMAX Only</b>	<b>All Retained</b>
<b>Wake-up</b>	<b>POR, MCLR, INT1, DSWDT, and RTCC</b>	<b>Many Options</b>

# Peripheral Power Consumption and Power Reduction Tips



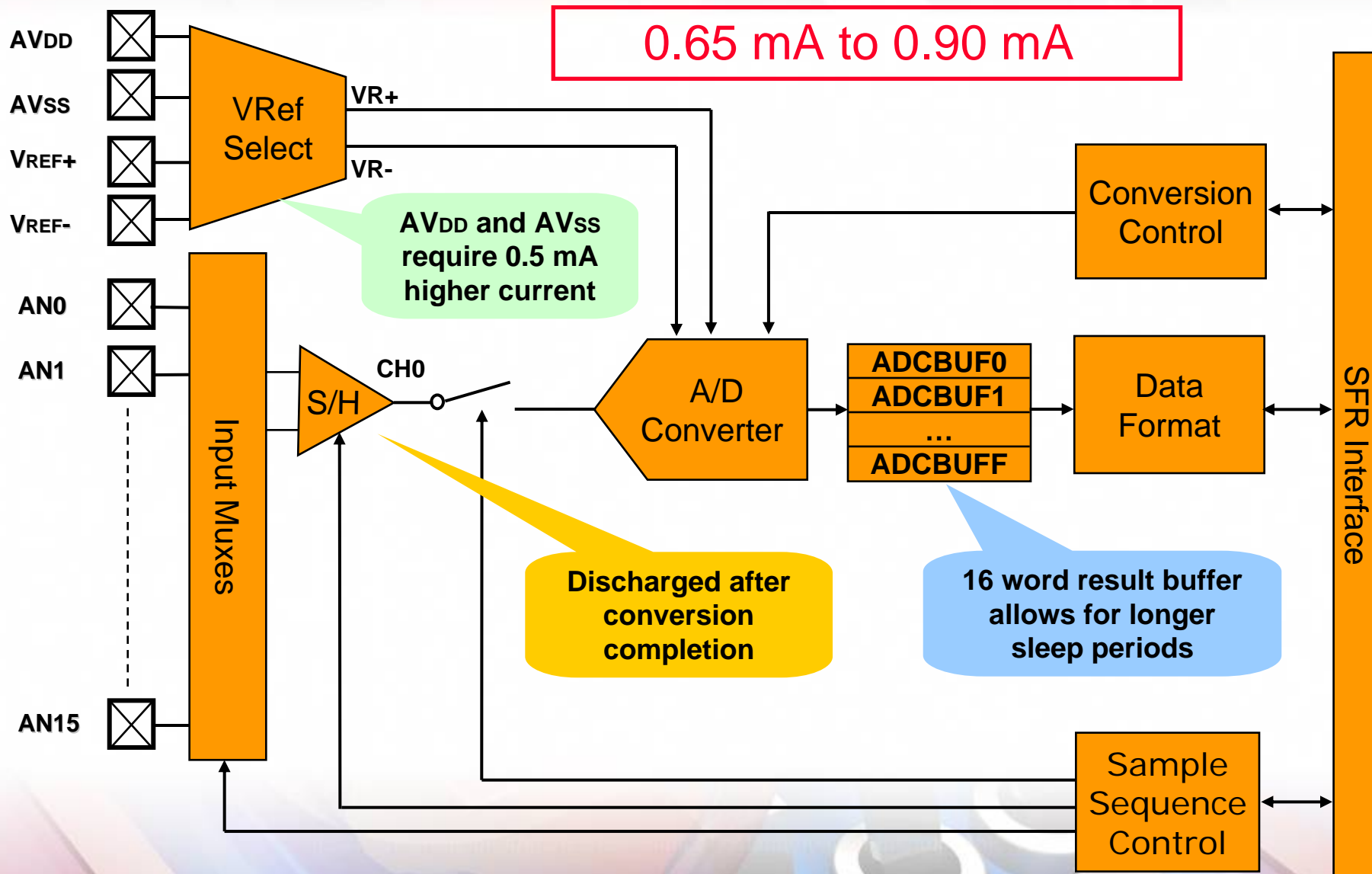


# Peripheral Power Consumption

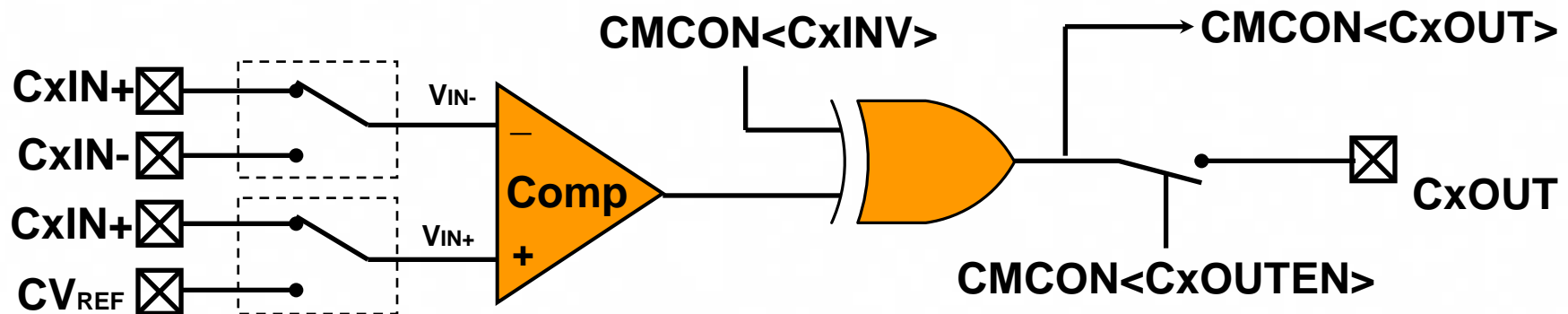
- **ADC and Comparators**
- **Serial Communication**
- **Flash Modification**
- **RTCC and Timers**

# Analog Peripherals

# ADC Power Consumption



# Comparator Power Consumption



- **20 uA Base Current**
  - Input level variation adds ~20 uA
  - High frequency adds ~20 uA-100 uA
  - Enabling output adds 0 uA to 0.5 mA
- **Comparator Voltage Reference**
  - 65 uA Typical

# Analog Peripheral Tips

- **Choose external references ( $V_{REF+/-}$  and  $CxIN+/-$ ) over internal references ( $AV_{DD}/AV_{SS}$  and  $CV_{REF}$ )**
- **Fast sample and disable ADC**
  - 50% less ADC power (0.7 mA typ)
- **Utilize 16 word deep buffer for Sleep mode conversions**

# Serial Communication Peripherals

# Serial Communications Power Consumption

- Enabling module adds no current
- Faster speeds more current
- **UART**
  - Lowest power serial
  - Baud has minimal effect

## Constant TX/RX

4 MIPS	200 $\mu$ A
16 MIPS	300 $\mu$ A



# I<sup>2</sup>C™ Power Consumption

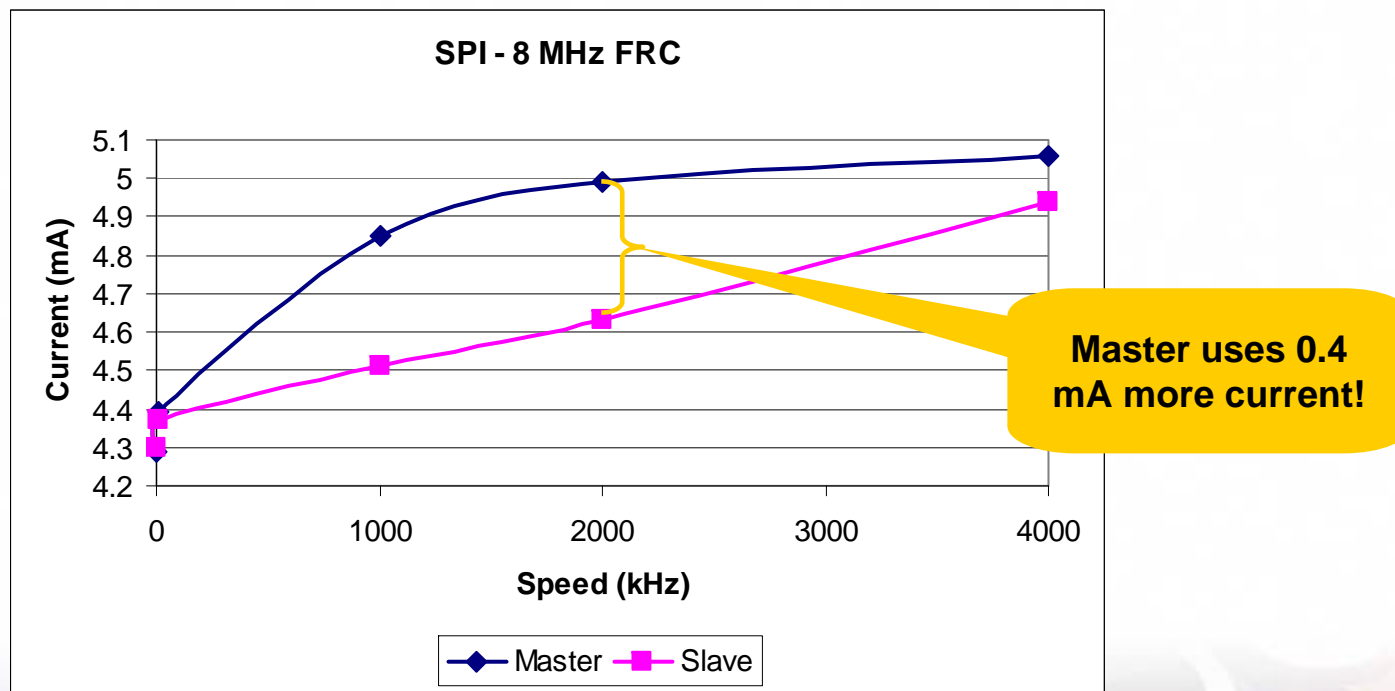
- **Module current**
  - 50-200  $\mu$ A – based on speed
- **System current**
  - Dependent on pull-up value and data sent

$3.3\text{ V} \div 4.7\text{ k}\Omega = 0.7\text{ mA}$   
 $0.7\text{ mA} * 2\text{ lines} = 1.4\text{ mA}$   
Typical Data = 50% active  
 $1.4\text{ mA} * 50\% = 0.7\text{ mA}$

1 MHz I <sup>2</sup> C, 4.7k pull-ups	
Module	0.2 mA
System	0.7 mA
Total	~0.9 mA

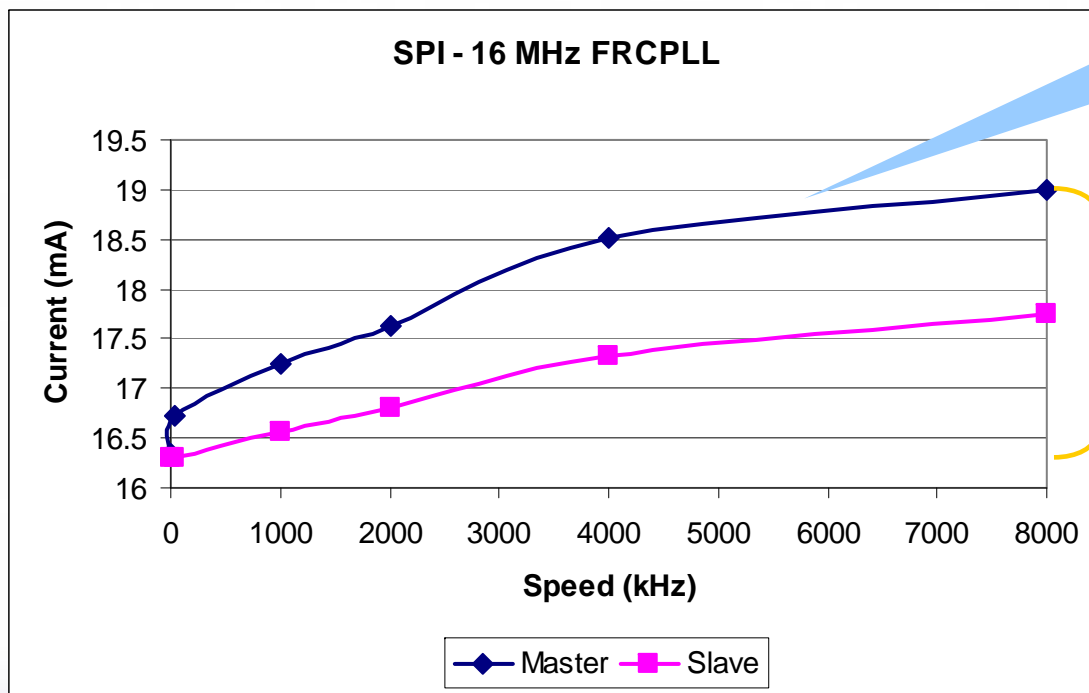
# SPI Power Consumption

- Highest power serial protocol
- Slave is lower power



# SPI Power Consumption

- Power vs. Speed is non linear – utilize to save average power



Not Linear:  
2x speed is only  
20% more current!

2.65 mA to run 8  
MHz SPI

# Serial Communications Peripheral Tips

- **Fast infrequent transmissions instead of slow constant transmissions**
- **I<sup>2</sup>C<sup>TM</sup>**
  - Use larger resistors for pull ups

**Transmit 1's instead of 0's!**

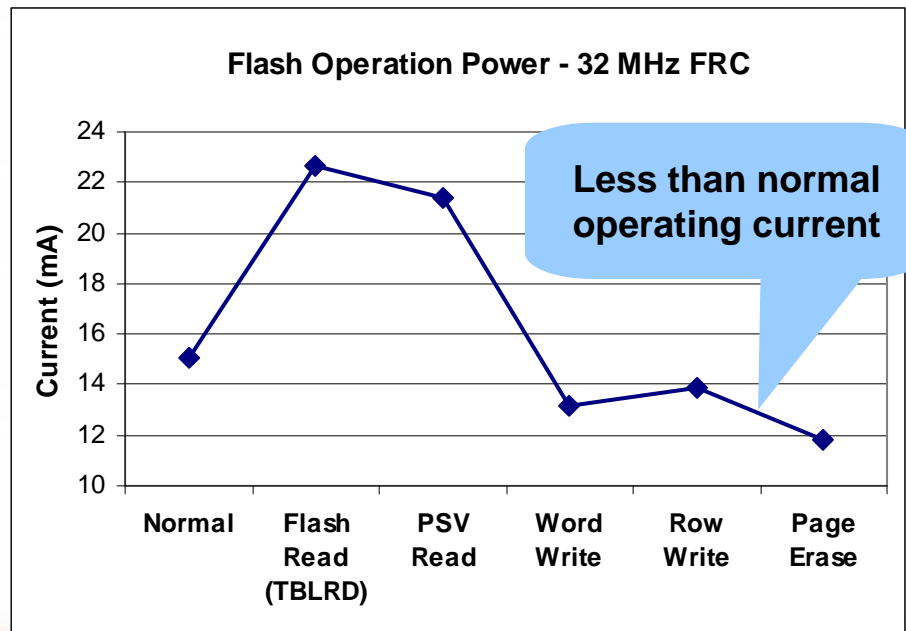
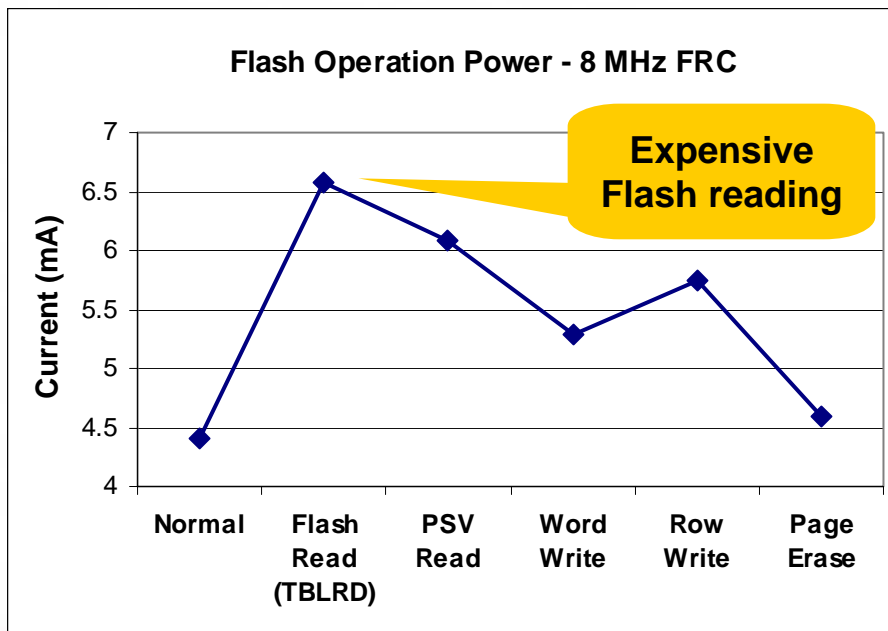
# Serial Communications Peripheral Tips

- **SPI**
  - Master uses more current than slave
  - Don't constantly transmit at high speeds
  - Low-impedance I/O
    - **3 high-speed lines!**

# Flash Operations

# Flash Operations Power Consumption

- Flash reads are high power
- Flash changes suspend CPU and enable FRC





# Timing Peripherals

# RTCC Power Consumption

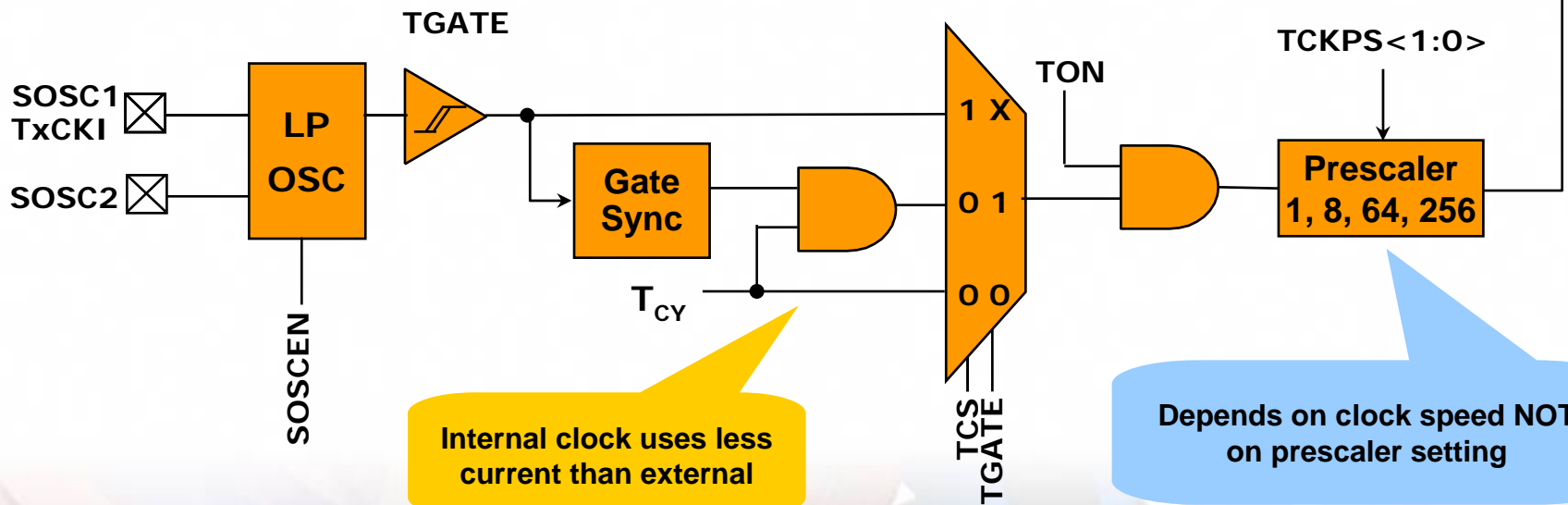
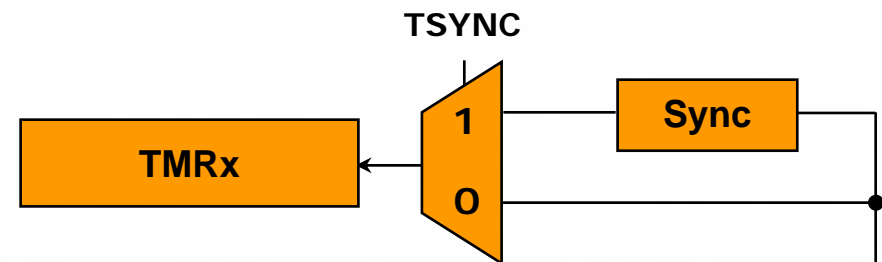
- **SOSC current determines power requirements**

<b>Sleep w/o RTCC</b>	<b>4 <math>\mu</math>A</b>
<b>Sleep w/ RTCC</b>	<b>7.5 <math>\mu</math>A</b>

- **Negligible for dynamic power**

# Timer Power Consumption

Source Speed	Timer Current
32 kHz	1 $\mu$ A
16 MHz	150 $\mu$ A



# Other Power Reduction Tips

# Tips and Tricks

- **Hardware tips**
  - Voltage regulators
  - Circuit design and I/O best practices
- **Firmware tips**
  - Clock speed best practices

# Hardware Tips

## Internal Regulator

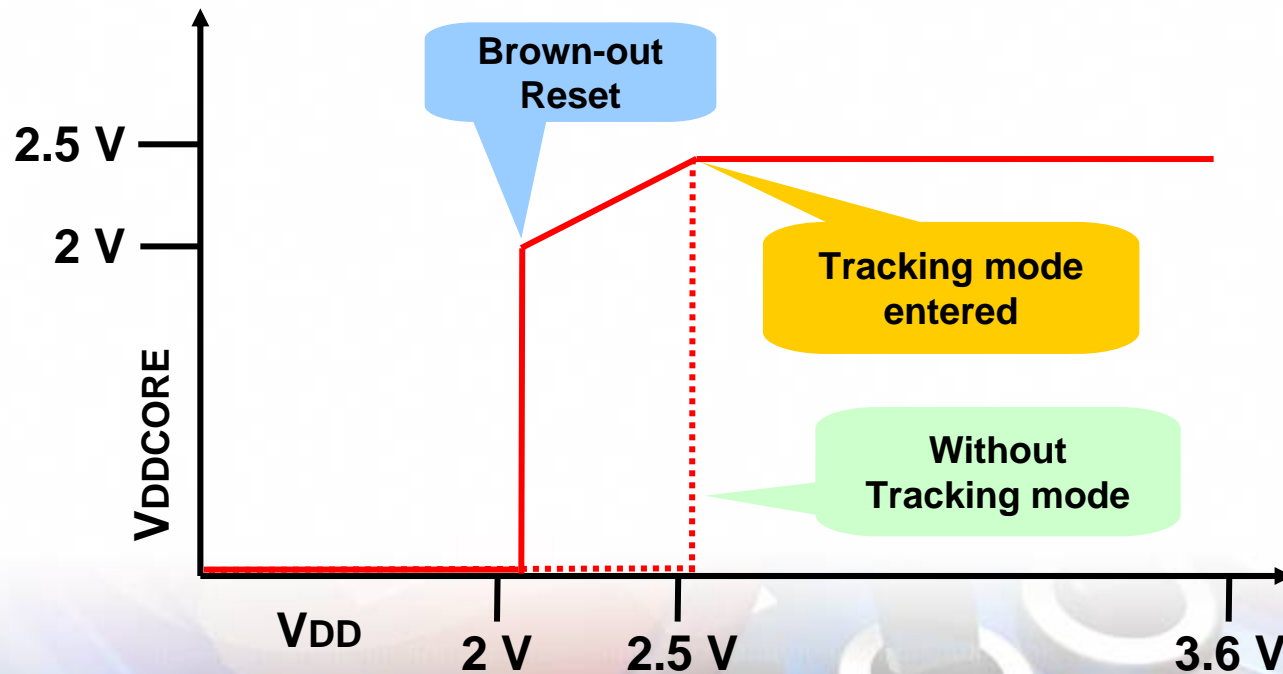
- **Suspend mode**
  - Regulator removes power from Flash to decrease  $I_{PD}$
  - VREGS (RCON<8>)

3.3V & 25°C	$I_{PD}$	Wake-up
Disabled	45 $\mu$ A	10 $\mu$ S
Enabled	5 $\mu$ A	190 $\mu$ S / 10 $\mu$ S

# Hardware Tips Internal Regulator

- **Tracking mode**

- Regulator output follows VDD input when below LVD levels

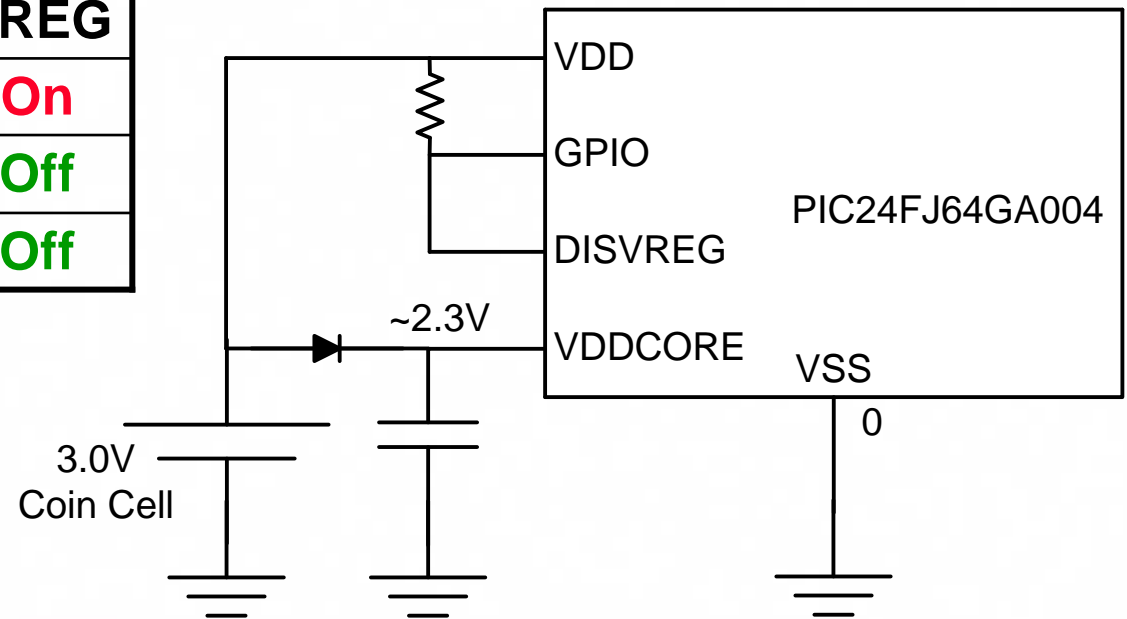
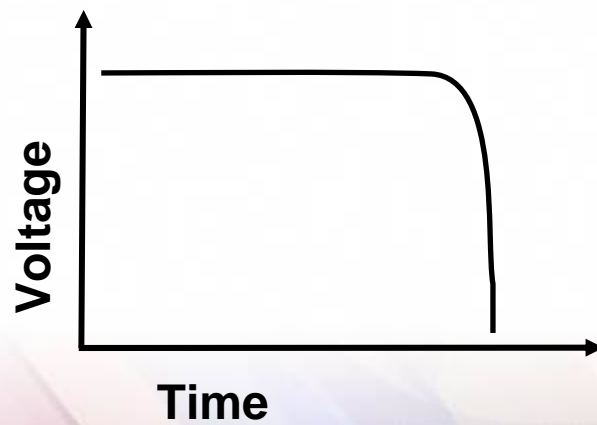




# Hardware Tips Regulator Disabled

- **Maximum Power Savings with 3V Coin Cell**

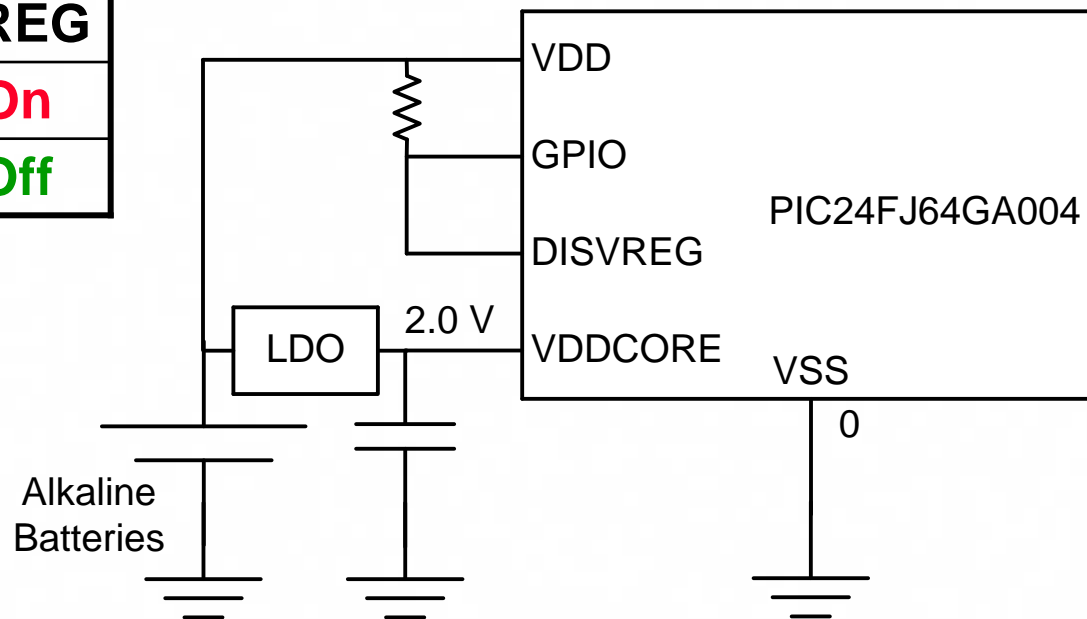
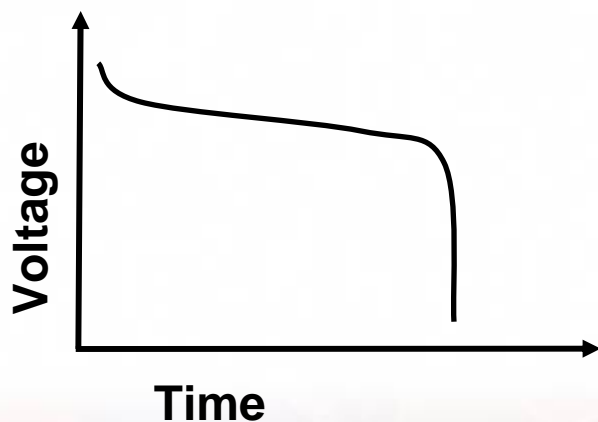
V <sub>DD</sub>	V <sub>DDCORE</sub>	I <sub>PD</sub>	V <sub>REG</sub>
3.3V	2.5V	3.5 $\mu$ A	On
3.3V	2.5V	0.3 $\mu$ A	Off
3.3V	2.0V	0.2 $\mu$ A	Off



# Hardware Tips Regulator Disabled

- **Maximum Power Savings with AA batteries**

V <sub>DD</sub>	V <sub>DDCORE</sub>	I <sub>DD</sub>	V <sub>REG</sub>
3.3V	2.5V	3.6 mA	On
3.3V	2.0V	2.2 mA	Off



# Hardware Tips – I/O

Floating Pin Table of Pain	Bad Case	Worst Case
<b>1 Floating Pin</b>	<b>35 <math>\mu</math>A</b>	<b>0.5 mA</b>
<b>2 Floating Pins</b>	<b>65 <math>\mu</math>A</b>	<b>1 mA</b>
<b>10 Floating Pins</b>	<b>305 <math>\mu</math>A</b>	<b>5 mA</b>

- **No floating input pins**
  - Drive unused GPIO as outputs
  - Pull up or pull down
- **Keep impedances low**

# Firmware Tips – General

- **Turn off unnecessary modules before entering Sleep**
  - Important for modules which may remain active in sleep mode
- **Utilize Idle and Doze mode any time operation is non-critical**
  - Idle Mode – 80% less power
  - Doze Mode – 35-70% less power

# Firmware Tips – General

- RAM and SFR accesses require more power than NOPs
  - Insert NOPs into non-critical sections to reduce average power

**High Power:** 19.1 mA

```
while(!_T1IF) i++;
```

**Low Power:** 16.4 mA

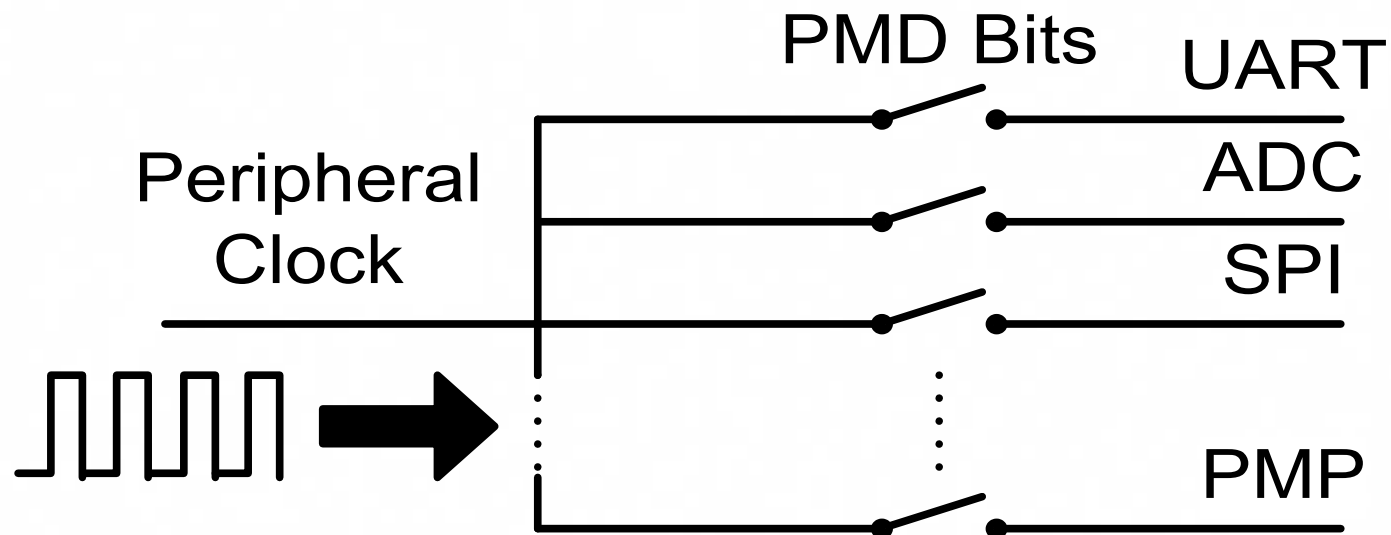
```
while(!_T1IF){  
    i++;  
    Nop();  
    Nop();  
    Nop();  
    Nop();  
    Nop();  
}
```

# Firmware Tips – Clocks

- **Clock Switching**
  - Use 32 kHz LPRC, SOSCC, or FRCDIV for non-critical sections
- **Running 8 MHz FRC Uses 350 uA to 450 uA**
- **Timers**
  - Use internal timer if possible – external requires more current

# Firmware Tips – Clocks

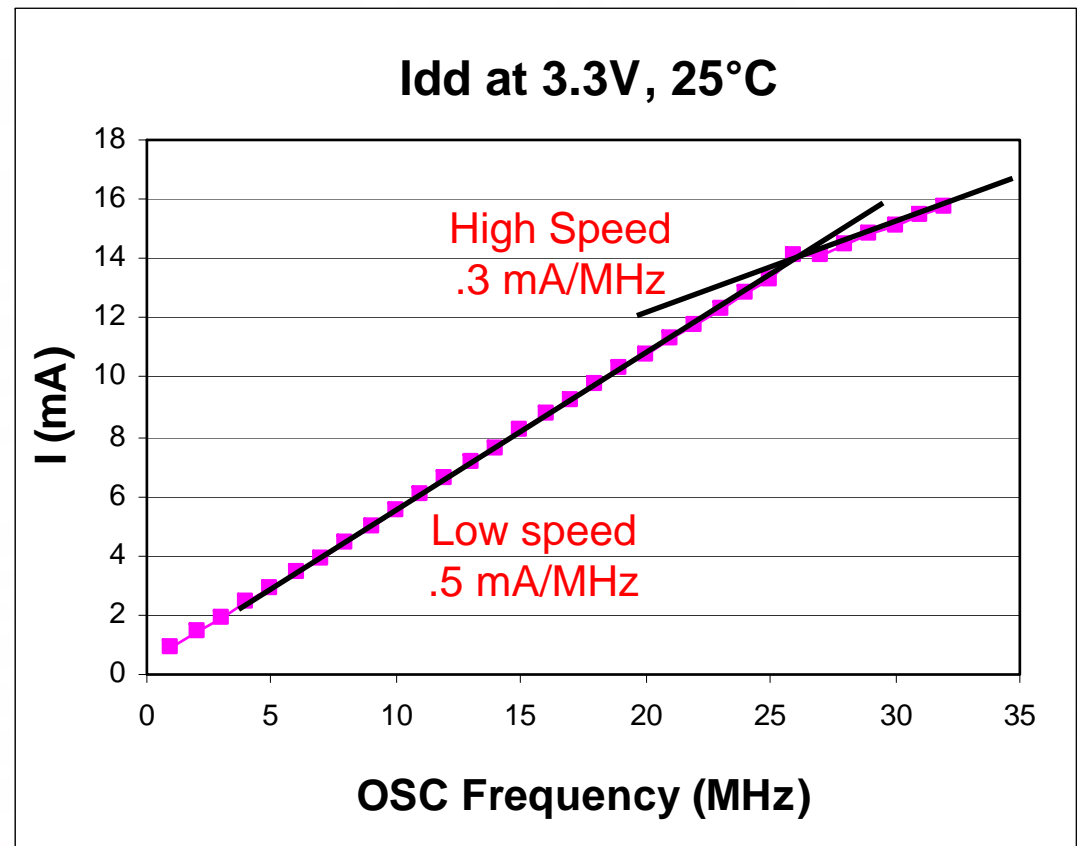
- Utilize PMD at High Speed





# Firmware Tips – Clocks

- Run faster
  - 32 MHz + Sleep
- vs.
- 8 MHz constant
  - Higher speeds are more efficient



# Peripheral Power Summary

Dynamic Power	I <sub>DD</sub> Impact
<b>CPU (8 MHz)</b>	<b>3.8 mA</b>
<b>ADC</b>	<b>1.0 mA</b>
<b>UART</b>	<b>0.2 mA</b>
<b>SPI (4 MHz)</b>	<b>0.7 mA</b>
<b>I<sup>2</sup>C™ (System)</b>	<b>1.0 mA</b>
<b>Flash Read</b>	<b>2.1 mA</b>

Static Power	I <sub>PD</sub> Impact
<b>Base</b>	<b>3.5 uA</b>
<b>ADC</b>	<b>785.0 uA</b>
<b>Comparator</b>	<b>20.0 uA</b>
<b>RTCC (+SOSC)</b>	<b>4.0 uA</b>
<b>Timer (31 kHz)</b>	<b>1.0 uA</b>
<b>WDT</b>	<b>3.0 uA</b>

Watch out for these!

# Demo of Tips Described

# Case Study Benchmark Data

# Summary

- **Today We Covered:**
  - 16-bit Power-Saving Features
  - Peripheral Power Consumption Data
  - Power Reduction Techniques
  - Case Study – Power Comparison and Benchmark Data



# Development Tools

- **Explorer 16 with PIC24FJ256GA110 PIM**
- **Graphics PICtail™ Plus Daughter Board**



# Additional Resources

- **Data Sheets**
  - PIC24FJ64GA004 Data Sheet (DS39881)
  - PIC24FJ256GA110 Data Sheet (DS39905)
- **MASTERS/RTC Classes**
  - 1206 GSS (MASTERS)
  - 203 PRC and 204 ADV (RTCs)



# Questions?





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