

z-Domain Configuration Window

INTRODUCTION

The Digital Control Loop Designer SDK is a Software Development Kit (SDK) consisting of individual tools covering system definition, system modeling, code generation, control system fine tuning and real-time debugging of fully digital control systems for Switched-Mode Power Supplies (SMPS) for dsPIC® Digital Signal Controllers (DSC).

This user guide section is meant to be a quick start guide to the z-Domain Controller Configuration tool (DCLD.exe), which can be used to select and configure discrete time domain control systems, tailor their features to the specific controller device used and generate control libraries with a generic application programming interface (API) to allow fast and seamless integration of the generated source code in custom firmware projects.

PLEASE NOTE

This software is still in a preliminary, experimental state with limited support.

All features and functions are subject to change at any time without further rnotice.

Please always refer to the most recent readme.txt file to get updates on features and functions and to review the release history.

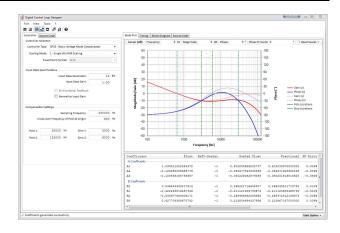


Figure 1: z-Domain Configuration Window of the Digital Control Loop Designer SDK

Recommended Literature:

Data sheets and reference manuals are available on http://www.microchip.com.

- dsPIC33EP128GS806 data sheet
- dsPIC33CH128MP506 data sheet
- dsPIC33CK256MP506 data sheet
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Technical Specifications:

Minimum System Requirements:

- Microsoft Windows® 7 32-bit Operating System
- 1 GB RAM
- 24 MB of free hard drive space



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1.0 SOFTWARE OVERVIEW

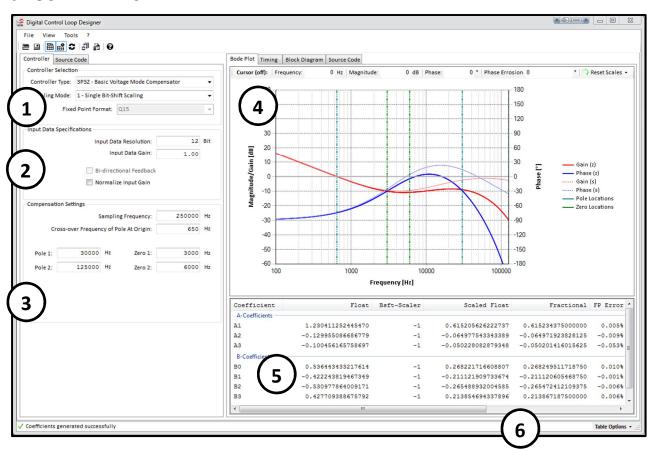


Figure 2: Digital Control Loop Designer z-Domain Controller Configuration Main Window

TABLE 1: MAIN WINDOW DESCRIPTION

No	Description
1	Controller Order and Number Format Selection
2	Input Data Specification
3	Compensator Configuration
4	Frequency Response (Bode Plot) of s-Domain and z-Domain transfer function
5	Digital Filter Coefficients derivation transcript with accuracy analysis of final values
6	Status bar indicating background activity and output messages

The z-Domain Controller configuration window is ordered into a left configuration plane and a right plane showing the results based on recent settings. Both planes are separated in individual sub-planes (tabs) offering access to settings of individual, functional blocks.

The default view starts with the controller selection and frequency domain configuration on the left and the Bode plot graph of the transfer function on the right. Below the Bode plot a data table shows the derivation transcript of the calculation result. This table is also used to display warnings of the number accuracy analyzer.



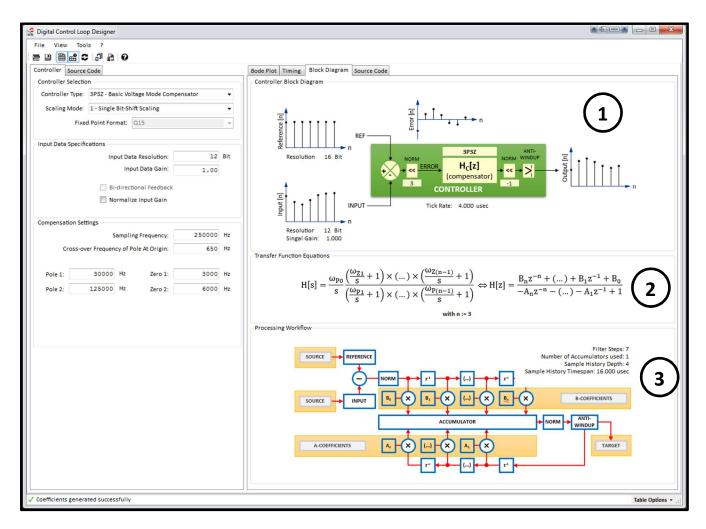


Figure 3: Block Diagram Overview

TABLE 2: BLOCK DIAGRAM OVERVIEW DESCRIPTION

No	Description
1	Controller block diagram with discrete time domain signal waveforms
2	Generic format of s- and z-domain compensator transfer function equivalents
3	Firmware module implementation block diagram and flow-chart

The block diagram overview shows three different block diagrams of the system which is configured by this tool, including system description block diagram, mathematical equations used and the firmware implementation and flow chart of the generated code modules.

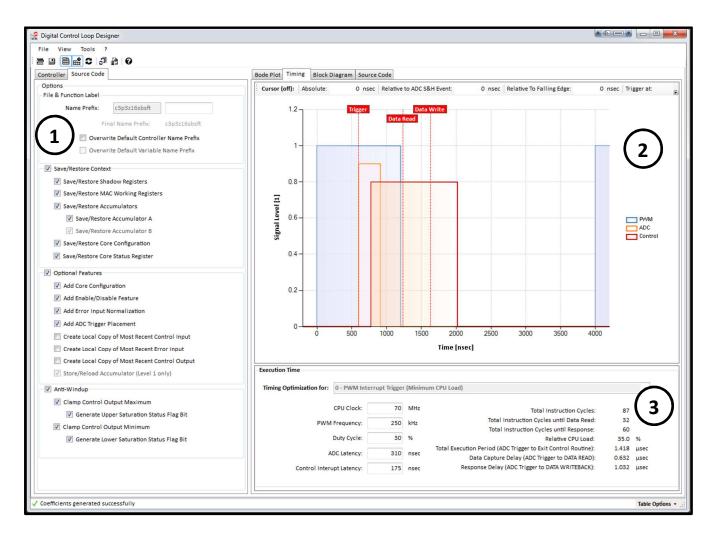


Figure 4: Code Generator Configuration and Timing Diagram

TABLE 3: TIMING DIAGRAM OVERVIEW DESCRIPTION

No	Description
1	Code generator configuration option catalog
2	Timing diagram of control loop execution vs. SMPS switching waveform
3	Timing calculation output and target device parameter configuration

Each controller selection and code generation option is impacting the execution time of the control system and thus on the total CPU workload. This view allows the control block analysis and optimization with regards to device speed, core architecture, peripheral features and external physical parameters like switching period and duty ratio.



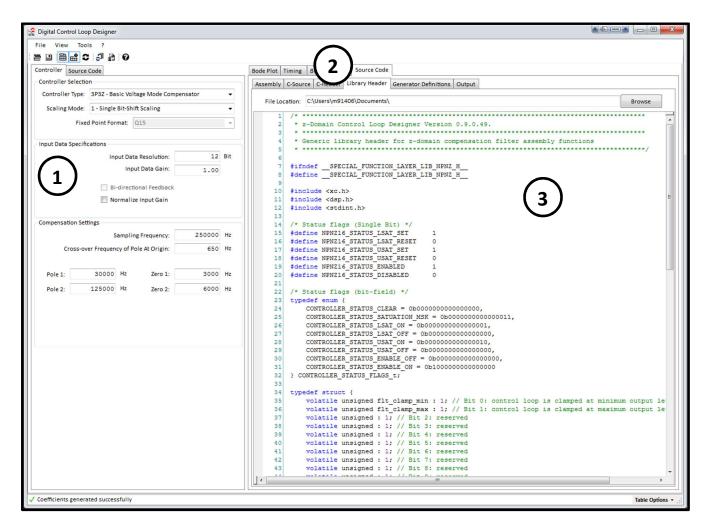


Figure 5: Code Generator Output View

TABLE 4: CODE GENERATOR OUTPUT VIEW DESCRIPTION

No	Description
1	Control loop / Code generator configuration option catalog
2	Source code output tab controls (access to output windows of assembly and c-code modules)
3	Source code output window

Once controller and code generation has been configured, the code generator output is displayed in individual output windows for assembly and C-code modules, where the code can be reviewed and edited¹².

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¹ user code changes may get overwritten by the generator without warning (see Code Generator Settings)

² code editor has no compiler support



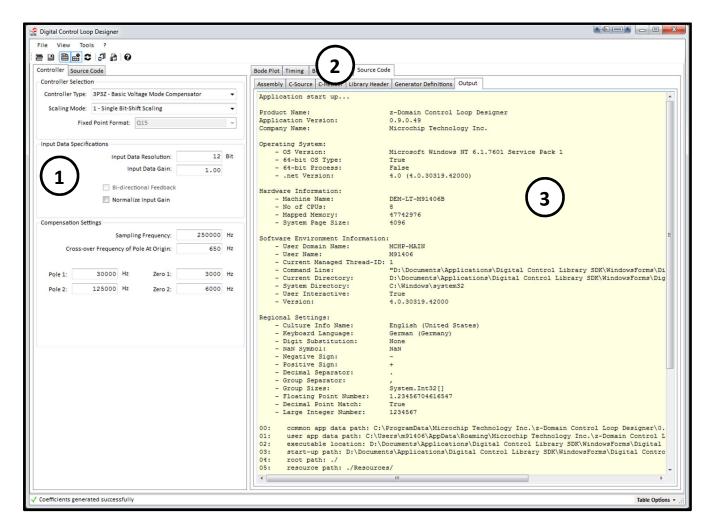


Figure 6: Output Window

TABLE 5: OUTPUT WINDOW DESCRIPTION

No	Description
1	Control loop / Code generator configuration option catalog
2	Source code output tab controls (access to output windows of assembly and c-code modules)
3	Output Window view

The output window is an additional software debugging tool helping to verify proper and reliable output results and offers additional information for troubleshooting software and platform issues. It lists system information, folder settings, user inputs and internal messages during execution.



2.0 CONTROLLER CONFIGURATION

Controller Selection

After application start the main window is starting with the controller selection. All digital controllers supported by this tool are based on discrete time domain transfer functions, which have been derived from continuous time domain transfer function prototypes using the bi-linear transform (BLT).

The continuous time domain prototype transfer functions are based on conventional type I, II, III compensation circuits used in SMPS control systems the industry since the early 1980s. All higher order transfer functions used to create this tool, are mathematically up-scaled versions of the same control approach.

These controllers consist of lead-lag compensators of the n-th order multiplied with a simple integrator term incorporating the gain influence over frequency of the pole at the origin. The only difference between these transfer functions is the order of the lead-lag compensator term, which may include no pole/zero pair at all (1st order) or up to n pole/zero pairs (n-th order).

Why using s-Domain Prototype Filters?

Creating discrete time domain controllers would not necessarily require the deviation of their transfer function from a continuous time domain prototype filter. However, this deviation path allows to establish relations between continuous and discrete time domain control systems, which allows on one side to use the identical design techniques and tools for both systems while still being able to consider, incorporate or compensate for the differences between them.

The z-Domain Configuration Window of the Digital Control Loop Designer SDK takes pole and zero frequency locations to characterize the compensation filter and to adjust the total control loop gain and can therefore directly be applied to frequency domain system models, merging continuous and discrete time domain blocks.

Selecting the Right Controller

The selection of the right controller exclusively depends on the power supply plant and control mode used. In any case the controller selection depends on the number of poles and zeros required within the controller to compensate for poles and zeros of the power supply plant. The controller selection offers six orders:

• 1P1Z:

1st order with integrator and no pole/zero pair

2P2Z

2nd order with integrator and one pole/zero pair

3P3Z:

3nd order with integrator and two pole/zero pairs

• 4P4Z:

4nd order with integrator and three pole/zero pairs

• 5P5Z:

5nd order with integrator and four pole/zero pairs

• 6P6Z:

6nd order with integrator and five pole/zero pairs

Every pole and zero location can be set by either moving the respective pole or zero indicator in the Bode plot using the mouse pointer or edit the frequency in the respective entry boxes below the controller selection.

Scaling Mode Selection

Each controller design is a tradeoff between performance and accuracy. With increased number space the result accuracy can be enhanced. Enhanced accuracy, however, requires more CPU cycles for the computation. To solve these tradeoffs easily, the z-Domain Configuration Window offers four different scaling mode for each controller type:

Single Bit-Shift Scaling

Highest performance is achieved by directly utilizing the fixed-point DSP core of the dsPIC® DSC by scaling all filter coefficients with the very same scaling factor. The factor scaling is implemented by shifting the number bit code to



the right (divide by power of 2) or left (multiply by power of 2). This scaling method is sufficient for a wide variety of applications with standard topologies.

Single Bit-Shift with Output Factor Scaling Occasionally coefficients with single fixed scalers may be affected by accuracy limitations, which, in the worst case, could corrupt the convolution

the worst case, could corrupt the convolution process of the digital filter and negatively affect the error integration.

In this scaling mode one additional factor is added and all coefficients are rescaled to minimize the number error.

· Dual Bit-Shift Scaling

The single bit-shifting more with output factor scaling may come short, when coefficients of filter terms A and B vary significantly in size. For these conditions the Dual Bit Shift Mode was introduced, which applies two different scalers for A and B term coefficients. The performance impact is very similar to the Single Bit-Shift with Output Factor Scaling.

Fast Floating Point Coefficient Scaling

Fast floating point numbers have re-ordered binary encoding. This number format is different from conventional IEEE 754 floating point numbers to optimize the computation process on fixed-point DSP cores. This number format computation is the most accurate but also most intensive in terms of CPU cycles.

The recommended process of determining the best scaling mode is to start from single bit-shifting, observing the coefficient output window below the Bode plot. Should one or more coefficients exceed 0.5% error, it will be marked in yellow (warning level), if the inaccuracy exceeds 1.0%, it will be marked red (error level).

Should any of these warning appear, increase the scaling option until all warning disappear. Observe the timing diagram on the right, to keep track on the CPU load and overall timing alignment.

Input Data Specification

This section is used to normalize the input data to the computation engine. The input data range needs to meet the number format of controller to prevent gain mismatches between model and desired control output. This usually strictly refers to the number bit resolution.

Additionally the Input Data Specification offers three additional options accounting for physical signal scaling:

• Input Data Gain

Assuming the input data is coming from an analog-to-digital converter (ADC) reading a preconditioned analog signal, the gain of the signal conditioning circuit can be entered here (e.g. reading voltage from a voltage divider).

As a result, the Bode plot graph on the right will show the impact on the frequency response of the controller (gains < 1 will drop the gain, gains > 1 will increase the gain)

Input Signal Gain Compensation

In case the input data gain is different from 1, this option will automatically increase/decrease the gain of the controller to compensate for the physical signal gain. If this option is not selected, gain variations have to be compensated by manual adjustments of the Cross-over frequency of the pole at the origin.

Input Data Offsets in Bi-Directional Control Systems

By selecting this option the input data is assumed to have a zero-point offset. This offset needs to be specified to allow positive and negative input data values.

3.0 TIMING ANALYSIS

In addition to the frequency response chart (Bode plot) a Timing graph is provided, showing the switching period and on-time of the nominal switching signal (blue), the ADC conversion time



(orange) and the control loop execution (red) based on the most recent settings.

The switching waveform, ADC timing parameters and CPU speed can be entered underneath the Timing graph. The graph shows the position of data acquisition events, control loop call events, READ and WRITE BACK events along the switching period.

Controller selection, Scaling Mode selection and Code Generation options influence the timing alignment. In high-speed systems this graph can help to analyze the estimated CPU load added by the recently configured controller and help to find the right tradeoff between performance and accuracy.

For more precise analysis the cursor can be used to measure relative time between events by moving/placing the cursor cross within the timing graph.

Additional presets allow to quickly position data acquisition triggers at common trigger points within the switching period (e.g. at 50% on-time, 50% off-time or at the beginning of the switching cycle.

It's also possible to place the trigger at any point by dragging the trigger cursor to the left/right ti fine-tune trigger offsets.

4.0 BLOCK DIAGRAM VIEW

The block diagram view is static and will not reflect details of the most recent settings. Its purpose is to reflect the system level covered by the z-Domain Configuration Window.

The first view shows a high-level block diagram of the controller with its discrete time domain input signals and processing path.

The second section shows the continuous time domain transfer function equation and the resulting discrete time domain transfer function equation as reference.

The third section shows the controller implementation block diagram and flow chart.

5.0 SOURCE CODE VIEW

The Source Code View covers multiple sub windows for every generated code module. The generated control library source code provides four different files:

• Optimized Assembly Code

All runtime functions are generated as optimized assembly routines. These routines read data from and write data to a data structure (cnpnz16b_t), which holds all parameters and pointers to Special Function Registers (SFRs) used by the library. This data is loaded into the data structure by the C-domain initialization code. Depending on code generator options selected, additional information will be written to the data structure, from which C-domain application code can gain access (e.g. status bits, most recent calculation results, etc.)

C-Source File

The C-source file contains the static set of filter coefficients and the data structure initialization function of this individual controller.

PLEASE NOTE

The C source initialization routine only initializes the digital filter coefficients and number scaling settings.

Controller/system-specific parameters like antiwindup thresholds, source and target registers as well as ADC trigger offsets must be set in user code!

• C-Header File

The C-header file holds all public variable and function declarations of this individual controller, which need to be accessible from application code.

• C-Library Header File

The library header is generic and would only have to be added once, even if the control system is based on multiple, individual controllers. This file also holds the declaration of the cnpnz16b_t data structure. This data structure is the sole access



point to configure, control and monitor the controller block.

PLEASE NOTE

The cnpnz16b_t data structure declared in the library header file may be different for different scaling modes and code generator options. When controllers with fundamentally different configuration sare used, conflicts may occur.

6.0 CODE GENERATOR OPTIONS

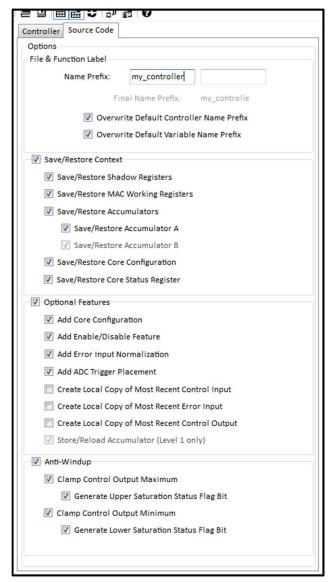


Figure 7: Code Generator Options

The code generator offers several options helping to tailor the code implementation, features and overall timing to application specific needs.

FILE & FUNCTION LABEL

Variable, control loop object and file names are using the control loop label specified here. The automatically generated label may not be unique or may not reflect the function the control loop serves within the application code.

This label can be changed here to enhance the flexibility and compatibility with user application code.

- Overwrite Default Controller Name Prefix
 this option will replace the automatically
 generated label used for file names and function
 calls.
- Overwrite Default variable Name Prefix
 When selected, this option will also replace the
 name prefix of all global variables, tying them
 more closely to the controller block configured by
 this application
 (mandatory when building multi-loop systems to
 prevent naming conflicts)

Please observe the C-source file generator output to see how name prefixes change.

Save/Restore Context

Across device families there are different features which can be utilized to reduce interrupt latency by handling context save and restore processes in silicon or software. For example, dsPIC33FJ DSCs only have one set of shadow registers where working registers (WREGs) need to be pushed to and popped from individually. dsPIC33EP, in comparison, offer additional sets of alternative working registers where the recent context can be swapped over to in a single CPU cycle. dsPIC33CH and dsPIC33CK have even further extended features includina DSP accumulators and the core configuration register.

Depending on which feature is used in which application code context, one may or may not have to save and restore certain registers and settings. By selecting specific options from this option list, code



for saving and restoring will be added/removed from the generated assembly code file.

PLEASE NOTE

All these settings need to be configured individually using dedicated SFRs and configuration bits. These configuration steps are not included by this code generator

Shadow Registers

covering working registers WREG to WREG 3 only. These registers usually hold function parameters like the start address of the CNPNZ16b_t data structure.

• MAC Working Registers

covering working registers WREG4 through WREG10 used for the filter computation.

Accumulators

if the DSP core is used by other application code modules, it may be that the DSP accumulator contents need to be kept available.

As the generated controller library will always start with a cleared accumulator and leave the result in the accumulator until the next computation step, it will not be affected by other code modules changing the content of the accumulators. In return, however, these control libraries will override any contents of accumulators which have been stored previously.

Core Status Register

The core status register may hold information about active calculation status bits any may therefore be affected by computations run by the control library. If any additional application code module may rely on this information, this register needs to be saved and restored.

Core Configuration Register

The control library computation requires a specific DSP configuration to run the control code most efficiently. If the DSP is used by any other application code module, which may use a different core configuration, this register needs to be saved, changed and restored.

Optional Features

This section can be used to add specific, generic features to the control code, which will be embedded in the assembly code for most efficient execution.

Add Core Configuration

This option may need to be selected if other application code modules are using the DSP with different configurations.

If it is sufficient to go with one DSP configuration for the entire application, it is recommended to configure the core in a separated initialization routine executed during startup rather than changing the contents of the core configuration in every control loop execution call.

Add Enable/Disable Switch

When enabled, this option will add a status bit to the cnpnz16b_t data structure. This enable bit will be checked before every execution of the control update library code. When disabled, the control code will be bypassed and no data will be read nor written. When disabled, the histories will be frozen to their latest state, the last control output will remain as a constant, no ADC buffer reads and no output anti-windup (if selected) will be performed.

Add Input Normalization

dsPIC33FJ, dsPIC33EP, dsPIC33CH and dsPIC33CK ADC converters offer different data format options. Further data format may be different when multiple compensators are coupled in multi-loop systems. To deal with these differences in number scaling, the input data may of may not have to be normalized during the execution of the control loop code.

Add ADC Trigger Placement

Control loops, which depend on a precise ADC trigger point which needs to be synchronized to varying duty cycles or periods, will need the ADC trigger to be repositioned with the control output. This option should be selected to account for these requirements and execute the repositioning in the most efficient way



Create Local Copies

To allow other application code modules to track and monitor internal data, which will not be accessible from external code otherwise, local copies of specific data points can be copied to the data structure, through which they get published globally. These data points are

- o Most recent ADC sample
- o Most recent error
- Most recent control output

Anti-Windup

Digital controllers can clamp the control output to a user defined level. When using number clamping, the control history will be clamped at the defined maximum value without saturation effects known from analog control systems. When a digital controller with proper anti-windup clamping is used and the control loop hits output limits (minimum or maximum), it will be clamped there. When the system recovers the control loop will start to respond immediately.

• Clamp Control Output Maximum

The control output will be monitored and clamped to a maximum value when exceeded

Generate Upper Saturation Status Flag Bit When the control output gets overwritten by the defined maximum value, a status bit will be set within the status word of the controller to allow external application code modules to detect the saturation condition and respond to it accordingly.

• Clamp Control Output Minimum

The control output will be monitored and clamped to a minimum value when underrun.

Generate Lower Saturation Status Flag Bit When the control output gets overwritten by the defined minimum value, a status bit will be set

within the status word of the controller to allow external application code modules to detect the saturation condition and respond to it accordingly.

7.0 CODE GENERATION

The code generator does not generate output files by default. This process must be deliberately executed by the user.

Figure 8 shows the file location entry on to of every generated code file (assembly source, C-source, C-header and library header). Use this entry text box to declare the path to the directory in which the generated code file should be generated in.

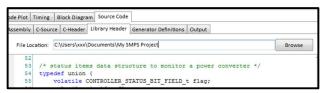


Figure 8: Source Code File Target Directory Declaration

Once all file locations have been declared, code can be generated by clicking on Tools \rightarrow Export Generated Files \rightarrow Export Files.

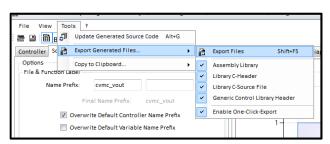


Figure 9: Code Generator Menu

If you'd like to restrict the generation of files to individual items, use the check box list within the same menu to determine which files should be generated. (see Figure 9)







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