

Power management and Sleep modes

- Sleep modes enable the application to shut down unused modules in the MCU
- Hence useful for saving Power .
- AVR Provides six sleep modes.

MCU Control Register– MCUCR

- To enter any of the six sleep modes, the SE bit in MCUCR must be written to logic one after that .
- SLEEP instruction must be executed
- MODES:
 - Idle
 - ADC Noise Reduction
 - Power-down
 - Power-save
 - Standby
 - Extended Standby

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
|-----|-----|-----|-----|-------|-------|-------|-------|-------|
| SE | SM2 | SM1 | SM0 | ISC11 | ISC10 | ISC01 | ISC00 | MCUCR |
| R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

cont...

| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |
|-----|-----|-----|-----|-------|-------|-------|-------|-------|
| SE | SM2 | SM1 | SM0 | ISC11 | ISC10 | ISC01 | ISC00 | MCUCR |
| R/W | R/W | R/W | R/W | R/W | R/W | R/W | R/W | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |

Table 13. Sleep Mode Select

| SM2 | SM1 | SM0 | Sleep Mode |
|-----|-----|-----|------------------------|
| 0 | 0 | 0 | Idle |
| 0 | 0 | 1 | ADC Noise Reduction |
| 0 | 1 | 0 | Power-down |
| 0 | 1 | 1 | Power-save |
| 1 | 0 | 0 | Reserved |
| 1 | 0 | 1 | Reserved |
| 1 | 1 | 0 | Standby ⁽¹⁾ |

Idle Mode

- SM2..0 bits are written to 000
- Stop the CPU
- SPI, USART, Analog Comparator, ADC, Two-wire Serial Interface, Timer/Counters, Watchdog, and the interrupt system to continue operating.
- This sleep mode basically halts clkCPU and clkFLASH, while allowing the other clocks to run.
- Wakes up : external triggered interrupts as well as internal ones

ADC Noise Reduction Mode

- SM2..0 bits are written to 001
- Stop the CPU
- ADC, External Interrupts, Two-wire Serial Interface address watch, Timer/Counter0 and the Watchdog continue to work operating (if enabled).
- This sleep mode basically halts clkI/O, clkCPU, and clkFLASH, while allowing the other clocks to run.
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Power-down Mode

- SM2..0 bits are written to 010
- External Oscillator is stopped
- External Interrupts, the Two-wire Serial Interface address watch, and the Watchdog continue operating (if enabled).
- Only an External Reset, a Watchdog Reset, a Brown-out Reset, a Two-wire Serial Interface address match interrupt, an External Level Interrupt on INT7:4, or an External Interrupt on INT3:0 can wake up the MCU

| | Active Clock Domains | | | | | Oscillators | | Wake-up Sources | | | | | |
|------------------------|----------------------|----------------------|-------------------|--------------------|--------------------|---------------------------|--------------------|------------------|-------------------|------------------|------------------|-----|-----------|
| Sleep Mode | clk _{CPU} | clk _{FLASH} | clk _{IO} | clk _{ADC} | clk _{ASY} | Main Clock Source Enabled | Timer Osc. Enabled | INT1 INT0 | TWI Address Match | Timer 2 | SPM/EEPROM Ready | ADC | Other I/O |
| Idle | | | X | X | X | X | X ⁽²⁾ | X | X | X | X | X | X |
| ADC Noise Reduction | | | | X | X | X | X ⁽²⁾ | X ⁽³⁾ | X | X | X | X | |
| Power Down | | | | | | | | X ⁽³⁾ | X | | | | |
| Power Save | | | | | X ⁽²⁾ | | X ⁽²⁾ | X ⁽³⁾ | X | X ⁽²⁾ | | | |
| Standby ⁽¹⁾ | | | | | | X | | X ⁽³⁾ | X | | | | |

Notes:

1. External Crystal or resonator selected as clock source.
2. If AS2 bit in ASSR is set.
3. Only level interrupt INT1 and INT0.

Refer Page number 33 – 35 of data sheet