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**Real-Time Embedded System  
Co-Design  
CMPE 146 Section 1  
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# Power Management

There are many motivations to build low-power systems

- Many embedded systems are battery-powered
  - It would be very annoying if we need to often replace or charge the battery
  - In some systems, recharging is impossible or it is extremely hard to replace the battery
    - For examples, pacemaker, radio collar on an animal being tracked
- Some systems are powered by harvesting very limited amount of energy from the environment
  - Sun or room light
  - Movement of device
  - Body temperature
  - EM wave
- Good for the environment
  - Less demand on resources to provide the required energy
    - Electric grid for charging batteries
    - Materials to make the batteries
  - Also for systems with constant power source

Vary from application to application

- Operational duty cycle
  - Many embedded applications spend most of the time waiting for something to happen
  - Some may require intense computation to provide quick response
    - Power consumption could be very high for only a short period of time
  - Some can tolerate longer response time
    - Computation can be slower
    - Power consumption can remain constant for a long period of time
- Size restriction
  - Bigger battery would provide longer lifetime
    - Perhaps reduces demand for extreme low consumption
- Power consumption limit
  - Preserving battery life may be the top priority where charging is not possible and size is very restrictive
- I/O requirements
  - Need to drive motors, relays, antennae, etc.

- Active current
  - Usually measured in mA per MHz
    - MSP432 MCU is rated at 80  $\mu\text{A}/\text{MHz}$  in active mode, i.e., 3.84 mA at 48 MHz
  - Mostly caused by dynamic power needed by the memories, peripherals and the processor
    - Proportional to the product of clock frequency and supply voltage squared
- Sleep mode current
  - Usually measured in  $\mu\text{A}$  or nA
    - MSP432 MCU can consume from 25 nA to 870  $\mu\text{A}$
  - Typically, most clock signals are stopped for the lowest power consumption and most peripherals are turned off
  - May be dominated by the leakage current in the transistors - the static power consumption
- Energy efficiency
  - Indicates how much work can be done with a limited amount of energy
  - Based on popular benchmarks
    - Dhrystone (DMIPS/mW)
    - CoreMark (CoreMark/mW)

- Wake-up latency
  - Usually measured in number of clock cycles
  - The time from a hardware request (e.g., peripheral interrupt) to the time the processor resumes program execution

- ARM embedded processors
  - Simple RISC core
    - Short pipeline, small instruction set, few advanced features
  - Less circuitry: fewer transistors to consume power
  - Better code density
    - More code in the same amount of memory
    - Reduces flash capacity requirement
- Flexible clock distribution system in the MCU
  - Peripherals can have dedicated clock signals of different types
- Variable clock frequency
  - Processor can run at a lower clock frequency to reduce active current
  - Processor can also run at higher frequency to finish tasks quicker and stay in sleep mode longer
- Low-power peripherals and memory
  - Can be individually powered down when not being used
  - Low-power mode to conserve energy (can draw only tens of nA of current)
  - Can be operational while the processor remains in sleep mode

- Integration of accelerators
  - Do specialized computations with dedicated logics
  - Energy-efficient and fast



- Power consumption of a CMOS circuit can be approximated as

$$P \approx \alpha C_L V_{DD}^2 f$$

where  $\alpha$  is the switching activity,  $C_L$  is the load capacitance,  $V_{DD}$  is the supply voltage and  $f$  is the operating frequency

- Therefore, in real time, we have two parameters  $V_{DD}$  and  $f$  to tweak
- Frequency adjustment
  - Put system to sleep; stop the clock when there is nothing to do
    - There is delay penalty when waking up
  - Slow down frequency when speed is not needed
    - Reduces active current
- Voltage adjustment
  - Turn off components when they are not needed
    - There is a delay penalty when need to turn them back on
    - Also reduces the leakage current
  - Reduce supply voltage when higher frequencies are not needed
    - Gate propagation delay will increase slightly

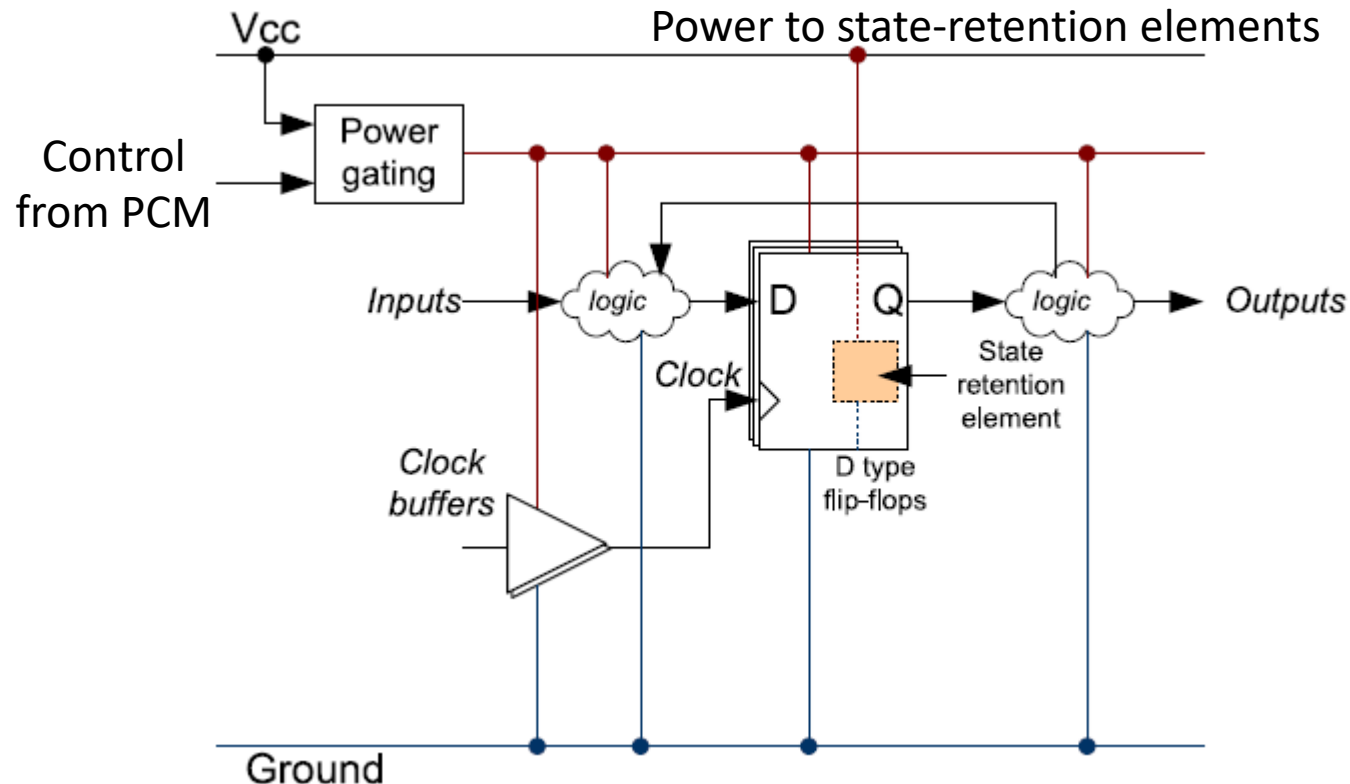
- Various power modes available for optimization of power in different execution conditions
- On the ARM Cortex-M processors, two main power operating modes
  - Active Mode (AM): Program execution is possible
    - Processor can go to sleep (Low Power Mode below) under program control
  - Low Power Mode (LPM): Program execution is suspended
    - Program execution resumes (in Active Mode) upon receiving interrupts or events
- AM is further divided to six sub-modes
  - Based on a combination of voltage regulator used, voltage and frequency settings

- LPM is further divided to 12 sub-modes in 3 general categories
  - Sleep
    - Processor clock is stopped
    - Processor is not active but peripherals are
    - Flash memory and SRAM are active
  - Deep Sleep
    - Peripheral functionality is reduced or totally disabled
    - No high-frequency clock, low frequency may be totally disabled as well
    - Flash memory is disabled
    - SRAM not configured for retention are disabled
  - Stop or Shut Down
    - Processor and almost all peripherals are powered down
    - Flash memory is powered down
    - Only Bank 0 of SRAM is under retention or powered down as well

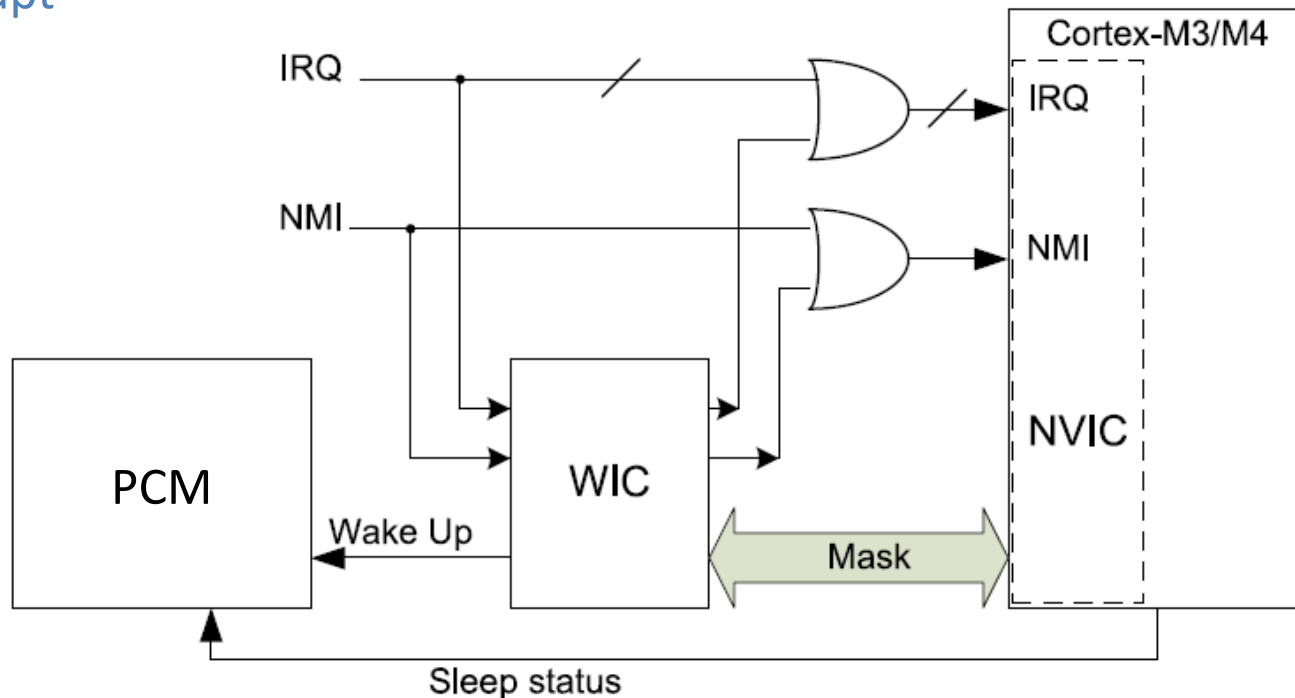
Using various power operating modes can save power substantially. However, the following functional units and design are needed

- Clock System (CS)
- State Retention Power Gating (SRPG) design
- Wake-up Interrupt Controller (WIC)
- Power Supply System (PSS)
- Power Control Manager (PCM)

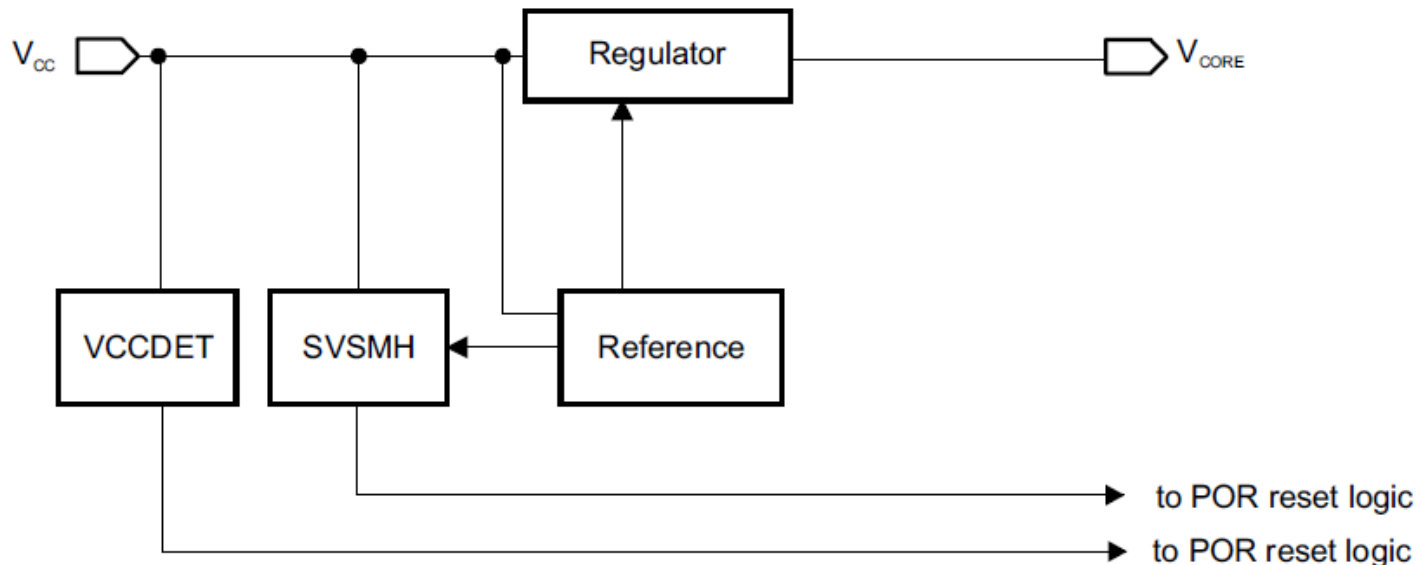
- In Deep Sleep Mode, elements holding system state information must be remained powered on
  - Processor can resume operation from the point where the program was suspended
  - Non-state holding devices and logic can be completely powered down
    - Leakage current is greatly reduced because most parts of logic are powered down



- In Deep Sleep Mode, when all the clock signals to the processor are stopped, the NVIC (Nested Vectored Interrupt Controller) cannot detect incoming interrupt requests
- WIC (a very small unit) detects the interrupt signal and signal PCM (Power Control Manager)
- PCM restores clocks and voltage to wake up processor to service the interrupt



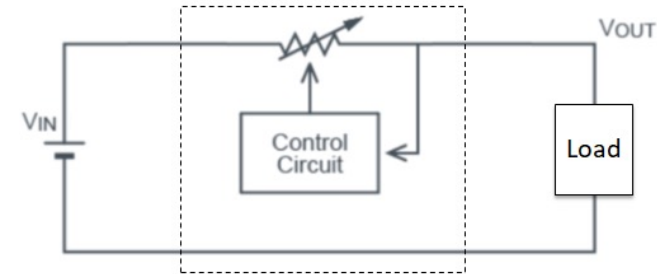
- Regulates device supply voltage  $V_{CC}$  to  $V_{CORE}$ 
  - $V_{CORE}$  is applied to processor, memories and digital modules
    - Programmable to allow power savings
  - $V_{CC}$  is applied to I/Os and analog modules
    - Monitored by the Supply Voltage Supervisor and Monitor for High Side (SVSMH) unit (High side refers to the input side of the regulator)
    - Detection of power on or off condition through the VCC Detect (VCCDET) unit
- Wide input supply voltage range: 1.62 V to 3.7 V
  - 1.65 V is required at start up



Actually contains two regulators connected in parallel

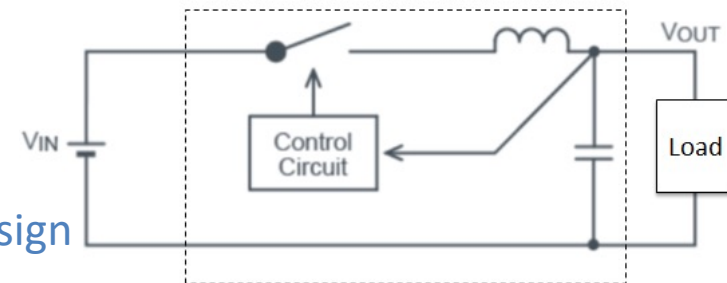
- Low-DropOut (LDO)

- Linear regulator
  - Adjusts output voltage with resistive element
- The default one
- Advantages: Cost-effective, relatively noise-free output due to no switching component, faster to ramp up and down
- Disadvantage: Less efficient - might not be ideal for power savings because load current is same as supply current



- DC-to-DC (DCDC)

- Switching regulator
  - Adjusts output voltage with energy-storing elements (inductor and capacitor) and rapidly turning on and off source voltage
- As a secondary or optional one
- Advantage: More efficient compared to LDO
- Disadvantages: More noise, more complicated design





- A lower  $V_{\text{CORE}}$  reduces power consumption
- $V_{\text{CC}}$  can be regulated to  $V_{\text{CORE}}$  as one of two levels
  - A lower voltage labeled as VCORE0
    - 1.2 V (typical) on MSP432
  - A higher voltage labeled as VCORE1
    - 1.4 V (typical) on MSP432