Power Management and Sleep Modes

Sleep modes enable the application to shut down unused modules in the MCU, thereby saving power. The AVR provides various sleep modes allowing the user to tailor the power consumption to the application's requirements.

When enabled, the Brown-out Detector (BOD) actively monitors the power supply voltage during the sleep periods. To further save power, it is possible to disable the BOD in some sleep modes. See "BOD Disable" on page 40 for more details.

7.1 Sleep Modes

Figure 6-1 on page 26 presents the different clock systems in the ATmega48P/88P/168P/328P, and their distribution. The figure is helpful in selecting an appropriate sleep mode. Table 7-1 shows the different sleep modes, their wake up sources BOD disable ability.

Table 7-1. Active Clock Domains and Wake-up Sources in the Different Sleep Modes.

	Active Clock Domains					Oscillators		Wake-up Sources							
Sleep Mode	clk _{CPU}	CIK _{FLASH}	cIK _{IO}	CIK _{ADC}	clk _{ASY}	Main Clock Source Enabled	Timer Oscillator Enabled	INT1, INT0 and Pin Change	TWI Address Match	Timer2	SPM/EEPROM Ready	ADC	WDT	Other/O	Software BOD Disable
Idle			Х	Χ	Х	Х	X ⁽²⁾	Х	Х	Х	Х	Х	Х	Х	
ADC Noise Reduction				Х	Х	Х	X ⁽²⁾	X ⁽³⁾	Х	X ⁽²⁾	х	Х	Х		
Power-down								X ⁽³⁾	Х				Х		Х
Power-save					Х		X ⁽²⁾	X ⁽³⁾	Х	Х			Х		Х
Standby ⁽¹⁾						Х		X ⁽³⁾	Х				Х		Х
Extended Standby					X ⁽²⁾	Х	X ⁽²⁾	X ⁽³⁾	Х	Х			Х		Х

- Notes: 1. Only recommended with external crystal or resonator selected as clock source.
 - 2. If Timer/Counter2 is running in asynchronous mode.
 - 3. For INT1 and INT0, only level interrupt.

To enter any of the six sleep modes, the SE bit in SMCR must be written to logic one and a SLEEP instruction must be executed. The SM2, SM1, and SM0 bits in the SMCR Register select which sleep mode (Idle, ADC Noise Reduction, Power-down, Power-save, Standby, or Extended Standby) will be activated by the SLEEP instruction. See Table 7-2 on page 44 for a summary.

If an enabled interrupt occurs while the MCU is in a sleep mode, the MCU wakes up. The MCU is then halted for four cycles in addition to the start-up time, executes the interrupt routine, and resumes execution from the instruction following SLEEP. The contents of the Register File and SRAM are unaltered when the device wakes up from sleep. If a reset occurs during sleep mode, the MCU wakes up and executes from the Reset Vector.

