

ESP32-C3

Technical Reference Manual

PRELIMINARY



Pre-release v0.4
Espressif Systems
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1 ESP-RISC-V CPU

1.1 Overview

ESP-RISC-V CPU is a 32-bit core based upon RISC-V ISA comprising base integer (I), multiplication/division (M) and compressed (C) standard extensions. The core has 4-stage, in-order, scalar pipeline optimized for area, power and performance. CPU core complex has an interrupt-controller (INTC), debug module (DM) and system bus (SYS BUS) interfaces for memory and peripheral access.

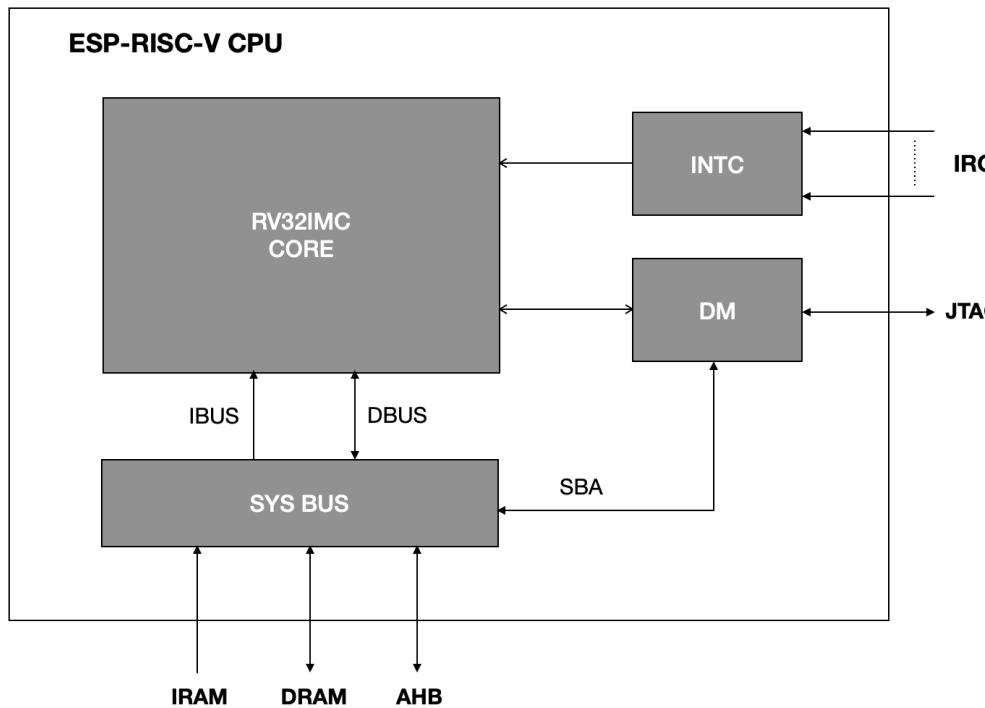


Figure 1-1. CPU Block Diagram

1.2 Features

- Operating clock frequency up to 160 MHz
- Zero wait cycle access to on-chip SRAM and Cache for program and data access over IRAM/DRAM interface
- Interrupt controller (INTC) with up to 31 vectored interrupts with programmable priority and threshold levels
- Debug module (DM) compliant with RISC-V debug specification v0.13 with external debugger support over an industry-standard JTAG/USB port
- Debugger direct system bus access (SBA) to memory and peripherals
- Hardware trigger compliant to RISC-V debug specification v0.13 with up to 8 breakpoints/watchpoints
- Physical memory protection (PMP) for up to 16 configurable regions
- 32-bit AHB system bus for peripheral access
- Configurable events for core performance metrics

1.3 Address Map

Below table shows address map of various regions accessible by CPU for instruction, data, system bus peripheral and debug.

Table 1-1. CPU Address Map

Name	Description	Starting Address	Ending Address	Access
IRAM	Instruction Address Map	0x4000_0000	0x47FF_FFFF	R/W
DRAM	Data Address Map	0x3800_0000	0x3FFF_FFFF	R/W
DM	Debug Address Map	0x2000_0000	0x27FF_FFFF	R/W
AHB	AHB Address Map	*default	*default	R/W

*default : Address not matching any of the specified ranges (IRAM, DRAM, DM) are accessed using AHB bus.

1.4 Configuration and Status Registers (CSRs)

1.4.1 Register Summary

Below is a list of CSRs available to the CPU. Except for the custom performance counter CSRs, all the implemented CSRs follow the standard mapping of bit fields as described in the RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10. It must be noted that even among the standard CSRs, not all bit fields have been implemented, limited by the subset of features implemented in the CPU. Refer to the next section for detailed description of the subset of fields implemented under each of these CSRs.

Name	Description	Address	Access
Machine Information CSRs			
mvendorid	Machine Vendor ID	0xF11	RO
marchid	Machine Architecture ID	0xF12	RO
mimpid	Machine Implementation ID	0xF13	RO
mhartid	Machine Hart ID	0xF14	RO
Machine Trap Setup CSRs			
mstatus	Machine Mode Status	0x300	R/W
misa ¹	Machine ISA	0x301	R/W
mtvec ²	Machine Trap Vector	0x305	R/W
Machine Trap Handling CSRs			
mscratch	Machine Scratch	0x340	R/W
mepc	Machine Trap Program Counter	0x341	R/W
mcause ³	Machine Trap Cause	0x342	R/W
mtval	Machine Trap Value	0x343	R/W
Physical Memory Protection (PMP) CSRs			
pmpcfg0	Physical memory protection configuration	0x3A0	R/W

¹Although [misa](#) is specified as having both read and write access (R/W), its fields are hardwired and thus write has no effect. This is what would be termed WARL (Write Any Read Legal) in RISC-V terminology

²[mtvec](#) only provides configuration for trap handling in vectored mode with the base address aligned to 256 bytes

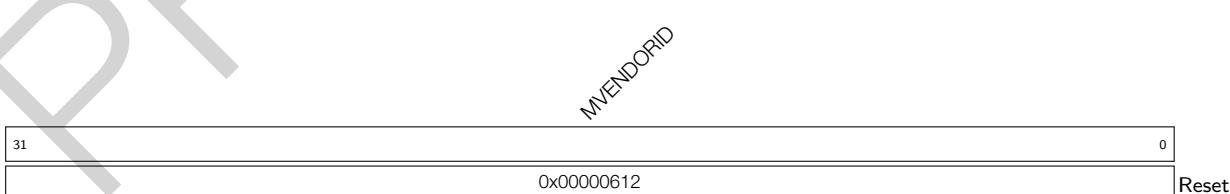
³External interrupt IDs reflected in [mcause](#) include even those IDs which have been reserved by RISC-V standard for core internal sources.

Name	Description	Address	Access
pmpcfg1	Physical memory protection configuration	0x3A1	R/W
pmpcfg2	Physical memory protection configuration	0x3A2	R/W
pmpcfg3	Physical memory protection configuration	0x3A3	R/W
mpaddr0	Physical memory protection address register	0x3B0	R/W
mpaddr1	Physical memory protection address register	0x3B1	R/W
....			
mpaddr15	Physical memory protection address register	0x3BF	R/W
Trigger Module CSRs (shared with Debug Mode)			
tselect	Trigger Select Register	0x7A0	R/W
tdata1	Trigger Abstract Data 1	0x7A1	R/W
tdata2	Trigger Abstract Data 2	0x7A2	R/W
tcontrol	Global Trigger Control	0x7A5	R/W
Debug Mode CSRs			
dcsr	Debug Control and Status	0x7B0	R/W
dpc	Debug PC	0x7B1	R/W
dscratch0	Debug Scratch Register 0	0x7B2	R/W
dscratch1	Debug Scratch Register 1	0x7B3	R/W
Performance Counter CSRs (Custom)⁴			
mpcer	Machine Performance Counter Event	0x7E0	R/W
mpcmr	Machine Performance Counter Mode	0x7E1	R/W
mpccr	Machine Performance Counter Count	0x7E2	R/W
GPIO Access CSRs (Custom)			
gpio_oen	GPIO Output Enable	0x803	R/W
gpio_in	GPIO Input Value	0x804	RO
gpio_out	GPIO Output Value	0x805	R/W

Note that if write/set/clear operation is attempted on any of the CSRs which are read-only (RO), as indicated in the above table, the CPU will generate illegal instruction exception.

1.4.2 Register Description

Register 1.1. mvendorid (0xF11)



MVENDORID Vendor ID. (RO)

⁴These custom CSRs have been implemented in the address space reserved by RISC-V standard for custom use

Register 1.2. marchid (0xF12)

MARCHID	
31	0
0x80000001	Reset

MARCHID Architecture ID. (RO)

Register 1.3. mimpid (0xF13)

MIMPID	
31	0
0x00000001	Reset

MIMPID Implementation ID. (RO)

Register 1.4. mhartid (0xF14)

MHARTID	
31	0
0x00000000	Reset

MHARTID Hart ID. (RO)

Register 1.5. mstatus (0x300)

(reserved)		TW		(reserved)		MPP			(reserved)			MPIE		(reserved)		ME		(reserved)	
31	22	21	20	13	12	11	10	8	7	6	4	3	2	0					
0x000		0		0x00		0x0		0x0	0	0x0	0	0x0	0	0x0	Reset				

MIE Global machine mode interrupt enable. (R/W)

MPIE Previous [MIE](#). (R/W)

MPP Machine previous privilege mode. (R/W)

Possible values:

- 0x0: User mode
- 0x3: Machine mode

Note : Only lower bit is writable. Write to the higher bit is ignored as it is directly tied to the lower bit.

TW Timeout wait. (R/W)

If this bit is set, executing WFI (Wait-for-Interrupt) instruction in User mode will cause illegal instruction exception.

Register 1.6. misa (0x301)

MXL	(reserved)	Z	L	+	W	V	S	R	O	R	O	N	M	V	K	J	I	H	G	E	D	C	B	A					
31	30	29	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0x1	0x0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	0	1	0	0		

MXL Machine XLEN = 1 (32-bit). (RO)

Z Reserved = 0. (RO)

Y Reserved = 0. (RO)

X Non-standard extensions present = 0. (RO)

W Reserved = 0. (RO)

V Reserved = 0. (RO)

U User mode implemented = 1. (RO)

T Reserved = 0. (RO)

S Supervisor mode implemented = 0. (RO)

R Reserved = 0. (RO)

Q Quad-precision floating-point extension = 0. (RO)

P Reserved = 0. (RO)

O Reserved = 0. (RO)

N User-level interrupts supported = 0. (RO)

M Integer Multiply/Divide extension = 1. (RO)

L Reserved = 0. (RO)

K Reserved = 0. (RO)

J Reserved = 0. (RO)

I RV32I base ISA = 1. (RO)

H Hypervisor extension = 0. (RO)

G Additional standard extensions present = 0. (RO)

F Single-precision floating-point extension = 0. (RO)

E RV32E base ISA = 0. (RO)

D Double-precision floating-point extension = 0. (RO)

C Compressed Extension = 1. (RO)

B Reserved = 0. (RO)

A Atomic Extension = 0. (RO)

Register 1.7. mtvec (0x305)

BASE		(reserved)			MODE	
31		8	7		2	1 0
0x0000000			0x00		0x1	Reset

MODE Only vectored mode **0x1** is available. (RO)

BASE Higher 24 bits of trap vector base address aligned to 256 bytes. (R/W)

Register 1.8. mscratch (0x340)

MSCRATCH		0	
0x00000000		Reset	

MSCRATCH Machine scratch register for custom use. (R/W)

Register 1.9. mepc (0x341)

MEPC		0	
0x00000000		Reset	

MEPC Machine trap/exception program counter. (R/W)

This is automatically updated with address of the instruction which was about to be executed while CPU encountered the most recent trap.

Register 1.10. mcause (0x342)

Interrupt Flag	(reserved)	Exception Code
31 30 0	0x00000000	5 4 0x00 Reset

Exception Code This field is automatically updated with unique ID of the most recent exception or interrupt due to which CPU entered trap. (R/W)

Possible exception IDs are:

- 0x1: PMP Instruction access fault
- 0x2: Illegal Instruction
- 0x3: Hardware Breakpoint/Watchpoint or EBREAK
- 0x5: PMP Load access fault
- 0x7: PMP Store access fault
- 0x8: ECALL from U mode
- 0xb: ECALL from M mode

Note : Exception ID 0x0 (instruction access misaligned) is not present because CPU always masks the lowest bit of the address during instruction fetch.

Interrupt Flag This flag is automatically updated when CPU enters trap. (R/W)

If this is found to be set, indicates that the latest trap occurred due to interrupt. For exceptions it remains unset.

Note : The interrupt controller is using up IDs in range 1-31 for all external interrupt sources. This is different from the RISC-V standard which has reserved IDs in range 0-15 for core internal interrupt sources.

Register 1.11. mtval (0x343)

MTVAL
31 0 0x00000000

MTVAL Machine trap value. (R/W)

This is automatically updated with an exception dependent data which may be useful for handling that exception.

Data is to be interpreted depending upon exception IDs:

- 0x1: Faulting virtual address of instruction
- 0x2: Faulting instruction opcode
- 0x5: Faulting data address of load operation
- 0x7: Faulting data address of store operation

Note : The value of this register is not valid for other exception IDs and interrupts.

Register 1.12. mpcer (0x7E0)

(reserved)	11	10	9	8	7	6	5	4	3	2	1	0	INST_COMP BRANCH_TAKEN BRANCH JMP_UNCOND STORE LOAD IDLE JMP_HAZARD LD_HAZARD INST CYCLE
31													Reset
0x000												0 0 0 0 0 0 0 0 0 0 0 0 0	

INST_COMP Count Compressed Instructions. (R/W)**BRANCH_TAKEN** Count Branches Taken. (R/W)**BRANCH** Count Branches. (R/W)**JMP_UNCOND** Count Unconditional Jumps. (R/W)**STORE** Count Stores. (R/W)**LOAD** Count Loads. (R/W)**IDLE** Count IDLE Cycles. (R/W)**JMP_HAZARD** Count Jump Hazards. (R/W)**LD_HAZARD** Count Load Hazards. (R/W)**INST** Count Instructions. (R/W)**CYCLE** Count Clock Cycles. (R/W)

Note: Each bit selects a specific event for counter to increment. If more than one event is selected and occurs simultaneously, then counter increments by one only.

Register 1.13. mpcmr (0x7E1)

(reserved)	2	1	0	COUNT_SAT COUNT_EN
31				0 1 1 Reset
0				1 1

COUNT_SAT Counter Saturation Control. (R/W)

Possible values:

- 0: Overflow on maximum value
- 1: Halt on maximum value

COUNT_EN Counter Enable Control. (R/W)

Possible values:

- 0: Disabled
- 1: Enabled

Register 1.14. mpccr (0x7E2)

MPCCR									
31					0				
0x00000000					Reset				

MPCCR Machine Performance Counter Value. (R/W)

Register 1.15. gpio_oen (0x803)

(reserved)									
31	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0

GPIO_OEN GPIO[n] Output Enable. (R/W)

Refer to IOMUX for GPIO pin index mapping to this register

- 0: GPIO Output Disable
- 1: GPIO Output Enable

Register 1.16. gpio_in (0x804)

(reserved)									
31	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0

GPIO_IN GPIO[n] Input Value. (RO)

Refer to IOMUX for GPIO pin index mapping to this register

Register 1.17. gpio_out (0x805)

(reserved)									
31	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0

GPIO_OUT GPIO[n] Output Value. (R/W)

Refer to IOMUX for GPIO pin index mapping to this register

1.5 Interrupt Controller

1.5.1 Features

The interrupt controller allows capturing, masking and dynamic prioritization of interrupt sources routed from peripherals to the RISC-V CPU. It supports:

- Up to 31 asynchronous interrupts with unique IDs (1-31)
- Configurable via read/write to memory mapped registers
- 15 levels of priority, programmable for each interrupt
- Support for both level and edge type interrupt sources
- Programmable global threshold for masking interrupts with lower priority
- Interrupts IDs mapped to trap-vector address offsets

1.5.2 Functional Description

Each interrupt ID has 5 properties associated with it:

1. Enable State (0-1):
 - Determines if an interrupt is enabled to be captured and serviced by the CPU.
 - Programmed by writing the corresponding bit in [INT_ENABLE_REG](#).
2. Type (0-1):
 - Enables latching the state of an interrupt signal on its rising edge.
 - Programmed by writing the corresponding bit in [INT_TYPE_REG](#).
 - An interrupt for which type is kept 0 is referred as a 'level' type interrupt.
 - An interrupt for which type is set to 1 is referred as an 'edge' type interrupt.
3. Priority (1-15):
 - Determines which interrupt, among multiple pending interrupts, the CPU will service first.
 - Programmed by writing to the [INT_PRIORITY_n_REG](#) for a particular ID n in range (1-31).
 - Enabled interrupts with priorities zero or less than the threshold value in [INT_THRESH_REG](#) are masked.
 - Priority levels increase from 1 (lowest) to 15 (highest).
 - Interrupts with same priority are statically prioritized by their IDs, lowest ID having highest priority.
4. Pending State (0-1):
 - Reflects the captured state of an enabled and unmasked interrupt signal.
 - For each interrupt ID, the corresponding bit in read-only [INT_EIP_REG](#) gives its pending state.
 - A pending interrupt will cause CPU to enter trap if no other pending interrupt has higher priority.
 - A pending interrupt is said to be 'claimed' if it preempts the CPU and causes it to jump to the corresponding trap vector address.

- All pending interrupts which are yet to be serviced are termed as 'unclaimed'.

5. Clear State (0-1):

- Toggling this will clear the pending state of claimed edge-type interrupts only.
- Toggled by first setting and then clearing the corresponding bit in [INT_CLEAR_REG](#).
- Pending state of a level type interrupt is unaffected by this and must be cleared from source.
- Pending state of an unclaimed edge type interrupt can be flushed, if required, by first clearing the corresponding bit in [INT_ENABLE_REG](#) and then toggling same bit in [INT_CLEAR_REG](#).

When CPU services a pending interrupt, it:

- saves the address of the current un-executed instruction in [mepc](#) for resuming execution later.
- updates the value of [mcause](#) with the ID of the interrupt being serviced.
- copies the state of [MIE](#) into [MPIE](#), and subsequently clears [MIE](#), thereby disabling interrupts globally.
- enters trap by jumping to a word-aligned offset of the address stored in [mtvec](#).

Table 1-3 shows the mapping of each interrupt ID with the corresponding trap-vector address. In short, the word aligned trap address for an interrupt with a certain $ID = i$ can be calculated as ([mtvec](#) + 4*i*).

Note : ID = 0 is unavailable and therefore cannot be used for capturing interrupts. This is because the corresponding trap vector address ([mtvec](#) + 0x00) is reserved for exceptions.

Table 1-3. ID wise map of Interrupt Trap-Vector Addresses

ID	Address	ID	Address	ID	Address	ID	Address
0	NA	8	mtvec + 0x20	16	mtvec + 0x40	24	mtvec + 0x60
1	mtvec + 0x04	9	mtvec + 0x24	17	mtvec + 0x44	25	mtvec + 0x64
2	mtvec + 0x08	10	mtvec + 0x28	18	mtvec + 0x48	26	mtvec + 0x68
3	mtvec + 0x0c	11	mtvec + 0x2c	19	mtvec + 0x4c	27	mtvec + 0x6c
4	mtvec + 0x10	12	mtvec + 0x30	20	mtvec + 0x50	28	mtvec + 0x70
5	mtvec + 0x14	13	mtvec + 0x34	21	mtvec + 0x54	29	mtvec + 0x74
6	mtvec + 0x18	14	mtvec + 0x38	22	mtvec + 0x58	30	mtvec + 0x78
7	mtvec + 0x1c	15	mtvec + 0x3c	23	mtvec + 0x5c	31	mtvec + 0x7c

After jumping to the trap-vector, the execution flow is dependent on software implementation, although it can be presumed that the interrupt will get handled (and cleared) in some interrupt service routine (ISR) and later the normal execution will resume once the CPU encounters MRET instruction.

Upon execution of MRET instruction, the CPU:

- copies the state of [MPIE](#) back into [MIE](#), and subsequently clears [MPIE](#). This means that if previously [MPIE](#) was set, then, after MRET, [MIE](#) will be set, thereby enabling interrupts globally.
- jumps to the address stored in [mepc](#) and resumes execution.

It is possible to perform software assisted nesting of interrupts inside an ISR as explained in 1.5.3.

The below listed points outline the functional behavior of the controller:

- Only if an interrupt has non-zero priority, higher or equal to the value in the threshold register, will it be

reflected in [INT_EIP_REG](#).

- If an interrupt is visible in [INT_EIP_REG](#) and has yet to be serviced, then it's possible to mask it (and thereby prevent the CPU from servicing it) by either lowering the value of its priority or increasing the global threshold.
- If an interrupt, visible in [INT_EIP_REG](#), is to be flushed (and prevented from being serviced at all), then it must be disabled (and cleared if it is of edge type).

1.5.3 Suggested Operation

1.5.3.1 Latency Aspects

There is latency involved while configuring the Interrupt Controller.

In steady state operation, the Interrupt Controller has a fixed latency of 4 cycles. Steady state means that no changes have been made to the Interrupt Controller registers recently. This implies that any interrupt that is asserted to the controller will take exactly 4 cycles before the CPU starts processing the interrupt. This further implies that CPU may execute up to 5 instructions before the preemption happens.

Whenever any of its registers are modified, the Interrupt Controller enters into transient state, which may take up to 4 cycles for it to settle down into steady state again. During this transient state, the ordering of interrupts may not be predictable, and therefore, a few safety measures need to be taken in software to avoid any synchronization issues.

Also, it must be noted that the Interrupt Controller configuration registers lie in the APB address range, hence any R/W access to these registers may take multiple cycles to complete.

In consideration of above mentioned characteristics, users are advised to follow the sequence described below, whenever modifying any of the Interrupt Controller registers:

1. save the state of [MIE](#) and clear [MIE](#) to 0
2. read-modify-write one or more Interrupt Controller registers
3. execute FENCE instruction to wait for any pending write operations to complete
4. finally, restore the state of [MIE](#)

Due to its critical nature, it is recommended to disable interrupts globally ([MIE](#)=0) beforehand, whenever configuring interrupt controller registers, and then restore [MIE](#) right after, as shown in the sequence above.

After execution of the sequence above, the Interrupt Controller will resume operation in steady state.

1.5.3.2 Configuration Procedure

By default, interrupts are disabled globally, since the reset value of [MIE](#) bit in [mstatus](#) is 0. Software must set [MIE](#)=1 after initialization of the interrupt stack (including setting [mtvec](#) to the interrupt vector address) is done.

During normal execution, if an interrupt *n* is to be enabled, the below sequence may be followed:

1. save the state of [MIE](#) and clear [MIE](#) to 0
2. depending upon the type of the interrupt (edge/level), set/unset the *n*th bit of [INT_TYPE_REG](#)
3. set the priority by writing a value to [INT_PRIORITY_n_REG](#) in range 1(lowest) to 15 (highest)

4. set the *n*th bit of [INT_ENABLE_REG](#)
5. execute FENCE instruction
6. restore the state of [MIE](#)

When one or more interrupts become pending, the CPU acknowledges (claims) the interrupt with the highest priority and jumps to the trap vector address corresponding to the interrupt's ID. Software implementation may read [mcause](#) to infer the type of trap ([mcause\(31\)](#) is 1 for interrupts and 0 for exceptions) and then the ID of the interrupt ([mcause\(4-0\)](#) gives ID of interrupt or exception). This inference may not be necessary if each entry in the trap vector are jump instructions to different trap handlers. Ultimately, the trap handler(s) will redirect execution to the appropriate ISR for this interrupt.

Upon entering into an ISR, software must toggle the *n*th bit of [INT_CLEAR_REG](#) if the interrupt is of edge type, or clear the source of the interrupt if it is of level type.

Software may also update the value of [INT_THRESH_REG](#) and program [MIE](#)=1 for allowing higher priority interrupts to preempt the current ISR (nesting), however, before doing so, all the state CSRs must be saved ([mepc](#), [mstatus](#), [mcause](#), etc.) since they will get overwritten due to occurrence of such an interrupt. Later, when exiting the ISR, the values of these CSRs must be restored.

Finally, after the execution returns from the ISR back to the trap handler, MRET instruction is used to resume normal execution.

Later, if the *n* interrupt is no longer needed and needs to be disabled, the following sequence may be followed:

1. save the state of [MIE](#) and clear [MIE](#) to 0
2. check if the interrupt is pending in [INT_EIP_REG](#)
3. set/unset the *n*th bit of [INT_ENABLE_REG](#)
4. if the interrupt is of edge type and was found to be pending in step 2 above, *n*th bit of [INT_CLEAR_REG](#) must be toggled, so that its pending status gets flushed
5. execute FENCE instruction
6. restore the state of [MIE](#)

Above is only a suggested scheme of operation. Actual software implementation may vary.

1.5.4 Register Summary

The addresses in this section are relative to Interrupt Controller base address provided in Table 3-4 in Chapter 3 [System and Memory](#).

Name	Description	Address	Access
INT_ENABLE_REG	Enables assertion of interrupt to the CPU	0x0104	R/W
INT_TYPE_REG	Specify interrupt type as level/edge	0x0108	R/W
INT_CLEAR_REG	Write to clear “pulse” type interrupts	0x010C	R/W
INT_EIP_REG	External/peripheral interrupt pending status to CPU	0x0110	RO
INT_PRIORITY_1_REG	Priority setting for interrupt ID=1	0x0118	R/W
INT_PRIORITY_2_REG	Priority setting for interrupt ID=2	0x011C	R/W
INT_PRIORITY_3_REG	Priority setting for interrupt ID=3	0x0120	R/W

Name	Description	Address	Access
INT_PRIORITY_4_REG	Priority setting for interrupt ID=4	0x0124	R/W
INT_PRIORITY_5_REG	Priority setting for interrupt ID=5	0x0128	R/W
INT_PRIORITY_6_REG	Priority setting for interrupt ID=6	0x012C	R/W
INT_PRIORITY_7_REG	Priority setting for interrupt ID=7	0x0130	R/W
INT_PRIORITY_8_REG	Priority setting for interrupt ID=8	0x0134	R/W
INT_PRIORITY_9_REG	Priority setting for interrupt ID=9	0x0138	R/W
INT_PRIORITY_10_REG	Priority setting for interrupt ID=10	0x013C	R/W
INT_PRIORITY_11_REG	Priority setting for interrupt ID=11	0x0140	R/W
INT_PRIORITY_12_REG	Priority setting for interrupt ID=12	0x0144	R/W
INT_PRIORITY_13_REG	Priority setting for interrupt ID=13	0x0148	R/W
INT_PRIORITY_14_REG	Priority setting for interrupt ID=14	0x014C	R/W
INT_PRIORITY_15_REG	Priority setting for interrupt ID=15	0x0150	R/W
INT_PRIORITY_16_REG	Priority setting for interrupt ID=16	0x0154	R/W
INT_PRIORITY_17_REG	Priority setting for interrupt ID=17	0x0158	R/W
INT_PRIORITY_18_REG	Priority setting for interrupt ID=18	0x015C	R/W
INT_PRIORITY_19_REG	Priority setting for interrupt ID=19	0x0160	R/W
INT_PRIORITY_20_REG	Priority setting for interrupt ID=20	0x0164	R/W
INT_PRIORITY_21_REG	Priority setting for interrupt ID=21	0x0168	R/W
INT_PRIORITY_22_REG	Priority setting for interrupt ID=22	0x016C	R/W
INT_PRIORITY_23_REG	Priority setting for interrupt ID=23	0x0170	R/W
INT_PRIORITY_24_REG	Priority setting for interrupt ID=24	0x0174	R/W
INT_PRIORITY_25_REG	Priority setting for interrupt ID=25	0x0178	R/W
INT_PRIORITY_26_REG	Priority setting for interrupt ID=26	0x017C	R/W
INT_PRIORITY_27_REG	Priority setting for interrupt ID=27	0x0180	R/W
INT_PRIORITY_28_REG	Priority setting for interrupt ID=28	0x0184	R/W
INT_PRIORITY_29_REG	Priority setting for interrupt ID=29	0x0188	R/W
INT_PRIORITY_30_REG	Priority setting for interrupt ID=30	0x018C	R/W
INT_PRIORITY_31_REG	Priority setting for interrupt ID=31	0x0190	R/W
INT_THRESH_REG	Priority threshold setting for interrupt assertion to CPU	0x0194	R/W

1.5.5 Register Description

The addresses in this section are relative to Interrupt Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 1.18. INT_ENABLE_REG (0x0104)

INT_ENABLE	
31	1 0
0x00000000	0 Reset (reserved)

INT_ENABLE[n] Setting n th bit enables assertion of n th interrupt to the CPU. (R/W)

- 0: Disabled;
- 1: Enabled;

Register 1.19. INT_TYPE_REG (0x0108)

INT_TYPE	
31	1 0
0x00000000	0 Reset (reserved)

INT_TYPE[n] Setting n th bit enables capturing the rising edge of n th interrupt. (R/W)

- 0: Level type (signal level detection);
- 1: Pulse type (rising edge detection);

Register 1.20. INT_CLEAR_REG (0x010C)

INT_CLEAR	
31	1 0
0x00000000	0 Reset (reserved)

INT_CLEAR[n] Set n th bit to clear pending status of the n th interrupt. (R/W)

This is only useful for “pulse” type interrupts, since “level” type interrupts must be cleared at source.

Note that the set bit must be manually toggled back to 0 afterwards.

- 0: Don’t care;
- 1: Clear pending status;

Register 1.21. INT_EIP_REG (0x0110)

INT_EIP		
31	1	0
0x00000000	0	Reset

INT_EIP[n] Read n th bit to get the pending status of n th interrupt to CPU. (RO)

Only enabled and above threshold interrupts are reflected here.

- 0: Not pending
- 1: Pending

Register 1.22. INT_PRIORITY_n_REG ($n: 1-31$) (0x0114+4* n)

(reserved)		
31	4	3 0
0x00000000	0x0	Reset

INT_PRIORITY_n Writing a 4-bit value to n th register configures priority of n th interrupt. (R/W)

Note : Interrupts with 0 priority are masked regardless of threshold value.

Register 1.23. INT_THRESH_REG (0x0194)

(reserved)		
31	4	3 0
0x00000000	0x0	Reset

INT_THRESH Writing a 4-bit value configures the global priority threshold for all interrupts. (R/W)

All interrupts with priority lower than the threshold are masked.

Note : Interrupts with 0 priority are masked regardless of threshold value.

1.6 Debug

1.6.1 Overview

This section describes how to debug and test software running on CPU core. Debug support is provided through standard JTAG pins and complies to RISC-V External Debug Support Specification version 0.13.

Figure 1-2 below shows the main components of External Debug Support.

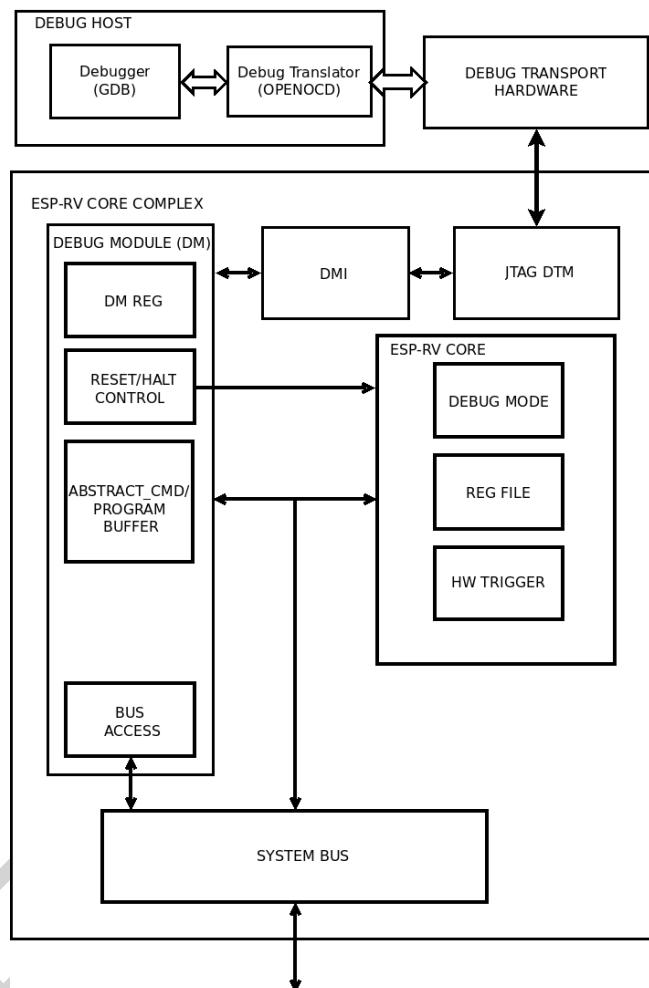


Figure 1-2. Debug System Overview

The user interacts with the Debug Host (eg. laptop), which is running a debugger (eg. gdb). The debugger communicates with a Debug Translator (eg. OpenOCD, which may include a hardware driver) to communicate with Debug Transport Hardware (eg. Olimex USB-JTAG adapter). The Debug Transport Hardware connects the Debug Host to the ESP-RV Core's Debug Transport Module (DTM) through standard JTAG interface. The DTM provides access to the Debug Module (DM) using the Debug Module Interface (DMI).

The DM allows the debugger to halt the core. Abstract commands provide access to its GPRs (general purpose registers). The Program Buffer allows the debugger to execute arbitrary code on the core, which allows access to additional CPU core state. Alternatively, additional abstract commands can provide access to additional CPU core state. ESP-RV core contains Trigger Module supporting 8 triggers. When trigger conditions are met, cores will halt spontaneously and inform the debug module that they have halted.

System bus access block allows memory and peripheral register access without using RISC-V core.

1.6.2 Features

Basic debug functionality supports below features.

- Provides necessary information about the implementation to the debugger.
- Allows the CPU core to be halted and resumed.
- CPU core registers (including CSR's) can be read/written by debugger.
- CPU can be debugged from the first instruction executed after reset.
- CPU core can be reset through debugger.
- CPU can be halted on software breakpoint (planted breakpoint instruction).
- Hardware single-stepping.
- Execute arbitrary instructions in the halted CPU by means of the program buffer. 16-word program buffer is supported.
- System bus access is supported through word aligned address access.
- Supports eight Hardware Triggers (can be used as breakpoints/watchpoints) as described in Section 1.7.

1.6.3 Functional Description

As mentioned earlier, Debug Scheme conforms to RISC-V External Debug Support Specification version 0.13. Please refer the specs for functional operation details.

1.6.4 Register Summary

Below is the list of Debug CSR's supported by ESP-RV core.

Name	Description	Address	Access
dcsr	Debug Control and Status	0x7B0	R/W
dpc	Debug PC	0x7B1	R/W
dscratch0	Debug Scratch Register 0	0x7B2	R/W
dscratch1	Debug Scratch Register 1	0x7B3	R/W

All the debug module registers are implemented in conformance to RISC-V External Debug Support Specification version 0.13. Please refer it for more details.

1.6.5 Register Description

Below are the details of Debug CSR's supported by ESP-RV core

Register 1.24. dcsr (0x7B0)

xdebugver	reserved	ebreakm	reserved	ebreaku	reserved	stopcount	stoptime	cause	reserved	step	prv	Reset
31 28 27	16 15 14 13 12 11 10 9 8 6 5 3 2 1 0	0 0 0 0 0 0 0 0 0 0 0 0 0	4 0									

xdebugver Debug version. (RO)

- 4: External debug support exists

ebreakm When 1, ebreak instructions in Machine Mode enter Debug Mode. (R/W)

ebreaku When 1, ebreak instructions in User/Application Mode enter Debug Mode. (R/W)

stopcount This bit is not implemented. Debugger will always read this bit as 0. (RO)

stoptime This feature is not implemented. Debugger will always read this bit as 0. (RO)

cause Explains why Debug Mode was entered. When there are multiple reasons to enter Debug Mode in a single cycle, the cause with the highest priority number is the one written.

1. An ebreak instruction was executed. (priority 3)
2. The Trigger Module caused a halt. (priority 4)
3. haltreq was set. (priority 2)
4. The CPU core single stepped because step was set. (priority 1)

Other values are reserved for future use. (RO)

step When set and not in Debug Mode, the core will only execute a single instruction and then enter Debug Mode. Interrupts are **enabled*** when this bit is set. If the instruction does not complete due to an exception, the core will immediately enter Debug Mode before executing the trap handler, with appropriate exception registers set. (R/W)

prv Contains the privilege level the core was operating in when Debug Mode was entered. A debugger can change this value to change the core's privilege level when exiting Debug Mode. Only **0x3** (machine mode) and **0x0**(user mode) are supported.

*Note: Different from RISC-V Debug specification 0.13

Register 1.25. dpc (0x7B1)

31	0	Reset

dpc Upon entry to debug mode, dpc is written with the virtual address of the instruction that encountered the exception. When resuming, the CPU core's PC is updated to the virtual address stored in dpc. A debugger may write dpc to change where the CPU resumes. (R/W)

Register 1.26. dscratch0 (0x7B2)

dscratch0	
31	0
	Reset

dscratch0 Used by Debug Module internally. (R/W)

Register 1.27. dscratch1 (0x7B3)

dscratch1	
31	0
	Reset

dscratch1 Used by Debug Module internally. (R/W)

1.7 Hardware Trigger

1.7.1 Features

Hardware Trigger module provides breakpoint and watchpoint capability for debugging. It includes the following features:

- 8 independent trigger units
- each unit can be configured for matching the address of program counter or load-store accesses
- can preempt execution by causing breakpoint exception
- can halt execution and transfer control to debugger
- support NAPOT (naturally aligned power of two) address encoding

1.7.2 Functional Description

The Hardware Trigger module provides four CSRs, which are listed under [register summary](#) section. Among these, [tdata1](#) and [tdata2](#) are abstract CSRs, which means they are shadow registers for accessing internal registers for each of the eight trigger units, one at a time.

To choose a particular trigger unit write the index (0-7) of that unit into [tselect](#) CSR. When tselect is written with a valid index, the abstract CSRs tdata1 and tdata2 are automatically mapped to reflect internal registers of that trigger unit. Each trigger unit has two internal registers, namely [mcontrol](#) and [maddress](#), which are mapped to tdata1 and tdata2, respectively.

Writing larger than allowed indexes to tselect will clip the written value to the largest valid index, which can be read back. This property may be used for enumerating the number of available triggers during initialization or when using a debugger.

Since software or debugger may need to know the type of the selected trigger to correctly interpret tdata1 and tdata2, the 4 bits (31-28) of tdata1 encodes the type of the selected trigger. This type field is read-only and always provides a value of 0x2 for every trigger, which stands for match type trigger, hence, it is inferred that tdata1 and tdata2 are to be interpreted as mcontrol and maddress. The information regarding other possible values can be found in the RISC-V Debug Specification v0.13, but this trigger module only supports type 0x2.

Once a trigger unit has been chosen by writing its index to tselect, it will become possible to configure it by setting the appropriate bits in mcontrol CSR (tdata1) and writing the target address to maddress CSR (tdata2).

Each trigger unit can be configured to either cause breakpoint exception or enter debug mode, by writing to the action bit of mcontrol. This bit can only be written from debugger, thus by default a trigger, if enabled, will cause breakpoint exception.

mcontrol for each trigger unit has a [hit](#) bit which may be read, after CPU halts or enters exception, to find out if this was the trigger unit that fired. This bit is set as soon as the corresponding trigger fires, but it has to be manually cleared before resuming operation. Although, failing to clear it doesn't affect normal execution in any way.

Each trigger unit only supports match on address, although this address could either be that of a load/store access or the virtual address of an instruction. The address and size of a region are specified by writing to maddress (tdata2) CSR for the selected trigger unit. Larger than 1 byte region sizes are specified through NAPOT (naturally aligned power of two) encoding (see Table 1-6) and enabled by setting match bit in mcontrol. Note that

for NAPOT encoded addresses, by definition, the start address is constrained to be aligned to (i.e. an integer multiple of) the region size.

Table 1-6. NAPOT encoding for maddress

maddress(31-0)	Start Address	Size (bytes)
aaa...aaaaaaaa0	aaa...aaaaaaaa0	2
aaa...aaaaaaaa01	aaa...aaaaaaaa00	4
aaa...aaaaaaaa011	aaa...aaaaaaaa000	8
aaa...aaaaaaaa0111	aaa...aaaaaaaa0000	16
....		
a01...1111111111	a00...0000000000	2^{31}

tcontrol CSR is common to all trigger units. It is used for preventing triggers from causing repeated exceptions in machine-mode while execution is happening inside a trap handler. This also disables breakpoint exceptions inside ISRs by default, although, it is possible to manually enable this right before entering an ISR, for debugging purposes. This CSR is not relevant if a trigger is configured to enter debug mode.

1.7.3 Trigger Execution Flow

When hart is halted and enters debug mode due to the firing of a trigger (`action` = 1):

- `dpc` is set to current PC (in decode stage)
- cause field in `dcsr` is set to 2, which means halt due to trigger
- `hit` bit is set to 1, corresponding to the trigger(s) which fired

When hart goes into trap due to the firing of a trigger (`action` = 0) :

- `mepc` is set to current PC (in decode stage)
- `mcause` is set to 3, which means breakpoint exception
- `mpte` is set to the value in `mte` right before trap
- `mte` is set to 0
- `hit` bit is set to 1, corresponding to the trigger(s) which fired

Note : If two different triggers fire at the same time, one with `action` = 0 and another with `action` = 1, then hart is halted and enters debug mode.

1.7.4 Register Summary

Below is a list of Trigger Module CSRs supported by the CPU. These are only accessible from machine-mode.

Name	Description	Address	Access
<code>tselect</code>	Trigger Select Register	0x7A0	R/W
<code>tdata1</code>	Trigger Abstract Data 1	0x7A1	R/W
<code>tdata2</code>	Trigger Abstract Data 2	0x7A2	R/W
<code>tcontrol</code>	Global Trigger Control	0x7A5	R/W

1.7.5 Register Description

Register 1.28. tselect (0x7A0)

(reserved)				tselect	
31				3 2 0	
0x00000000				0x0	Reset

tselect Index (0-7) of the selected trigger unit. (R/W)

Register 1.29. tdata1 (0x7A1)

type dmode				data	
31 28 27 26				0	
0x2 0				0x3e00000	

type Type of trigger. (RO)

This field is reserved since only match type (0x2) triggers are supported.

dmode This is set to 1 if a trigger is being used by the debugger. (R/W *)

- 0: Both Debug and M-mode can write the tdata1 and tdata2 registers at the selected tselect.
- 1: Only Debug Mode can write the tdata1 and tdata2 registers at the selected tselect. Writes from other modes are ignored.

* Note : Only writable from debug mode.

data Abstract tdata1 content. (R/W)

This will always be interpreted as fields of [mcontrol](#) since only match type (0x2) triggers are supported.

Register 1.30. tdata2 (0x7A2)

tdata2				0	
31				0x00000000	
0x00000000				0	

tdata2 Abstract tdata2 content. (R/W)

This will always be interpreted as [maddress](#) since only match type (0x2) triggers are supported.

Register 1.31. tcontrol (0x7A5)

(reserved)			mpte			(reserved)			mte
31	8	7	6	5	4	3	2	1	0
0x000000	0			0x00	0			Reset	

mpte Machine mode previous trigger enable bit. (R/W)

- When CPU is taking a machine mode trap, the value of **mte** is automatically pushed into this.
- When CPU is executing MRET, its value is popped back into **mte**, so this becomes 0.

mte Machine mode trigger enable bit. (R/W)

- When CPU is taking a machine mode trap, its value is automatically pushed into **mpte**, so this becomes 0 and triggers with **action**=0 are disabled globally.
- When CPU is executing MRET, the value of **mpte** is automatically popped back into this.

Register 1.32. mcontrol (0x7A1)

(reserved)	dmode	(reserved)	hit	(reserved)	action	(reserved)	match	m	(reserved)	u	execute	store	load						
31	28	27	26	21	20	19	16	15	12	11	10	7	6	5	4	3	2	1	0
0x2	0	0x1f	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

dmode Same as [dmode](#) in [tdata1](#).

hit This is found to be 1 if the selected trigger had fired previously. (R/W)
This bit is to be cleared manually.

action Write this for configuring the selected trigger to perform one of the available actions when firing.

(R/W)

Valid options are:

- 0x0: cause breakpoint exception.
- 0x1: enter debug mode (only valid when dmode = 1)

Note : Writing an invalid value will set this to the default value 0x0.

match Write this for configuring the selected trigger to perform one of the available matching operations on a data/instruction address. (R/W) Valid options are:

- 0x0: exact byte match, i.e. address corresponding to one of the bytes in an access must match the value of [maddress](#) exactly.
- 0x1: NAPOT match, i.e. at least one of the bytes of an access must lie in the NAPOT region specified in [maddress](#).

Note : Writing a larger value will clip it to the largest possible value 0x1.

m Set this for enabling selected trigger to operate in machine mode. (R/W)

u Set this for enabling selected trigger to operate in user mode. (R/W)

execute Set this for configuring the selected trigger to fire right before an instruction with matching virtual address is executed by the CPU. (R/W)

store Set this for configuring the selected trigger to fire right before a store operation with matching data address is executed by the CPU. (R/W)

load Set this for configuring the selected trigger to fire right before a load operation with matching data address is executed by the CPU. (R/W)

Register 1.33. maddress (0x7A2)

maddress	
31	0
0x00000000	Reset

maddress Address used by the selected trigger when performing match operation. (R/W)

This is decoded as NAPOT when [match=1](#) in [mcontrol](#).

PRELIMINARY

1.8 Memory Protection

1.8.1 Overview

The CPU core includes a physical memory protection unit, which can be used by software to set memory access privileges (read, write and execute permissions) for required memory regions. However it is not fully compliant to the Physical Memory Protection (PMP) description specified in **RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10**. Details of existing non-conformance are provided in next section.

For detailed understanding of the RISC-V PMP concept, please refer to RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10.

1.8.2 Features

The PMP unit can be used to restrict access to physical memory. It supports 16 regions and a minimum granularity of 4 bytes. Below are the current non-conformance with PMP description from RISC-V Privilege specifications:

- Static priority i.e. overlapping regions are not supported
- Maximum supported NAPOT range is 1 GB

As per RISC-V Privilege specifications, PMP entries should be statically prioritized and the lowest-numbered PMP entry that matches any address byte of an access will determine whether that access succeeds or fails. This means, when any address matches more than one PMP entry i.e. overlapping regions among different PMP entries, lowest number PMP entry will decide whether such address access will succeed or fail.

However, RISC-V CPU PMP unit in ESP32-C3 does not implement static priority. So, software should make sure that all enabled PMP entries are programmed with unique regions i.e. without any region overlap among them. If software still tries to program multiple PMP entries with overlapping region having contradicting permissions, then access will succeed if it matches at least one of enabled PMP entries. An exception will be generated, if access matches none of the enabled PMP entries.

1.8.3 Functional Description

Software can program the PMP unit's configuration and address registers in order to contain faults and support secure execution. PMP CSR's can only be programmed in machine-mode. Once enabled, write, read and execute permission checks are applied to all the accesses in user-mode as per programmed values of enabled 16 pmpcfgX and pmpaddrX registers (refer [Register Summary](#)).

By default, PMP grants permission to all accesses in machine-mode and revokes permission of all access in user-mode. This implies that it is mandatory to program address range and valid permissions in pmpcfg and pmpaddr registers (refer [Register Summary](#)) for any valid access to pass through in user-mode. However, it is not required for machine-mode as PMP permits all accesses to go through by default. In cases where PMP checks are also required in machine-mode, software can set the lock bit of required PMP entry to enable permission checks on it. Once lock bit is set, it can only be cleared through CPU reset.

When any instruction is being fetched from memory region without execute permissions, exception is generated at processor level and exception cause is set as instruction access fault in [mcause](#) CSR. Similarly, any load/store access without valid read/write permissions, will result in exception generation with [mcause](#) updated as load access and store access fault respectively. In case of load/store access faults, violating address is captured in [mtval](#) CSR.

1.8.4 Register Summary

Below is a list of PMP CSRs supported by the CPU. These are only accessible from machine-mode.

Name	Description	Address	Access
pmpcfg0	Physical memory protection configuration.	0x3A0	R/W
pmpcfg1	Physical memory protection configuration.	0x3A1	R/W
pmpcfg2	Physical memory protection configuration.	0x3A2	R/W
pmpcfg3	Physical memory protection configuration.	0x3A3	R/W
pmpaddr0	Physical memory protection address register.	0x3B0	R/W
pmpaddr1	Physical memory protection address register.	0x3B1	R/W
pmpaddr2	Physical memory protection address register.	0x3B2	R/W
pmpaddr3	Physical memory protection address register.	0x3B3	R/W
pmpaddr4	Physical memory protection address register.	0x3B4	R/W
pmpaddr5	Physical memory protection address register.	0x3B5	R/W
pmpaddr6	Physical memory protection address register.	0x3B6	R/W
pmpaddr7	Physical memory protection address register.	0x3B7	R/W
pmpaddr8	Physical memory protection address register.	0x3B8	R/W
pmpaddr9	Physical memory protection address register.	0x3B9	R/W
pmpaddr10	Physical memory protection address register.	0x3BA	R/W
pmpaddr11	Physical memory protection address register.	0x3BB	R/W
pmpaddr12	Physical memory protection address register.	0x3BC	R/W
pmpaddr13	Physical memory protection address register.	0x3BD	R/W
pmpaddr14	Physical memory protection address register.	0x3BE	R/W
pmpaddr15	Physical memory protection address register.	0x3BF	R/W

1.8.5 Register Description

PMP unit implements all pmpcfg0-3 and pmpaddr0-15 CSRs as defined in **RISC-V Instruction Set Manual Volume II: Privileged Architecture, Version 1.10**.

2 GDMA Controller (GDMA)

2.1 Overview

General Direct Memory Access (GDMA) is a feature that allows peripheral-to-memory, memory-to-peripheral, and memory-to-memory data transfer at a high speed. The CPU is not involved in the GDMA transfer, and therefore it becomes more efficient with less workload.

The GDMA controller in ESP32-C3 has six independent channels, i.e. three transmit channels and three receive channels. These six channels are shared by peripherals with GDMA feature, namely SPI2, UHCI0 (UART0/UART1), I2S, AES, SHA, and ADC. Users can assign the six channels to any of these peripherals. UART0 and UART1 use UHCI0 together.

The GDMA controller uses fixed-priority and round-robin channel arbitration schemes to manage peripherals' needs for bandwidth.

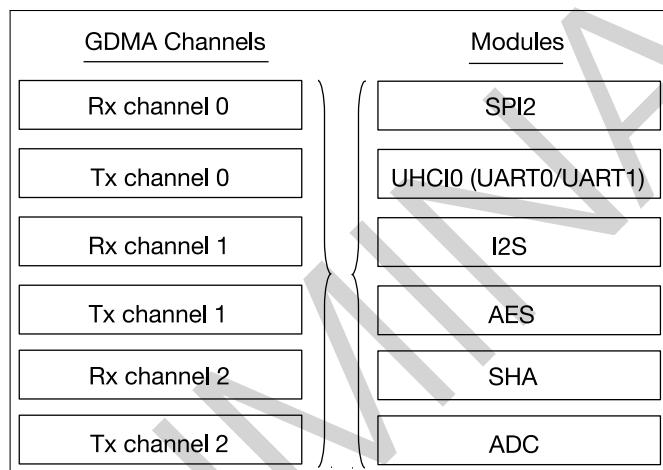


Figure 2-1. Modules with GDMA Feature and GDMA Channels

2.2 Features

The GDMA controller has the following features:

- AHB bus architecture
- Programmable length of data to be transferred in bytes
- Linked list of descriptors
- INCR burst transfer when accessing internal RAM
- Access to an address space of 384 KB at most in internal RAM
- Three transmit channels and three receive channels
- Software-configurable selection of peripheral requesting its service
- Fixed channel priority and round-robin channel arbitration

2.3 Architecture

In ESP32-C3, all modules that need high-speed data transfer support GDMA. The GDMA controller and CPU data bus have access to the same address space in internal RAM. Figure 2-2 shows the basic architecture of the GDMA engine.

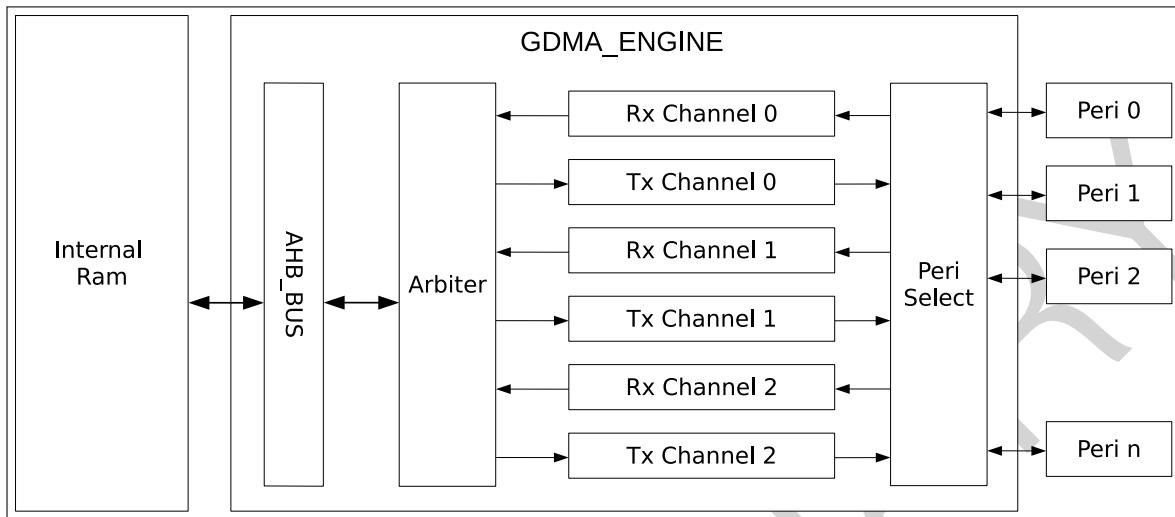


Figure 2-2. GDMA Engine Architecture

The GDMA controller has six independent channels, i.e. three transmit channels and three receive channels. Every channel can be connected to different peripherals. In other words, channels are general-purpose, shared by peripherals. The GDMA engine reads data from or writes data to internal RAM via the AHB_BUS. For available address range of Internal RAM, please see Chapter 3 [System and Memory](#). Software can use the GDMA engine through linked lists. These linked lists, stored in internal RAM, consist of outlink n and inlink n , where n indicates the channel number (ranging from 0 to 2). The GDMA controller reads an outlink n (i.e. a linked list of transmit descriptors) from internal RAM and transmits data in corresponding RAM according to the outlink n , or reads an inlink n (i.e. a linked list of receive descriptors) and stores received data into specific address space in RAM according to the inlink n .

2.4 Functional Description

2.4.1 Linked List

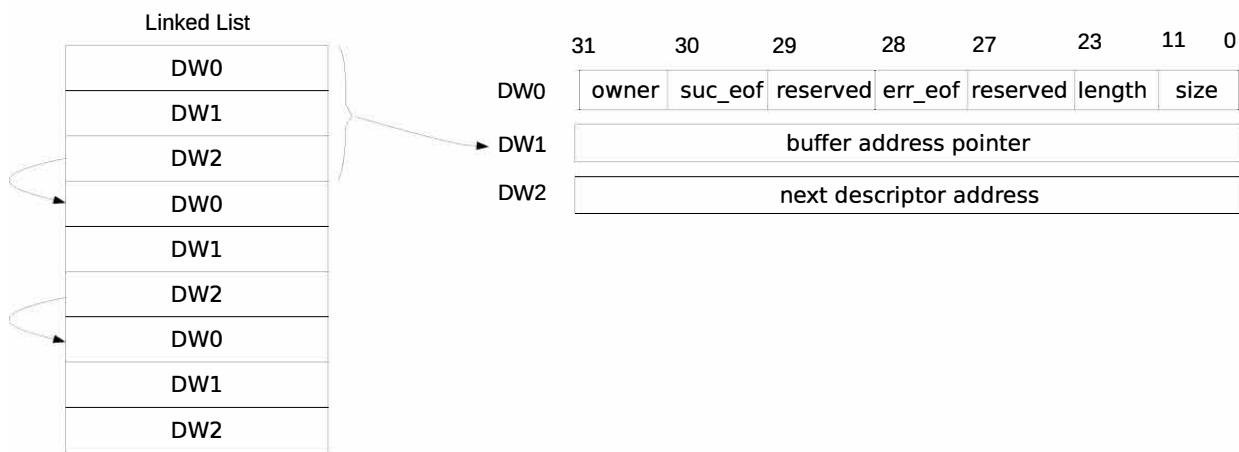


Figure 2-3. Structure of a Linked List

Figure 2-3 shows the structure of a linked list. An outlink and an inlink have the same structure. A linked list is formed by one or more descriptors, and each descriptor consists of three words. Linked lists should be in internal RAM for the GDMA engine to be able to use them. The meaning of each field is as follows:

- Owner (DW0) [31]: Specifies who is allowed to access the buffer that this descriptor points to.
1'b0: CPU can access the buffer;
1'b1: The GDMA controller can access the buffer.
When the GDMA controller stops using the buffer, this bit in a transmit descriptor is automatically cleared by hardware, and this bit in a receive descriptor is automatically cleared by hardware only if [GDMA_OUT_AUTO_WBACK_CHn](#) is set to 1. Software can disable automatic clearing by hardware by setting [GDMA_OUT_LOOP_TEST_CHn](#) or [GDMA_IN_LOOP_TEST_CHn](#) bit. When software loads a linked list, this bit should be set to 1.
- Note: GDMA_OUT is the prefix of transmit channel registers, and GDMA_IN is the prefix of receive channel registers.
- suc_eof (DW0) [30]: Specifies whether this descriptor is the last descriptor in the list.
1'b0: This descriptor is not the last one;
1'b1: This descriptor is the last one.
Software clears suc_eof bit in receive descriptors. When a packet has been received, this bit in the last receive descriptor is set by hardware, and this bit in the last transmit descriptor is set by software.
- Reserved (DW0) [29]: Reserved. Value of this bit does not matter.
- err_eof (DW0) [28]: Specifies whether the received data has errors.
This bit is used only when UHCI0 uses GDMA to receive data. When an error is detected in the received packet, this bit in the receive descriptor is set to 1 by hardware.
- Reserved (DW0) [27:24]: Reserved.
- Length (DW0) [23:12]: Specifies the number of valid bytes in the buffer that this descriptor points to. This field in a transmit descriptor is written by software and indicates how many bytes can be read from the buffer; this field in a receive descriptor is written by hardware automatically and indicates how many valid bytes have been stored into the buffer.

- Size (DW0) [11:0]: Specifies the size of the buffer that this descriptor points to.
- Buffer address pointer (DW1): Address of the buffer. This field can only point to internal RAM.
- Next descriptor address (DW2): Address of the next descriptor. If the current descriptor is the last one (suc_eof = 1), this value is 0. This field can only point to internal RAM.

If the length of data received is smaller than the size of the buffer, the GDMA controller will not use available space of the buffer in the next transaction.

2.4.2 Peripheral-to-Memory and Memory-to-Peripheral Data Transfer

The GDMA controller can transfer data from memory to peripheral (transmit) and from peripheral to memory (receive). A transmit channel transfers data in the specified memory location to a peripheral's transmitter via an outlink n , whereas a receive channel transfers data received by a peripheral to the specified memory location via an inlink n .

Every transmit and receive channel can be connected to any peripheral with GDMA feature. Table 2-1 illustrates how to select the peripheral to be connected via registers. When a channel is connected to a peripheral, the rest channels can not be connected to that peripheral.

Table 2-1. Selecting Peripherals via Register Configuration

GDMA_IN_PERI_SEL_CH n GDMA_OUT_PERI_SEL_CH n	Peripheral
0	SPI2
1	Reserved
2	UHClO
3	I2S
4	Reserved
5	Reserved
6	AES
7	SHA
8	ADC

2.4.3 Memory-to-Memory Data Transfer

The GDMA controller also allows memory-to-memory data transfer. Such data transfer can be enabled by setting **GDMA_MEM_TRANS_EN_CH n** , which connects the output of transmit channel n to the input of receive channel n . Note that a transmit channel is only connected to the receive channel with the same number (n).

2.4.4 Enabling GDMA

Software uses the GDMA controller through linked lists. When the GDMA controller receives data, software loads an inlink, configures **GDMA_INLINK_ADDR_CH n** field with address of the first receive descriptor, and sets **GDMA_INLINK_START_CH n** bit to enable GDMA. When the GDMA controller transmits data, software loads an outlink, prepares data to be transmitted, configures **GDMA_OUTLINK_ADDR_CH n** field with address of the first transmit descriptor, and sets **GDMA_OUTLINK_START_CH n** bit to enable GDMA. **GDMA_INLINK_START_CH n** bit and **GDMA_OUTLINK_START_CH n** bit are cleared automatically by hardware.

In some cases, you may want to append more descriptors to a DMA transfer that is already started. Naively, it

would seem to be possible to do this by clearing the EOF bit of the final descriptor in the existing list and setting its next descriptor address pointer field (DW2) to the first descriptor of the to-be-added list. However, this strategy fails if the existing DMA transfer is almost or entirely finished. Instead, the GDMA engine has specialized logic to make sure a DMA transfer can be continued or restarted: if it is still ongoing, it will make sure to take the appended descriptors into account; if the transfer has already finished, it will restart with the new descriptors. This is implemented in the Restart function.

When using the Restart function, software needs to rewrite address of the first descriptor in the new list to DW2 of the last descriptor in the loaded list, and set `GDMA_INLINK_RESTART_CH n` bit or `GDMA_OUTLINK_RESTART_CH n` bit (these two bits are cleared automatically by hardware). As shown in Figure 2-4, by doing so hardware can obtain the address of the first descriptor in the new list when reading the last descriptor in the loaded list, and then read the new list.

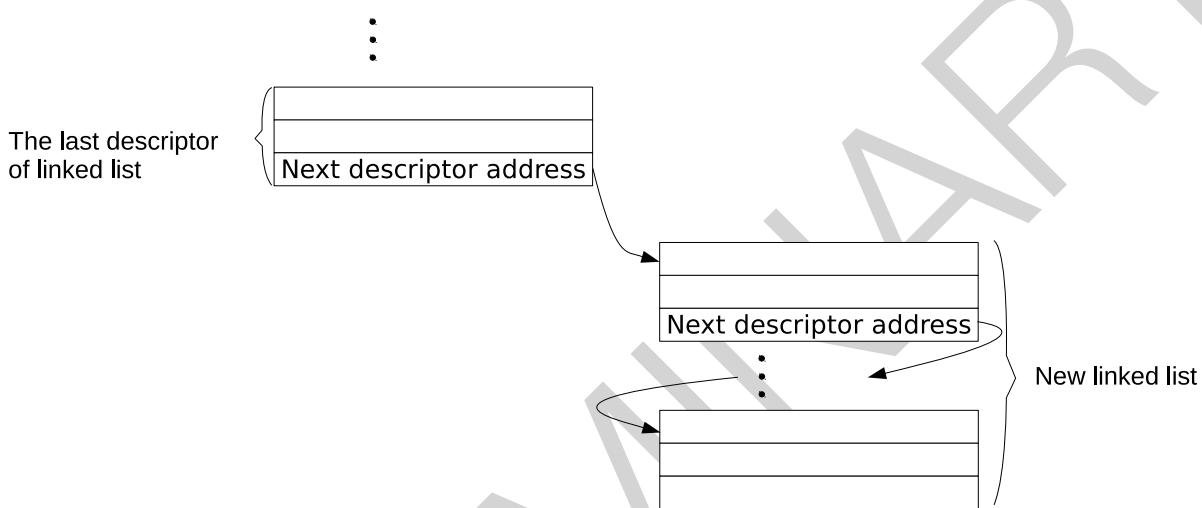


Figure 2-4. Relationship among Linked Lists

2.4.5 Linked List Reading Process

Once configured and enabled by software, the GDMA controller starts to read the linked list from internal RAM. The GDMA performs checks on descriptors in the linked list. Only if descriptors pass the checks, will the corresponding GDMA channel transfer data. If the descriptors fail any of the checks, hardware will trigger descriptor error interrupt (either `GDMA_IN_DSCR_ERR_CH n _INT` or `GDMA_OUT_DSCR_ERR_CH n _INT`), and the channel will get stuck and stop working.

The checks performed on descriptors are:

- Owner bit check when `GDMA_IN_CHECK_OWNER_CH n` or `GDMA_OUT_CHECK_OWNER_CH n` is set to 1. If the owner bit is 0, the buffer is accessed by the CPU. In this case, the owner bit fails the check. The owner bit will not be checked if `GDMA_IN_CHECK_OWNER_CH n` or `GDMA_OUT_CHECK_OWNER_CH n` is 0;
- Buffer address pointer (DW1) check. If the buffer address pointer points to $0x3FC80000 \sim 0x3FCDFFFF$ (please refer to Section 2.4.7), it passes the check.

After software detects a descriptor error interrupt, it must reset the corresponding channel, and enable GDMA by setting `GDMA_OUTLINK_START_CH n` or `GDMA_INLINK_START_CH n` bit.

Note: The third word (DW2) in a descriptor can only point to a location in internal RAM, given that the third word points to the next descriptor to use and that all descriptors must be in internal memory.

2.4.6 EOF

The GDMA controller uses EOF (end of file) flags to indicate the completion of data transfer.

Before the GDMA controller transmits data, [GDMA_OUT_TOTAL_EOF_CH_n_INT_ENA](#) bit should be set to enable GDMA_OUT_TOTAL_EOF_CH_n_INT interrupt. If data in the buffer pointed by the last descriptor (with EOF) has been transmitted, a GDMA_OUT_TOTAL_EOF_CH_n_INT interrupt is generated.

Before the GDMA controller receives data, [GDMA_IN_SUC_EOF_CH_n_INT_ENA](#) bit should be set to enable GDMA_IN_SUC_EOF_CH_n_INT interrupt. If data has been received successfully, a GDMA_IN_SUC_EOF_CH_n_INT interrupt is generated. In addition, when GDMA channel is connected to UHCl0, the GDMA controller also supports GDMA_IN_ERR_CH_n_EOF_INT interrupt. This interrupt is enabled by setting [GDMA_IN_ERR_EOF_CH_n_INT_ENA](#) bit, and it indicates that a data packet has been received with errors.

When detecting a GDMA_OUT_TOTAL_EOF_CH_n_INT or a GDMA_IN_SUC_EOF_CH_n_INT interrupt, software can record the value of [GDMA_OUT_EOF_DES_ADDR_CH_n](#) or [GDMA_IN_SUC_EOF_DES_ADDR_CH_n](#) field, i.e. address of the last descriptor. Therefore, software can tell which descriptors have been used and reclaim them.

Note: In this chapter, EOF of transmit descriptors refers to suc_eof, while EOF of receive descriptors refers to both suc_eof and err_eof.

2.4.7 Accessing Internal RAM

Any transmit and receive channels of GDMA can access 0x3FC80000 ~ 0x3FCDFFFF in internal RAM. To improve data transfer efficiency, GDMA can send data in burst mode, which is disabled by default. This mode is enabled for receive channels by setting [GDMA_IN_DATA_BURST_EN_CH_n](#), and enabled for transmit channels by setting [GDMA_OUT_DATA_BURST_EN_CH_n](#).

Table 2-2. Descriptor Field Alignment Requirements

Inlink/Outlink	Burst Mode	Size	Length	Buffer Address Pointer
Inlink	0	—	—	—
	1	Word-aligned	—	Word-aligned
Outlink	0	—	—	—
	1	—	—	—

Table 2-2 lists the requirements for descriptor field alignment when accessing internal RAM.

When burst mode is disabled, size, length, and buffer address pointer in both transmit and receive descriptors do not need to be word-aligned. That is to say, GDMA can read data of specified length (1 ~ 4095 bytes) from any start addresses in the accessible address range, or write received data of the specified length (1 ~ 4095 bytes) to any contiguous addresses in the accessible address range.

When burst mode is enabled, size, length, and buffer address pointer in transmit descriptors are also not necessarily word-aligned. However, size and buffer address pointer in receive descriptors except length should be word-aligned.

2.4.8 Arbitration

To ensure timely response to peripherals running at a high speed with low latency (such as SPI), the GDMA controller implements a fixed-priority channel arbitration scheme. That is to say, each channel can be assigned a

priority from 0 ~ 9. The larger the number, the higher the priority, and the more timely the response. When several channels are assigned the same priority, the GDMA controller adopts a round-robin arbitration scheme.

Please note that the overall throughput of peripherals with GDMA feature cannot exceed the maximum bandwidth of the GDMA, so that requests from low-priority peripherals can be responded to.

2.4.9 Bandwidth

As an AHB master, the GDMA controller accesses memory via the AHB bus. Without regard to other AHB masters such as Wi-Fi, the total bandwidth supported by GDMA is calculated as:

All channels in burst mode: $8/5 \times f_{hclk}$ MB/s;

All channels not in burst mode: $4/3 \times f_{hclk}$ MB/s;

where f_{hclk} is the frequency of AHB clock fixed at 80 MHz. The total bandwidth according to formulas above is listed in Table 2-3:

Table 2-3. Total Bandwidth Supported by GDMA

fpclk	All Channels NOT in Burst Mode	All Channels in Burst Mode
80 MHz	106.6 MB/s	128 MB/s

Please note that since the GDMA controller transfers data via linked list descriptors, the data transfer volume includes the number of bytes these descriptors have. The transfer efficiency corresponding to one descriptor is $\text{length}/(\text{length} + 12)$, where length is the field in the descriptor, and 12 is the number of bytes a descriptor has. Therefore, applications with multiple linked list descriptors should increase length of each descriptor for higher transfer efficiency, which can be 99.7% at most.

When allocating bandwidth to a peripheral, software can estimate the bandwidth occupied by this peripheral according to:

$$T * (\text{length} + 12) / \text{length}$$

where T stands for the throughput of this peripheral.

2.5 GDMA Interrupts

- **GDMA_OUT_TOTAL_EOF_CH n _INT**: Triggered when all data corresponding to a linked list (including multiple descriptors) has been sent via transmit channel n .
- **GDMA_IN_DSCR_EMPTY_CH n _INT**: Triggered when the size of the buffer pointed by receive descriptors is smaller than the length of data to be received via receive channel n .
- **GDMA_OUT_DSCR_ERR_CH n _INT**: Triggered when an error is detected in a transmit descriptor on transmit channel n .
- **GDMA_IN_DSCR_ERR_CH n _INT**: Triggered when an error is detected in a receive descriptor on receive channel n .
- **GDMA_OUT_EOF_CH n _INT**: Triggered when EOF in a transmit descriptor is 1 and data corresponding to this descriptor has been sent via transmit channel n . If **GDMA_OUT_EOF_MODE_CH n** is 0, this interrupt will be triggered when the last byte of data corresponding to this descriptor enters GDMA's transmit channel; if **GDMA_OUT_EOF_MODE_CH n** is 1, this interrupt is triggered when the last byte of data is taken from GDMA's transmit channel.

- GDMA_OUT_DONE_CH n _INT: Triggered when all data corresponding to a transmit descriptor has been sent via transmit channel n .
- GDMA_IN_ERR_EOF_CH n _INT: Triggered when an error is detected in the data packet received via receive channel n . This interrupt is used only for UHCI0 peripheral (UART0 or UART1).
- GDMA_IN_SUC_EOF_CH n _INT: Triggered when a data packet has been received via receive channel n .
- GDMA_IN_DONE_CH n _INT: Triggered when all data corresponding to a receive descriptor has been received via receive channel n .

2.6 Programming Procedures

2.6.1 Programming Procedures for GDMA's Transmit Channel

To transmit data, GDMA's transmit channel should be configured by software as follows:

1. Set `GDMA_OUT_RST_CH n` first to 1 and then to 0, to reset the state machine of GDMA's transmit channel and FIFO pointer;
2. Load an outlink, and configure `GDMA_OUTLINK_ADDR_CH n` with address of the first transmit descriptor;
3. Configure `GDMA_PERI_OUT_SEL_CH n` with the value corresponding to the peripheral to be connected, as shown in Table 2-1;
4. Set `GDMA_OUTLINK_START_CH n` to enable GDMA's transmit channel for data transfer;
5. Configure and enable the corresponding peripheral (SPI2, UHCI0 (UART0 or UART1), I2S, AES, SHA, and ADC). See details in individual chapters of these peripherals;
6. Wait for `GDMA_OUT_EOF_CH n _INT` interrupt, which indicates the completion of data transfer.

2.6.2 Programming Procedures for GDMA's Receive Channel

To receive data, GDMA's receive channel should be configured by software as follows:

1. Set `GDMA_IN_RST_CH n` first to 1 and then to 0, to reset the state machine of GDMA's receive channel and FIFO pointer;
2. Load an inlink, and configure `GDMA_INLINK_ADDR_CH n` with address of the first receive descriptor;
3. Configure `GDMA_PERI_IN_SEL_CH n` with the value corresponding to the peripheral to be connected, as shown in Table 2-1;
4. Set `GDMA_INLINK_START_CH n` to enable GDMA receive channel for data transfer;
5. Configure and enable the corresponding peripheral (SPI2, UHCI0 (UART0 or UART1), I2S, AES, SHA, and ADC). See details in individual chapters of these peripherals;
6. Wait for `GDMA_IN_SUC_EOF_CH n _INT` interrupt, which indicates that a data packet has been received.

2.6.3 Programming Procedures for Memory-to-Memory Transfer

To transfer data from one memory location to another, GDMA should be configured by software as follows:

1. Set `GDMA_OUT_RST_CH n` first to 1 and then to 0, to reset the state machine of GDMA's transmit channel and FIFO pointer;

2. Set `GDMA_IN_RST_CHn` first to 1 and then to 0, to reset the state machine of GDMA's receive channel and FIFO pointer;
3. Load an outlink, and configure `GDMA_OUTLINK_ADDR_CHn` with address of the first transmit descriptor;
4. Load an inlink, and configure `GDMA_INLINK_ADDR_CHn` with address of the first receive descriptor;
5. Set `GDMA_MEM_TRANS_EN_CHn` to enable memory-to-memory transfer;
6. Set `GDMA_OUTLINK_START_CHn` to enable GDMA's transmit channel for data transfer;
7. Set `GDMA_INLINK_START_CHn` to enable GDMA receive channel for data transfer;
8. Wait for `GDMA_IN_SUC_EOF_CHn_INT` interrupt, which indicates that which indicates that a data transaction has been completed.

PRELIMINARY

2.7 Register Summary

The addresses in this section are relative to GDMA base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Interrupt Registers			
GDMA_INT_RAW_CH0_REG	Raw status interrupt of RX channel 0	0x0000	R/WTC/SS
GDMA_INT_ST_CH0_REG	Masked interrupt of RX channel 0	0x0004	RO
GDMA_INT_ENA_CH0_REG	Interrupt enable bits of RX channel 0	0x0008	R/W
GDMA_INT_CLR_CH0_REG	Interrupt clear bits of RX channel 0	0x000C	WT
GDMA_INT_RAW_CH1_REG	Raw status interrupt of RX channel 1	0x0010	R/WTC/SS
GDMA_INT_ST_CH1_REG	Masked interrupt of RX channel 1	0x0014	RO
GDMA_INT_ENA_CH1_REG	Interrupt enable bits of RX channel 1	0x0018	R/W
GDMA_INT_CLR_CH1_REG	Interrupt clear bits of RX channel 1	0x001C	WT
GDMA_INT_RAW_CH2_REG	Raw status interrupt of RX channel 2	0x0020	R/WTC/SS
GDMA_INT_ST_CH2_REG	Masked interrupt of RX channel 2	0x0024	RO
GDMA_INT_ENA_CH2_REG	Interrupt enable bits of RX channel 2	0x0028	R/W
GDMA_INT_CLR_CH2_REG	Interrupt clear bits of RX channel 2	0x002C	WT
Configuration Register			
GDMA_MISC_CONF_REG	MISC register	0x0044	R/W
Version Registers			
GDMA_DATE_REG	Version control register	0x0048	R/W
Configuration Registers			
GDMA_IN_CONF0_CH0_REG	Configuration register 0 of RX channel 0	0x0070	R/W
GDMA_IN_CONF1_CH0_REG	Configuration register 1 of RX channel 0	0x0074	R/W
GDMA_IN_POP_CH0_REG	Pop control register of RX channel 0	0x007C	varies
GDMA_IN_LINK_CH0_REG	Link descriptor configuration and control register of RX channel 0	0x0080	varies
GDMA_OUT_CONF0_CH0_REG	Configuration register 0 of TX channel 0	0x00D0	R/W
GDMA_OUT_CONF1_CH0_REG	Configuration register 1 of TX channel 0	0x00D4	R/W
GDMA_OUT_PUSH_CH0_REG	Push control register of TX channel 0	0x00DC	varies
GDMA_OUT_LINK_CH0_REG	Link descriptor configuration and control register of TX channel 0	0x00E0	varies
GDMA_IN_CONF0_CH1_REG	Configuration register 0 of RX channel 1	0x0130	R/W
GDMA_IN_CONF1_CH1_REG	Configuration register 1 of RX channel 1	0x0134	R/W
GDMA_IN_POP_CH1_REG	Pop control register of RX channel 1	0x013C	varies
GDMA_IN_LINK_CH1_REG	Link descriptor configuration and control register of RX channel 1	0x0140	varies
GDMA_OUT_CONF0_CH1_REG	Configuration register 0 of TX channel 1	0x0190	R/W
GDMA_OUT_CONF1_CH1_REG	Configuration register 1 of TX channel 1	0x0194	R/W
GDMA_OUT_PUSH_CH1_REG	Push control register of TX channel 1	0x019C	varies
GDMA_OUT_LINK_CH1_REG	Link descriptor configuration and control register of TX channel 1	0x01A0	varies
GDMA_IN_CONF0_CH2_REG	Configuration register 0 of RX channel 2	0x01F0	R/W

Name	Description	Address	Access
GDMA_IN_CONF1_CH2_REG	Configuration register 1 of RX channel 2	0x01F4	R/W
GDMA_IN_POP_CH2_REG	Pop control register of RX channel 2	0x01FC	varies
GDMA_IN_LINK_CH2_REG	Link descriptor configuration and control register of RX channel 2	0x0200	varies
GDMA_OUT_CONF0_CH2_REG	Configuration register 0 of TX channel 2	0x0250	R/W
GDMA_OUT_CONF1_CH2_REG	Configuration register 1 of TX channel 2	0x0254	R/W
GDMA_OUT_PUSH_CH2_REG	Push control register of TX channel 2	0x025C	varies
GDMA_OUT_LINK_CH2_REG	Link descriptor configuration and control register of TX channel 2	0x0260	varies
Status Registers			
GDMA_INFIFO_STATUS_CH0_REG	RX FIFO status of RX channel 0	0x0078	RO
GDMA_IN_STATE_CH0_REG	Receive status of RX channel 0	0x0084	RO
GDMA_IN_SUC_EOF_DES_ADDR_CH0_REG	Inlink descriptor address when EOF occurs of RX channel 0	0x0088	RO
GDMA_IN_ERR_EOF_DES_ADDR_CH0_REG	Inlink descriptor address when errors occur of RX channel 0	0x008C	RO
GDMA_IN_DSCR_CH0_REG	Current inlink descriptor address of RX channel 0	0x0090	RO
GDMA_IN_DSCR_BF0_CH0_REG	The last inlink descriptor address of RX channel 0	0x0094	RO
GDMA_IN_DSCR_BF1_CH0_REG	The second-to-last inlink descriptor address of RX channel 0	0x0098	RO
GDMA_OUTFIFO_STATUS_CH0_REG	TX FIFO status of TX channel 0	0x00D8	RO
GDMA_OUT_STATE_CH0_REG	Transmit status of TX channel 0	0x00E4	RO
GDMA_OUT_EOF_DES_ADDR_CH0_REG	Outlink descriptor address when EOF occurs of TX channel 0	0x00E8	RO
GDMA_OUT_EOF_BFR_DES_ADDR_CH0_REG	The last outlink descriptor address when EOF occurs of TX channel 0	0x00EC	RO
GDMA_OUT_DSCR_CH0_REG	Current inlink descriptor address of TX channel 0	0x00F0	RO
GDMA_OUT_DSCR_BF0_CH0_REG	The last inlink descriptor address of TX channel 0	0x00F4	RO
GDMA_OUT_DSCR_BF1_CH0_REG	The second-to-last inlink descriptor address of TX channel 0	0x00F8	RO
GDMA_INFIFO_STATUS_CH1_REG	RX FIFO status of RX channel 1	0x0138	RO
GDMA_IN_STATE_CH1_REG	Receive status of RX channel 1	0x0144	RO
GDMA_IN_SUC_EOF_DES_ADDR_CH1_REG	Inlink descriptor address when EOF occurs of RX channel 1	0x0148	RO
GDMA_IN_ERR_EOF_DES_ADDR_CH1_REG	Inlink descriptor address when errors occur of RX channel 1	0x014C	RO
GDMA_IN_DSCR_CH1_REG	Current inlink descriptor address of RX channel 1	0x0150	RO
GDMA_IN_DSCR_BF0_CH1_REG	The last inlink descriptor address of RX channel 1	0x0154	RO

Name	Description	Address	Access
GDMA_IN_DSCR_BF1_CH1_REG	The second-to-last inlink descriptor address of RX channel 1	0x0158	RO
GDMA_OUTFIFO_STATUS_CH1_REG	TX FIFO status of TX channel 1	0x0198	RO
GDMA_OUT_STATE_CH1_REG	Transmit status of TX channel 1	0x01A4	RO
GDMA_OUT_EOF_DES_ADDR_CH1_REG	Outlink descriptor address when EOF occurs of TX channel 1	0x01A8	RO
GDMA_OUT_EOF_BFR_DES_ADDR_CH1_REG	The last outlink descriptor address when EOF occurs of TX channel 1	0x01AC	RO
GDMA_OUT_DSCR_CH1_REG	Current inlink descriptor address of TX channel 1	0x01B0	RO
GDMA_OUT_DSCR_BF0_CH1_REG	The last inlink descriptor address of TX channel 1	0x01B4	RO
GDMA_OUT_DSCR_BF1_CH1_REG	The second-to-last inlink descriptor address of TX channel 1	0x01B8	RO
GDMA_INFIFO_STATUS_CH2_REG	RX FIFO status of RX channel 2	0x01F8	RO
GDMA_IN_STATE_CH2_REG	Receive status of RX channel 2	0x0204	RO
GDMA_IN_SUC_EOF_DES_ADDR_CH2_REG	Inlink descriptor address when EOF occurs of RX channel 2	0x0208	RO
GDMA_IN_ERR_EOF_DES_ADDR_CH2_REG	Inlink descriptor address when errors occur of RX channel 2	0x020C	RO
GDMA_IN_DSCR_CH2_REG	Current inlink descriptor address of RX channel 2	0x0210	RO
GDMA_IN_DSCR_BF0_CH2_REG	The last inlink descriptor address of RX channel 2	0x0214	RO
GDMA_IN_DSCR_BF1_CH2_REG	The second-to-last inlink descriptor address of RX channel 2	0x0218	RO
GDMA_OUTFIFO_STATUS_CH2_REG	TX FIFO status of TX channel 2	0x0258	RO
GDMA_OUT_STATE_CH2_REG	Transmit status of TX channel 2	0x0264	RO
GDMA_OUT_EOF_DES_ADDR_CH2_REG	Outlink descriptor address when EOF occurs of TX channel 2	0x0268	RO
GDMA_OUT_EOF_BFR_DES_ADDR_CH2_REG	The last outlink descriptor address when EOF occurs of TX channel 2	0x026C	RO
GDMA_OUT_DSCR_CH2_REG	Current inlink descriptor address of TX channel 2	0x0270	RO
GDMA_OUT_DSCR_BF0_CH2_REG	The last inlink descriptor address of TX channel 2	0x0274	RO
GDMA_OUT_DSCR_BF1_CH2_REG	The second-to-last inlink descriptor address of TX channel 2	0x0278	RO
Priority Registers			
GDMA_IN_PRI_CH0_REG	Priority register of RX channel 0	0x009C	R/W
GDMA_OUT_PRI_CH0_REG	Priority register of TX channel 0	0x00FC	R/W
GDMA_IN_PRI_CH1_REG	Priority register of RX channel 1	0x015C	R/W
GDMA_OUT_PRI_CH1_REG	Priority register of TX channel 1	0x01BC	R/W
GDMA_IN_PRI_CH2_REG	Priority register of RX channel 2	0x021C	R/W

Name	Description	Address	Access
GDMA_OUT_PRI_CH2_REG	Priority register of TX channel 2	0x027C	R/W
Peripheral Select Registers			
GDMA_IN_PERI_SEL_CH0_REG	Peripheral selection of RX channel 0	0x00A0	R/W
GDMA_OUT_PERI_SEL_CH0_REG	Peripheral selection of TX channel 0	0x0100	R/W
GDMA_IN_PERI_SEL_CH1_REG	Peripheral selection of RX channel 1	0x0160	R/W
GDMA_OUT_PERI_SEL_CH1_REG	Peripheral selection of TX channel 1	0x01C0	R/W
GDMA_IN_PERI_SEL_CH2_REG	Peripheral selection of RX channel 2	0x0220	R/W
GDMA_OUT_PERI_SEL_CH2_REG	Peripheral selection of TX channel 2	0x0280	R/W

PRELIMINARY

2.8 Registers

The addresses in this section are relative to GDMA base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 2.1. GDMA_INT_RAW_CH n _REG (n : 0-2) (0x0000+16* n)

31	12	11	10	9	8	7	6	5	4	3	2	1	0
0 0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

GDMA_IN_DONE_CH n _INT_RAW The raw interrupt bit turns to high level when the last data pointed by one inlink descriptor has been received for Rx channel 0. (R/WTC/SS)

GDMA_IN_SUC_EOF_CH n _INT_RAW The raw interrupt bit turns to high level when the last data pointed by one inlink descriptor has been received for Rx channel 0. For UHCI0, the raw interrupt bit turns to high level when the last data pointed by one inlink descriptor has been received and no data error is detected for Rx channel 0. (R/WTC/SS)

GDMA_IN_ERR_EOF_CH n _INT_RAW The raw interrupt bit turns to high level when data error is detected only in the case that the peripheral is UHCI0 for Rx channel 0. For other peripherals, this raw interrupt is reserved. (R/WTC/SS)

GDMA_OUT_DONE_CH n _INT_RAW The raw interrupt bit turns to high level when the last data pointed by one outlink descriptor has been transmitted to peripherals for Tx channel 0. (R/WTC/SS)

GDMA_OUT_EOF_CH n _INT_RAW The raw interrupt bit turns to high level when the last data pointed by one outlink descriptor has been read from memory for Tx channel 0. (R/WTC/SS)

GDMA_IN_DSCR_ERR_CH n _INT_RAW The raw interrupt bit turns to high level when detecting inlink descriptor error, including owner error, the second and third word error of inlink descriptor for Rx channel 0. (R/WTC/SS)

GDMA_OUT_DSCR_ERR_CH n _INT_RAW The raw interrupt bit turns to high level when detecting outlink descriptor error, including owner error, the second and third word error of outlink descriptor for Tx channel 0. (R/WTC/SS)

Continued on the next page...

Register 2.1. GDMA_INT_RAW_CH n _REG (n : 0-2) (0x0000+16* n)

Continued from the previous page...

GDMA_IN_DSCR_EMPTY_CH n _INT_RAW The raw interrupt bit turns to high level when Rx buffer pointed by inlink is full and receiving data is not completed, but there is no more inlink for Rx channel 0. (R/WTC/SS)

GDMA_OUT_TOTAL_EOF_CH n _INT_RAW The raw interrupt bit turns to high level when data corresponding a outlink (includes one link descriptor or few link descriptors) is transmitted out for Tx channel 0. (R/WTC/SS)

GDMA_INFIFO_OVF_CH n _INT_RAW This raw interrupt bit turns to high level when level 1 fifo of Rx channel 0 is overflow. (R/WTC/SS)

GDMA_INFIFO_UDF_CH n _INT_RAW This raw interrupt bit turns to high level when level 1 fifo of Rx channel 0 is underflow. (R/WTC/SS)

GDMA_OUTFIFO_OVF_CH n _INT_RAW This raw interrupt bit turns to high level when level 1 fifo of Tx channel 0 is overflow. (R/WTC/SS)

GDMA_OUTFIFO_UDF_CH n _INT_RAW This raw interrupt bit turns to high level when level 1 fifo of Tx channel 0 is underflow. (R/WTC/SS)

Register 2.2. GDMA_INT_ST_CH n _REG (n : 0-2) (0x0004+16* n)

31	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Reset												

GDMA_IN_DONE_CH n _INT_ST The raw interrupt status bit for the GDMA_IN_DONE_CH_INT interrupt. (RO)

GDMA_IN_SUC_EOF_CH n _INT_ST The raw interrupt status bit for the GDMA_IN_SUC_EOF_CH_INT interrupt. (RO)

GDMA_IN_ERR_EOF_CH n _INT_ST The raw interrupt status bit for the GDMA_IN_ERR_EOF_CH_INT interrupt. (RO)

GDMA_OUT_DONE_CH n _INT_ST The raw interrupt status bit for the GDMA_OUT_DONE_CH_INT interrupt. (RO)

GDMA_OUT_EOF_CH n _INT_ST The raw interrupt status bit for the GDMA_OUT_EOF_CH_INT interrupt. (RO)

GDMA_IN_DSCR_ERR_CH n _INT_ST The raw interrupt status bit for the GDMA_IN_DSCR_ERR_CH_INT interrupt. (RO)

GDMA_OUT_DSCR_ERR_CH n _INT_ST The raw interrupt status bit for the GDMA_OUT_DSCR_ERR_CH_INT interrupt. (RO)

GDMA_IN_DSCR_EMPTY_CH n _INT_ST The raw interrupt status bit for the GDMA_IN_DSCR_EMPTY_CH_INT interrupt. (RO)

GDMA_OUT_TOTAL_EOF_CH n _INT_ST The raw interrupt status bit for the GDMA_OUT_TOTAL_EOF_CH_INT interrupt. (RO)

GDMA_INIFO_OVF_CH n _INT_ST The raw interrupt status bit for the GDMA_INIFO_OVF_L1_CH_INT interrupt. (RO)

GDMA_INIFO_UDF_CH n _INT_ST The raw interrupt status bit for the GDMA_INIFO_UDF_L1_CH_INT interrupt. (RO)

GDMA_OUT FIFO_OVF_CH n _INT_ST The raw interrupt status bit for the GDMA_OUT FIFO_OVF_L1_CH_INT interrupt. (RO)

GDMA_OUT FIFO_UDF_CH n _INT_ST The raw interrupt status bit for the GDMA_OUT FIFO_UDF_L1_CH_INT interrupt. (RO)

Register 2.3. GDMA_INT_ENA_CH n _REG (n : 0-2) (0x0008+16* n)

The diagram shows the bit mapping for Register 2.3. GDMA_INT_ENA_CH n _REG. The register is 32 bits wide, with bit 31 reserved. Bits 13 to 0 represent various interrupt enable bits. The labels for the bits are rotated diagonally for readability.

31	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

GDMA_IN_DONE_CH n _INT_ENA The interrupt enable bit for the GDMA_IN_DONE_CH_INT interrupt. (R/W)

GDMA_IN_SUC_EOF_CH n _INT_ENA The interrupt enable bit for the GDMA_IN_SUC_EOF_CH_INT interrupt. (R/W)

GDMA_IN_ERR_EOF_CH n _INT_ENA The interrupt enable bit for the GDMA_IN_ERR_EOF_CH_INT interrupt. (R/W)

GDMA_OUT_DONE_CH n _INT_ENA The interrupt enable bit for the GDMA_OUT_DONE_CH_INT interrupt. (R/W)

GDMA_OUT_EOF_CH n _INT_ENA The interrupt enable bit for the GDMA_OUT_EOF_CH_INT interrupt. (R/W)

GDMA_IN_DSCR_ERR_CH n _INT_ENA The interrupt enable bit for the GDMA_IN_DSCR_ERR_CH_INT interrupt. (R/W)

GDMA_OUT_DSCR_ERR_CH n _INT_ENA The interrupt enable bit for the GDMA_OUT_DSCR_ERR_CH_INT interrupt. (R/W)

GDMA_IN_DSCR_EMPTY_CH n _INT_ENA The interrupt enable bit for the GDMA_IN_DSCR_EMPTY_CH_INT interrupt. (R/W)

GDMA_OUT_TOTAL_EOF_CH n _INT_ENA The interrupt enable bit for the GDMA_OUT_TOTAL_EOF_CH_INT interrupt. (R/W)

GDMA_INFIFO_OVF_CH n _INT_ENA The interrupt enable bit for the GDMA_INFIFO_OVF_L1_CH_INT interrupt. (R/W)

GDMA_INFIFO_UDF_CH n _INT_ENA The interrupt enable bit for the GDMA_INFIFO_UDF_L1_CH_INT interrupt. (R/W)

GDMA_OUTFIFO_OVF_CH n _INT_ENA The interrupt enable bit for the GDMA_OUTFIFO_OVF_L1_CH_INT interrupt. (R/W)

GDMA_OUTFIFO_UDF_CH n _INT_ENA The interrupt enable bit for the GDMA_OUTFIFO_UDF_L1_CH_INT interrupt. (R/W)

Register 2.4. GDMA_INT_CLR_CHn_REG (*n*: 0-2) (0x000C+16n*)**

The diagram shows the bit mapping for Register 2.4. GDMA_INT_CLR_CHn_REG. The register is 32 bits wide, with bit 31 reserved. Bits 13 to 0 correspond to various interrupt clearing functions. The bit names are rotated diagonally for readability.

31	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

GDMA_IN_DONE_CH*n*_INT_CLR Set this bit to clear the GDMA_IN_DONE_CH_INT interrupt. (WT)

GDMA_IN_SUC_EOF_CH*n*_INT_CLR Set this bit to clear the GDMA_IN_SUC_EOF_CH_INT interrupt. (WT)

GDMA_IN_ERR_EOF_CH*n*_INT_CLR Set this bit to clear the GDMA_IN_ERR_EOF_CH_INT interrupt. (WT)

GDMA_OUT_DONE_CH*n*_INT_CLR Set this bit to clear the GDMA_OUT_DONE_CH_INT interrupt. (WT)

GDMA_OUT_EOF_CH*n*_INT_CLR Set this bit to clear the GDMA_OUT_EOF_CH_INT interrupt. (WT)

GDMA_IN_DSCR_ERR_CH*n*_INT_CLR Set this bit to clear the GDMA_IN_DSCR_ERR_CH_INT interrupt. (WT)

GDMA_OUT_DSCR_ERR_CH*n*_INT_CLR Set this bit to clear the GDMA_OUT_DSCR_ERR_CH_INT interrupt. (WT)

GDMA_IN_DSCR_EMPTY_CH*n*_INT_CLR Set this bit to clear the GDMA_IN_DSCR_EMPTY_CH_INT interrupt. (WT)

GDMA_OUT_TOTAL_EOF_CH*n*_INT_CLR Set this bit to clear the GDMA_OUT_TOTAL_EOF_CH_INT interrupt. (WT)

GDMA_INFIFO_OVF_CH*n*_INT_CLR Set this bit to clear the GDMA_INFIFO_OVF_L1_CH_INT interrupt. (WT)

GDMA_INFIFO_UDF_CH*n*_INT_CLR Set this bit to clear the GDMA_INFIFO_UDF_L1_CH_INT interrupt. (WT)

GDMA_OUTFIFO_OVF_CH*n*_INT_CLR Set this bit to clear the GDMA_OUTFIFO_OVF_L1_CH_INT interrupt. (WT)

GDMA_OUTFIFO_UDF_CH*n*_INT_CLR Set this bit to clear the GDMA_OUTFIFO_UDF_L1_CH_INT interrupt. (WT)

Register 2.5. GDMA_MISC_CONF_REG (0x0044)

GDMA_AHBM_RST_INTER Set this bit, then clear this bit to reset the internal ahb FSM. (R/W)

GDMA_ARB_PRI_DIS Set this bit to disable priority arbitration function. (R/W)

GDMA_CLK_EN reg_clk_en (R/W)

Register 2.6. GDMA_DATE_REG (0x0048)

GDMA_DATE
0x2008250

GDMA_DATE register version. (R/W)

Register 2.7. GDMA_IN_CONF0_CHn_REG (n: 0-2) (0x0070+192*n)

GDMA_IN_RST_CHn This bit is used to reset DMA channel 0 Rx FSM and Rx FIFO pointer. (R/W)

GDMA_IN_LOOP_TEST_CH_n This bit is used to fill the owner bit of inlink descriptor by hardware of inlink descriptor. (R/W)

GDMA_INDSCR_BURST_EN_CHn Set this bit to 1 to enable INCR burst transfer for Rx channel 0 reading link descriptor when accessing internal SRAM. (R/W)

GDMA_IN_DATA_BURST_EN_CH n Set this bit to 1 to enable INCR burst transfer for Rx channel 0 receiving data when accessing internal SRAM. (R/W)

GDMA_MEM_TRANS_EN_CH n Set this bit 1 to enable automatic transmitting data from memory to memory via DMA. (R/W)

Register 2.8. GDMA_IN_CONF1_CHn_REG (n : 0-2) (0x0074+192* n)

GDMA_IN_CHECK_OWNER_CH_n Set this bit to enable checking the owner attribute of the link descriptor. (R/W)

Register 2.9. GDMA_IN_POP_CH n _REG (n : 0-2) (0x007C+192* n)

The diagram shows the bit field layout for Register 2.9. GDMA_IN_POP_CH n _REG. The register is 32 bits wide, with bit 31 being the most significant. Bit 31 is labeled '(reserved)'. Bits 12 and 11 are labeled 'GDMA_INFIFO_POP_CH0'. Bit 0 is labeled 'GDMA_INFIFO_RDATA_CH0' and is also labeled 'Reset'. The lower part of the register contains the value 0x800.

31	12	11	0
0 0	0x800		

GDMA_INFIFO_RDATA_CH n This register stores the data popping from DMA FIFO. (RO)

GDMA_INFIFO_POP_CH n Set this bit to pop data from DMA FIFO. (R/W/SC)

Register 2.10. GDMA_IN_LINK_CH n _REG (n : 0-2) (0x0080+192* n)

The diagram shows the bit field layout for Register 2.10. GDMA_IN_LINK_CH n _REG. The register is 32 bits wide, with bit 31 being the most significant. Bit 31 is labeled '(reserved)'. Bits 25 to 19 are labeled 'GDMA_INLINK_PARK_CH0', 'GDMA_INLINK_RESTART_CH0', 'GDMA_INLINK_START_CH0', 'GDMA_INLINK_STOP_CH0', and 'GDMA_INLINK_AUTO_RET_CH0'. Bit 0 is labeled 'GDMA_INLINK_ADDR_CH0' and is also labeled 'Reset'. The lower part of the register contains the value 0x000.

31	25	24	23	22	21	20	19	0
0 0 0 0 0 0 0 1 0 0 0 1	0x000							

GDMA_INLINK_ADDR_CH n This register stores the 20 least significant bits of the first inlink descriptor's address. (R/W)

GDMA_INLINK_AUTO_RET_CH n Set this bit to return to current inlink descriptor's address, when there are some errors in current receiving data. (R/W)

GDMA_INLINK_STOP_CH n Set this bit to stop dealing with the inlink descriptors. (R/W/SC)

GDMA_INLINK_START_CH n Set this bit to start dealing with the inlink descriptors. (R/W/SC)

GDMA_INLINK_RESTART_CH n Set this bit to mount a new inlink descriptor. (R/W/SC)

GDMA_INLINK_PARK_CH n 1: the inlink descriptor's FSM is in idle state; 0: the inlink descriptor's FSM is working. (RO)

Register 2.11. GDMA_OUT_CONF0_CH n _REG (n : 0-2) (0x00D0+192* n)

Diagram illustrating the bit fields for Register 2.11. GDMA_OUT_CONF0_CH n _REG:

31		6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0

Bit 31 is labeled '(reserved)'. Bits 6:0 are labeled 'Reset'.

GDMA_OUT_RST_CH n This bit is used to reset DMA channel 0 Tx FSM and Tx FIFO pointer. (R/W)

GDMA_OUT_LOOP_TEST_CH n Reserved. (R/W)

GDMA_OUT_AUTO_WRBACK_CH n Set this bit to enable automatic outlink-writeback when all the data in tx buffer has been transmitted. (R/W)

GDMA_OUT_EOF_MODE_CH n EOF flag generation mode when transmitting data. 1: EOF flag for Tx channel 0 is generated when data need to transmit has been popped from FIFO in DMA (R/W)

GDMA_OUTDSCR_BURST_EN_CH n Set this bit to 1 to enable INCR burst transfer for Tx channel 0 reading link descriptor when accessing internal SRAM. (R/W)

GDMA_OUT_DATA_BURST_EN_CH n Set this bit to 1 to enable INCR burst transfer for Tx channel 0 transmitting data when accessing internal SRAM. (R/W)

Register 2.12. GDMA_OUT_CONF1_CH n _REG (n : 0-2) (0x00D4+192* n)

Diagram illustrating the bit fields for Register 2.12. GDMA_OUT_CONF1_CH n _REG:

31	12	11	0
0	0	0	0

Bits 13:0 are labeled '(reserved)'. Bit 12 is labeled 'GDMA_OUT_CHECK_OWNER_CH0'. Bit 11 is labeled '(reserved)'.

GDMA_OUT_CHECK_OWNER_CH n Set this bit to enable checking the owner attribute of the link descriptor. (R/W)

Register 2.13. GDMA_OUT_PUSH_CH n _REG (n : 0-2) (0x00DC+192* n)

31	(reserved)										10	9	8	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0

Reset

GDMA_OUTFIFO_WDATA_CH n This register stores the data that need to be pushed into DMA FIFO.
(R/W)

GDMA_OUTFIFO_PUSH_CH n Set this bit to push data into DMA FIFO. (R/W/SC)

Register 2.14. GDMA_OUT_LINK_CH n _REG (n : 0-2) (0x00E0+192* n)

31	24	23	22	21	20	19	(reserved)								0			
0	0	0	0	0	0	1	0	0	0	0x000								Reset

GDMA_OUTLINK_ADDR_CH n This register stores the 20 least significant bits of the first outlink descriptor's address. (R/W)

GDMA_OUTLINK_STOP_CH n Set this bit to stop dealing with the outlink descriptors. (R/W/SC)

GDMA_OUTLINK_START_CH n Set this bit to start dealing with the outlink descriptors. (R/W/SC)

GDMA_OUTLINK_RESTART_CH n Set this bit to restart a new outlink from the last address.
(R/W/SC)

GDMA_OUTLINK_PARK_CH n 1: the outlink descriptor's FSM is in idle state; 0: the outlink descriptor's FSM is working. (RO)

Register 2.15. GDMA_INFIFO_STATUS_CH n _REG (n : 0-2) (0x0078+192* n)

The diagram illustrates the bit field layout of Register 2.15. It shows two rows of bits from 31 down to 0. The first row includes labels for various status fields: (reserved), GDMA_IN_BUF_HUNGRY_CH0, GDMA_IN_REMAIN_UNDER_4B_CH0, GDMA_IN_REMAIN_UNDER_3B_CH0, GDMA_IN_REMAIN_UNDER_2B_CH0, GDMA_IN_REMAIN_UNDER_1B_CH0, (reserved), and (reserved). The second row includes labels for control and reset fields: GDMA_INFIFO_CNT_CH0, GDMA_INFIFO_EMPTY_CH0, GDMA_INFIFO_FULL_CH0, and a Reset field.

31	28	27	26	25	24	23	22		8	7		2	1	0	
0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0

GDMA_INFIFO_FULL_CH n L1 Rx FIFO full signal for Rx channel 0. (RO)

GDMA_INFIFO_EMPTY_CH n L1 Rx FIFO empty signal for Rx channel 0. (RO)

GDMA_INFIFO_CNT_CH n The register stores the byte number of the data in L1 Rx FIFO for Rx channel 0. (RO)

GDMA_IN_REMAIN_UNDER_1B_CH n Reserved. (RO)

GDMA_IN_REMAIN_UNDER_2B_CH n Reserved. (RO)

GDMA_IN_REMAIN_UNDER_3B_CH n Reserved. (RO)

GDMA_IN_REMAIN_UNDER_4B_CH n Reserved. (RO)

GDMA_IN_BUF_HUNGRY_CH n Reserved. (RO)

Register 2.16. GDMA_IN_STATE_CH n _REG (n : 0-2) (0x0084+192* n)

The diagram illustrates the bit field layout of Register 2.16. It shows two rows of bits from 31 down to 0. The first row includes labels for various state fields: (reserved), GDMA_IN_STATE_CH0, GDMA_IN_DSCR_STATE_CH0, and (reserved). The second row includes labels for control and reset fields: GDMA_INLINK_DSCR_ADDR_CH0 and a Reset field.

31		23	22	20	19	18	17							0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

GDMA_INLINK_DSCR_ADDR_CH n This register stores the current inlink descriptor's address. (RO)

GDMA_IN_DSCR_STATE_CH n Reserved. (RO)

GDMA_IN_STATE_CH n Reserved. (RO)

Register 2.17. GDMA_IN_SUC_EOF_DES_ADDR_CH n _REG (n : 0-2) (0x0088+192* n)

GDMA_IN_SUC_EOF_DES_ADDR_CH n		Reset
31	0	0x000000

GDMA_IN_SUC_EOF_DES_ADDR_CH n This register stores the address of the inlink descriptor when the EOF bit in this descriptor is 1. (RO)

Register 2.18. GDMA_IN_ERR_EOF_DES_ADDR_CH n _REG (n : 0-2) (0x008C+192* n)

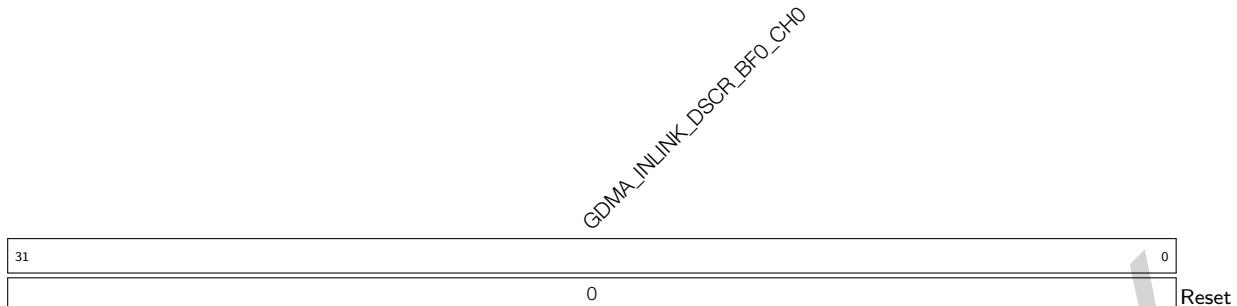
GDMA_IN_ERR_EOF_DES_ADDR_CH n		Reset
31	0	0x000000

GDMA_IN_ERR_EOF_DES_ADDR_CH n This register stores the address of the inlink descriptor when there are some errors in current receiving data. Only used when peripheral is UHCI0. (RO)

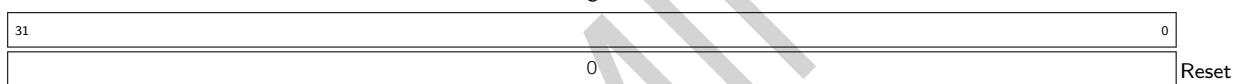
Register 2.19. GDMA_IN_DSCR_CH n _REG (n : 0-2) (0x0090+192* n)

GDMA_INLINK_DSCR_CH n		Reset
31	0	0x000000

GDMA_INLINK_DSCR_CH n The address of the current inlink descriptor x. (RO)

Register 2.20. GDMA_IN_DSCR_BF0_CH n _REG (n : 0-2) (0x0094+192* n)

GDMA_INLINK_DSCR_BF0_CH n The address of the last inlink descriptor x-1. (RO)

Register 2.21. GDMA_IN_DSCR_BF1_CH n _REG (n : 0-2) (0x0098+192* n)

GDMA_INLINK_DSCR_BF1_CH n The address of the second-to-last inlink descriptor x-2. (RO)

Register 2.22. GDMA_OUTFIFO_STATUS_CH n _REG (n : 0-2) (0x00D8+192* n)

GDMA_OUTFIFO_STATUS_CH n _REG (n : 0-2) (0x00D8+192* n)																											
(reserved)																											
31	27	26	25	24	23	22																					
0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

GDMA_OUTFIFO_FULL_CH n L1 Tx FIFO full signal for Tx channel 0. (RO)

GDMA_OUTFIFO_EMPTY_CH n L1 Tx FIFO empty signal for Tx channel 0. (RO)

GDMA_OUTFIFO_CNT_CH n The register stores the byte number of the data in L1 Tx FIFO for Tx channel 0. (RO)

GDMA_OUT_REMAIN_UNDER_1B_CH n Reserved. (RO)

GDMA_OUT_REMAIN_UNDER_2B_CH n Reserved. (RO)

GDMA_OUT_REMAIN_UNDER_3B_CH n Reserved. (RO)

GDMA_OUT_REMAIN_UNDER_4B_CH n Reserved. (RO)

Register 2.23. GDMA_OUT_STATE_CH n _REG (n : 0-2) (0x00E4+192* n)

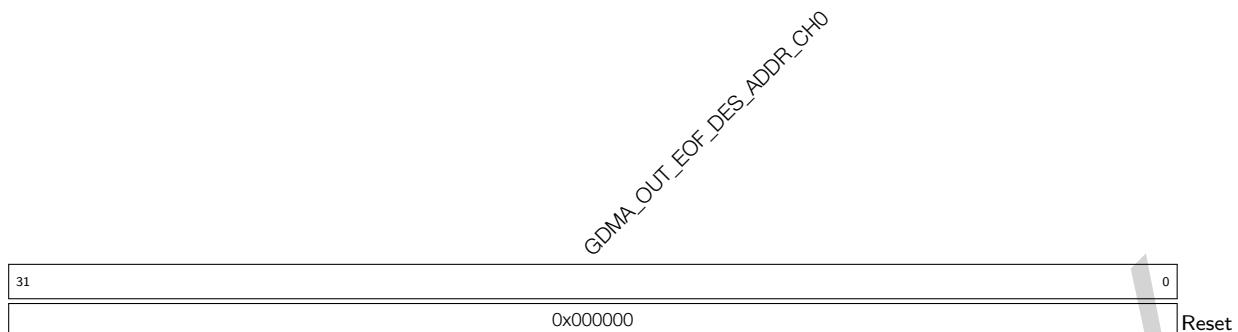
GDMA_OUT_STATE_CH n _REG (n : 0-2) (0x00E4+192* n)																	
(reserved)																	
31	23	22	20	19	18	17											
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

GDMA_OUTLINK_DSCR_ADDR_CH n This register stores the current outlink descriptor's address. (RO)

GDMA_OUT_DSCR_STATE_CH n Reserved. (RO)

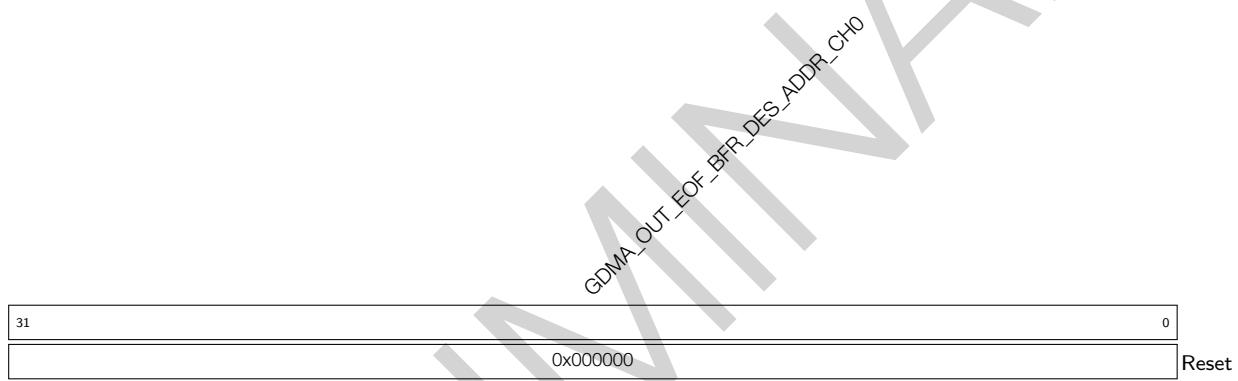
GDMA_OUT_STATE_CH n Reserved. (RO)

Register 2.24. GDMA_OUT_EOF_DES_ADDR_CH n _REG (n : 0-2) (0x00E8+192* n)



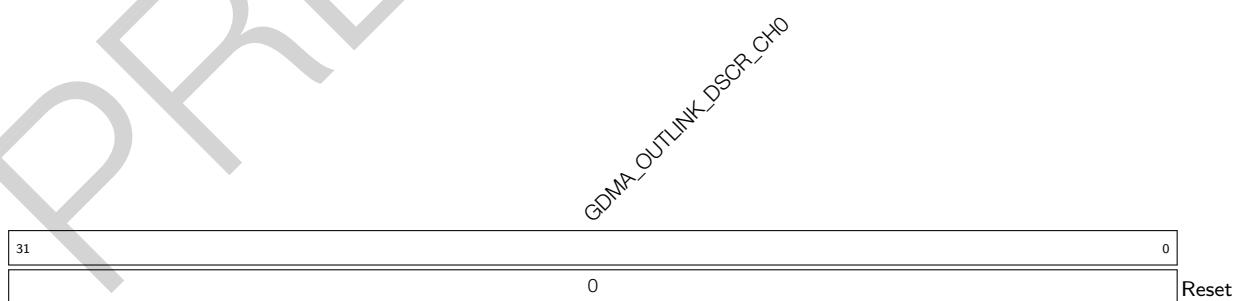
GDMA_OUT_EOF DES_ADDR_CH n This register stores the address of the outlink descriptor when the EOF bit in this descriptor is 1. (RO)

Register 2.25. GDMA_OUT_EOF_BFR DES_ADDR_CH n _REG (n : 0-2) (0x00EC+192* n)



GDMA_OUT_EOF_BFR DES_ADDR_CHn This register stores the address of the outlink descriptor before the last outlink descriptor. (RO)

Register 2.26. GDMA_OUT_DSCR_CH n _REG (n : 0-2) (0x00F0+192* n)



GDMA_OUTLINK_DSCR_CHn The address of the current outlink descriptor y. (RO)

Register 2.27. GDMA_OUT_DSCR_BF0_CH n _REG (n : 0-2) (0x00F4+192* n)

GDMA_OUTLINK_DSCR_BF0_CH0

31	0	0	Reset
----	---	---	-------

GDMA_OUTLINK_DSCR_BF0_CH n The address of the last outlink descriptor y-1. (RO)

Register 2.28. GDMA_OUT_DSCR_BF1_CH n _REG (n : 0-2) (0x00F8+192* n)

GDMA_OUTLINK_DSCR_BF1_CH0

31	0	0	Reset
----	---	---	-------

GDMA_OUTLINK_DSCR_BF1_CH n The address of the second-to-last inlink descriptor x-2. (RO)

Register 2.29. GDMA_IN_PRI_CH n _REG (n : 0-2) (0x009C+192* n)

(reserved)

GDMA_RX_PRI_CH0

31	4	3	0	0	Reset
0 0	0	0	0	0	Reset

GDMA_RX_PRI_CH n The priority of Rx channel 0. The larger of the value, the higher of the priority. (R/W)

Register 2.30. GDMA_OUT_PRI_CH n _REG (n : 0-2) (0x00FC+192* n)

Bit field diagram for Register 2.30. GDMA_OUT_PRI_CH n _REG:

31					4	3	0
0	0	0	0	0	0	0	0
(reserved)				GDMA_TX_PRI_CH0			Reset

GDMA_TX_PRI_CH n The priority of Tx channel 0. The larger of the value, the higher of the priority.
(R/W)

Register 2.31. GDMA_IN_PERI_SEL_CH n _REG (n : 0-2) (0x00A0+192* n)

Bit field diagram for Register 2.31. GDMA_IN_PERI_SEL_CH n _REG:

31					6	5	0
0	0	0	0	0	0	0	0
(reserved)				GDMA_PERI_IN_SEL_CH0			Reset

GDMA_PERI_IN_SEL_CH n This register is used to select peripheral for Rx channel 0. 0:SPI2. 1: reserved. 2: UHCI0. 3: I2S. 4: reserved. 5: reserved. 6: AES. 7: SHA. 8: ADC. (R/W)

Register 2.32. GDMA_OUT_PERI_SEL_CH n _REG (n : 0-2) (0x0100+192* n)

Bit field diagram for Register 2.32. GDMA_OUT_PERI_SEL_CH n _REG:

31					6	5	0
0	0	0	0	0	0	0	0
(reserved)				GDMA_PERI_OUT_SEL_CH0			Reset

GDMA_PERI_OUT_SEL_CH n This register is used to select peripheral for Tx channel 0. 0:SPI2. 1: reserved. 2: UHCI0. 3: I2S. 4: reserved. 5: reserved. 6: AES. 7: SHA. 8: ADC. (R/W)

3 System and Memory

3.1 Overview

The ESP32-C3 is an ultra-low-power and highly-integrated system with a 32-bit RISC-V single-core processor with a four-stage pipeline that operates at up to 160 MHz. All internal memory, external memory, and peripherals are located on the CPU buses.

3.2 Features

- **Address Space**

- 792 KB of internal memory address space accessed from the instruction bus
- 552 KB of internal memory address space accessed from the data bus
- 836 KB of peripheral address space
- 8 MB of external memory virtual address space accessed from the instruction bus
- 8 MB of external memory virtual address space accessed from the data bus
- 384 KB of internal DMA address space

- **Internal Memory**

- 384 KB of Internal ROM
- 400 KB of Internal SRAM
- 8 KB of RTC Memory

- **External Memory**

- Supports up to 16 MB external flash

- **Peripheral Space**

- 35 modules/peripherals in total

- **GDMA**

- 7 GDMA-supported modules/peripherals

Figure 3-1 illustrates the system structure and address mapping.

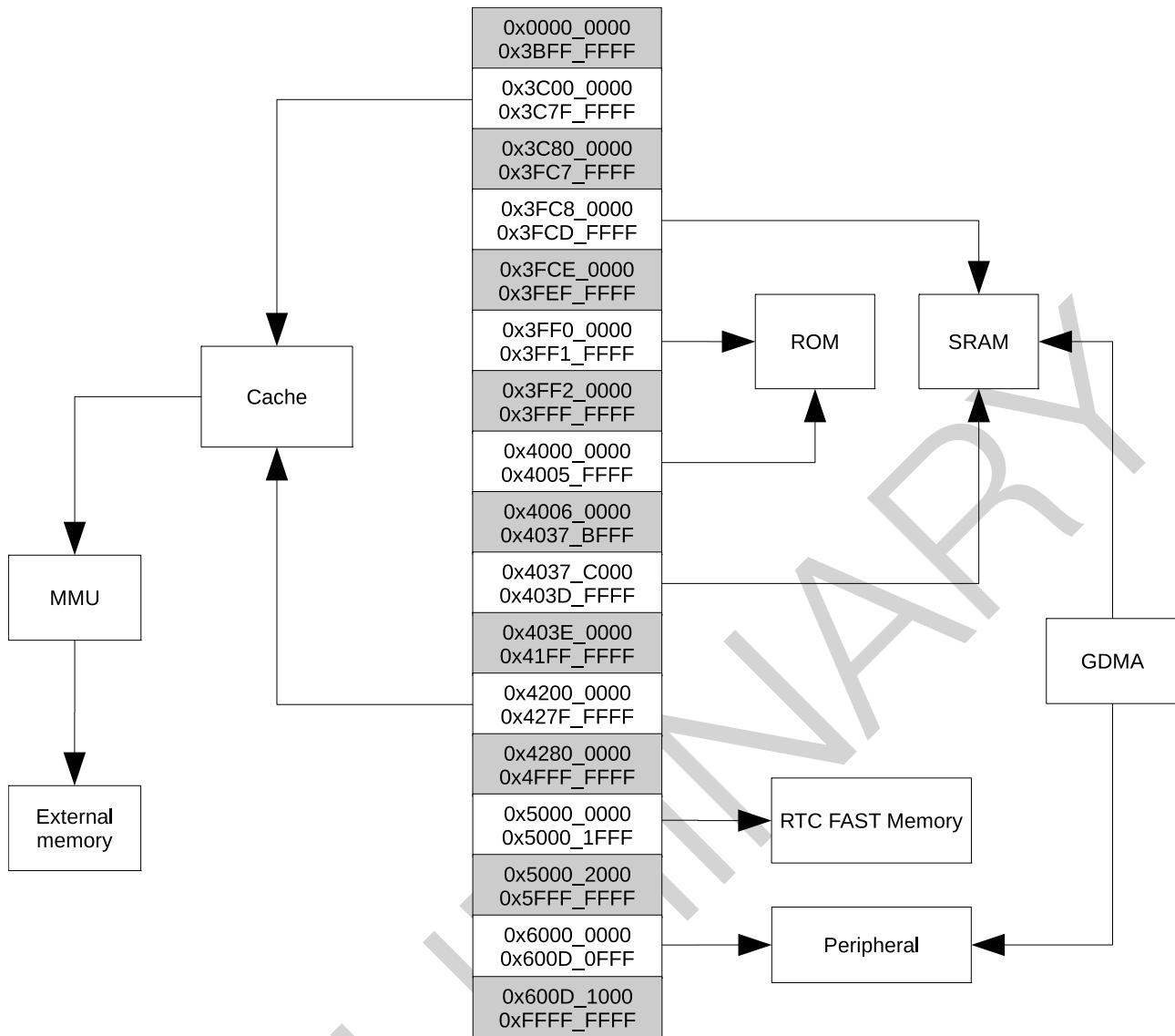


Figure 3-1. System Structure and Address Mapping

Note:

- The address space with gray background is not available to users.
- The range of addresses available in the address space may be larger than the actual available memory of a particular type.

3.3 Functional Description

3.3.1 Address Mapping

Addresses below 0x4000_0000 are accessed using the data bus. Addresses in the range of 0x4000_0000 ~ 0x4FFF_FFFF are accessed using the instruction bus. Addresses over and including 0x5000_0000 are shared by the data bus and the instruction bus.

Both data bus and instruction bus are little-endian. The CPU can access data via the data bus using single-byte, double-byte, 4-byte alignment. The CPU can also access data via the instruction bus, but only in 4-byte aligned

manner.

The CPU can:

- directly access the internal memory via both data bus and instruction bus;
- access the external memory which is mapped into the virtual address space via cache;
- directly access modules/peripherals via data bus.

Table 3-1 lists the address ranges on the data bus and instruction bus and their corresponding target memory.

Some internal and external memory can be accessed via both data bus and instruction bus. In such cases, the CPU can access the same memory using multiple addresses.

Table 3-1. Address Mapping

Bus Type	Boundary Address		Size	Target
	Low Address	High Address		
	0x0000_0000	0x3BFF_FFFF		Reserved
Data bus	0x3C00_0000	0x3C7F_FFFF	8 MB	External memory
	0x3C80_0000	0x3FC7_FFFF		Reserved
Data bus	0x3FC8_0000	0x3FCD_FFFF	384 KB	Internal memory
	0x3FCE_0000	0x3FEF_FFFF		Reserved
Data bus	0x3FF0_0000	0x3FF1_FFFF	128 KB	Internal memory
	0x3FF2_0000	0x3FFF_FFFF		Reserved
Instruction bus	0x4000_0000	0x4005_FFFF	384 KB	Internal memory
	0x4006_0000	0x4037_BFFF		Reserved
Instruction bus	0x4037_C000	0x403D_FFFF	400 KB	Internal memory
	0x403E_0000	0x41FF_FFFF		Reserved
Instruction bus	0x4200_0000	0x427F_FFFF	8 MB	External memory
	0x4280_0000	0x4FFF_FFFF		Reserved
Data/Instruction bus	0x5000_0000	0x5000_1FFF	8 KB	Internal memory
	0x5000_2000	0x5FFF_FFFF		Reserved
Data/Instruction bus	0x6000_0000	0x600D_0FFF	836 KB	Peripherals
	0x600D_1000	0xFFFF_FFFF		Reserved

3.3.2 Internal Memory

The ESP32-C3 consists of the following three types of internal memory:

- Internal ROM (384 KB): The Internal ROM of the ESP32-C3 is a Mask ROM, meaning it is strictly read-only and cannot be reprogrammed. Internal ROM contains the ROM code (software instructions and some software read-only data) of some low level system software.
- Internal SRAM (400 KB): The Internal Static RAM (SRAM) is a volatile memory that can be quickly accessed by the CPU (generally within a single CPU clock cycle).
 - A part of the SRAM can be configured to operate as a cache for external memory access.
 - Some parts of the SRAM can only be accessed via the CPU's instruction bus.

- Some parts of the SRAM can be accessed via both the CPU's instruction bus and the CPU's data bus.
- RTC Memory (8 KB): The RTC (Real Time Clock) memory implemented as Static RAM (SRAM) thus is volatile. However, RTC memory has the added feature of being persistent in deep sleep (i.e., the RTC memory retains its values throughout deep sleep).
 - RTC FAST Memory (8 KB): RTC FAST memory can only be accessed by the CPU and can be generally used to store instructions and data that needs to persist across a deep sleep.

Based on the three different types of internal memory described above, the internal memory of the ESP32-C3 is split into three segments: Internal ROM (384 KB), Internal SRAM (400 KB), RTC FAST Memory (8 KB).

However, within each segment, there may be different bus access restrictions (e.g., some parts of the segment may only be accessible by the CPU's Data bus). Therefore, each some segments are also further divided into parts. Table 3-2 describes each part of internal memory and their address ranges on the data bus and/or instruction bus.

Table 3-2. Internal Memory Address Mapping

Bus Type	Boundary Address		Size (KB)	Target
	Low Address	High Address		
Data bus	0x3FF0_0000	0x3FF1_FFFF	128	Internal ROM 1
	0x3FC8_0000	0x3FCD_FFFF	384	Internal SRAM 1
Instruction bus	0x4000_0000	0x4003_FFFF	256	Internal ROM 0
	0x4004_0000	0x4005_FFFF	128	Internal ROM 1
	0x4037_C000	0x4037_FFFF	16	Internal SRAM 0
	0x4038_0000	0x403D_FFFF	384	Internal SRAM 1
Data/Instruction bus	0x5000_0000	0x5000_1FFF	8	RTC FAST Memory

Note:

All of the internal memories are managed by Permission Control module. An internal memory can only be accessed when it is allowed by Permission Control, then the internal memory can be available to the CPU. For more information about Permission Control, please refer to Chapter 2 *Permission Control (PMS) [to be added later]*.

1. Internal ROM 0

Internal ROM 0 is a 256 KB, read-only memory space, addressed by the CPU only through the instruction bus via 0x4000_0000 ~ 0x4003_FFFF, as shown in Table 3-2.

2. Internal ROM 1

Internal ROM 1 is a 128 KB, read-only memory space, addressed by the CPU through the instruction bus via 0x4004_0000 ~ 0x4005_FFFF or through the data bus via 0x3FF0_0000 ~ 0x3FF1_FFFF in the same order, as shown in Table 3-2.

This means, for example, address 04004_0000 and 0x3FF0_0000 correspond to the same word, 0x4004_0004 and 0x3FF0_0004 correspond to the same word, 0x4004_0008 and 0x3FF0_0008 correspond to the same word, etc (the same ordering applies for Internal SRAM 1).

3. Internal SRAM 0

Internal SRAM 0 is a 16 KB, read-and-write memory space, addressed by the CPU through the instruction bus

via the range described in Table 3-2.

This memory managed by Permission Control, can be configured as instruction cache to store cache instructions or read-only data of the external memory. In this case, the memory cannot be accessed by the CPU. For more information about Permission Control, please refer to Chapter 2 *Permission Control (PMS) [to be added later]*.

4. Internal SRAM 1

Internal SRAM 1 is a 384 KB, read-and-write memory space, addressed by the CPU through the data bus or instruction bus, in the same order, via the ranges described in Table 3-2.

5. RTC FAST Memory

RTC FAST Memory is a 8 KB, read-and-write SRAM, addressed by the CPU through the data/instruction bus via the shared address 0x5000_0000 ~ 0x5000_1FFF, as described in Table 3-2.

3.3.3 External Memory

ESP32-C3 supports SPI, Dual SPI, Quad SPI, and QPI interfaces that allow connection to multiple external flash. It supports hardware manual encryption and automatic decryption based on XTS_AES to protect user programs and data in the external flash.

3.3.3.1 External Memory Address Mapping

The CPU accesses the external memory via the cache. According to the MMU (Memory Management Unit) settings, the cache maps the CPU's address to the external memory's physical address. Due to this address mapping, the ESP32-C3 can address up to 16 MB external flash.

Using the cache, ESP32-C3 is able to support the following address space mappings. Note that the instruction bus address space (8MB) and the data bus address space (8 MB) is always shared.

- Up to 8 MB instruction bus address space can be mapped into the external flash. The mapped address space is organized as individual 64-KB blocks.
- Up to 8 MB data bus (read-only) address space can be mapped into the external flash. The mapped address space is organized as individual 64-KB blocks.

Table 3-3 lists the mapping between the cache and the corresponding address ranges on the data bus and instruction bus.

Table 3-3. External Memory Address Mapping

Bus Type	Boundary Address		Size (MB)	Target
	Low Address	High Address		
Data bus (read-only)	0x3C00_0000	0x3C7F_FFFF	8 MB	Uniform Cache
Instruction bus	0x4200_0000	0x427F_FFFF	8 MB	Uniform Cache

Note:

Only if the CPU obtains permission for accessing the external memory, can it be responded for memory access.

For more detailed information about permission control, please refer to Chapter 2 *Permission Control (PMS) [to be added later]*.

3.3.3.2 Cache

As shown in Figure 3-2, ESP32-C3 has a read-only uniform cache which is eight-way set-associative, its size is 16 KB and its block size is 32 bytes. When cache is active, some internal memory space will be occupied by cache (see Internal SRAM 0 in Section 3.3.2).

The uniform cache is accessible by the instruction bus and the data bus at the same time, but can only respond to one of them at a time. When a cache miss occurs, the cache controller will initiate a request to the external memory.

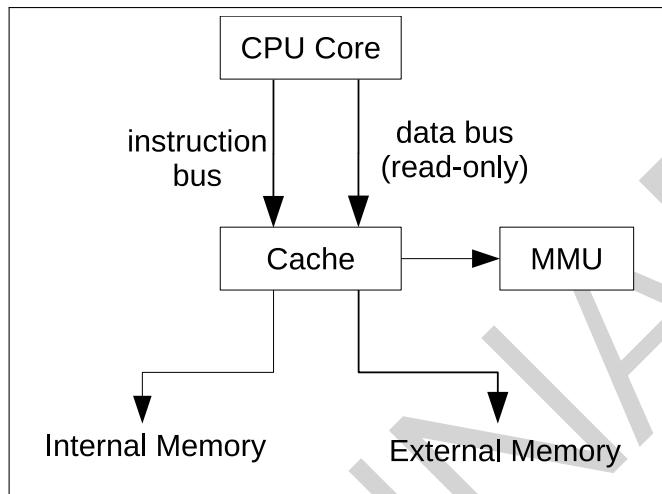


Figure 3-2. Cache Structure

3.3.3.3 Cache Operations

ESP32-C3 cache support the following operations:

- Invalidate:** This operation is used to clear valid data in the cache. After this operation is completed, the data will only be stored in the external memory. The CPU needs to access the external memory in order to read this data. There are two types of invalidate-operation: automatic invalidation (Auto-Invalidate) and manual invalidation (Manual-Invalidate). Manual-Invalidate is performed only on data in the specified area in the cache, while Auto-Invalidate is performed on all data in the cache.
- Preload:** This operation is used to load instructions and data into the cache in advance. The minimum unit of preload-operation is one block. There are two types of preload-operation: manual preload (Manual-Preload) and automatic preload (Auto-Preload). Manual-Preload means that the hardware prefetches a piece of continuous data according to the virtual address specified by the software. Auto-Preload means the hardware prefetches a piece of continuous data according to the current address where the cache hits or misses (depending on configuration).
- Lock/Unlock:** The lock operation is used to prevent the data in the cache from being easily replaced. There are two types of lock: prelock and manual lock. When prelock is enabled, the cache locks the data in the specified area when filling the missing data to cache memory, while the data outside the specified area will not be locked. When manual lock is enabled, the cache checks the data that is already in the cache memory and only locks the data in the specified area, and leaves the data outside the specified area unlocked. When there are missing data, the cache will replace the data in the unlocked way first, so the data in the locked way is always stored in the cache and will not be replaced. But when all ways within the

cache are locked, the cache will replace data, as if it was not locked. Unlocking is the reverse of locking, except that it only can be done manually.

Please note that the Manual-Invalidate operations will only work on the unlocked data. If you expect to perform such operation on the locked data, please unlock them first.

3.3.4 GDMA Address Space

The GDMA (General Direct Memory Access) peripheral in ESP32-C3 can provide DMA (Direct Memory Access) services including:

- Data transfers between different locations of internal memory;
- Data transfers between modules/peripherals and internal memory.

GDMA uses the same addresses as the data bus to read and write Internal SRAM 1. Specifically, GDMA uses address range 0x3FC8_0000 ~ 0x3FCD_FFFF to access Internal SRAM 1. Note that GDMA cannot access the internal memory occupied by the cache.

There are 7 peripherals/modules that can work together with GDMA.

As shown in Figure 3-3, these 7 vertical lines in turn correspond to these 7 peripherals/modules with GDMA function, the horizontal line represents a certain channel of GDMA (can be any channel), and the intersection of the vertical line and the horizontal line indicates that a peripheral/module has the ability to access the corresponding channel of GDMA. If there are multiple intersections on the same line, it means that these peripherals/modules cannot enable the GDMA function at the same time.

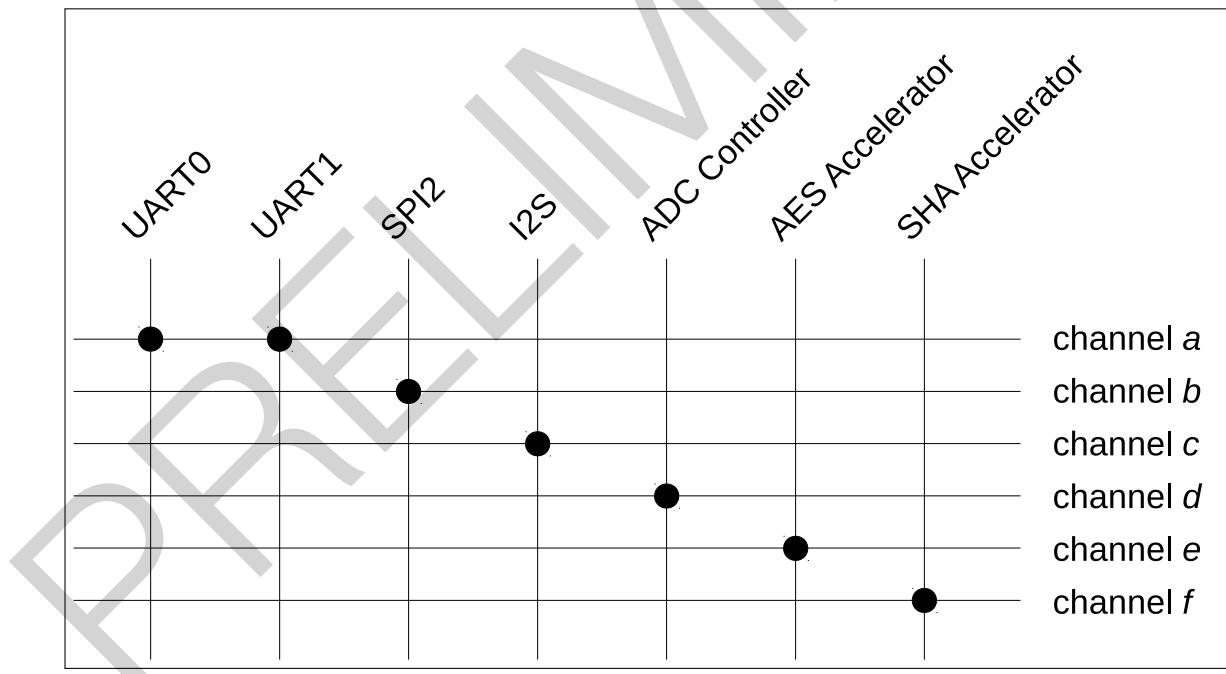


Figure 3-3. Peripherals/modules that can work with GDMA

These peripherals/modules can access any memory available to GDMA. For more information, please refer to Chapter 2 [GDMA Controller \(GDMA\)](#).

Note:

When accessing a memory via GDMA, a corresponding access permission is needed, otherwise this access may fail. For more information about permission control, please refer to Chapter 2 *Permission Control (PMS)* [to be added later].

3.3.5 Modules/Peripherals

The CPU can access modules/peripherals via 0x6000_0000 ~ 0x600D_0FFF shared by the data/instruction bus.

3.3.5.1 Module/Peripheral Address Mapping

Table 3-4 lists all the modules/peripherals and their respective address ranges. Note that the address space of specific modules/peripherals is defined by "Boundary Address" (including both Low Address and High Address).

Table 3-4. Module/Peripheral Address Mapping

Target	Boundary Address		Size (KB)	Notes
	Low Address	High Address		
UART Controller 0	0x6000_0000	0x6000_0FFF	4	
Reserved	0x6000_1000	0x6000_1FFF		
SPI Controller 1	0x6000_2000	0x6000_2FFF	4	
SPI Controller 0	0x6000_3000	0x6000_3FFF	4	
GPIO	0x6000_4000	0x6000_4FFF	4	
Reserved	0x6000_5000	0x6000_6FFF		
TIMER	0x6000_7000	0x6000_7FFF	4	
Low-Power Management	0x6000_8000	0x6000_8FFF	4	
IO MUX	0x6000_9000	0x6000_9FFF	4	
Reserved	0x6000_A000	0x6000_FFFF		
UART Controller 1	0x6001_0000	0x6001_0FFF	4	
Reserved	0x6001_1000	0x6001_2FFF		
I2C Controller	0x6001_3000	0x6001_3FFF	4	
UHCIO	0x6001_4000	0x6001_4FFF	4	
Reserved	0x6001_5000	0x6001_5FFF		
Remote Control Peripheral	0x6001_6000	0x6001_6FFF	4	
Reserved	0x6001_7000	0x6001_8FFF		
LED PWM Controller	0x6001_9000	0x6001_9FFF	4	
eFuse Controller	0x6001_A000	0x6001_AFFF	4	
Reserved	0x6001_B000	0x6001_EFFF		
Timer Group 0	0x6001_F000	0x6001_FFFF	4	
Timer Group 1	0x6002_0000	0x6002_0FFF	4	
Reserved	0x6002_1000	0x6002_2FFF		
System Timer	0x6002_3000	0x6002_3FFF	4	
SPI Controller 2	0x6002_4000	0x6002_4FFF	4	

Cont'd on next page

Table 3-4 – cont'd from previous page

Target	Boundary Address		Size (KB)	Notes
	Low Address	High Address		
Reserved	0x6002_5000	0x6002_5FFF		
APB Controller	0x6002_6000	0x6002_6FFF	4	
Reserved	0x6002_7000	0x6002_AFFF		
Two-wire Automotive Interface	0x6002_B000	0x6002_BFFF	4	
Reserved	0x6002_C000	0x6002_CFFF		
I2S Controller	0x6002_D000	0x6002_DFFF	4	
Reserved	0x6002_E000	0x6003_9FFF		
AES Accelerator	0x6003_A000	0x6003_AFFF	4	
SHA Accelerator	0x6003_B000	0x6003_BFFF	4	
RSA Accelerator	0x6003_C000	0x6003_CFFF	4	
Digital Signature	0x6003_D000	0x6003_DFFF	4	
HMAC Accelerator	0x6003_E000	0x6003_EFFF	4	
GDMA Controller	0x6003_F000	0x6003_FFFF	4	
ADC Controller	0x6004_0000	0x6004_0FFF	4	
Reserved	0x6004_1000	0x6002_FFFF		
USB Serial/JTAG Controller	0x6004_3000	0x6004_3FFF	4	
Reserved	0x6004_4000	0x600B_FFFF		
System Registers	0x600C_0000	0x600C_0FFF	4	
Sensitive Register	0x600C_1000	0x600C_1FFF	4	
Interrupt Matrix	0x600C_2000	0x600C_2FFF	4	
Reserved	0x600C_3000	0x600C_3FFF		
Configure Cache	0x600C_4000	0x600C_BFFF	32	
External Memory Encryption and Decryption	0x600C_C000	0x600C_CFFF	4	
Reserved	0x600C_D000	0x600C_DFFF		
Assist Debug	0x600C_E000	0x600C_EFFF	4	
Reserved	0x600C_F000	0x600C_FFFF		
World Controller	0x600D_0000	0x600D_0FFF	4	

4 eFuse Controller (EFUSE)

4.1 Overview

ESP32-C3 contains a 4096-bit eFuse controller to store parameters. Once an eFuse bit is programmed to 1, it can never be reverted to 0. The eFuse controller programs individual bits of parameters in eFuse according to software configurations. Some of these parameters can be read by software using the eFuse controller, while some can be directly used by hardware modules.

4.2 Features

- 4096-bit One-time programmable storage
- Programmable write-protection
- Programmable read-protection against software
- Various hardware encoding schemes against data corruption

4.3 Functional Description

4.3.1 Structure

eFuse data is organized in 11 blocks (BLOCK0 ~ BLOCK10).

BLOCK0, which holds most parameters, has 9 bits that can only be used by hardware and are invisible to software, and 60 further bits are reserved for future use.

Table 4-1 lists all the parameters in BLOCK0 and their offsets, bit widths, as well as information on whether they can be used by hardware, which bits are write-protected, and corresponding descriptions.

The **EFUSE_WR_DIS** parameter is used to disable the writing of other parameters, while **EFUSE_RD_DIS** is used to disable software from reading BLOCK4 ~ BLOCK10. For more information on these two parameters, please see Section 4.3.1.1 and Section 4.3.1.2.

Table 4-1. Parameters in eFuse BLOCK0

Parameters	Bit Width	Hardware Use	Write-Protect Bits in EFUSE_WR_DIS	Description
EFUSE_WR_DIS	32	Y	N/A	Disable writing of individual eFuses.
EFUSE_RD_DIS	7	Y	0	Disable software from reading eFuse blocks BLOCK4 ~ 10.
EFUSE_DIS_ICACHE	1	Y	2	Disable ICACHE.
EFUSE_DIS_USB_JTAG	1	Y	2	Disable usb-to-jtag function.
EFUSE_DIS_DOWNLOAD_ICACHE	1	Y	2	Disable ICACHE in Download mode.
EFUSE_DIS_USB_SERIAL_JTAG	1	Y	2	Disable usb_serial_jtag peripheral.
EFUSE_DIS_FORCE_DOWNLOAD	1	Y	2	Disable chip from force-entering Download mode.
EFUSE_DIS_TWAI	1	Y	2	Disable TWAI Controller.
EFUSE_JTAG_SEL_ENABLE	1	Y	2	Set 1 to use jtag directly.
EFUSE_SOFT_DIS_JTAG	3	Y	31	Disable JTAG by programming 1 to odd number of bits. JTAG can be re-enabled via HMAC peripheral.
EFUSE_DIS_PAD_JTAG	1	Y	2	Hardware Disable JTAG permanently.
EFUSE_DIS_DOWNLOAD_MANUAL_ENCRYPT	1	Y	2	Disable flash encryption in Download boot mode.
EFUSE_USB_EXCHG_PINS	1	Y	30	Exchange USB D+/D- pins.
EFUSE_VDD_SPI_AS_GPIO	1	N	30	Set this parameter to 1 to override the function of the VDD SPI pin and use it as a normal GPIO pin instead.
EFUSE_WDT_DELAY_SEL	2	Y	3	Select RTC WDT timeout threshold.
EFUSE_SPI_BOOT_CRYPT_CNT	3	Y	4	Enable SPI boot encryption and decryption. This feature is enabled when odd number of bits are set in this parameter, disabled otherwise.
EFUSE_SECURE_BOOT_KEY_REVOKED	1	N	5	Revoke the first secure boot key when enabled.
EFUSE_SECURE_BOOT_KEY_REVOKED1	1	N	6	Revoke the second secure boot key when enabled.
EFUSE_SECURE_BOOT_KEY_REVOKED2	1	N	7	Revoke the third secure boot key when enabled.
EFUSE_KEY_PURPOSE_0	4	Y	8	Key0 purpose, see Table 4-2.
EFUSE_KEY_PURPOSE_1	4	Y	9	Key1 purpose, see Table 4-2.

Parameters	Bit Width	Hardware Use	Write-Protect Bits in EFUSE_WR_DIS	Description
EFUSE_KEY_PURPOSE_2	4	Y	10	Key2 purpose, see Table 4-2.
EFUSE_KEY_PURPOSE_3	4	Y	11	Key3 purpose, see Table 4-2.
EFUSE_KEY_PURPOSE_4	4	Y	12	Key4 purpose, see Table 4-2.
EFUSE_KEY_PURPOSE_5	4	Y	13	Key5 purpose, see Table 4-2.
EFUSE_SECURE_BOOT_EN	1	N	15	Enable secure boot.
EFUSE_SECURE_BOOT.Aggressive_Revoke	1	N	16	Enable aggressive Secure boot key revocation mode.
EFUSE_FLASH_TPUW	4	N	18	Configure flash startup delay after SoC being powered up (the unit is ms/2). When the value is 15, delay will be 7.5 ms.
EFUSE_DIS_DOWNLOAD_MODE	1	N	18	Disable all download boot modes.
EFUSE_USB_PRINT_CHANNEL	1	N	18	Set this parameter to 1, the usb print function will be disabled.
EFUSE_DIS_USB_DOWNLOAD_MODE	1	N	18	Disable the USB OTG download feature in UART download boot mode.
EFUSE_ENABLE_SECURITY_DOWNLOAD	1	N	18	Enable UART secure download mode (read/write flash only).
EFUSE_UART_PRINT_CONTROL	2	N	18	Set UART boot message output mode. 2'b00: Force print; 2'b01: Low-level print, controlled by GPIO 8; 2'b10: High-level print, controlled by GPIO 8; 2'b11: Print force disabled.
EFUSE_FORCE_SEND_RESUME	1	N	18	Force ROM code to send an SPI flash resume command during SPI boot.
EFUSE_SECURE_VERSION	16	N	18	Secure version (used by ESP-IDF anti-rollback feature).
EFUSE_ERR_RST_ENABLE	1	N	19	1: use BLOCK0 to check error record registers; 0: disable such check.

Table 4-2 lists all key purpose and their values. Setting the eFuse parameter EFUSE_KEY_PURPOSE_*n* declares the purpose of KEY*n* (*n*: 0 ~ 5).

Table 4-2. Secure Key Purpose Values

Key Purpose Values	Purposes
0	For users (software-only)
1	Reserved
2	XTS_AES_256_KEY_1 (flash/SRAM encryption and decryption)
3	XTS_AES_256_KEY_2 (flash/SRAM encryption and decryption)
4	XTS_AES_128_KEY (flash/SRAM encryption and decryption)
5	HMAC Downstream mode (both JTAG and DS)
6	JTAG in HMAC Downstream mode
7	Digital Signature peripheral in HMAC Downstream mode
8	HMAC Upstream mode
9	SECURE_BOOT_DIGEST0 (secure boot key digest)
10	SECURE_BOOT_DIGEST1 (secure boot key digest)
11	SECURE_BOOT_DIGEST2 (secure boot key digest)

Table 4-3 provides the details of parameters in BLOCK1 ~ BLOCK10.

Table 4-3. Parameters in BLOCK1 to BLOCK10

BLOCK	Parameters	Bit Width	Hardware Use	Write-Protect Bits in EFUSE_WR_DIS	Software Read-Protect Bits in EFUSE_RD_DIS	Description
BLOCK1	EFUSE_MAC	48	N	20	N/A	MAC address
	EFUSE_SPI_PAD_CONFIGURE	[0:5]	N	20	N/A	CLK
		[6:11]	N	20	N/A	Q (D1)
		[12:17]	N	20	N/A	D (D0)
		[18:23]	N	20	N/A	CS
		[24:29]	N	20	N/A	HD (D3)
		[30:35]	N	20	N/A	WP (D2)
		[36:41]	N	20	N/A	DQS
		[42:47]	N	20	N/A	D4
		[48:53]	N	20	N/A	D5
		[54:59]	N	20	N/A	D6
		[60:65]	N	20	N/A	D7
	EFUSE_SYS_DATA_PART0	78	N	20	N/A	System data
BLOCK2	EFUSE_SYS_DATA_PART1	256	N	21	N/A	System data
BLOCK3	EFUSE_USR_DATA	256	N	22	N/A	User data
BLOCK4	EFUSE_KEY0_DATA	256	Y	23	0	KEY0 or user data
BLOCK5	EFUSE_KEY1_DATA	256	Y	24	1	KEY1 or user data
BLOCK6	EFUSE_KEY2_DATA	256	Y	25	2	KEY2 or user data
BLOCK7	EFUSE_KEY3_DATA	256	Y	26	3	KEY3 or user data
BLOCK8	EFUSE_KEY4_DATA	256	Y	27	4	KEY4 or user data

BLOCK	Parameters	Bit Width	Hardware Use	Write-Protect Bits in EFUSE_WR_DIS	Software Read-Protect Bits in EFUSE_RD_DIS	Description
BLOCK9	EFUSE_KEY5_DATA	256	Y	28	5	KEY5 or user data
BLOCK10	EFUSE_SYS_DATA_PART2	256	N	29	6	System data

Among these blocks, BLOCK4 ~ 9 stores KEY0 ~ 5, respectively. Up to six 256-bit keys can be written into eFuse. Whenever a key is written, its purpose value should also be written (see table 4-2). For example, when a key for the JTAG function in HMAC Downstream mode is written to KEY3 (i.e., BLOCK7), its key purpose value 6 should also be written to EFUSE_KEY_PURPOSE_3.

BLOCK1 ~ BLOCK10 use the RS coding scheme, so there are some restrictions on writing to these parameters. For more detailed information, please refer to Section 4.3.1.3 and Section 4.3.2.

4.3.1.1 EFUSE_WR_DIS

Parameter [EFUSE_WR_DIS](#) determines whether individual eFuse parameters are write-protected. After [EFUSE_WR_DIS](#) has been programmed, execute an eFuse read operation so the new values would take effect.

Column “Write-Protect Bits in [EFUSE_WR_DIS](#)” in Table 4-1 and Table 4-3 list the specific bits in [EFUSE_WR_DIS](#) that disable writing.

When the write-protect bit of a parameter is set to 0, it means that this parameter is not write-protected and can be programmed, unless it has been programmed before.

When the write-protect bit of a parameter is set to 1, it means that this parameter is write-protected and none of its bits can be modified, with non-programmed bits always remaining 0 while programmed bits always remain 1.

4.3.1.2 EFUSE_RD_DIS

Only parameters in BLCK4 ~ BLOCK10 may be read-protected against software reads, as shown in column “Software Read-Protect Bits in [EFUSE_RD_DIS](#)” of Table 4-3. After [EFUSE_RD_DIS](#) has been programmed, execute an eFuse read operation so the new values would take effect.

If a bit in [EFUSE_RD_DIS](#) is 0, it means that its parameters are not read-protected against software; if a bit in [EFUSE_RD_DIS](#) is 1, it means that its parameters are read-protected against software.

Other parameters that are not in BLOCK4 ~ BLOCK10 can always be read by software.

However, even if BLOCK4 ~ BLOCK10 are set to be read-protected, they can still be read by hardware modules, if the EFUSE_KEY_PURPOSE_n bit is set accordingly.

4.3.1.3 Data Storage

Internally, eFuses use hardware encoding schemes to protect data from corruption, which are invisible for users.

All BLOCK0 parameters except for [EFUSE_WR_DIS](#) are stored with four backups, meaning each bit is stored four times. This backup scheme is not visible to software.

BLOCK1 ~ BLOCK10 use RS (44, 32) coding scheme that supports up to 6 bytes of automatic error correction. The primitive polynomial of RS (44, 32) is $p(x) = x^8 + x^4 + x^3 + x^2 + 1$.

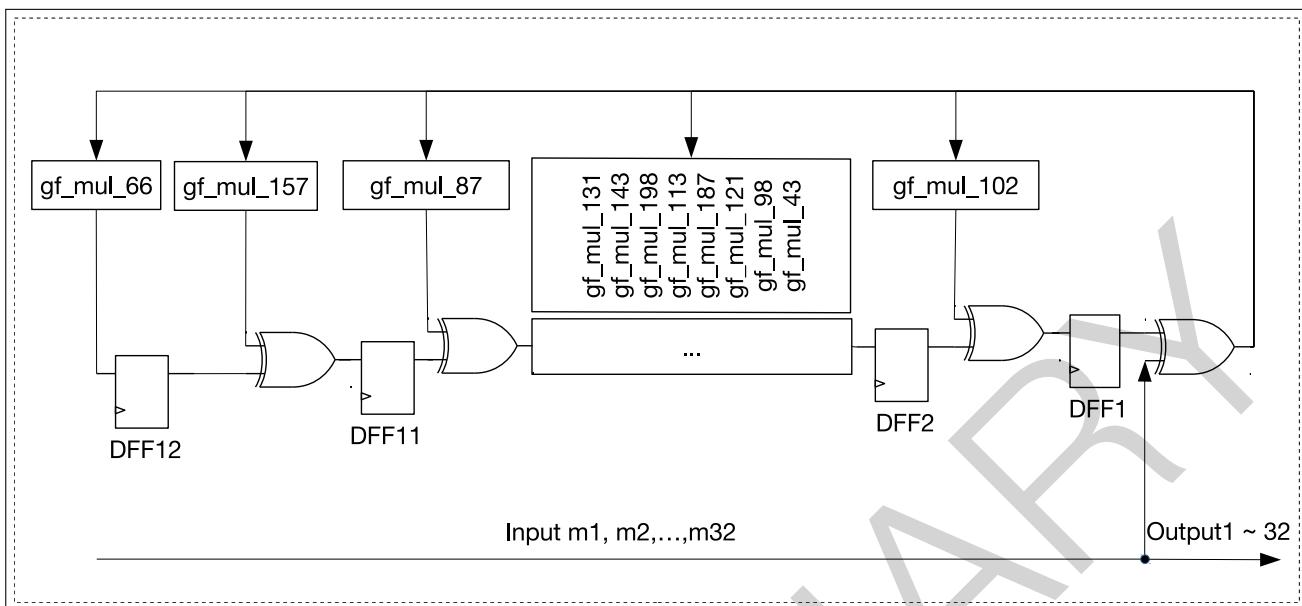


Figure 4-1. Shift Register Circuit (first 32 output)

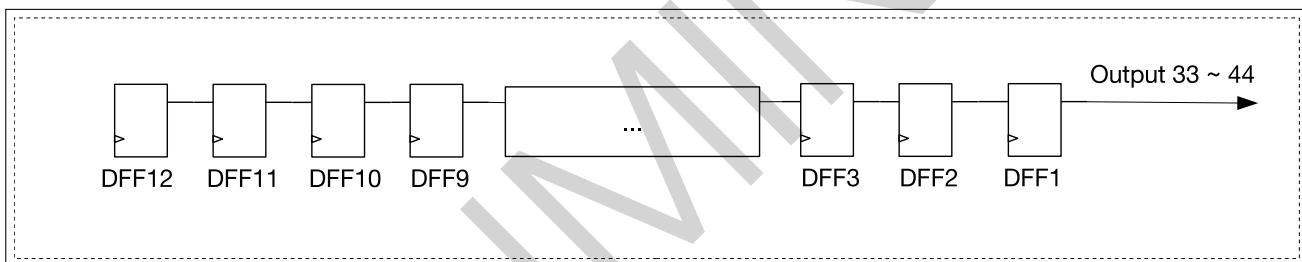


Figure 4-2. Shift Register Circuit (last 12 output)

The shift register circuit shown in Figure 4-1 and 4-2 processes 32 data bytes using RS (44, 32). This coding scheme encodes 32 bytes of data into 44 bytes:

- Bytes [0:31] are the data bytes itself
- Bytes [32:43] are the encoded parity bytes stored in 8-bit flip-flops DFF1, DFF2, ..., DFF12 (gf_mul_n , where n is an integer, is the result of multiplying a byte of data ...)

After that, the hardware burns into eFuse the 44-byte codeword consisting of the data bytes followed by the parity bytes.

When the eFuse block is read back, the eFuse controller automatically decodes the codeword and applies error correction if needed.

Because the RS check codes are generated on the entire 256-bit eFuse block, each block can only be written once.

4.3.2 Software Programming of Parameters

The eFuse controller can only program eFuse parameters in one block at a time. BLOCK0 ~ BLOCK10 share the same address range to store the parameters to be programmed. Configure parameter [EFUSE_BLK_NUM](#) to

indicate which block should be programmed.

Programming BLOCK0

When `EFUSE_BLK_NUM` is set to 0, BLOCK0 will be programmed. Register `EFUSE_PGM_DATA0_REG` stores `EFUSE_WR_DIS`. Registers `EFUSE_PGM_DATA1_REG` ~ `EFUSE_PGM_DATA5_REG` store the information of parameters to be programmed. Note that 7 bits can only be used by hardware and must always be set to 0. The specific bits are:

- `EFUSE_PGM_DATA1_REG[24:21]`
- `EFUSE_PGM_DATA1_REG[31:27]`

Data in registers `EFUSE_PGM_DATA6_REG` ~ `EFUSE_PGM_DATA7_REG` and `EFUSE_PGM_CHECK_VALUE0_REG` ~ `EFUSE_PGM_CHECK_VALUE2_REG` are ignored when programming BLOCK0.

Programming BLOCK1

When `EFUSE_BLK_NUM` is set to 1, registers `EFUSE_PGM_DATA0_REG` ~ `EFUSE_PGM_DATA5_REG` store the BLOCK1 parameters to be programmed. Registers `EFUSE_PGM_CHECK_VALUE0_REG` ~ `EFUSE_PGM_CHECK_VALUE2_REG` store the corresponding RS check codes. Data in registers `EFUSE_PGM_DATA6_REG` ~ `EFUSE_PGM_DATA7_REG` are ignored when programming BLOCK1, and the RS check codes will be calculated with these bits all treated as 0.

Programming BLOCK2 ~ 10

When `EFUSE_BLK_NUM` is set to 2 ~ 10, registers `EFUSE_PGM_DATA0_REG` ~ `EFUSE_PGM_DATA7_REG` store the parameters to be programmed to this block. Registers `EFUSE_PGM_CHECK_VALUE0_REG` ~ `EFUSE_PGM_CHECK_VALUE2_REG` store the corresponding RS check codes.

Programming process

The process of programming parameters is as follows:

1. Configure the value of parameter `EFUSE_BLK_NUM` to determine the block to be programmed.
2. Write parameters to be programmed to registers `EFUSE_PGM_DATA0_REG` ~ `EFUSE_PGM_DATA7_REG` and `EFUSE_PGM_CHECK_VALUE0_REG` ~ `EFUSE_PGM_CHECK_VALUE2_REG`.
3. Make sure the eFuse programming voltage VDDQ is configured correctly as described in Section 4.3.4.
4. Configure the field `EFUSE_OP_CODE` of register `EFUSE_CONF_REG` to 0x5A5A.
5. Configure the field `EFUSE_PGM_CMD` of register `EFUSE_CMD_REG` to 1.
6. Poll register `EFUSE_CMD_REG` until software reads 0x0, or wait for a PGM_DONE interrupt. For more information on how to identify a PGM/READ_DONE interrupt, please see the end of Section 4.3.3.
7. Clear the parameters in `EFUSE_PGM_DATA0_REG` ~ `EFUSE_PGM_DATA7_REG` and `EFUSE_PGM_CHECK_VALUE0_REG` ~ `EFUSE_PGM_CHECK_VALUE2_REG`.
8. Trigger an eFuse read operation (see Section 4.3.3) to update eFuse registers with the new values.
9. Check error record registers. If the values read in error record registers are not 0, the programming process should be performed again following above steps 1 ~ 7. Please check the following error record registers for different eFuse blocks:

- BLOCK0: [EFUSE_RD_REPEAT_ERR0_REG](#) ~ [EFUSE_RD_REPEAT_ERR4_REG](#)
- BLOCK1: [EFUSE_RD_RS_ERR0_REG\[2:0\]](#), [EFUSE_RD_RS_ERR0_REG\[7\]](#)
- BLOCK2: [EFUSE_RD_RS_ERR0_REG\[6:4\]](#), [EFUSE_RD_RS_ERR0_REG\[11\]](#)
- BLOCK3: [EFUSE_RD_RS_ERR0_REG\[10:8\]](#), [EFUSE_RD_RS_ERR0_REG\[15\]](#)
- BLOCK4: [EFUSE_RD_RS_ERR0_REG\[14:12\]](#), [EFUSE_RD_RS_ERR0_REG\[19\]](#)
- BLOCK5: [EFUSE_RD_RS_ERR0_REG\[18:16\]](#), [EFUSE_RD_RS_ERR0_REG\[23\]](#)
- BLOCK6: [EFUSE_RD_RS_ERR0_REG\[22:20\]](#), [EFUSE_RD_RS_ERR0_REG\[27\]](#)
- BLOCK7: [EFUSE_RD_RS_ERR0_REG\[26:24\]](#), [EFUSE_RD_RS_ERR0_REG\[31\]](#)
- BLOCK8: [EFUSE_RD_RS_ERR0_REG\[30:28\]](#), [EFUSE_RD_RS_ERR1_REG\[3\]](#)
- BLOCK9: [EFUSE_RD_RS_ERR1_REG\[2:0\]](#), [EFUSE_RD_RS_ERR1_REG\[2:0\]\[7\]](#)
- BLOCK10: [EFUSE_RD_RS_ERR1_REG\[2:0\]\[6:4\]](#)

Limitations

In BLOCK0, each bit can be programmed separately. However, we recommend to minimize programming cycles and program all the bits of a parameter in one programming action. In addition, after all parameters controlled by a certain bit of [EFUSE_WR_DIS](#) are programmed, that bit should be immediately programmed. The programming of parameters controlled by a certain bit of [EFUSE_WR_DIS](#), and the programming of the bit itself can even be completed at the same time. Repeated programming of already programmed bits is strictly forbidden, otherwise, programming errors will occur.

BLOCK1 cannot be programmed by users as it has been programmed at manufacturing.

BLOCK2 ~ 10 can only be programmed once. Repeated programming is not allowed.

4.3.3 Software Reading of Parameters

Software cannot read eFuse bits directly. The eFuse Controller hardware reads all eFuse bits and stores the results to their corresponding registers in its memory space. Then, software can read eFuse bits by reading the registers that start with [EFUSE_RD_](#). Details are provided in Table 4-4.

Table 4-4. Registers Information

BLOCK	Read Registers	Registers When Programming This Block
0	EFUSE_RD_WR_DIS_REG	EFUSE_PGM_DATA0_REG
0	EFUSE_RD_REPEAT_DATA0 ~ 4_REG	EFUSE_PGM_DATA1 ~ 5_REG
1	EFUSE_RD_MAC_SPI_SYS_0 ~ 5_REG	EFUSE_PGM_DATA0 ~ 5_REG
2	EFUSE_RD_SYS_DATA_PART1_0 ~ 7_REG	EFUSE_PGM_DATA0 ~ 7_REG
3	EFUSE_RD_USR_DATA0 ~ 7_REG	EFUSE_PGM_DATA0 ~ 7_REG
4-9	EFUSE_RD_KEYn_DATA0 ~ 7_REG (n: 0 ~ 5)	EFUSE_PGM_DATA0 ~ 7_REG
10	EFUSE_RD_SYS_DATA_PART2_0 ~ 7_REG	EFUSE_PGM_DATA0 ~ 7_REG

Updating eFuse read registers

The eFuse Controller reads internal eFuses to update corresponding registers. This read operation happens on system reset and can also be triggered manually by software as needed (e.g., if new eFuse values have been

programmed). The process of triggering a read operation by software is as follows:

1. Configure the field [EFUSE_OP_CODE](#) in register [EFUSE_CONF_REG](#) to 0x5AA5.
2. Configure the field [EFUSE_READ_CMD](#) in register [EFUSE_CMD_REG](#) to 1.
3. Poll register [EFUSE_CMD_REG](#) until software reads 0x0, or wait for a READ_DONE interrupt. Information on how to identify a PGM/READ_DONE interrupt is provided below in this section.
4. Software reads the values of each parameter from memory.

The eFuse read registers will hold all values until the next read operation.

Error detection

Error record registers allow software to detect if there are any inconsistencies in the stored backup eFuse parameters.

Registers EFUSE_RD_REPEAT_ERR0 ~ 3_REG indicate if there are any errors of programmed parameters (except for [EFUSE_WR_DIS](#)) in BLOCK0 (value 1 indicates an error is detected, and the bit becomes invalid; value 0 indicates no error).

Registers EFUSE_RD_RS_ERR0 ~ 1_REG store the number of corrected bytes as well as the result of RS decoding during eFuse reading BLOCK1 ~ BLOCK10.

The values of above registers will be updated every time after the eFuse read registers have been updated.

Identifying program/read operation

The methods to identify the completion of a program/read operation are described below. Please note that bit 1 corresponds to a program operation, and bit 0 corresponds to a read operation.

- Method one:
 1. Poll bit 1/0 in register [EFUSE_INT_RAW_REG](#) until it becomes 1, which represents the completion of a program/read operation.
- Method two:
 1. Set bit 1/0 in register [EFUSE_INT_ENA_REG](#) to 1 to enable the eFuse Controller to post a PGM/READ_DONE interrupt.
 2. Configure the Interrupt Matrix to enable the CPU to respond to eFuse interrupt signals, see Chapter 8 [Interrupt Matrix \(INTMTRX\)](#).
 3. Wait for the PGM/READ_DONE interrupt.
 4. Set bit 1/0 in register [EFUSE_INT_CLR_REG](#) to 1 to clear the PGM/READ_DONE interrupt.

Note

When eFuse controller updating its registers, it will use [EFUSE_PGM_DATA_n_REG](#) (n=0 1 ..,7) again to store data. So please do not write important data into these registers before this updating process initiated.

During the chip boot process, eFuse controller will update eFuse data into registers which can be accessed by software automatically. You can get programmed eFuse data by reading corresponding registers. Thus, it is no need to update eFuse read registers in such case.

4.3.4 eFuse VDDQ Timing

The eFuse Controller operates with 20 MHz of clock frequency, and its programming voltage VDDQ should be configured as follows:

- **EFUSE_DAC_NUM** (the rising period of VDDQ): The default value of VDDQ is 2.5 V and the voltage increases by 0.01 V in each clock cycle. Thus, the default value of this parameter is 255;
- **EFUSE_DAC_CLK_DIV** (the clock divisor of VDDQ): The clock period to program VDDQ should be larger than 1 μ s;
- **EFUSE_PWR_ON_NUM** (the power-up time for VDDQ): The programming voltage should be stabilized after this time, which means the value of this parameter should be configured to exceed the result of **EFUSE_DAC_CLK_DIV** times **EFUSE_DAC_NUM**;
- **EFUSE_PWR_OFF_NUM** (the power-out time for VDDQ): The value of this parameter should be larger than 10 μ s.

Table 4-5. Configuration of Default VDDQ Timing Parameters

EFUSE_DAC_NUM	EFUSE_DAC_CLK_DIV	EFUSE_PWR_ON_NUM	EFUSE_PWR_OFF_NUM
0xFF	0x28	0x3000	0x190

4.3.5 The Use of Parameters by Hardware Modules

Some hardware modules are directly connected to the eFuse peripheral in order to use the parameters listed in Table 4-1 and Table 4-3, specifically those marked with “Y” in columns “Hardware Use”. Software cannot intervene in this process.

4.3.6 Interrupts

- PGM_DONE interrupt: Triggered when eFuse programming has finished. To enable this interrupt, set the **EFUSE_PGM_DONE_INT_ENA** field of register **EFUSE_INT_ENA_REG** to 1;
- READ_DONE interrupt: Triggered when eFuse reading has finished. To enable this interrupt, set the **EFUSE_READ_DONE_INT_ENA** field of register **EFUSE_INT_ENA_REG** to 1.

4.4 Register Summary

The addresses in this section are relative to eFuse Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
PGM Data Register			
EFUSE_PGM_DATA0_REG	Register 0 that stores data to be programmed	0x0000	R/W
EFUSE_PGM_DATA1_REG	Register 1 that stores data to be programmed	0x0004	R/W
EFUSE_PGM_DATA2_REG	Register 2 that stores data to be programmed	0x0008	R/W
EFUSE_PGM_DATA3_REG	Register 3 that stores data to be programmed	0x000C	R/W
EFUSE_PGM_DATA4_REG	Register 4 that stores data to be programmed	0x0010	R/W
EFUSE_PGM_DATA5_REG	Register 5 that stores data to be programmed	0x0014	R/W
EFUSE_PGM_DATA6_REG	Register 6 that stores data to be programmed	0x0018	R/W
EFUSE_PGM_DATA7_REG	Register 7 that stores data to be programmed	0x001C	R/W
EFUSE_PGM_CHECK_VALUE0_REG	Register 0 that stores the RS code to be programmed	0x0020	R/W
EFUSE_PGM_CHECK_VALUE1_REG	Register 1 that stores the RS code to be programmed	0x0024	R/W
EFUSE_PGM_CHECK_VALUE2_REG	Register 2 that stores the RS code to be programmed	0x0028	R/W
Read Data Register			
EFUSE_RD_WR_DIS_REG	BLOCK0 data register 0	0x002C	RO
EFUSE_RD_REPEAT_DATA0_REG	BLOCK0 data register 1	0x0030	RO
EFUSE_RD_REPEAT_DATA1_REG	BLOCK0 data register 2	0x0034	RO
EFUSE_RD_REPEAT_DATA2_REG	BLOCK0 data register 3	0x0038	RO
EFUSE_RD_REPEAT_DATA3_REG	BLOCK0 data register 4	0x003C	RO
EFUSE_RD_REPEAT_DATA4_REG	BLOCK0 data register 5	0x0040	RO
EFUSE_RD_MAC_SPI_SYS_0_REG	BLOCK1 data register 0	0x0044	RO
EFUSE_RD_MAC_SPI_SYS_1_REG	BLOCK1 data register 1	0x0048	RO
EFUSE_RD_MAC_SPI_SYS_2_REG	BLOCK1 data register 2	0x004C	RO
EFUSE_RD_MAC_SPI_SYS_3_REG	BLOCK1 data register 3	0x0050	RO
EFUSE_RD_MAC_SPI_SYS_4_REG	BLOCK1 data register 4	0x0054	RO
EFUSE_RD_MAC_SPI_SYS_5_REG	BLOCK1 data register 5	0x0058	RO
EFUSE_RD_SYS_PART1_DATA0_REG	Register 0 of BLOCK2 (system)	0x005C	RO
EFUSE_RD_SYS_PART1_DATA1_REG	Register 1 of BLOCK2 (system)	0x0060	RO
EFUSE_RD_SYS_PART1_DATA2_REG	Register 2 of BLOCK2 (system)	0x0064	RO
EFUSE_RD_SYS_PART1_DATA3_REG	Register 3 of BLOCK2 (system)	0x0068	RO
EFUSE_RD_SYS_PART1_DATA4_REG	Register 4 of BLOCK2 (system)	0x006C	RO
EFUSE_RD_SYS_PART1_DATA5_REG	Register 5 of BLOCK2 (system)	0x0070	RO
EFUSE_RD_SYS_PART1_DATA6_REG	Register 6 of BLOCK2 (system)	0x0074	RO
EFUSE_RD_SYS_PART1_DATA7_REG	Register 7 of BLOCK2 (system)	0x0078	RO
EFUSE_RD_USR_DATA0_REG	Register 0 of BLOCK3 (user)	0x007C	RO
EFUSE_RD_USR_DATA1_REG	Register 1 of BLOCK3 (user)	0x0080	RO
EFUSE_RD_USR_DATA2_REG	Register 2 of BLOCK3 (user)	0x0084	RO

Name	Description	Address	Access
EFUSE_RD_USR_DATA3_REG	Register 3 of BLOCK3 (user)	0x0088	RO
EFUSE_RD_USR_DATA4_REG	Register 4 of BLOCK3 (user)	0x008C	RO
EFUSE_RD_USR_DATA5_REG	Register 5 of BLOCK3 (user)	0x0090	RO
EFUSE_RD_USR_DATA6_REG	Register 6 of BLOCK3 (user)	0x0094	RO
EFUSE_RD_USR_DATA7_REG	Register 7 of BLOCK3 (user)	0x0098	RO
EFUSE_RD_KEY0_DATA0_REG	Register 0 of BLOCK4 (KEY0)	0x009C	RO
EFUSE_RD_KEY0_DATA1_REG	Register 1 of BLOCK4 (KEY0)	0x00A0	RO
EFUSE_RD_KEY0_DATA2_REG	Register 2 of BLOCK4 (KEY0)	0x00A4	RO
EFUSE_RD_KEY0_DATA3_REG	Register 3 of BLOCK4 (KEY0)	0x00A8	RO
EFUSE_RD_KEY0_DATA4_REG	Register 4 of BLOCK4 (KEY0)	0x00AC	RO
EFUSE_RD_KEY0_DATA5_REG	Register 5 of BLOCK4 (KEY0)	0x00B0	RO
EFUSE_RD_KEY0_DATA6_REG	Register 6 of BLOCK4 (KEY0)	0x00B4	RO
EFUSE_RD_KEY0_DATA7_REG	Register 7 of BLOCK4 (KEY0)	0x00B8	RO
EFUSE_RD_KEY1_DATA0_REG	Register 0 of BLOCK5 (KEY1)	0x00BC	RO
EFUSE_RD_KEY1_DATA1_REG	Register 1 of BLOCK5 (KEY1)	0x00C0	RO
EFUSE_RD_KEY1_DATA2_REG	Register 2 of BLOCK5 (KEY1)	0x00C4	RO
EFUSE_RD_KEY1_DATA3_REG	Register 3 of BLOCK5 (KEY1)	0x00C8	RO
EFUSE_RD_KEY1_DATA4_REG	Register 4 of BLOCK5 (KEY1)	0x00CC	RO
EFUSE_RD_KEY1_DATA5_REG	Register 5 of BLOCK5 (KEY1)	0x00D0	RO
EFUSE_RD_KEY1_DATA6_REG	Register 6 of BLOCK5 (KEY1)	0x00D4	RO
EFUSE_RD_KEY1_DATA7_REG	Register 7 of BLOCK5 (KEY1)	0x00D8	RO
EFUSE_RD_KEY2_DATA0_REG	Register 0 of BLOCK6 (KEY2)	0x00DC	RO
EFUSE_RD_KEY2_DATA1_REG	Register 1 of BLOCK6 (KEY2)	0x00E0	RO
EFUSE_RD_KEY2_DATA2_REG	Register 2 of BLOCK6 (KEY2)	0x00E4	RO
EFUSE_RD_KEY2_DATA3_REG	Register 3 of BLOCK6 (KEY2)	0x00E8	RO
EFUSE_RD_KEY2_DATA4_REG	Register 4 of BLOCK6 (KEY2)	0x00EC	RO
EFUSE_RD_KEY2_DATA5_REG	Register 5 of BLOCK6 (KEY2)	0x00F0	RO
EFUSE_RD_KEY2_DATA6_REG	Register 6 of BLOCK6 (KEY2)	0x00F4	RO
EFUSE_RD_KEY2_DATA7_REG	Register 7 of BLOCK6 (KEY2)	0x00F8	RO
EFUSE_RD_KEY3_DATA0_REG	Register 0 of BLOCK7 (KEY3)	0x00FC	RO
EFUSE_RD_KEY3_DATA1_REG	Register 1 of BLOCK7 (KEY3)	0x0100	RO
EFUSE_RD_KEY3_DATA2_REG	Register 2 of BLOCK7 (KEY3)	0x0104	RO
EFUSE_RD_KEY3_DATA3_REG	Register 3 of BLOCK7 (KEY3)	0x0108	RO
EFUSE_RD_KEY3_DATA4_REG	Register 4 of BLOCK7 (KEY3)	0x010C	RO
EFUSE_RD_KEY3_DATA5_REG	Register 5 of BLOCK7 (KEY3)	0x0110	RO
EFUSE_RD_KEY3_DATA6_REG	Register 6 of BLOCK7 (KEY3)	0x0114	RO
EFUSE_RD_KEY3_DATA7_REG	Register 7 of BLOCK7 (KEY3)	0x0118	RO
EFUSE_RD_KEY4_DATA0_REG	Register 0 of BLOCK8 (KEY4)	0x011C	RO
EFUSE_RD_KEY4_DATA1_REG	Register 1 of BLOCK8 (KEY4)	0x0120	RO
EFUSE_RD_KEY4_DATA2_REG	Register 2 of BLOCK8 (KEY4)	0x0124	RO
EFUSE_RD_KEY4_DATA3_REG	Register 3 of BLOCK8 (KEY4)	0x0128	RO
EFUSE_RD_KEY4_DATA4_REG	Register 4 of BLOCK8 (KEY4)	0x012C	RO
EFUSE_RD_KEY4_DATA5_REG	Register 5 of BLOCK8 (KEY4)	0x0130	RO

Name	Description	Address	Access
EFUSE_RD_KEY4_DATA6_REG	Register 6 of BLOCK8 (KEY4)	0x0134	RO
EFUSE_RD_KEY4_DATA7_REG	Register 7 of BLOCK8 (KEY4)	0x0138	RO
EFUSE_RD_KEY5_DATA0_REG	Register 0 of BLOCK9 (KEY5)	0x013C	RO
EFUSE_RD_KEY5_DATA1_REG	Register 1 of BLOCK9 (KEY5)	0x0140	RO
EFUSE_RD_KEY5_DATA2_REG	Register 2 of BLOCK9 (KEY5)	0x0144	RO
EFUSE_RD_KEY5_DATA3_REG	Register 3 of BLOCK9 (KEY5)	0x0148	RO
EFUSE_RD_KEY5_DATA4_REG	Register 4 of BLOCK9 (KEY5)	0x014C	RO
EFUSE_RD_KEY5_DATA5_REG	Register 5 of BLOCK9 (KEY5)	0x0150	RO
EFUSE_RD_KEY5_DATA6_REG	Register 6 of BLOCK9 (KEY5)	0x0154	RO
EFUSE_RD_KEY5_DATA7_REG	Register 7 of BLOCK9 (KEY5)	0x0158	RO
EFUSE_RD_SYS_PART2_DATA0_REG	Register 0 of BLOCK10 (system)	0x015C	RO
EFUSE_RD_SYS_PART2_DATA1_REG	Register 1 of BLOCK10 (system)	0x0160	RO
EFUSE_RD_SYS_PART2_DATA2_REG	Register 2 of BLOCK10 (system)	0x0164	RO
EFUSE_RD_SYS_PART2_DATA3_REG	Register 3 of BLOCK10 (system)	0x0168	RO
EFUSE_RD_SYS_PART2_DATA4_REG	Register 4 of BLOCK10 (system)	0x016C	RO
EFUSE_RD_SYS_PART2_DATA5_REG	Register 5 of BLOCK10 (system)	0x0170	RO
EFUSE_RD_SYS_PART2_DATA6_REG	Register 6 of BLOCK10 (system)	0x0174	RO
EFUSE_RD_SYS_PART2_DATA7_REG	Register 7 of BLOCK10 (system)	0x0178	RO
Report Register			
EFUSE_RD_REPEAT_ERR0_REG	Programming error record register 0 of BLOCK0	0x017C	RO
EFUSE_RD_REPEAT_ERR1_REG	Programming error record register 1 of BLOCK0	0x0180	RO
EFUSE_RD_REPEAT_ERR2_REG	Programming error record register 2 of BLOCK0	0x0184	RO
EFUSE_RD_REPEAT_ERR3_REG	Programming error record register 3 of BLOCK0	0x0188	RO
EFUSE_RD_REPEAT_ERR4_REG	Programming error record register 4 of BLOCK0	0x0190	RO
EFUSE_RD_RS_ERR0_REG	Programming error record register 0 of BLOCK1-10	0x01C0	RO
EFUSE_RD_RS_ERR1_REG	Programming error record register 1 of BLOCK1-10	0x01C4	RO
Configuration Register			
EFUSE_CLK_REG	eFuse clock configuration register	0x01C8	R/W
EFUSE_CONF_REG	eFuse operation mode configuration register	0x01CC	R/W
EFUSE_CMD_REG	eFuse command register	0x01D4	varies
EFUSE_DAC_CONF_REG	Controls the eFuse programming voltage	0x01E8	R/W
EFUSE_RD_TIM_CONF_REG	Configures read timing parameters	0x01EC	R/W
EFUSE_WR_TIM_CONF1_REG	Configuration register 1 of eFuse programming timing parameters	0x01F0	R/W
EFUSE_WR_TIM_CONF2_REG	Configuration register 2 of eFuse programming timing parameters	0x01F4	R/W
Status Register			
EFUSE_STATUS_REG	eFuse status register	0x01D0	RO
Interrupt Register			
EFUSE_INT_RAW_REG	eFuse raw interrupt register	0x01D8	R/W/C/SS
EFUSE_INT_ST_REG	eFuse interrupt status register	0x01DC	RO

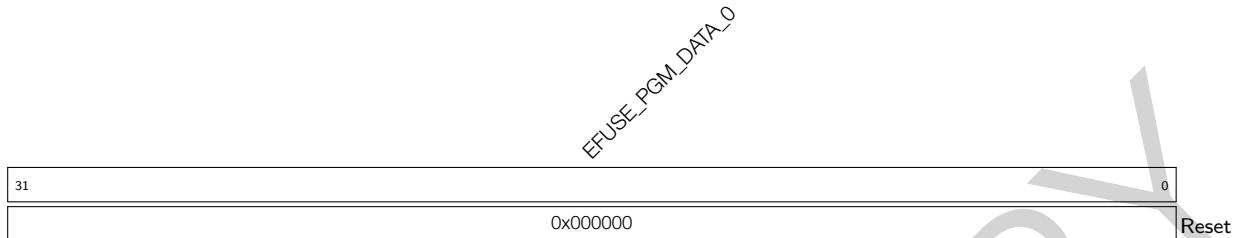
Name	Description	Address	Access
EFUSE_INT_ENA_REG	eFuse interrupt enable register	0x01E0	R/W
EFUSE_INT_CLR_REG	eFuse interrupt clear register	0x01E4	WO
Version Register			
EFUSE_DATE_REG	Version control register	0x01FC	R/W

PRELIMINARY

4.5 Registers

The addresses in this section are relative to eFuse Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 4.1. EFUSE_PGM_DATA0_REG (0x0000)



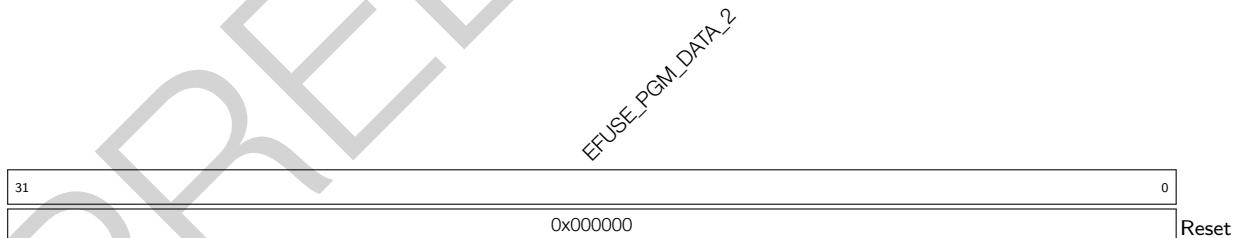
EFUSE_PGM_DATA_0 The content of the 0th 32-bit data to be programmed. (R/W)

Register 4.2. EFUSE_PGM_DATA1_REG (0x0004)



EFUSE_PGM_DATA_1 The content of the 1st 32-bit data to be programmed. (R/W)

Register 4.3. EFUSE_PGM_DATA2_REG (0x0008)



EFUSE_PGM_DATA_2 The content of the 2nd 32-bit data to be programmed. (R/W)

Register 4.4. EFUSE_PGM_DATA3_REG (0x000C)

The diagram shows a horizontal line representing the bit range from 31 to 0. Above the line, the text "EFUSE_PGM_DATA_3" is written diagonally. Below the line, the value "0x000000" is shown, followed by a "Reset" button.

31	0
0x000000	Reset

EFUSE_PGM_DATA_3 The content of the 3rd 32-bit data to be programmed. (R/W)

Register 4.5. EFUSE_PGM_DATA4_REG (0x0010)

The diagram shows a horizontal line representing the bit range from 31 to 0. Above the line, the text "EFUSE_PGM_DATA_4" is written diagonally. Below the line, the value "0x000000" is shown, followed by a "Reset" button.

31	0
0x000000	Reset

EFUSE_PGM_DATA_4 The content of the 4th 32-bit data to be programmed. (R/W)

Register 4.6. EFUSE_PGM_DATA5_REG (0x0014)

The diagram shows a horizontal line representing the bit range from 31 to 0. Above the line, the text "EFUSE_PGM_DATA_5" is written diagonally. Below the line, the value "0x000000" is shown, followed by a "Reset" button.

31	0
0x000000	Reset

EFUSE_PGM_DATA_5 The content of the 5th 32-bit data to be programmed. (R/W)

Register 4.7. EFUSE_PGM_DATA6_REG (0x0018)

The diagram shows a horizontal line representing the bit range from 31 to 0. Above the line, the text "EFUSE_PGM_DATA_6" is written diagonally. Below the line, the value "0x000000" is shown, followed by a "Reset" button.

31	0
0x000000	Reset

EFUSE_PGM_DATA_6 The content of the 6th 32-bit data to be programmed. (R/W)

Register 4.8. EFUSE_PGM_DATA7_REG (0x001C)

EFUSE_PGM_DATA_7	
31	0
0x000000	Reset

EFUSE_PGM_DATA_7 The content of the 7th 32-bit data to be programmed. (R/W)

Register 4.9. EFUSE_PGM_CHECK_VALUE0_REG (0x0020)

EFUSE_PGM_RS_DATA_0	
31	0
0x000000	Reset

EFUSE_PGM_RS_DATA_0 The content of the 0th 32-bit RS code to be programmed. (R/W)

Register 4.10. EFUSE_PGM_CHECK_VALUE1_REG (0x0024)

EFUSE_PGM_RS_DATA_1	
31	0
0x000000	Reset

EFUSE_PGM_RS_DATA_1 The content of the 1st 32-bit RS code to be programmed. (R/W)

Register 4.11. EFUSE_PGM_CHECK_VALUE2_REG (0x0028)

EFUSE_PGM_RS_DATA_2	
31	0
0x000000	Reset

EFUSE_PGM_RS_DATA_2 The content of the 2nd 32-bit RS code to be programmed. (R/W)

Register 4.12. EFUSE_RD_WR_DIS_REG (0x002C)

EFUSE_WR_DIS	
31	0
0x000000	Reset

EFUSE_WR_DIS Disable programming of individual eFuses. (RO)

Register 4.13. EFUSE_RD_REPEAT_DATA0_REG (0x0030)

	Register Fields																
31	EFUSE_RD_DIS	EFUSE_DIS_RTC_RAM_BOOT	EFUSE_DIS_ICACHE	EFUSE_DIS_DOWNLOAD_ICACHE	EFUSE_DIS_FORCE_DOWNLOAD	EFUSE_DIS_USB_JTAG	EFUSE_DIS_TWAI	EFUSE_DIS_RESERVED6	EFUSE_DIS_SERIAL_JTAG	EFUSE_SOFT_DIS_JTAG	EFUSE_DIS_PAD_JTAG	EFUSE_DIS_DOWNLOAD_MANUAL_ENCRYPT	EFUSE_VDD_SPI_AS_GPIO	EFUSE_USB_EXCHG_PINS	(reserved)	(reserved)	0
27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0

EFUSE_RD_DIS Set this bit to disable reading from BLOCK4-10. (RO)

EFUSE_DIS_RTC_RAM_BOOT Reserved (used for four backups method). (RO)

EFUSE_DIS_ICACHE Set this bit to disable Icache. (RO)

EFUSE_DIS_USB_JTAG Set this bit to disable function of usb switch to jtag in module of usb_serial_jtag. (RO)

EFUSE_DIS_DOWNLOAD_ICACHE Set this bit to disable Icache in download mode (boot_mode[3:0] is 0, 1, 2, 4, 5, 6, 7). (RO)

EFUSE_DIS_USB_SERIAL_JTAG Set this bit to disable usb_serial_jtag module. (RO)

EFUSE_DIS_FORCE_DOWNLOAD Set this bit to disable the function that forces chip into download mode. (RO)

EFUSE_RPT4_RESERVED6 Reserved (used for four backups method). (RO)

EFUSE_DIS_TWAI Set this bit to disable twai function. (RO)

EFUSE_JTAG_SEL_ENABLE Set this bit to use JTAG directly. (RO)

EFUSE_SOFT_DIS_JTAG Set these bits to disable JTAG in the soft way (odd number 1 means disable). JTAG can be enabled in HMAC module. (RO)

EFUSE_DIS_PAD_JTAG Set this bit to disable JTAG in the hard way. JTAG is disabled permanently. (RO)

EFUSE_DIS_DOWNLOAD_MANUAL_ENCRYPT Set this bit to disable flash encryption when in download boot mode (except in SPI boot mode). (RO)

EFUSE_USB_EXCHG_PINS Set this bit to exchange USB D+ and D- pins. (RO)

EFUSE_VDD_SPI_AS_GPIO Set this bit to vdd spi pin function as gpio. (RO)

Register 4.14. EFUSE_RD_REPEAT_DATA1_REG (0x0034)

31	28	27	24	23	22	21	20	18	17	16	15	0
0x0		0x0	0	0	0	0x0	0x0				0x00	Reset

EFUSE_RPT4_RESERVED2 Reserved (used for four backups method). (RO)

EFUSE_WDT_DELAY_SEL Selects RTC watchdog timeout threshold, in unit of slow clock cycle. 00: 40000. 01: 80000. 10: 160000. 11: 320000. (RO)

EFUSE_SPI_BOOT_CRYPT_CNT Set this bit to enable SPI boot encrypt/decrypt. Odd number of 1: enable. even number of 1: disable. (RO)

EFUSE_SECURE_BOOT_KEY_REVOK0 Set this bit to enable revoking first secure boot key. (RO)

EFUSE_SECURE_BOOT_KEY_REVOK1 Set this bit to enable revoking second secure boot key. (RO)

EFUSE_SECURE_BOOT_KEY_REVOK2 Set this bit to enable revoking third secure boot key. (RO)

EFUSE_KEY_PURPOSE_0 Purpose of Key0. (RO)

EFUSE_KEY_PURPOSE_1 Purpose of Key1. (RO)

Register 4.15. EFUSE_RD_REPEAT_DATA2_REG (0x0038)

	31	28	27	22	21	20	19	16	15	12	11	8	7	4	3	0	
	0x0		0x0	0	0	0x0		0x0		0x0		0x0		0x0		0x0	Reset

EFUSE_KEY_PURPOSE_2 Purpose of Key2. (RO)

EFUSE_KEY_PURPOSE_3 Purpose of Key3. (RO)

EFUSE_KEY_PURPOSE_4 Purpose of Key4. (RO)

EFUSE_KEY_PURPOSE_5 Purpose of Key5. (RO)

EFUSE_RPT4_RESERVED3 Reserved (used for four backups method). (RO)

EFUSE_SECURE_BOOT_EN Set this bit to enable secure boot. (RO)

EFUSE_SECURE_BOOT.Aggressive_Revoke Set this bit to enable revoking aggressive secure boot. (RO)

EFUSE_RPT4_RESERVED0 Reserved (used for four backups method). (RO)

EFUSE_FLASH_TPUW Configures flash waiting time after power-up, in unit of ms. If the value is less than 15, the waiting time is the configurable value. Otherwise, the waiting time is twice the configurable value. (RO)

Register 4.16. EFUSE_RD_REPEAT_DATA3_REG (0x003C)

EFUSE_ERR_RST_ENABLE	EFUSE_SECURE_VERSION	EFUSE_FORCE_SEND_RESUME	EFUSE_RPT4_RESERVED5	EFUSE_UART_PRINT_CONTROL	EFUSE_ENABLE_SECURITY_DOWNLOAD	EFUSE_RPT4_RESERVED7	EFUSE_USB_PRINT_CHANNEL	EFUSE_DIS_USB_DOWNLOAD_MODE	EFUSE_RPT4_RESERVED8	EFUSE_DIS_DOWNLOAD_MODE				
31	30	29	14	13	12	8	7	6	5	4	3	2	1	0
0	0	0x00	0	0	0x0	0	0	0	0	0	0	0	0	Reset

EFUSE_DIS_DOWNLOAD_MODE Set this bit to disable download mode (boot_mode[3:0] = 0, 1, 2, 4, 5, 6, 7). (RO)

EFUSE_RPT4_RESERVED8 Reserved (used for four backups method). (RO)

EFUSE_USB_PRINT_CHANNEL Set this bit to disable usb printing. (RO)

EFUSE_RPT4_RESERVED7 Reserved (used for four backups method). (RO)

EFUSE_DIS_USB_DOWNLOAD_MODE Set this bit to disable download through USB. (RO)

EFUSE_ENABLE_SECURITY_DOWNLOAD Set this bit to enable security download mode. (RO)

EFUSE_UART_PRINT_CONTROL Set the type of UART print control. 00: Forces to print. 01: Controlled by GPIO8, print at low level. 10: Controlled by GPIO8, print at high level. 11: Forces to disable print. (RO)

EFUSE_RPT4_RESERVED5 Reserved (used for four backups method). (RO)

EFUSE_FORCE_SEND_RESUME Set this bit to force ROM code to send a resume command during SPI boot. (RO)

EFUSE_SECURE_VERSION Secure version used by ESP-IDF anti-rollback feature. (RO)

EFUSE_RPT4_RESERVED1 Reserved (used for four backups method). (RO)

EFUSE_ERR_RST_ENABLE The bit be set means enable the check for error registers of block0. (RO)

Register 4.17. EFUSE_RD_REPEAT_DATA4_REG (0x0040)

(reserved)							
31	24	23	22	21	20	19	0

EFUSE_RPT4_RESERVED4

EFUSE_RPT4_RESERVED4 Reserved (used for four backups method). (RO)

Register 4.18. EFUSE_RD_MAC_SPI_SYS_0_REG (0x0044)

EFUSE_MAC_0
0x000000

EFUSE_MAC_0 Stores the low 32 bits of MAC address. (RO)

Register 4.19. EFUSE_RD_MAC_SPI_SYS_1_REG (0x0048)

EFUSE_SPI_PAD_CONF_0	EFUSE_MAC_1								
<table border="1"> <tr> <td>31</td> <td>16</td> <td>15</td> <td>0</td> </tr> <tr> <td>0x00</td> <td></td> <td>0x00</td> <td>Reset</td> </tr> </table>	31	16	15	0	0x00		0x00	Reset	
31	16	15	0						
0x00		0x00	Reset						

EFUSE_MAC_1 Stores the high 16 bits of MAC address. (RO)

EFUSE_SPI_PAD_CONF_0 Stores the zeroth part of SPI_PAD_CONF. (RO)

Register 4.20. EFUSE_RD_MAC_SPI_SYS_2_REG (0x004C)

EFUSE_SPI_PAD_CONF_1	
31	0
0x000000	Reset

EFUSE_SPI_PAD_CONF_1 Stores the first part of SPI_PAD_CONF. (RO)

Register 4.21. EFUSE_RD_MAC_SPI_SYS_3_REG (0x0050)

EFUSE_SYS_DATA_PART0_0	
31	18 17
0x00	0x000

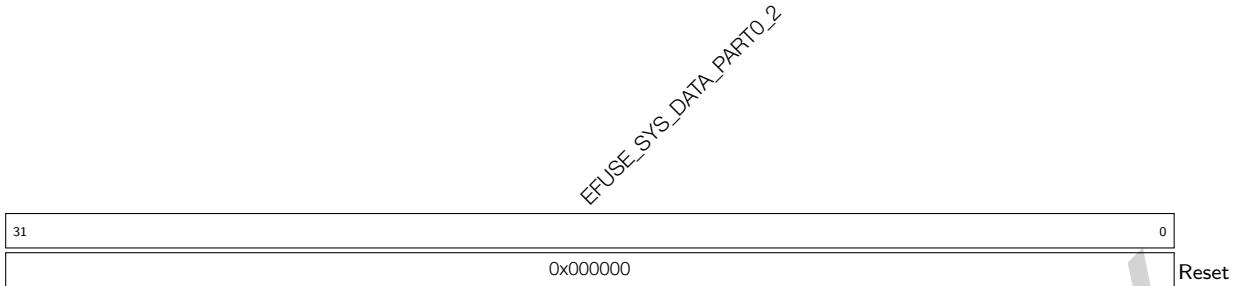
EFUSE_SPI_PAD_CONF_2 Stores the second part of SPI_PAD_CONF. (RO)

EFUSE_SYS_DATA_PART0_0 Stores the fist 14 bits of the zeroth part of system data. (RO)

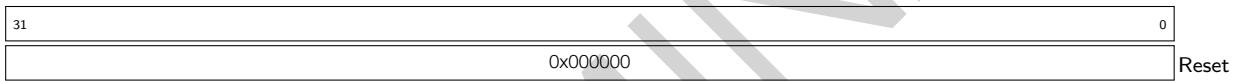
Register 4.22. EFUSE_RD_MAC_SPI_SYS_4_REG (0x0054)

EFUSE_SYS_DATA_PART0_1	
31	0
0x000000	Reset

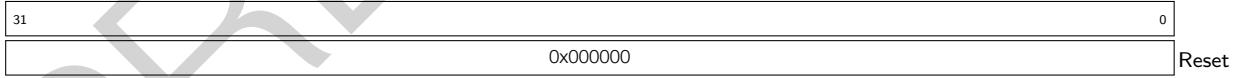
EFUSE_SYS_DATA_PART0_1 Stores the fist 32 bits of the zeroth part of system data. (RO)

Register 4.23. EFUSE_RD_MAC_SPI_SYS_5_REG (0x0058)

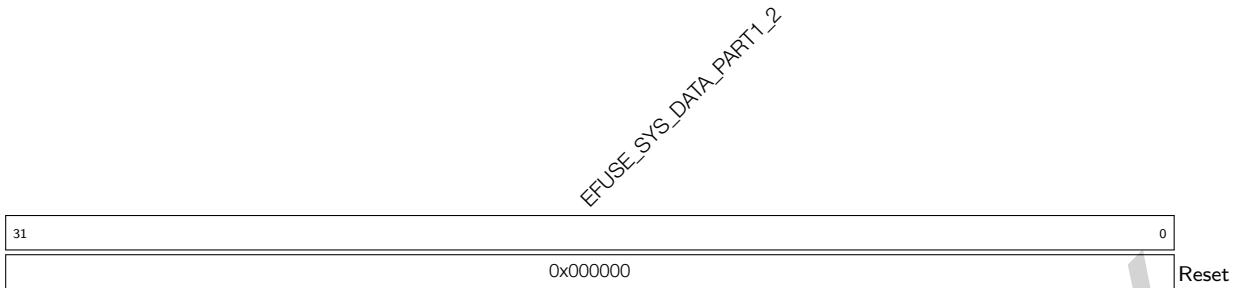
EFUSE_SYS_DATA_PART0_2 Stores the second 32 bits of the zeroth part of system data. (RO)

Register 4.24. EFUSE_RD_SYS_PART1_DATA0_REG (0x005C)

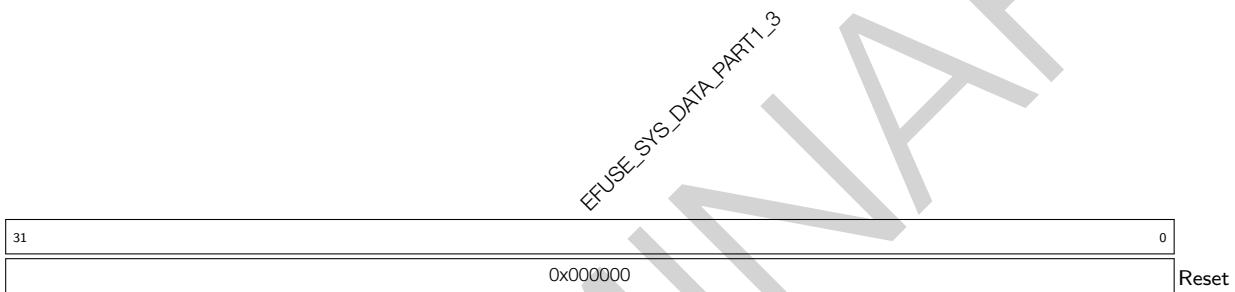
EFUSE_SYS_DATA_PART1_0 Stores the zeroth 32 bits of the first part of system data. (RO)

Register 4.25. EFUSE_RD_SYS_PART1_DATA1_REG (0x0060)

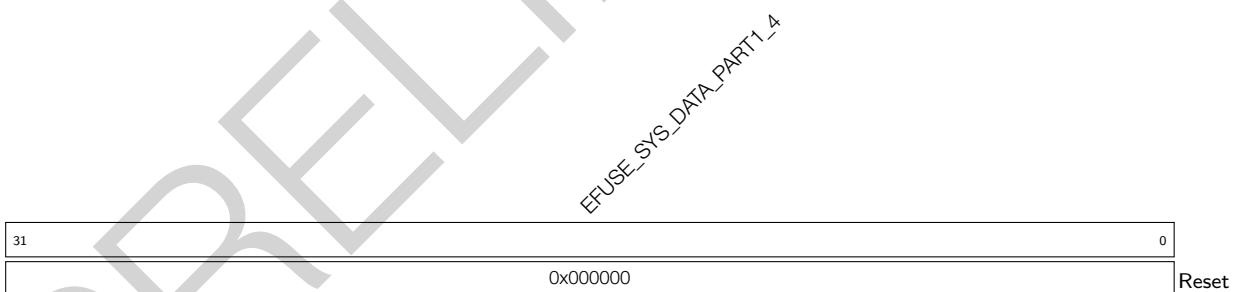
EFUSE_SYS_DATA_PART1_1 Stores the first 32 bits of the first part of system data. (RO)

Register 4.26. EFUSE_RD_SYS_PART1_DATA2_REG (0x0064)

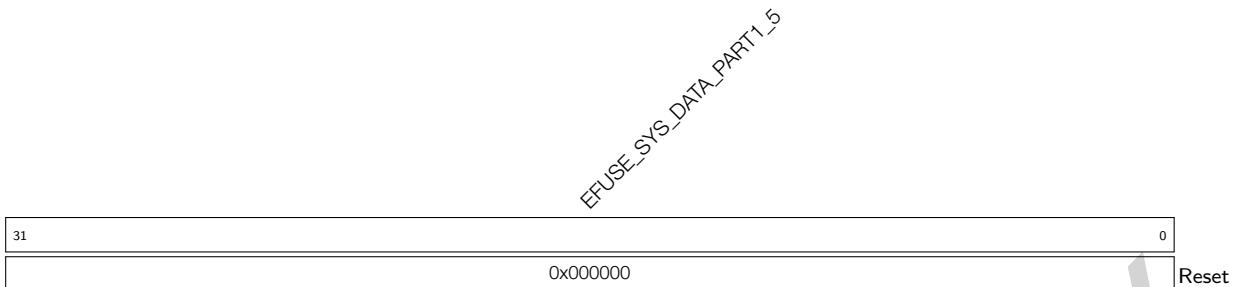
EFUSE_SYS_DATA_PART1_2 Stores the second 32 bits of the first part of system data. (RO)

Register 4.27. EFUSE_RD_SYS_PART1_DATA3_REG (0x0068)

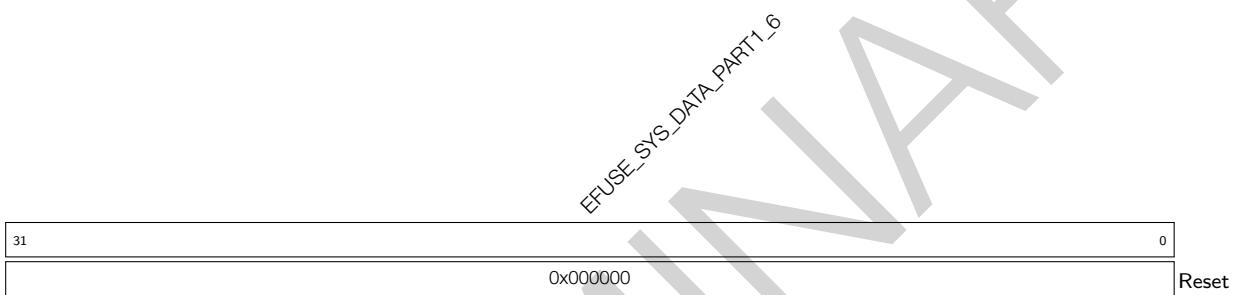
EFUSE_SYS_DATA_PART1_3 Stores the third 32 bits of the first part of system data. (RO)

Register 4.28. EFUSE_RD_SYS_PART1_DATA4_REG (0x006C)

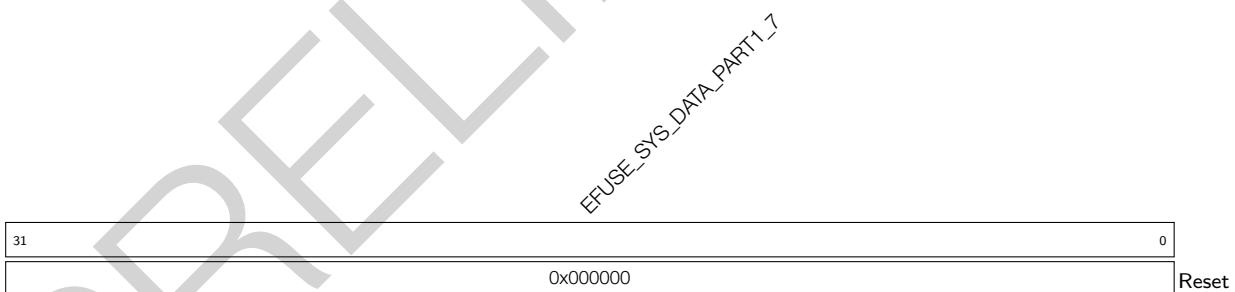
EFUSE_SYS_DATA_PART1_4 Stores the fourth 32 bits of the first part of system data. (RO)

Register 4.29. EFUSE_RD_SYS_PART1_DATA5_REG (0x0070)

EFUSE_SYS_DATA_PART1_5 Stores the fifth 32 bits of the first part of system data. (RO)

Register 4.30. EFUSE_RD_SYS_PART1_DATA6_REG (0x0074)

EFUSE_SYS_DATA_PART1_6 Stores the sixth 32 bits of the first part of system data. (RO)

Register 4.31. EFUSE_RD_SYS_PART1_DATA7_REG (0x0078)

EFUSE_SYS_DATA_PART1_7 Stores the seventh 32 bits of the first part of system data. (RO)

Register 4.32. EFUSE_RDUSRDATA0_REG (0x007C)

EFUSE_USR_DATA0	
31	0
0x000000	Reset

EFUSE_USR_DATA0 Stores the zeroth 32 bits of BLOCK3 (user). (RO)

Register 4.33. EFUSE_RDUSRDATA1_REG (0x0080)

EFUSE_USR_DATA1	
31	0
0x000000	Reset

EFUSE_USR_DATA1 Stores the first 32 bits of BLOCK3 (user). (RO)

Register 4.34. EFUSE_RDUSRDATA2_REG (0x0084)

EFUSE_USR_DATA2	
31	0
0x000000	Reset

EFUSE_USR_DATA2 Stores the second 32 bits of BLOCK3 (user). (RO)

Register 4.35. EFUSE_RDUSRDATA3_REG (0x0088)

EFUSE_USR_DATA3	
31	0
0x000000	Reset

EFUSE_USR_DATA3 Stores the third 32 bits of BLOCK3 (user). (RO)

Register 4.36. EFUSE_RD_USR_DATA4_REG (0x008C)

EFUSE_USR_DATA4	
31	0
0x000000	Reset

EFUSE_USR_DATA4 Stores the fourth 32 bits of BLOCK3 (user). (RO)

Register 4.37. EFUSE_RD_USR_DATA5_REG (0x0090)

EFUSE_USR_DATA5	
31	0
0x000000	Reset

EFUSE_USR_DATA5 Stores the fifth 32 bits of BLOCK3 (user). (RO)

Register 4.38. EFUSE_RD_USR_DATA6_REG (0x0094)

EFUSE_USR_DATA6	
31	0
0x000000	Reset

EFUSE_USR_DATA6 Stores the sixth 32 bits of BLOCK3 (user). (RO)

Register 4.39. EFUSE_RD_USR_DATA7_REG (0x0098)

EFUSE_USR_DATA7	
31	0
0x000000	Reset

EFUSE_USR_DATA7 Stores the seventh 32 bits of BLOCK3 (user). (RO)

Register 4.40. EFUSE_RD_KEY0_DATA0_REG (0x009C)

EFUSE_KEY0_DATA0	
31	0
0x000000	Reset

EFUSE_KEY0_DATA0 Stores the zeroth 32 bits of KEY0. (RO)

Register 4.41. EFUSE_RD_KEY0_DATA1_REG (0x00A0)

EFUSE_KEY0_DATA1	
31	0
0x000000	Reset

EFUSE_KEY0_DATA1 Stores the first 32 bits of KEY0. (RO)

Register 4.42. EFUSE_RD_KEY0_DATA2_REG (0x00A4)

EFUSE_KEY0_DATA2	
31	0
0x000000	Reset

EFUSE_KEY0_DATA2 Stores the second 32 bits of KEY0. (RO)

Register 4.43. EFUSE_RD_KEY0_DATA3_REG (0x00A8)

EFUSE_KEY0_DATA3	
31	0
0x000000	Reset

EFUSE_KEY0_DATA3 Stores the third 32 bits of KEY0. (RO)

Register 4.44. EFUSE_RD_KEY0_DATA4_REG (0x00AC)

EFUSE_KEY0_DATA4	
31	0
0x000000	Reset

EFUSE_KEY0_DATA4 Stores the fourth 32 bits of KEY0. (RO)

Register 4.45. EFUSE_RD_KEY0_DATA5_REG (0x00B0)

EFUSE_KEY0_DATA5	
31	0
0x000000	Reset

EFUSE_KEY0_DATA5 Stores the fifth 32 bits of KEY0. (RO)

Register 4.46. EFUSE_RD_KEY0_DATA6_REG (0x00B4)

EFUSE_KEY0_DATA6	
31	0
0x000000	Reset

EFUSE_KEY0_DATA6 Stores the sixth 32 bits of KEY0. (RO)

Register 4.47. EFUSE_RD_KEY0_DATA7_REG (0x00B8)

EFUSE_KEY0_DATA7	
31	0
0x000000	Reset

EFUSE_KEY0_DATA7 Stores the seventh 32 bits of KEY0. (RO)

Register 4.48. EFUSE_RD_KEY1_DATA0_REG (0x00BC)

EFUSE_KEY1_DATA0	
31	0
0x000000	Reset

EFUSE_KEY1_DATA0 Stores the zeroth 32 bits of KEY1. (RO)

Register 4.49. EFUSE_RD_KEY1_DATA1_REG (0x00C0)

EFUSE_KEY1_DATA1	
31	0
0x000000	Reset

EFUSE_KEY1_DATA1 Stores the first 32 bits of KEY1. (RO)

Register 4.50. EFUSE_RD_KEY1_DATA2_REG (0x00C4)

EFUSE_KEY1_DATA2	
31	0
0x000000	Reset

EFUSE_KEY1_DATA2 Stores the second 32 bits of KEY1. (RO)

Register 4.51. EFUSE_RD_KEY1_DATA3_REG (0x00C8)

EFUSE_KEY1_DATA3	
31	0
0x000000	Reset

EFUSE_KEY1_DATA3 Stores the third 32 bits of KEY1. (RO)

Register 4.52. EFUSE_RD_KEY1_DATA4_REG (0x00CC)

EFUSE_KEY1_DATA4	
31	0
0x000000	Reset

EFUSE_KEY1_DATA4 Stores the fourth 32 bits of KEY1. (RO)

Register 4.53. EFUSE_RD_KEY1_DATA5_REG (0x00D0)

EFUSE_KEY1_DATA5	
31	0
0x000000	Reset

EFUSE_KEY1_DATA5 Stores the fifth 32 bits of KEY1. (RO)

Register 4.54. EFUSE_RD_KEY1_DATA6_REG (0x00D4)

EFUSE_KEY1_DATA6	
31	0
0x000000	Reset

EFUSE_KEY1_DATA6 Stores the sixth 32 bits of KEY1. (RO)

Register 4.55. EFUSE_RD_KEY1_DATA7_REG (0x00D8)

EFUSE_KEY1_DATA7	
31	0
0x000000	Reset

EFUSE_KEY1_DATA7 Stores the seventh 32 bits of KEY1. (RO)

Register 4.56. EFUSE_RD_KEY2_DATA0_REG (0x00DC)

EFUSE_KEY2_DATA0	
31	0
0x000000	Reset

EFUSE_KEY2_DATA0 Stores the zeroth 32 bits of KEY2. (RO)

Register 4.57. EFUSE_RD_KEY2_DATA1_REG (0x00E0)

EFUSE_KEY2_DATA1	
31	0
0x000000	Reset

EFUSE_KEY2_DATA1 Stores the first 32 bits of KEY2. (RO)

Register 4.58. EFUSE_RD_KEY2_DATA2_REG (0x00E4)

EFUSE_KEY2_DATA2	
31	0
0x000000	Reset

EFUSE_KEY2_DATA2 Stores the second 32 bits of KEY2. (RO)

Register 4.59. EFUSE_RD_KEY2_DATA3_REG (0x00E8)

EFUSE_KEY2_DATA3	
31	0
0x000000	Reset

EFUSE_KEY2_DATA3 Stores the third 32 bits of KEY2. (RO)

Register 4.60. EFUSE_RD_KEY2_DATA4_REG (0x00EC)

EFUSE_KEY2_DATA4	
31	0
0x000000	Reset

EFUSE_KEY2_DATA4 Stores the fourth 32 bits of KEY2. (RO)

Register 4.61. EFUSE_RD_KEY2_DATA5_REG (0x00F0)

EFUSE_KEY2_DATA5	
31	0
0x000000	Reset

EFUSE_KEY2_DATA5 Stores the fifth 32 bits of KEY2. (RO)

Register 4.62. EFUSE_RD_KEY2_DATA6_REG (0x00F4)

EFUSE_KEY2_DATA6	
31	0
0x000000	Reset

EFUSE_KEY2_DATA6 Stores the sixth 32 bits of KEY2. (RO)

Register 4.63. EFUSE_RD_KEY2_DATA7_REG (0x00F8)

EFUSE_KEY2_DATA7	
31	0
0x000000	Reset

EFUSE_KEY2_DATA7 Stores the seventh 32 bits of KEY2. (RO)

Register 4.64. EFUSE_RD_KEY3_DATA0_REG (0x00FC)

EFUSE_KEY3_DATA0	
31	0
0x000000	Reset

EFUSE_KEY3_DATA0 Stores the zeroth 32 bits of KEY3. (RO)

Register 4.65. EFUSE_RD_KEY3_DATA1_REG (0x0100)

EFUSE_KEY3_DATA1	
31	0
0x000000	Reset

EFUSE_KEY3_DATA1 Stores the first 32 bits of KEY3. (RO)

Register 4.66. EFUSE_RD_KEY3_DATA2_REG (0x0104)

EFUSE_KEY3_DATA2	
31	0
0x000000	Reset

EFUSE_KEY3_DATA2 Stores the second 32 bits of KEY3. (RO)

Register 4.67. EFUSE_RD_KEY3_DATA3_REG (0x0108)

EFUSE_KEY3_DATA3	
31	0
0x000000	Reset

EFUSE_KEY3_DATA3 Stores the third 32 bits of KEY3. (RO)

Register 4.68. EFUSE_RD_KEY3_DATA4_REG (0x010C)

EFUSE_KEY3_DATA4	
31	0
0x000000	Reset

EFUSE_KEY3_DATA4 Stores the fourth 32 bits of KEY3. (RO)

Register 4.69. EFUSE_RD_KEY3_DATA5_REG (0x0110)

EFUSE_KEY3_DATA5	
31	0
0x000000	Reset

EFUSE_KEY3_DATA5 Stores the fifth 32 bits of KEY3. (RO)

Register 4.70. EFUSE_RD_KEY3_DATA6_REG (0x0114)

EFUSE_KEY3_DATA6	
31	0
0x000000	Reset

EFUSE_KEY3_DATA6 Stores the sixth 32 bits of KEY3. (RO)

Register 4.71. EFUSE_RD_KEY3_DATA7_REG (0x0118)

EFUSE_KEY3_DATA7	
31	0
0x000000	Reset

EFUSE_KEY3_DATA7 Stores the seventh 32 bits of KEY3. (RO)

Register 4.72. EFUSE_RD_KEY4_DATA0_REG (0x011C)

EFUSE_KEY4_DATA0	
31	0
0x000000	Reset

EFUSE_KEY4_DATA0 Stores the zeroth 32 bits of KEY4. (RO)

Register 4.73. EFUSE_RD_KEY4_DATA1_REG (0x0120)

EFUSE_KEY4_DATA1	
31	0
0x000000	Reset

EFUSE_KEY4_DATA1 Stores the first 32 bits of KEY4. (RO)

Register 4.74. EFUSE_RD_KEY4_DATA2_REG (0x0124)

EFUSE_KEY4_DATA2	
31	0
0x000000	Reset

EFUSE_KEY4_DATA2 Stores the second 32 bits of KEY4. (RO)

Register 4.75. EFUSE_RD_KEY4_DATA3_REG (0x0128)

EFUSE_KEY4_DATA3	
31	0
0x000000	Reset

EFUSE_KEY4_DATA3 Stores the third 32 bits of KEY4. (RO)

Register 4.76. EFUSE_RD_KEY4_DATA4_REG (0x012C)

EFUSE_KEY4_DATA4	
31	0
0x000000	Reset

EFUSE_KEY4_DATA4 Stores the fourth 32 bits of KEY4. (RO)

Register 4.77. EFUSE_RD_KEY4_DATA5_REG (0x0130)

EFUSE_KEY4_DATA5	
31	0
0x000000	Reset

EFUSE_KEY4_DATA5 Stores the fifth 32 bits of KEY4. (RO)

Register 4.78. EFUSE_RD_KEY4_DATA6_REG (0x0134)

EFUSE_KEY4_DATA6	
31	0
0x000000	Reset

EFUSE_KEY4_DATA6 Stores the sixth 32 bits of KEY4. (RO)

Register 4.79. EFUSE_RD_KEY4_DATA7_REG (0x0138)

EFUSE_KEY4_DATA7	
31	0
0x000000	Reset

EFUSE_KEY4_DATA7 Stores the seventh 32 bits of KEY4. (RO)

Register 4.80. EFUSE_RD_KEY5_DATA0_REG (0x013C)

EFUSE_KEY5_DATA0	
31	0
0x000000	Reset

EFUSE_KEY5_DATA0 Stores the zeroth 32 bits of KEY5. (RO)

Register 4.81. EFUSE_RD_KEY5_DATA1_REG (0x0140)

EFUSE_KEY5_DATA1	
31	0
0x000000	Reset

EFUSE_KEY5_DATA1 Stores the first 32 bits of KEY5. (RO)

Register 4.82. EFUSE_RD_KEY5_DATA2_REG (0x0144)

EFUSE_KEY5_DATA2	
31	0
0x000000	Reset

EFUSE_KEY5_DATA2 Stores the second 32 bits of KEY5. (RO)

Register 4.83. EFUSE_RD_KEY5_DATA3_REG (0x0148)

EFUSE_KEY5_DATA3	
31	0
0x000000	Reset

EFUSE_KEY5_DATA3 Stores the third 32 bits of KEY5. (RO)

Register 4.84. EFUSE_RD_KEY5_DATA4_REG (0x014C)

EFUSE_KEY5_DATA4	
31	0
0x000000	Reset

EFUSE_KEY5_DATA4 Stores the fourth 32 bits of KEY5. (RO)

Register 4.85. EFUSE_RD_KEY5_DATA5_REG (0x0150)

EFUSE_KEY5_DATA5	
31	0
0x000000	Reset

EFUSE_KEY5_DATA5 Stores the fifth 32 bits of KEY5. (RO)

Register 4.86. EFUSE_RD_KEY5_DATA6_REG (0x0154)

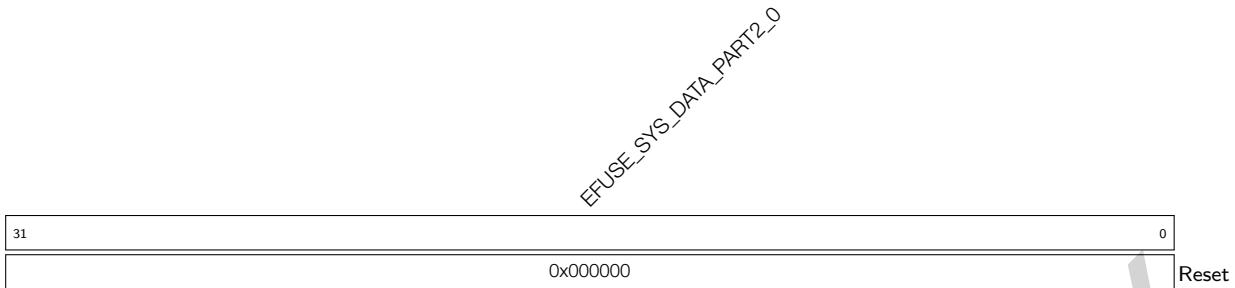
EFUSE_KEY5_DATA6	
31	0
0x000000	Reset

EFUSE_KEY5_DATA6 Stores the sixth 32 bits of KEY5. (RO)

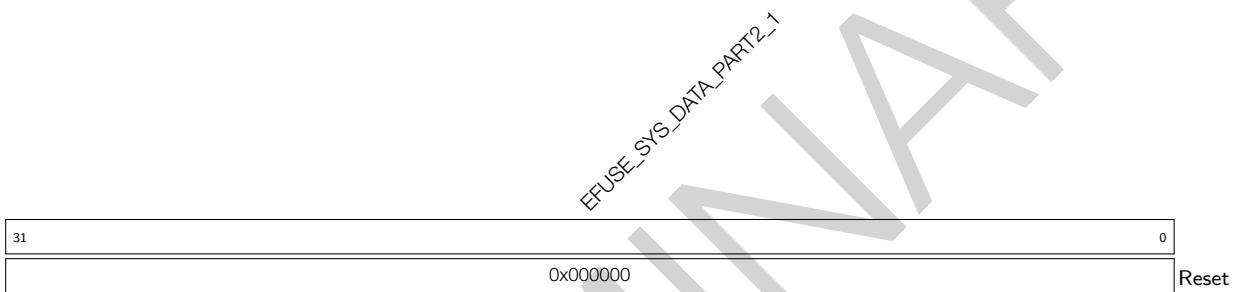
Register 4.87. EFUSE_RD_KEY5_DATA7_REG (0x0158)

EFUSE_KEY5_DATA7	
31	0
0x000000	Reset

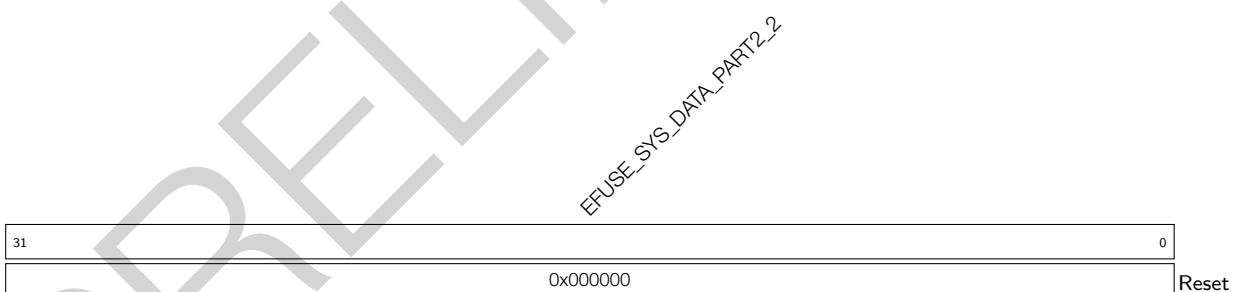
EFUSE_KEY5_DATA7 Stores the seventh 32 bits of KEY5. (RO)

Register 4.88. EFUSE_RD_SYS_PART2_DATA0_REG (0x015C)

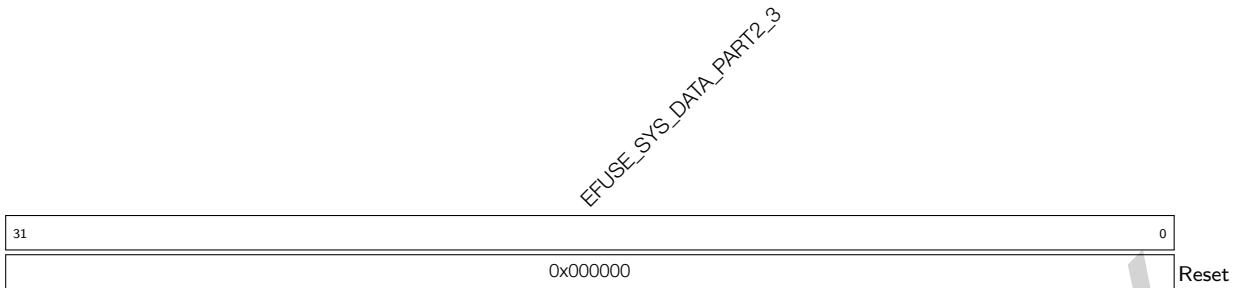
EFUSE_SYS_DATA_PART2_0 Stores the 0th 32 bits of the 2nd part of system data. (RO)

Register 4.89. EFUSE_RD_SYS_PART2_DATA1_REG (0x0160)

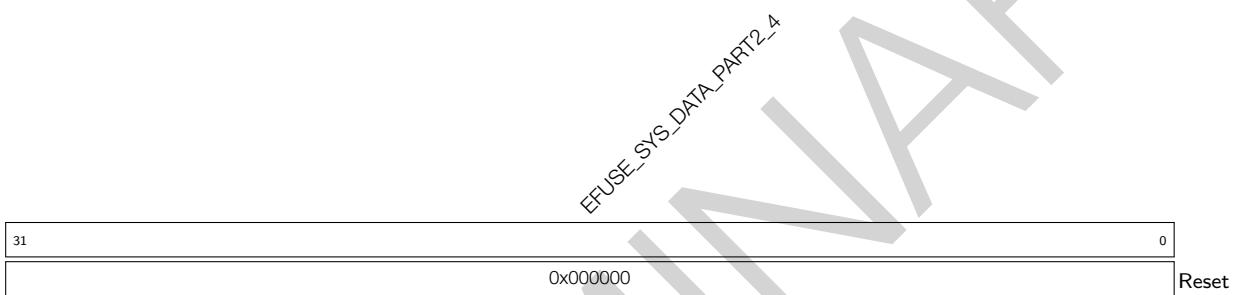
EFUSE_SYS_DATA_PART2_1 Stores the 1st 32 bits of the 2nd part of system data. (RO)

Register 4.90. EFUSE_RD_SYS_PART2_DATA2_REG (0x0164)

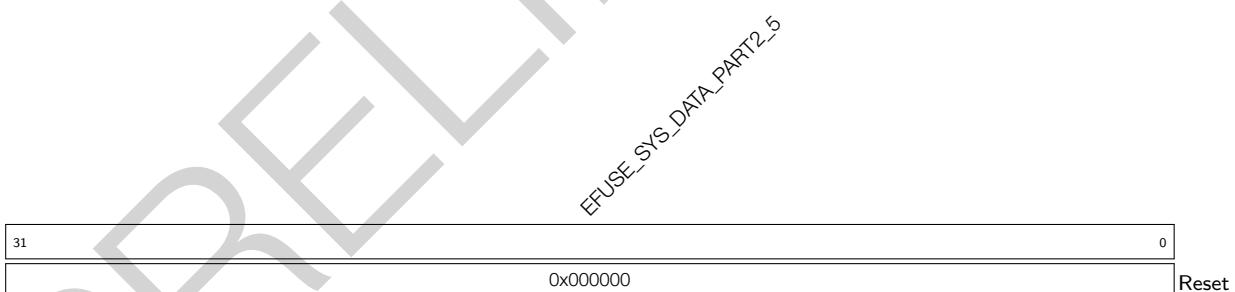
EFUSE_SYS_DATA_PART2_2 Stores the 2nd 32 bits of the 2nd part of system data. (RO)

Register 4.91. EFUSE_RD_SYS_PART2_DATA3_REG (0x0168)

EFUSE_SYS_DATA_PART2_3 Stores the 3rd 32 bits of the 2nd part of system data. (RO)

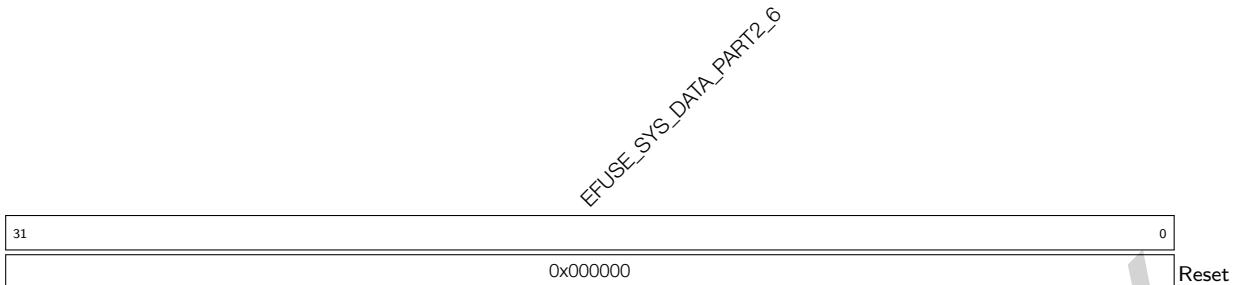
Register 4.92. EFUSE_RD_SYS_PART2_DATA4_REG (0x016C)

EFUSE_SYS_DATA_PART2_4 Stores the 4th 32 bits of the 2nd part of system data. (RO)

Register 4.93. EFUSE_RD_SYS_PART2_DATA5_REG (0x0170)

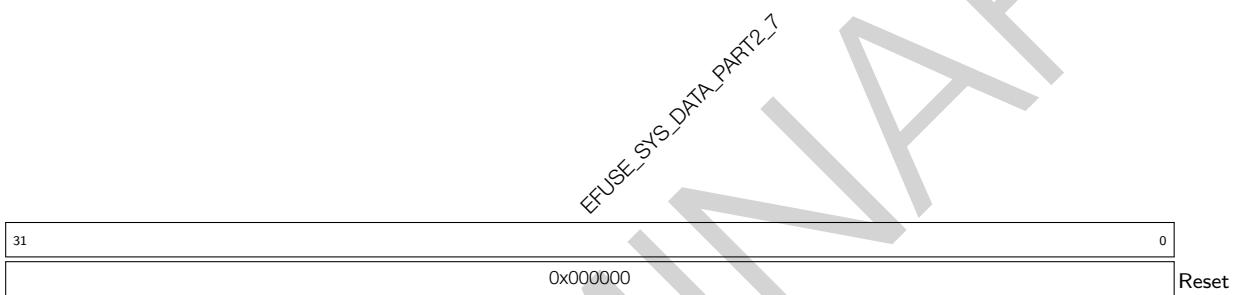
EFUSE_SYS_DATA_PART2_5 Stores the 5th 32 bits of the 2nd part of system data. (RO)

Register 4.94. EFUSE_RD_SYS_PART2_DATA6_REG (0x0174)



EFUSE_SYS_DATA_PART2_6 Stores the 6th 32 bits of the 2nd part of system data. (RO)

Register 4.95. EFUSE_RD_SYS_PART2_DATA7_REG (0x0178)



EFUSE_SYS_DATA_PART2_7 Stores the 7th 32 bits of the 2nd part of system data. (RO)

Register 4.96. EFUSE_RD_REPEAT_ERR0_REG (0x017C)

	EFUSE_RD_REPEAT_ERR0_REG (0x017C)																												
	Bit Descriptions																												
	Bit 31:0																												
	Bit 31:0																												
31	EFUSE_RD_DIS_ERR	(reserved)	EFUSE_VDD_SPI_AS_GPIO_ERR	EFUSE_USB_EXCHG_PINS_ERR	EFUSE_DIS_DOWNLOAD_MANUAL_ENCRYPT_ERR	EFUSE_DIS_PAD_JTAG_ERR	EFUSE_SOFT_DIS_JTAG_ERR	EFUSE_JTAG_SEL_ENABLE_ERR	EFUSE_DIS_TWAI_ERR	EFUSE_DIS_RESERVED6_ERR	EFUSE_DIS_FORCE_DOWNLOAD_ERR	EFUSE_DIS_USB_SERIAL_JTAG_ERR	EFUSE_DIS_DOWNLOAD_JTAG_ERR	EFUSE_DIS_ICACHE_ERR	EFUSE_DIS_RTC_RAM_BOOT_ERR	EFUSE_RD_DIS_ERR	Reset	0	0	0	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
26	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

EFUSE_RD_DIS_ERR If any bit in RD_DIS is 1, then it indicates a programming error. (RO)

EFUSE_DIS_RTC_RAM_BOOT_ERR Reserved. (RO)

EFUSE_DIS_ICACHE_ERR If any bit in DIS_ICACHE is 1, then it indicates a programming error. (RO)

EFUSE_DIS_USB_JTAG_ERR If any bit in DIS_USB_JTAG is 1, then it indicates a programming error. (RO)

EFUSE_DIS_USB_SERIAL_JTAG_ERR If any bit in DIS_USB_SERIAL_JTAG is 1, then it indicates a programming error. (RO)

EFUSE_DIS_FORCE_DOWNLOAD_ERR If any bit in DIS_FORCE_DOWNLOAD is 1, then it indicates a programming error. (RO)

EFUSE_RPT4_RESERVED6_ERR Reserved. (RO)

EFUSE_DIS_TWAI_ERR If any bit in DIS_TWAI is 1, then it indicates a programming error. (RO)

EFUSE_JTAG_SEL_ENABLE_ERR If any bit in JTAG_SEL_ENABLE is 1, then it indicates a programming error. (RO)

EFUSE_SOFT_DIS_JTAG_ERR If any bit in SOFT_DIS_JTAG is 1, then it indicates a programming error. (RO)

EFUSE_DIS_PAD_JTAG_ERR If any bit in DIS_PAD_JTAG is 1, then it indicates a programming error. (RO)

EFUSE_DIS_DOWNLOAD_MANUAL_ENCRYPT_ERR If any bit in DIS_DOWNLOAD_MANUAL_ENCRYPT is 1, then it indicates a programming error. (RO)

EFUSE_USB_EXCHG_PINS_ERR If any bit in USB_EXCHG_PINS is 1, then it indicates a programming error. (RO)

EFUSE_VDD_SPI_AS_GPIO_ERR If any bit in VDD_SPI_AS_GPIO is 1, then it indicates a programming error. (RO)

Register 4.97. EFUSE_RD_REPEAT_ERR1_REG (0x0180)

31	28	27	24	23	22	21	20	18	17	16	15	0	
0x0		0x0	0	0	0		0x0	0x0				0x00	Reset

Bit fields (from MSB to LSB):

- EFUSE_KEY_PURPOSE_1_ERR (bit 31)
- EFUSE_KEY_PURPOSE_0_ERR (bit 28)
- EFUSE_SECURE_BOOT_KEY_REVOKED2_ERR (bit 27)
- EFUSE_SECURE_BOOT_KEY_REVOKED1_ERR (bit 26)
- EFUSE_SECURE_BOOT_KEY_REVOKED0_ERR (bit 25)
- EFUSE_SPI_BOOT_CRYPT_CNT_ERR (bit 24)
- EFUSE_WDT_DELAY_SEL_ERR (bit 23)
- EFUSE_RPT4_RESERVED2_ERR (bit 22)

EFUSE_RPT4_RESERVED2_ERR Reserved. (RO)

EFUSE_WDT_DELAY_SEL_ERR If any bit in WDT_DELAY_SEL is 1, then it indicates a programming error. (RO)

EFUSE_SPI_BOOT_CRYPT_CNT_ERR If any bit in SPI_BOOT_CRYPT_CNT is 1, then it indicates a programming error. (RO)

EFUSE_SECURE_BOOT_KEY_REVOKED0_ERR If any bit in SECURE_BOOT_KEY_REVOKED0 is 1, then it indicates a programming error. (RO)

EFUSE_SECURE_BOOT_KEY_REVOKED1_ERR If any bit in SECURE_BOOT_KEY_REVOKED1 is 1, then it indicates a programming error. (RO)

EFUSE_SECURE_BOOT_KEY_REVOKED2_ERR If any bit in SECURE_BOOT_KEY_REVOKED2 is 1, then it indicates a programming error. (RO)

EFUSE_KEY_PURPOSE_0_ERR If any bit in KEY_PURPOSE_0 is 1, then it indicates a programming error. (RO)

EFUSE_KEY_PURPOSE_1_ERR If any bit in KEY_PURPOSE_1 is 1, then it indicates a programming error. (RO)

Register 4.98. EFUSE_RD_REPEAT_ERR2_REG (0x0184)

31	28	27	22	21	20	19	16	15	12	11	8	7	4	3	0	Reset
0x0		0x0	0	0	0x0		0x0		0x0		0x0		0x0		0x0	

Bit fields (from left to right):

- EFUSE_FLASH_TPUW_ERR (bit 31)
- EFUSE_RPT4_RESERVED0_ERR (bit 28)
- EFUSE_SECURE_BOOT_EN_ERR (bit 20)
- EFUSE_SECURE_BOOT_AGGRESSIVE_REVOKE_ERR (bit 19)
- EFUSE_RPT4_RESERVED3_ERR (bit 16)
- EFUSE_KEY_PURPOSE_5_ERR (bit 15)
- EFUSE_KEY_PURPOSE_4_ERR (bit 12)
- EFUSE_KEY_PURPOSE_3_ERR (bit 11)
- EFUSE_KEY_PURPOSE_2_ERR (bit 8)
- EFUSE_RPT4_RESERVED3_ERR (bit 7)
- EFUSE_KEY_PURPOSE_4_ERR (bit 4)
- EFUSE_KEY_PURPOSE_3_ERR (bit 3)
- EFUSE_KEY_PURPOSE_2_ERR (bit 0)

EFUSE_KEY_PURPOSE_2_ERR If any bit in KEY_PURPOSE_2 is 1, then it indicates a programming error. (RO)

EFUSE_KEY_PURPOSE_3_ERR If any bit in KEY_PURPOSE_3 is 1, then it indicates a programming error. (RO)

EFUSE_KEY_PURPOSE_4_ERR If any bit in KEY_PURPOSE_4 is 1, then it indicates a programming error. (RO)

EFUSE_KEY_PURPOSE_5_ERR If any bit in KEY_PURPOSE_5 is 1, then it indicates a programming error. (RO)

EFUSE_RPT4_RESERVED3_ERR Reserved. (RO)

EFUSE_SECURE_BOOT_EN_ERR If any bit in SECURE_BOOT_EN is 1, then it indicates a programming error. (RO)

EFUSE_SECURE_BOOT_AGGRESSIVE_REVOKE_ERR If any bit in SECURE_BOOT_AGGRESSIVE_REVOKE is 1, then it indicates a programming error. (RO)

EFUSE_RPT4_RESERVED0_ERR Reserved. (RO)

EFUSE_FLASH_TPUW_ERR If any bit in FLASH_TPUW is 1, then it indicates a programming error. (RO)

Register 4.99. EFUSE_RD_REPEAT_ERR3_REG (0x0188)

EFUSE_ERR_RST_ENABLE_ERR	EFUSE_RPT4_RESERVED1_ERR	EFUSE_SECURE_VERSION_ERR	EFUSE_FORCE_SEND_RESUME_ERR	EFUSE_RPT4_RESERVED5_ERR	EFUSE_UART_PRINT_CONTROL_ERR	EFUSE_ENABLE_SECURITY_DOWNLOAD_ERR	EFUSE_DIS_USB_DOWNLOAD_MODE_ERR	EFUSE_RPT4_RESERVED7_ERR	EFUSE_USB_PRINT_CHANNEL_ERR	EFUSE_DIS_RESERVED8_ERR	EFUSE_DIS_DOWNLOAD_MODE_ERR			
31	30	29	14	13	12	8	7	6	5	4	3	2	1	0
0	0	0x00	0	0	0x0	0	0	0	0	0	0	0	0	Reset

EFUSE_DIS_DOWNLOAD_MODE_ERR If any bit in DIS_DOWNLOAD_MODE is 1, then it indicates a programming error. (RO)

EFUSE_RPT4_RESERVED8_ERR Reserved. (RO)

EFUSE_USB_PRINT_CHANNEL_ERR If any bit in USB_PRINT_CHANNEL is 1, then it indicates a programming error. (RO)

EFUSE_RPT4_RESERVED7_ERR Reserved. (RO)

EFUSE_DIS_USB_DOWNLOAD_MODE_ERR If any bit in DIS_USB_DOWNLOAD_MODE is 1, then it indicates a programming error. (RO)

EFUSE_ENABLE_SECURITY_DOWNLOAD_ERR If any bit in ENABLE_SECURITY_DOWNLOAD is 1, then it indicates a programming error. (RO)

EFUSE_UART_PRINT_CONTROL_ERR If any bit in UART_PRINT_CONTROL is 1, then it indicates a programming error. (RO)

EFUSE_RPT4_RESERVED5_ERR Reserved. (RO)

EFUSE_FORCE_SEND_RESUME_ERR If any bit in FORCE_SEND_RESUME is 1, then it indicates a programming error. (RO)

EFUSE_SECURE_VERSION_ERR If any bit in SECURE_VERSION is 1, then it indicates a programming error. (RO)

EFUSE_RPT4_RESERVED1_ERR Reserved. (RO)

EFUSE_ERR_RST_ENABLE_ERR If any bit in ERR_RST_ENABLE is 1, then it indicates a programming error. (RO)

Register 4.100. EFUSE_RD_REPEAT_ERR4_REG (0x0190)

EFUSE_RPT4_RESERVED4_ERR							
(reserved)							0
31	24	23	0	0	0	0	0
0	0	0	0	0	0	0	0

0x0000 Reset

EFUSE_RPT4_RESERVED4_ERR Reserved. (RO)

PRELIMINARY

Register 4.101. EFUSE_RD_RS_ERR0_REG (0x01C0)

EFUSE_KEY3_FAIL	EFUSE_KEY4_ERR_NUM	EFUSE_KEY2_FAIL	EFUSE_KEY3_ERR_NUM	EFUSE_KEY1_FAIL	EFUSE_KEY2_ERR_NUM	EFUSE_KEY0_FAIL	EFUSE_KEY1_ERR_NUM	EFUSE_USR_DATA_FAIL	EFUSE_KEY0_ERR_NUM	EFUSE_SYS_PART1_FAIL	EFUSE_USR_DATA_ERR_NUM	EFUSE_MAC_SPL8M_FAIL	(reserved)	EFUSE_MAC_SPL8M_ERR_NUM									
31	30	28	27	26	24	23	22	20	19	18	16	15	14	12	11	10	8	7	6	4	3	2	0
0	0x0	0	0x0	0	0x0	0	0x0	0	0x0	0	0x0	0	0x0	0	0x0	0	0x0	0	0x0	0	0x0	Reset	

EFUSE_MAC_SPI_8M_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_SYS_PART1_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_MAC_SPI_8M_FAIL 0: Means no failure and that the data of MAC_SPI_8M is reliable 1: Means that programming data of MAC_SPI_8M failed and the number of error bytes is over 6. (RO)

EFUSE_USR_DATA_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_SYS_PART1_FAIL 0: Means no failure and that the data of system part1 is reliable 1: Means that programming data of system part1 failed and the number of error bytes is over 6. (RO)

EFUSE_KEY0_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_USR_DATA_FAIL 0: Means no failure and that the user data is reliable 1: Means that programming user data failed and the number of error bytes is over 6. (RO)

EFUSE_KEY1_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_KEY0_FAIL 0: Means no failure and that the data of key0 is reliable 1: Means that programming key0 failed and the number of error bytes is over 6. (RO)

EFUSE_KEY2_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_KEY1_FAIL 0: Means no failure and that the data of key1 is reliable 1: Means that programming key1 failed and the number of error bytes is over 6. (RO)

EFUSE_KEY3_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_KEY2_FAIL 0: Means no failure and that the data of key2 is reliable 1: Means that programming key2 failed and the number of error bytes is over 6. (RO)

EFUSE_KEY4_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_KEY3_FAIL 0: Means no failure and that the data of key3 is reliable 1: Means that programming key3 failed and the number of error bytes is over 6. (RO)

Register 4.102. EFUSE_RD_RS_ERR1_REG (0x01C4)

(reserved)										8	7	6	4	3	2	0	
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

EFUSE_KEY5_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_KEY4_FAIL 0: Means no failure and that the data of KEY4 is reliable 1: Means that programming KEY4 data failed and the number of error bytes is over 6. (RO)

EFUSE_SYS_PART2_ERR_NUM The value of this signal means the number of error bytes. (RO)

EFUSE_KEY5_FAIL 0: Means no failure and that the data of KEY5 is reliable 1: Means that programming KEY5 data failed and the number of error bytes is over 6. (RO)

Register 4.103. EFUSE_CLK_REG (0x01C8)

(reserved)										17	16	15	(reserved)				3	2	1	0	
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	Reset	

EFUSE_EFUSE_MEM_FORCE_PD Set this bit to force eFuse SRAM into power-saving mode. (R/W)

EFUSE_MEM_CLK_FORCE_ON Set this bit and force to activate clock signal of eFuse SRAM. (R/W)

EFUSE_EFUSE_MEM_FORCE_PU Set this bit to force eFuse SRAM into working mode. (R/W)

EFUSE_CLK_EN Set this bit and force to enable clock signal of eFuse memory. (R/W)

Register 4.104. EFUSE_CONF_REG (0x01CC)

(reserved)															
31	16										15	0			
0	0	0	0	0	0	0	0	0	0	0	0	0x00			

EFUSE_OP_CODE 0x5A5A: Operate programming command 0x5AA5: Operate read command.
(R/W)

Register 4.105. EFUSE_CMD_REG (0x01D4)

(reserved)															
31	6										5	2			
0	0	0	0	0	0	0	0	0	0	0	0	0x0			

EFUSE_READ_CMD Set this bit to send read command. (R/WS/SC)

EFUSE_PGM_CMD Set this bit to send programming command. (R/WS/SC)

EFUSE_BLK_NUM The serial number of the block to be programmed. Value 0-10 corresponds to block number 0-10, respectively. (R/W)

Register 4.106. EFUSE_DAC_CONF_REG (0x01E8)

(reserved)																
31	18										17	16	9			
0	0	0	0	0	0	0	0	0	0	0	0	0	255			
	EFUSE_OE_CLR											8	7	0		
	EFUSE_DAC_NUM												28			

EFUSE_DAC_CLK_DIV Controls the division factor of the rising clock of the programming voltage.
(R/W)

EFUSE_DAC_CLK_PAD_SEL Don't care. (R/W)

EFUSE_DAC_NUM Controls the rising period of the programming voltage. (R/W)

EFUSE_OE_CLR Reduces the power supply of the programming voltage. (R/W)

Register 4.107. EFUSE_RD_TIM_CONF_REG (0x01EC)

		EFUSE_READ_INIT_NUM			
				(reserved)	
31	24	23	0	0	Reset
0x12		0 0			

EFUSE_READ_INIT_NUM Configures the initial read time of eFuse. (R/W)

Register 4.108. EFUSE_WR_TIM_CONF1_REG (0x01F0)

		EFUSE_PWR_ON_NUM			
		(reserved)		(reserved)	
31	24	23	8	7	0
0 0 0 0 0 0 0 0		0x2880		0 0 0 0 0 0 0 0	
				Reset	

EFUSE_PWR_ON_NUM Configures the power up time for VDDQ. (R/W)

Register 4.109. EFUSE_WR_TIM_CONF2_REG (0x01F4)

		EFUSE_PWR_OFF_NUM			
		(reserved)		(reserved)	
31	16	15	0	0	Reset
0 0 0 0 0 0 0 0		0 0 0 0 0 0 0 0		0x190	

EFUSE_PWR_OFF_NUM Configures the power outage time for VDDQ. (R/W)

Register 4.110. EFUSE_STATUS_REG (0x01D0)

EFUSE_STATUS_REG (0x01D0)									
31	18	17	10	9	4	3	0		
0	0	0	0	0	0	0	0		
0	0	0	0	0	0	0	0	0x0	Reset
(reserved)					EFUSE_REPEAT_ERR_CNT			(reserved)	
								EFUSE_STATE	

EFUSE_STATE Indicates the state of the eFuse state machine. (RO)

EFUSE_REPEAT_ERR_CNT Indicates the number of error bits during programming BLOCK0. (RO)

Register 4.111. EFUSE_INT_RAW_REG (0x01D8)

EFUSE_INT_RAW_REG (0x01D8)									
31	2	1	0						
0	0	0	0	0	0	0	0	0	Reset
0	0	0	0	0	0	0	0	0	
(reserved)									

Register 4.113. EFUSE_INT_ENA_REG (0x01E0)

EFUSE_READ_DONE_INT_ENA The enable signal for read_done interrupt. (R/W)

EFUSE_PGM_DONE_INT_ENA The enable signal for pgm_done interrupt. (R/W)

Register 4.114. EFUSE_INT_CLR_REG (0x01E4)

EFUSE_READ_DONE_INT_CLR The clear signal for read_done interrupt. (WO)

EFUSE_PGM_DONE_INT_CLR The clear signal for pgm_done interrupt. (WO)

Register 4.115. EFUSE_DATE_REG (0x01FC)

31 0 0 0 0 28 0x2006300 27 0 Reset

EFUSE_DATE Stores eFuse version. (R/W)

5 IO MUX and GPIO Matrix (GPIO, IO MUX)

5.1 Overview

The ESP32-C3 chip features 22 physical GPIO pins. Each pin can be used as a general-purpose I/O, or be connected to an internal peripheral signal. Through GPIO matrix and IO MUX, peripheral input signals can be from any IO pins, and peripheral output signals can be routed to any IO pins. Together these modules provide highly configurable I/O.

Note that the GPIO pins are numbered from 0 ~ 21.

5.2 Features

GPIO Matrix Features

- A full-switching matrix between the peripheral input/output signals and the pins.
- 42 peripheral input signals can be sourced from the input of any GPIO pins.
- The output of any GPIO pins can be from any of the 78 peripheral output signals.
- Supports signal synchronization for peripheral inputs based on APB clock bus.
- Provides input signal filter.
- Supports sigma delta modulated output.
- Supports GPIO simple input and output.

IO MUX Features

- Provides one configuration register `IO_MUX_GPIOn_REG` for each GPIO pin. The pin can be configured to
 - perform GPIO function routed by GPIO matrix;
 - or perform direct connection bypassing GPIO matrix.
- Supports some high-speed digital signals (SPI, JTAG, UART) bypassing GPIO matrix for better high-frequency digital performance. In this case, IO MUX is used to connect these pins directly to peripherals.

5.3 Architectural Overview

This section provides an overview to the architecture of IO MUX and GPIO matrix with the following figures:

- Figure 5-1 shows the general work flow of IO MUX and GPIO matrix.
- Figure 5-2 shows in details how IO MUX and GPIO matrix route signals from pins to peripherals, and from peripherals to pins.
- Figure 5-3 shows the interface logic for a GPIO pin.

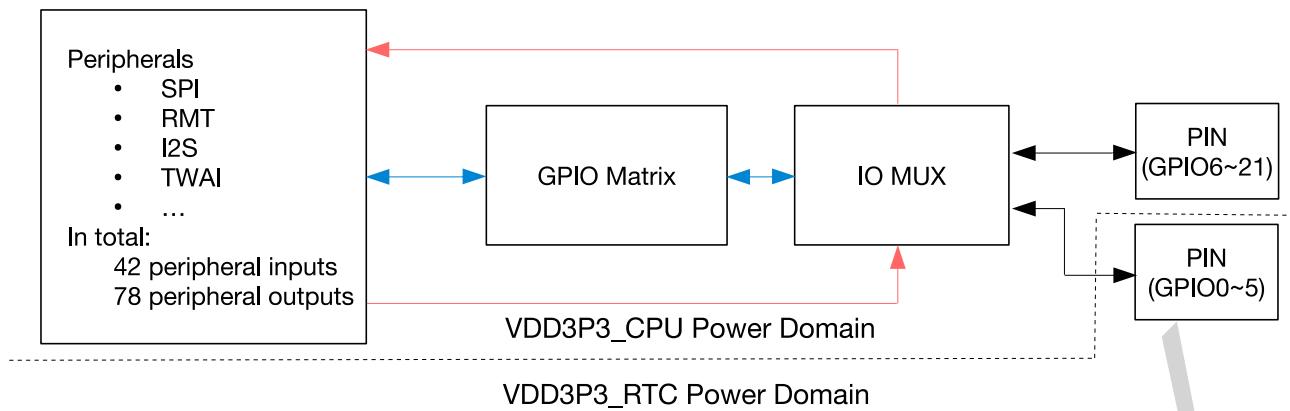


Figure 5-1. Diagram of IO MUX and GPIO Matrix

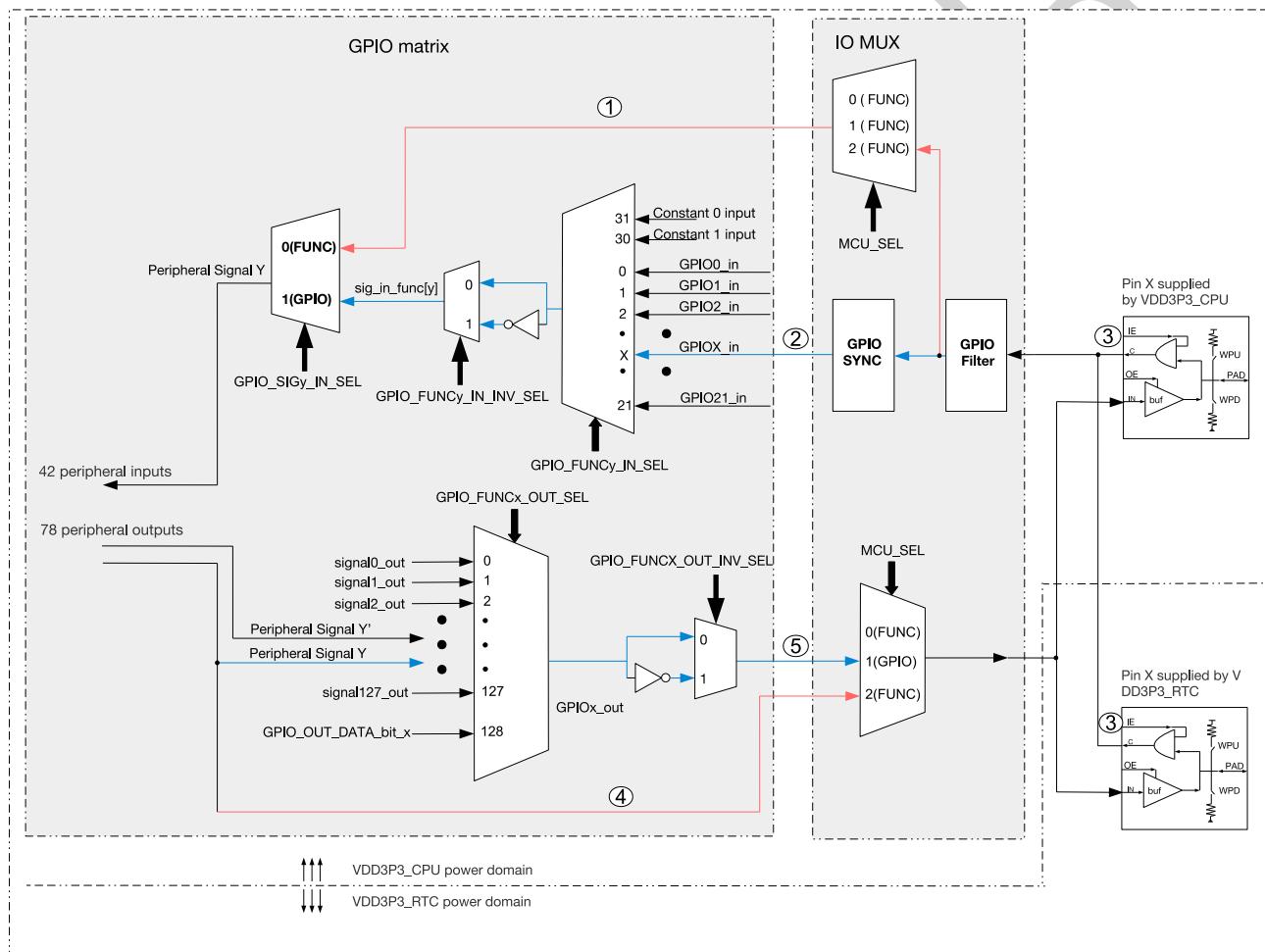


Figure 5-2. Architecture of IO MUX and GPIO Matirx

- Only part of peripheral input signals (marked “yes” in column “Direct input through IO MUX” in Table 5-1) can bypass GPIO matrix. The other input signals can only be routed to peripherals via GPIO matrix.
- There are only 22 inputs from GPIO SYNC to GPIO matrix, since ESP32-C3 provides 22 GPIO pins in total.
- The pins supplied by VDD3P3_CPU or by VDD3P3_RTC are controlled by the signals: IE, OE, WPU, and WPD.
- Only part of peripheral outputs (marked “yes” in column “Direct output through IO MUX” in Table 5-1) can

be routed to pins bypassing GPIO matrix. See Table 5-1.

5. There are only 22 outputs (GPIO pin X: 0 ~ 21) from GPIO matrix to IO MUX.

Figure 5-3 shows the internal structure of a pad, which is an electrical interface between the chip logic and the GPIO pin. The structure is applicable to all 22 GPIO pins and can be controlled using IE, OE, WPU, and WPD signals.

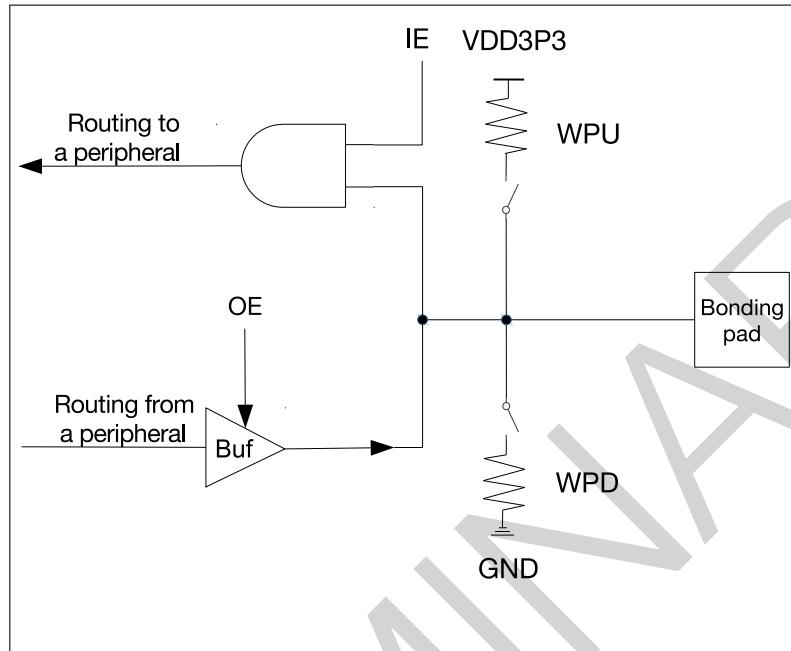


Figure 5-3. Internal Structure of a Pad

Note:

- IE: input enable
- OE: output enable
- WPU: internal weak pull-up
- WPD: internal weak pull-down
- Bonding pad: a terminal point of the chip logic used to make a physical connection from the chip die to GPIO pin in the chip package.

5.4 Peripheral Input via GPIO Matrix

5.4.1 Overview

To receive a peripheral input signal via GPIO matrix, the matrix is configured to source the peripheral input signal from one of the 22 GPIOs (0 ~ 21), see Table 5-1. Meanwhile, register corresponding to the peripheral signal should be set to receive input signal via GPIO matrix.

5.4.2 Signal Synchronization

When signals are directed from pins using GPIO matrix, the signals will be synchronized to the APB bus clock by GPIO SYNC hardware, then go to GPIO matrix. This synchronization applies to all GPIO matrix signals but does not apply when using the IO MUX, see Figure 5-2.

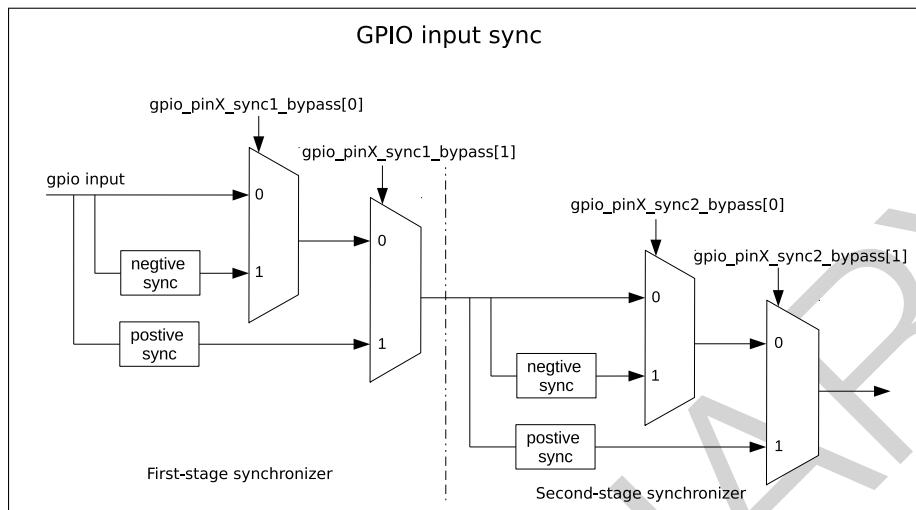


Figure 5-4. GPIO Input Synchronized on APB Clock Rising Edge or on Falling Edge

Figure 5-4 shows the functionality of GPIO SYNC. In the figure, negative sync and positive sync mean GPIO input is synchronized on APB clock falling edge and on APB clock rising edge, respectively.

5.4.3 Functional Description

To read GPIO pin X^1 into peripheral signal Y , follow the steps below:

- Configure register `GPIO_FUNC y _IN_SEL_CFG_REG` corresponding to peripheral signal Y in GPIO matrix:
 - Set `GPIO_SIG y _IN_SEL` to enable peripheral signal input via GPIO matrix.
 - Set `GPIO_FUNC y _IN_SEL` to the desired GPIO pin, i.e. X here.

Note that some peripheral signals have no valid `GPIO_SIG y _IN_SEL` bit, namely, these peripherals can only receive input signals via GPIO matrix.

- Optionally enable the filter for pin input signals by setting the register `IO_MUX_GPIO n _FILTER_EN`. Only the signals with a valid width of more than two clock cycles can be sampled, see Figure 5-5.

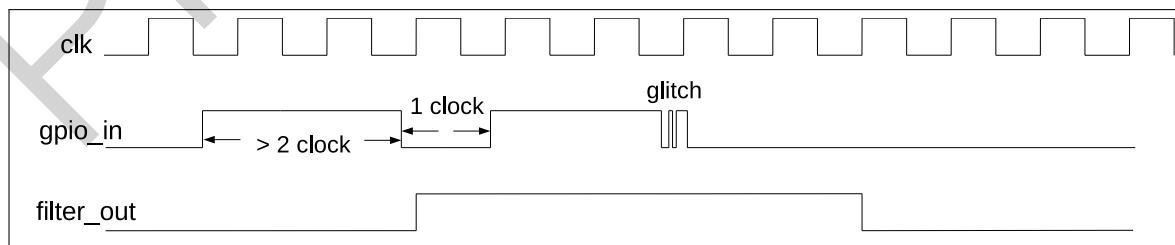


Figure 5-5. Filter Timing of GPIO Input Signals

- Synchronize GPIO input. To do so, please set `GPIO_PIN x _REG` corresponding to GPIO pin X as follows:

- Set `GPIO_PINX_SYNC1_BYPASS` to enable input signal synchronized on rising edge or on falling edge in the first clock, see Figure 5-4.
- Set `GPIO_PINX_SYNC2_BYPASS` to enable input signal synchronized on rising edge or on falling edge in the second clock, see Figure 5-4.

4. Configure IO MUX register to enable pin input. For this end, please set `IO_MUX_GPIOX_REG` corresponding to GPIO pin _X as follows:

- Set `IO_MUX_GPIOX_FUN_IE` to enable input².
- Set or clear `IO_MUX_GPIOX_FUN_WPU` and `IO_MUX_GPIOX_FUN_WPD`, as desired, to enable or disable pull-up and pull-down resistors.

For example, to connect I2S MCLK input signal³ (`I2S_MCLK_in`, signal index 12) to GPIO7, please follow the steps below. Note that GPIO7 is also named as MTDO pin.

1. Set `GPIO_SIG12_IN_SEL` in register `GPIO_FUNC12_IN_SEL_CFG_REG` to enable peripheral signal input via GPIO matrix.
2. Set `GPIO_FUNC12_IN_SEL` in register `GPIO_FUNC12_IN_SEL_CFG_REG` to 7.
3. Set `IO_MUX_GPIO7_FUN_IE` in register `IO_MUX_GPIO7_REG` to enable pin input.

Note:

1. One input pin can be connected to multiple peripheral input signals.
2. The input signal can be inverted by configuring `GPIO_FUNCy_IN_INV_SEL`.
3. It is possible to have a peripheral read a constantly low or constantly high input value without connecting this input to a pin. This can be done by selecting a special `GPIO_FUNCy_IN_SEL` input, instead of a GPIO number:
 - When `GPIO_FUNCy_IN_SEL` is set to 0x1F, input signal is always 0.
 - When `GPIO_FUNCy_IN_SEL` is set to 0x1E, input signal is always 1.

5.4.4 Simple GPIO Input

`GPIO_IN_REG` holds the input values of each GPIO pin. The input value of any GPIO pin can be read at any time without configuring GPIO matrix for a particular peripheral signal. However, it is necessary to enable the input via IO MUX by setting `IO_MUX_GPIOX_FUN_IE` bit in register `IO_MUX_GPIOX_REG` corresponding to pin _X, as mentioned in Section 5.4.2.

5.5 Peripheral Output via GPIO Matrix

5.5.1 Overview

To output a signal from a peripheral via GPIO matrix, the matrix is configured to route peripheral output signals (only signals with a name assigned in the column "Output signal" in Table 5-1) to one of the 22 GPIOs (0 ~ 21). See Table 5-1.

The output signal is routed from the peripheral into GPIO matrix and then into IO MUX. IO MUX must be configured to set the chosen pin to GPIO function. This enables the output GPIO signal to be connected to the pin.

Note:

There is a range of peripheral output signals (97 ~ 100) which are not connected to any peripheral, but to the input signals (97 ~ 100 in Table 5-1) directly. These can be used to input a signal from one GPIO pin and output directly to another GPIO pin.

5.5.2 Functional Description

Some of the 78 output signals (signals with a name assigned in the column "Output signal" in Table 5-1) can be set to go through GPIO matrix into IO MUX and then to a pin. Figure 5-2 illustrates the configuration.

To output peripheral signal Y to a particular GPIO pin X¹, follow these steps:

1. Configure register `GPIO_FUNCx_OUT_SEL_CFG_REG` and `GPIO_ENABLE_REG[x]` corresponding to GPIO pin X in GPIO matrix. Recommended operation: use corresponding `W1TS` (write 1 to set) and `W1TC` (write 1 to clear) registers to set or clear `GPIO_ENABLE_REG`.
 - Set the `GPIO_FUNCx_OUT_SEL` field in register `GPIO_FUNCx_OUT_SEL_CFG_REG` to the index of the desired peripheral output signal Y.
 - If the signal should always be enabled as an output, set the `GPIO_FUNCx_OEN_SEL` bit in register `GPIO_FUNCx_OUT_SEL_CFG_REG` and the bit in register `GPIO_ENABLE_W1TS_REG`, corresponding to GPIO pin X. To have the output enable signal decided by internal logic (for example, the SPIQ_oe in column "Output enable signal when `GPIO_FUNCn_OEN_SEL = 0`" in Table 5-1), clear `GPIO_FUNCx_OEN_SEL` bit instead.
 - Set the corresponding bit in register `GPIO_ENABLE_W1TC_REG` to disable the output from the GPIO pin.
2. For an open drain output, set the `GPIO_PINx_PAD_DRIVER` bit in register `GPIO_PINx_REG` corresponding to GPIO pin X.
3. Configure IO MUX register to enable output via GPIO matrix. Set the `IO_MUX_GPIOx_REG` corresponding to GPIO pin X as follows:
 - Set the field `IO_MUX_GPIOx MCU_SEL` to desired IO MUX function corresponding to GPIO pin X. This is Function 1 (GPIO function), numeric value 1, for all pins.
 - Set the `IO_MUX_GPIOx FUN_DRV` field to the desired value for output strength (0 ~ 3). The higher the driver strength, the more current can be sourced/sunk from the pin.
 - 0: ~5 mA
 - 1: ~10 mA
 - 2: ~20 mA (default value)
 - 3: ~40 mA
 - If using open drain mode, set/clear the `IO_MUX_GPIOx FUN_WPU` and `IO_MUX_GPIOx FUN_WPD` bits to enable/disable the internal pull-up/pull-down resistors.

Note:

1. The output signal from a single peripheral can be sent to multiple pins simultaneously.

2. The output signal can be inverted by setting `GPIO_FUNCx_OUT_INV_SEL` bit.

5.5.3 Simple GPIO Output

GPIO matrix can also be used for simple GPIO output. This can be done as below:

- Set GPIO matrix `GPIO_FUNCn_OUT_SEL` with a special peripheral index 128 (0x80);
- Set the corresponding bit in `GPIO_OUT_REG` register to the desired GPIO output value.

Note:

- `GPIO_OUT_REG[0] ~ GPIO_OUT_REG[21]` correspond to GPIO0 ~ GPIO21, and `GPIO_OUT_REG[25:22]` are invalid.
- Recommended operation: use corresponding W1TS and W1TC registers, such as `GPIO_OUT_W1TS/GPIO_OUT_W1TC` to set or clear the registers `GPIO_OUT_REG`.

5.5.4 Sigma Delta Modulated Output (SDM)

5.5.4.1 Functional Description

Four out of the 125 peripheral outputs (output index: 55 ~ 58 in Table 5-1) support 1-bit second-order sigma delta modulation. By default output is enabled for these four channels. This modulator can also output PDM (pulse density modulation) signal with configurable duty cycle. The transfer function of this second-order SDM modulator is:

$$H(z) = X(z)z^{-1} + E(z)(1-z^{-1})^2$$

$E(z)$ is quantization error and $X(z)$ is the input.

Sigma Delta modulator supports scaling down of APB_CLK by divider 1 ~ 256:

- Set `GPIOSD_FUNCTION_CLK_EN` to enable the modulator clock.
- Configure register `GPIOSD_SDn_PRESCALE` (n is 0 ~ 3 for four channels).

After scaling, the clock cycle is equal to one pulse output cycle from the modulator.

`GPIOSD_SDn_IN` is a signed number with a range of [-128, 127] and is used to control the duty cycle ¹ of PDM output signal.

- `GPIOSD_SDn_IN` = -128, the duty cycle of the output signal is 0%.
- `GPIOSD_SDn_IN` = 0, the duty cycle of the output signal is near 50%.
- `GPIOSD_SDn_IN` = 127, the duty cycle of the output signal is close to 100%.

The formula for calculating PDM signal duty cycle is shown as below:

$$Duty_Cycle = \frac{GPIOSD_SDn_IN + 128}{256}$$

Note:

For PDM signals, duty cycle refers to the percentage of high level cycles to the whole statistical period (several pulse cycles, for example 256 pulse cycles).

5.5.4.2 SDM Configuration

The configuration of SDM is shown below:

- Route one of SDM outputs to a pin via GPIO matrix, see Section 5.5.2.
- Enable the modulator clock by setting the register `GPIOSD_FUNCTION_CLK_EN`.
- Configure the divider value by setting the register `GPIOSD_SD n _PRESCALE`.
- Configure the duty cycle of SDM output signal by setting the register `GPIOSD_SD n _IN`.

5.6 Direct Input and Output via IO MUX

5.6.1 Overview

Some high-speed signals (SPI and JTAG) can bypass GPIO matrix for better high-frequency digital performance. In this case, IO MUX is used to connect these pins directly to peripherals.

This option is less flexible than routing signals via GPIO matrix, as the IO MUX register for each GPIO pin can only select from a limited number of functions, but high-frequency digital performance can be improved.

5.6.2 Functional Description

Two registers must be configured in order to bypass GPIO matrix for peripheral input signals:

1. `IO_MUX_GPIO n _MCU_SEL` for the GPIO pin must be set to the required pin function. For the list of pin functions, please refer to Section 5.11.
2. Clear `GPIO_SIG n _IN_SEL` to route the input directly to the peripheral.

To bypass GPIO matrix for peripheral output signals, `IO_MUX_GPIO n _MCU_SEL` for the GPIO pin must be set to the required pin function. For the list of pin functions, please refer to Section 5.11.

Note:

Not all signals can be directly connected to peripheral via IO MUX. Some input/output signals can only be connected to peripheral via GPIO matrix.

5.7 Analog Functions of GPIO Pins

Some GPIO pins in ESP32-C3 provide analog functions. When the pin is used for analog purpose, make sure that pull-up and pull-down resistors are disabled by following configuration:

- Set `IO_MUX_GPIO n _MCU_SEL` to 1, and clear `IO_MUX_GPIO n _FUN_IE`, `IO_MUX_GPIO n _FUN_WPU`, `IO_MUX_GPIO n _FUN_WPD`.
- Write 1 to `GPIO_ENABLE_W1TC[n]`, to clear output enable.

See Table 5-4 for analog functions of ESP32-C3 pins.

5.8 Pin Hold Feature

Each GPIO pin (including the RTC pins: GPIO0 ~ GPIO5) has an individual hold function controlled by a RTC register. When the pin is set to hold, the state is latched at that moment and will not change no matter how the internal signals change or how the IO MUX/GPIO configuration is modified. Users can use the hold function for the pins to retain the pin state through a core reset and system reset triggered by watchdog time-out or Deep-sleep events.

Note:

- For digital pins (GPIO6 ~21), to maintain pin input/output status in Deep-sleep mode, users can set RTC_CNTL_DIG_PAD_HOLD n in register RTC_CNTL_DIG_PAD_HOLD_REG to 1 before powering down. To disable the hold function after the chip is woken up, users can set RTC_CNTL_DIG_PAD_HOLD n to 0.
- For RTC pins (GPIO0 ~5), the input and output values are controlled by the corresponding bits of register RTC_CNTL_RTC_PAD_HOLD_REG, and users can set it to 1 to hold the value or set it to 0 to unhold the value.

5.9 Power Supplies and Management of GPIO Pins

5.9.1 Power Supplies of GPIO Pins

For more information on the power supply for GPIO pins, please refer to Pin Definition in [ESP32-C3 Datasheet](#). All the pins can be used to wake up the chip from Light-sleep mode, but only the pins (GPIO0 ~ GPIO5) in VDD3P3_RTC domain can be used to wake up the chip from Deep-sleep mode.

5.9.2 Power Supply Management

Each ESP32-C3 pin is connected to one of the two different power domains.

- VDD3P3_RTC: the input power supply for both RTC and CPU
- VDD3P3_CPU: the input power supply for CPU

5.10 Peripheral Signal List

Table 5-1 shows the peripheral input/output signals via GPIO matrix.

Please pay attention to the configuration of the bit `GPIO_FUNCn_OEN_SEL`:

- `GPIO_FUNCn_OEN_SEL` = 1: the output enable is controlled by the corresponding bit n of `GPIO_ENABLE_REG`:
 - `GPIO_ENABLE_REG` = 0: output is disabled;
 - `GPIO_ENABLE_REG` = 1: output is enabled;
- `GPIO_FUNCn_OEN_SEL` = 0: use the output enable signal from peripheral, for example SPIQ_oe in the column “Output enable signal when `GPIO_FUNCn_OEN_SEL` = 0” of Table 5-1. Note that the signals such as SPIQ_oe can be 1 (1’d1) or 0 (1’d0), depending on the configuration of corresponding peripherals. If it’s 1’d1 in the “Output enable signal when `GPIO_FUNCn_OEN_SEL` = 0”, it indicates that once the register `GPIO_FUNCn_OEN_SEL` is cleared, the output signal is always enabled by default.

Note:

Signals are numbered consecutively, but not all signals are valid.

- Only the signals with a name assigned in the column "Input signal" in Table 5-1 are valid input signals.
- Only the signals with a name assigned in the column "Output signal" in Table 5-1 are valid output signals.

PRELIMINARY

Table 5-1. Peripheral Signals via GPIO Matrix

Signal No.	Input Signal	Default value	Direct Input via IO MUX	Output Signal	Output enable signal when <code>GPIO_FUNCn_OEN_SEL = 0</code>	Direct Output via IO MUX
0	SPIQ_in	0	yes	SPIQ_out	SPIQ_oe	yes
1	SPID_in	0	yes	SPID_out	SPID_oe	yes
2	SPIHD_in	0	yes	SPIHD_out	SPIHD_oe	yes
3	SPIWP_in	0	yes	SPIWP_out	SPIWP_oe	yes
4	-	-	-	SPICLK_out_mux	SPICLK_oe	yes
5	-	-	-	SPICS0_out	SPICS0_oe	yes
6	U0RXD_in	0	yes	U0TXD_out	1'd1	yes
7	U0CTS_in	0	yes	U0RTS_out	1'd1	no
8	U0DSR_in	0	no	U0DTR_out	1'd1	no
9	U1RXD_in	0	yes	U1TXD_out	1'd1	no
10	U1CTS_in	0	yes	U1RTS_out	1'd1	no
11	U1DSR_in	0	no	U1DTR_out	1'd1	no
12	I2S_MCLK_in	0	no	I2S_MCLK_out	1'd1	no
13	I2SO_BCK_in	0	no	I2SO_BCK_out	1'd1	no
14	I2SO_WS_in	0	no	I2SO_WS_out	1'd1	no
15	I2SI_SD_in	0	no	I2SO_SD_out	1'd1	no
16	I2SI_BCK_in	0	no	I2SI_BCK_out	1'd1	no
17	I2SI_WS_in	0	no	I2SI_WS_out	1'd1	no
18	gpio_bt_priority	0	no	gpio_wlan_prio	1'd1	no
19	gpio_bt_active	0	no	gpio_wlan_active	1'd1	no
20	-	-	-	-	1'd1	no
21	-	-	-	-	1'd1	no
22	-	-	-	-	1'd1	no
23	-	-	-	-	1'd1	no
24	-	-	-	-	1'd1	no

Signal No.	Input Signal	Default value	Direct Input via IO MUX	Output Signal	Output enable signal when <code>GPIO_FUNCn_OEN_SEL = 0</code>	Direct Output via IO MUX
25	-	-	-	-	1'd1	no
26	-	-	-	-	1'd1	no
27	-	-	-	-	1'd1	no
28	cpu_gpio_in0	0	no	cpu_gpio_out0	cpu_gpio_out_oen0	no
29	cpu_gpio_in1	0	no	cpu_gpio_out1	cpu_gpio_out_oen1	no
30	cpu_gpio_in2	0	no	cpu_gpio_out2	cpu_gpio_out_oen2	no
31	cpu_gpio_in3	0	no	cpu_gpio_out3	cpu_gpio_out_oen3	no
32	cpu_gpio_in4	0	no	cpu_gpio_out4	cpu_gpio_out_oen4	no
33	cpu_gpio_in5	0	no	cpu_gpio_out5	cpu_gpio_out_oen5	no
34	cpu_gpio_in6	0	no	cpu_gpio_out6	cpu_gpio_out_oen6	no
35	cpu_gpio_in7	0	no	cpu_gpio_out7	cpu_gpio_out_oen7	no
36	-	-	-	usb_jtag_tck	1'd1	no
37	-	-	-	usb_jtag_tms	1'd1	no
38	-	-	-	usb_jtag_tdi	1'd1	no
39	-	-	-	usb_jtag_tdo	1'd1	no
40	-	-	-	-	1'd1	no
41	-	-	-	-	1'd1	no
42	-	-	-	-	1'd1	no
43	-	-	-	-	1'd1	no
44	-	-	-	-	1'd1	no
45	ext_adc_start	0	no	ledc_ls_sig_out0	1'd1	no
46	-	-	-	ledc_ls_sig_out1	1'd1	no
47	-	-	-	ledc_ls_sig_out2	1'd1	no
48	-	-	-	ledc_ls_sig_out3	1'd1	no
49	-	-	-	ledc_ls_sig_out4	1'd1	no
50	-	-	-	ledc_ls_sig_out5	1'd1	no
51	rmt_sig_in0	0	no	rmt_sig_out0	1'd1	no

Signal No.	Input Signal	Default value	Direct Input via IO MUX	Output Signal	Output enable signal when <code>GPIO_FUNCn_OEN_SEL = 0</code>	Direct Output via IO MUX
52	rmt_sig_in1	0	no	rmt_sig_out1	1'd1	no
53	I2CEXT0_SCL_in	1	no	I2CEXT0_SCL_out	I2CEXT0_SCL_oe	no
54	I2CEXT0_SDA_in	1	no	I2CEXT0_SDA_out	I2CEXT0_SDA_oe	no
55	-	-	-	gpio_sd0_out	1'd1	no
56	-	-	-	gpio_sd1_out	1'd1	no
57	-	-	-	gpio_sd2_out	1'd1	no
58	-	-	-	gpio_sd3_out	1'd1	no
59	-	-	-	I2SO_SD1_out	1'd1	no
60	-	-	-	-	1'd1	no
61	-	-	-	-	1'd1	no
62	-	-	-	-	1'd1	no
63	FSPICLK_in	0	yes	FSPICLK_out_mux	FSPICLK_oe	yes
64	FSPIQ_in	0	yes	FSPIQ_out	FSPIQ_oe	yes
65	FSPID_in	0	yes	FSPID_out	FSPID_oe	yes
66	FSPIHD_in	0	yes	FSPIHD_out	FSPIHD_oe	yes
67	FSPIWP_in	0	yes	FSPIWP_out	FSPIWP_oe	yes
68	FSPICS0_in	0	yes	FSPICS0_out	FSPICS0_oe	yes
69	-	-	-	FSPICS1_out	FSPICS1_oe	no
70	-	-	-	FSPICS2_out	FSPICS2_oe	no
71	-	-	-	FSPICS3_out	FSPICS3_oe	no
72	-	-	-	FSPICS4_out	FSPICS4_oe	no
73	-	-	-	FSPICS5_out	FSPICS5_oe	no
74	twai_rx	1	no	twai_tx	1'd1	no
75	-	-	-	twai_bus_off_on	1'd1	no
76	-	-	-	twai_clkout	1'd1	no
77	-	-	-	-	1'd1	no
78	-	-	-	-	1'd1	no

Signal No.	Input Signal	Default value	Direct Input via IO MUX	Output Signal	Output enable signal when <code>GPIO_FUNCn_OEN_SEL = 0</code>	Direct Output via IO MUX
79	-	-	-	-	1'd1	no
80	-	-	-	-	1'd1	no
81	-	-	-	-	1'd1	no
82	-	-	-	-	1'd1	no
83	-	-	-	-	1'd1	no
84	-	-	-	-	1'd1	no
85	-	-	-	-	1'd1	no
86	-	-	-	-	1'd1	no
87	-	-	-	-	1'd1	no
88	-	-	-	-	1'd1	no
89	-	-	-	ant_sel0	1'd1	no
90	-	-	-	ant_sel1	1'd1	no
91	-	-	-	ant_sel2	1'd1	no
92	-	-	-	ant_sel3	1'd1	no
93	-	-	-	ant_sel4	1'd1	no
94	-	-	-	ant_sel5	1'd1	no
95	-	-	-	ant_sel6	1'd1	no
96	-	-	-	ant_sel7	1'd1	no
97	sig_in_func_97	0	no	sig_in_func97	1'd1	no
98	sig_in_func_98	0	no	sig_in_func98	1'd1	no
99	sig_in_func_99	0	no	sig_in_func99	1'd1	no
100	sig_in_func_100	0	no	sig_in_func100	1'd1	no
101	-	-	-	-	1'd1	no
102	-	-	-	-	1'd1	no
103	-	-	-	-	1'd1	no
104	-	-	-	-	1'd1	no
105	-	-	-	-	1'd1	no

Signal No.	Input Signal	Default value	Direct Input via IO MUX	Output Signal	Output enable signal when <code>GPIO_FUNCn_OEN_SEL = 0</code>	Direct Output via IO MUX
106	-	-	-	-	1'd1	no
107	-	-	-	-	1'd1	no
108	-	-	-	-	1'd1	no
109	-	-	-	-	1'd1	no
110	-	-	-	-	1'd1	no
111	-	-	-	-	1'd1	no
112	-	-	-	-	1'd1	no
113	-	-	-	-	1'd1	no
114	-	-	-	-	1'd1	no
115	-	-	-	-	1'd1	no
116	-	-	-	-	1'd1	no
117	-	-	-	-	1'd1	no
118	-	-	-	-	1'd1	no
119	-	-	-	-	1'd1	no
120	-	-	-	-	1'd1	no
121	-	-	-	-	1'd1	no
122	-	-	-	-	1'd1	no
123	-	-	-	CLK_OUT_out1	1'd1	no
124	-	-	-	CLK_OUT_out2	1'd1	no
125	-	-	-	CLK_OUT_out3	1'd1	no
126	-	-	-	SPICS1_out	1'd1	no
127	-	-	-	usb_jtag_trst	1'd1	no

5.11 IO MUX Functions List

Table 5-2 shows the IO MUX functions of each pin.

Table 5-2. IO MUX Pin Functions

GPIO	Pin Name	Function 0	Function 1	Function 2	Function 3	DRV	Reset	Notes
0	XTAL_32K_P	GPIO0	GPIO0	-	-	2	0	R
1	XTAL_32K_N	GPIO1	GPIO1	-	-	2	0	R
2	GPIO2	GPIO2	GPIO2	FSPIQ	-	2	1	R
3	GPIO3	GPIO3	GPIO3	-	-	2	1	R
4	MTMS	MTMS	GPIO4	FSPIHD	-	2	1	R
5	MTDI	MTDI	GPIO5	FSPIWP	-	2	1	R
6	MTCK	MTCK	GPIO6	FSPICLK	-	2	1*	G
7	MTDO	MTDO	GPIO7	FSPID	-	2	1	G
8	GPIO8	GPIO8	GPIO8	-	-	2	1	-
9	GPIO9	GPIO9	GPIO9	-	-	2	3	-
10	GPIO10	GPIO10	GPIO10	FSPICS0	-	2	1	G
11	VDD_SPI	GPIO11	GPIO11	-	-	2	0	-
12	SPIHD	SPIHD	GPIO12	-	-	2	3	-
13	SPIWP	SPIWP	GPIO13	-	-	2	3	-
14	SPICS0	SPICS0	GPIO14	-	-	2	3	-
15	SPICLK	SPICLK	GPIO15	-	-	2	3	-
16	SPID	SPID	GPIO16	-	-	2	3	-
17	SPIQ	SPIQ	GPIO17	-	-	2	3	-
18	GPIO18	GPIO18	GPIO18	-	-	3	0	USB, G
19	GPIO19	GPIO19	GPIO19	-	-	3	0*	USB
20	U0RXD	U0RXD	GPIO20	-	-	2	1	G
21	U0TXD	U0TXD	GPIO21	-	-	2	1	-

Drive Strength

“DRV” column shows the drive strength of each pin after reset:

- **0** - Drive current = ~5 mA
- **1** - Drive current = ~10 mA
- **2** - Drive current = ~20 mA
- **3** - Drive current = ~40 mA

Reset Configurations

“Reset” column shows the default configuration of each pin after reset:

- **0** - IE = 0 (input disabled)
- **1** - IE = 1 (input enabled)
- **2** - IE = 1, WPD = 1 (input enabled, pull-down resistor enabled)

- **3** - IE = 1, WPU = 1 (input enabled, pull-up resistor enabled)
- **0*** - IE = 0, WPU = 0. The USB pull-up value of GPIO19 is 1 by default, therefore, the pin's pull-up resistor is enabled. For more information, see the note below.
- **1*** - If eFuse bit EFUSE_DIS_PAD_JTAG = 1, the pin MTCK is left floating after reset, i.e. IE = 1. If eFuse bit EFUSE_DIS_PAD_JTAG = 0, the pin MTCK is connected to internal pull-up resistor, i.e. IE = 1, WPU = 1.

Note:

- **R** - Pins in VDD3P3_RTC domain, and part of them have analog functions, see Table 5-4.
- **USB** - GPIO18 and GPIO19 are USB pins. The pull-up value of the two pins are controlled by the pins' pull-up value together with USB pull-up value. If any one of the pull-up value is 1, the pin's pull-up resistor will be enabled. The pull-up resistors of USB pins are controlled by USB_SERIAL_JTAG_DP_PULLUP.
- **G** - These pins have glitches during power-up. See details in Table 5-3.

Table 5-3. Power-Up Glitches on Pins

Pin	Glitch	Typical Time Period (ns)
MTCK	Low-level glitch	5
MTDO	Low-level glitch	5
GPIO10	Low-level glitch	5
U0RXD	Low-level glitch	5
GPIO18	Pull-up glitch	50000

5.12 Analog Functions List

Table 5-4 shows the IO MUX pins with analog functions.

Table 5-4. Analog Functions of IO MUX Pins

GPIO Num	Pin Name	Analog Function 0	Analog Function 1
0	XTAL_32K_P	XTAL_32K_P	ADC1_CH0
1	XTAL_32K_N	XTAL_32K_N	ADC1_CH1
2	GPIO2	-	ADC1_CH2
3	GPIO3	-	ADC1_CH3
4	MTMS	-	ADC1_CH4

5.13 Register Summary

5.13.1 GPIO Matrix Register Summary

The addresses in this section are relative to the GPIO base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Configuration Registers			
GPIO_BT_SELECT_REG	GPIO bit select register	0x0000	R/W

Name	Description	Address	Access
GPIO_OUT_REG	GPIO output register	0x0004	R/W/SS
GPIO_OUT_W1TS_REG	GPIO output set register	0x0008	WT
GPIO_OUT_W1TC_REG	GPIO output clear register	0x000C	WT
GPIO_ENABLE_REG	GPIO output enable register	0x0020	R/W/SS
GPIO_ENABLE_W1TS_REG	GPIO output enable set register	0x0024	WT
GPIO_ENABLE_W1TC_REG	GPIO output enable clear register	0x0028	WT
GPIO_STRAP_REG	pin strapping register	0x0038	RO
GPIO_IN_REG	GPIO input register	0x003C	RO
GPIO_STATUS_REG	GPIO interrupt status register	0x0044	R/W/SS
GPIO_STATUS_W1TS_REG	GPIO interrupt status set register	0x0048	WT
GPIO_STATUS_W1TC_REG	GPIO interrupt status clear register	0x004C	WT
GPIO_PCPU_INT_REG	GPIO PRO_CPU interrupt status register	0x005C	RO
GPIO_PCPU_NMI_INT_REG	GPIO PRO_CPU (non-maskable) interrupt status register	0x0060	RO
GPIO_STATUS_NEXT_REG	GPIO interrupt source register	0x014C	RO
Pin Configuration Registers			
GPIO_PIN0_REG	GPIO pin0 configuration register	0x0074	R/W
GPIO_PIN1_REG	GPIO pin1 configuration register	0x0078	R/W
GPIO_PIN2_REG	GPIO pin2 configuration register	0x007C	R/W
GPIO_PIN3_REG	GPIO pin3 configuration register	0x0080	R/W
GPIO_PIN4_REG	GPIO pin4 configuration register	0x0084	R/W
GPIO_PIN5_REG	GPIO pin5 configuration register	0x0088	R/W
GPIO_PIN6_REG	GPIO pin6 configuration register	0x008C	R/W
GPIO_PIN7_REG	GPIO pin7 configuration register	0x0090	R/W
GPIO_PIN8_REG	GPIO pin8 configuration register	0x0094	R/W
GPIO_PIN9_REG	GPIO pin9 configuration register	0x0098	R/W
GPIO_PIN10_REG	GPIO pin10 configuration register	0x009C	R/W
GPIO_PIN11_REG	GPIO pin11 configuration register	0x00A0	R/W
GPIO_PIN12_REG	GPIO pin12 configuration register	0x00A4	R/W
GPIO_PIN13_REG	GPIO pin13 configuration register	0x00A8	R/W
GPIO_PIN14_REG	GPIO pin14 configuration register	0x00AC	R/W
GPIO_PIN15_REG	GPIO pin15 configuration register	0x00B0	R/W
GPIO_PIN16_REG	GPIO pin16 configuration register	0x00B4	R/W
GPIO_PIN17_REG	GPIO pin17 configuration register	0x00B8	R/W
GPIO_PIN18_REG	GPIO pin18 configuration register	0x00BC	R/W
GPIO_PIN19_REG	GPIO pin19 configuration register	0x00C0	R/W
GPIO_PIN20_REG	GPIO pin20 configuration register	0x00C4	R/W
GPIO_PIN21_REG	GPIO pin21 configuration register	0x00C8	R/W
Input Function Configuration Registers			
GPIO_FUNC0_IN_SEL_CFG_REG	Configuration register for input signal 0	0x0154	R/W
GPIO_FUNC1_IN_SEL_CFG_REG	Configuration register for input signal 1	0x0158	R/W
...
GPIO_FUNC126_IN_SEL_CFG_REG	Configuration register for input signal 126	0x034C	R/W

Name	Description	Address	Access
GPIO_FUNC127_IN_SEL_CFG_REG	Configuration register for input signal 127	0x0350	R/W
Output Function Configuration Registers			
GPIO_FUNC0_OUT_SEL_CFG_REG	Configuration register for GPIO0 output	0x0554	R/W
GPIO_FUNC1_OUT_SEL_CFG_REG	Configuration register for GPIO1 output	0x0558	R/W
GPIO_FUNC2_OUT_SEL_CFG_REG	Configuration register for GPIO2 output	0x055C	R/W
GPIO_FUNC3_OUT_SEL_CFG_REG	Configuration register for GPIO3 output	0x0560	R/W
GPIO_FUNC4_OUT_SEL_CFG_REG	Configuration register for GPIO4 output	0x0564	R/W
GPIO_FUNC5_OUT_SEL_CFG_REG	Configuration register for GPIO5 output	0x0568	R/W
GPIO_FUNC6_OUT_SEL_CFG_REG	Configuration register for GPIO6 output	0x056C	R/W
GPIO_FUNC7_OUT_SEL_CFG_REG	Configuration register for GPIO7 output	0x0570	R/W
GPIO_FUNC8_OUT_SEL_CFG_REG	Configuration register for GPIO8 output	0x0574	R/W
GPIO_FUNC9_OUT_SEL_CFG_REG	Configuration register for GPIO9 output	0x0578	R/W
GPIO_FUNC10_OUT_SEL_CFG_REG	Configuration register for GPIO10 output	0x057C	R/W
GPIO_FUNC11_OUT_SEL_CFG_REG	Configuration register for GPIO11 output	0x0580	R/W
GPIO_FUNC12_OUT_SEL_CFG_REG	Configuration register for GPIO12 output	0x0584	R/W
GPIO_FUNC13_OUT_SEL_CFG_REG	Configuration register for GPIO13 output	0x0588	R/W
GPIO_FUNC14_OUT_SEL_CFG_REG	Configuration register for GPIO14 output	0x058C	R/W
GPIO_FUNC15_OUT_SEL_CFG_REG	Configuration register for GPIO15 output	0x0590	R/W
GPIO_FUNC16_OUT_SEL_CFG_REG	Configuration register for GPIO16 output	0x0594	R/W
GPIO_FUNC17_OUT_SEL_CFG_REG	Configuration register for GPIO17 output	0x0598	R/W
GPIO_FUNC18_OUT_SEL_CFG_REG	Configuration register for GPIO18 output	0x059C	R/W
GPIO_FUNC19_OUT_SEL_CFG_REG	Configuration register for GPIO19 output	0x05A0	R/W
GPIO_FUNC20_OUT_SEL_CFG_REG	Configuration register for GPIO20 output	0x05A4	R/W
GPIO_FUNC21_OUT_SEL_CFG_REG	Configuration register for GPIO21 output	0x05A8	R/W
Version Register			
GPIO_DATE_REG	GPIO version register	0x06FC	R/W
Clock Gate Register			
GPIO_CLOCK_GATE_REG	GPIO clock gate register	0x062C	R/W

5.13.2 IO MUX Register Summary

The addresses in this section are relative to the IO MUX base address provided in Table 3-4 in Chapter 3 System and Memory.

Name	Description	Address	Access
Configuration Registers			
IO_MUX_PIN_CTRL_REG	Clock output configuration Register	0x0000	R/W
IO_MUX_GPIO0_REG	IO MUX configuration register for pin XTAL_32K_P	0x0004	R/W
IO_MUX_GPIO1_REG	IO MUX configuration register for pin XTAL_32K_N	0x0008	R/W
IO_MUX_GPIO2_REG	IO MUX configuration register for pin GPIO2	0x000C	R/W
IO_MUX_GPIO3_REG	IO MUX configuration register for pin GPIO3	0x0010	R/W
IO_MUX_GPIO4_REG	IO MUX configuration register for pin MTMS	0x0014	R/W

Name	Description	Address	Access
IO_MUX_GPIO5_REG	IO MUX configuration register for pin MTDI	0x0018	R/W
IO_MUX_GPIO6_REG	IO MUX configuration register for pin MTCK	0x001C	R/W
IO_MUX_GPIO7_REG	IO MUX configuration register for pin MTDO	0x0020	R/W
IO_MUX_GPIO8_REG	IO MUX configuration register for pin GPIO8	0x0024	R/W
IO_MUX_GPIO9_REG	IO MUX configuration register for pin GPIO9	0x0028	R/W
IO_MUX_GPIO10_REG	IO MUX configuration register for pin GPIO10	0x002C	R/W
IO_MUX_GPIO11_REG	IO MUX configuration register for pin VDD_SPI	0x0030	R/W
IO_MUX_GPIO12_REG	IO MUX configuration register for pin SPIHD	0x0034	R/W
IO_MUX_GPIO13_REG	IO MUX configuration register for pin SPIWP	0x0038	R/W
IO_MUX_GPIO14_REG	IO MUX configuration register for pin SPICS0	0x003C	R/W
IO_MUX_GPIO15_REG	IO MUX configuration register for pin SPICLK	0x0040	R/W
IO_MUX_GPIO16_REG	IO MUX configuration register for pin SPID	0x0044	R/W
IO_MUX_GPIO17_REG	IO MUX configuration register for pin SPIQ	0x0048	R/W
IO_MUX_GPIO18_REG	IO MUX configuration register for pin GPIO18	0x004C	R/W
IO_MUX_GPIO19_REG	IO MUX configuration register for pin GPIO19	0x0050	R/W
IO_MUX_GPIO20_REG	IO MUX configuration register for pin U0RXD	0x0054	R/W
IO_MUX_GPIO21_REG	IO MUX configuration register for pin U0TXD	0x0058	R/W
Version Register			
IO_MUX_DATE_REG	IO MUX Version Control Register	0x00FC	R/W

5.13.3 SDM Register Summary

The addresses in this section are relative to (GPIO base address provided in Table 3-4 in Chapter 3 *System and Memory* + 0x0F00).

Name	Description	Address	Access
Configuration registers			
GPIOSD_SIGMADELTA0_REG	Duty Cycle Configuration Register of SDM0	0x0000	R/W
GPIOSD_SIGMADELTA1_REG	Duty Cycle Configuration Register of SDM1	0x0004	R/W
GPIOSD_SIGMADELTA2_REG	Duty Cycle Configuration Register of SDM2	0x0008	R/W
GPIOSD_SIGMADELTA3_REG	Duty Cycle Configuration Register of SDM3	0x000C	R/W
GPIOSD_SIGMADELTA_CG_REG	Clock Gating Configuration Register	0x0020	R/W
GPIOSD_SIGMADELTA_MISC_REG	MISC Register	0x0024	R/W
Version register			
GPIOSD_SIGMADELTA_VERSION_REG	Version Control Register	0x0028	R/W

5.14 Registers

5.14.1 GPIO Matrix Registers

The addresses in this section are relative to the GPIO base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 5.1. GPIO_BT_SELECT_REG (0x0000)

		GPIO_BT_SEL	
31	0		Reset
0x000000			

GPIO_BT_SEL Reserved (R/W)

Register 5.2. GPIO_OUT_REG (0x0004)

		(reserved)	GPIO_OUT_DATA_ORIG	
31	26			0
0	0	0	0	0
0x000000				Reset

GPIO_OUT_DATA_ORIG GPIO0 ~ 21 output value in simple GPIO output mode. The values of bit0 ~ bit21 correspond to the output value of GPIO0 ~ GPIO21 respectively, and bit22 ~ bit25 are invalid. (R/W/SS)

Register 5.3. GPIO_OUT_W1TS_REG (0x0008)

		(reserved)	GPIO_OUT_W1TS	
31	26			0
0	0	0	0	0
0x000000				Reset

GPIO_OUT_W1TS GPIO0 ~ 21 output set register. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. If the value 1 is written to a bit here, the corresponding bit in [GPIO_OUT_REG](#) will be set to 1. Recommended operation: use this register to set [GPIO_OUT_REG](#). (WT)

Register 5.4. GPIO_OUT_W1TC_REG (0x000C)

(reserved) GPIO_OUT_W1TC

31	26	25	0
0	0	0	Reset

0x00000

GPIO_OUT_W1TC GPIO0 ~ 21 output clear register. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. If the value 1 is written to a bit here, the corresponding bit in [GPIO_OUT_REG](#) will be cleared. Recommended operation: use this register to clear [GPIO_OUT_REG](#). (WT)

Register 5.5. GPIO_ENABLE_REG (0x0020)

(reserved) GPIO_ENABLE_DATA

31	26	25	0
0	0	0	Reset

0x00000

GPIO_ENABLE_DATA GPIO output enable register for GPIO0 ~ 21. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. (R/W/SS)

Register 5.6. GPIO_ENABLE_W1TS_REG (0x0024)

(reserved) GPIO_ENABLE_W1TS

31	26	25	0
0	0	0	Reset

0x00000

GPIO_ENABLE_W1TS GPIO0 ~ 21 output enable set register. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. If the value 1 is written to a bit here, the corresponding bit in [GPIO_ENABLE_REG](#) will be set to 1. Recommended operation: use this register to set [GPIO_ENABLE_REG](#). (WT)

Register 5.7. GPIO_ENABLE_W1TC_REG (0x0028)

(reserved) GPIO_ENABLE_W1TC

31	26	25	0
0	0	0	0

0x00000 Reset

GPIO_ENABLE_W1TC GPIO0 ~ 21 output enable clear register. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. If the value 1 is written to a bit here, the corresponding bit in [GPIO_ENABLE_REG](#) will be cleared. Recommended operation: use this register to clear [GPIO_ENABLE_REG](#). (WT)

Register 5.8. GPIO_STRAP_REG (0x0038)

(reserved) GPIO_STRAPPING

31	16	15	0
0	0	0	0

0x00 Reset

GPIO_STRAPPING GPIO strapping values. (RO)

- bit 0: GPIO2
- bit 2: GPIO8
- bit 3: GPIO9

Register 5.9. GPIO_IN_REG (0x003C)

(reserved) GPIO_IN_DATA_NEXT

31	26	25	0
0	0	0	0

0x00000 Reset

GPIO_IN_DATA_NEXT GPIO0 ~ 21 input value. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. Each bit represents a pin input value, 1 for high level and 0 for low level. (RO)

Register 5.10. GPIO_STATUS_REG (0x0044)

Diagram illustrating the layout of the GPIO_STATUS_REG register:

31	26	25	0
0	0	0	Reset
0x00000			

The register is divided into three main fields:

- (reserved)**: Bits 31 to 26.
- GPIO_STATUS_INTERRUPT**: Bits 25 to 20.
- Reset**: Bits 19 to 14.

GPIO_STATUS_INTERRUPT GPIO0 ~ 21 interrupt status register. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. (R/W/SS)

Register 5.11. GPIO_STATUS_W1TS_REG (0x0048)

Diagram illustrating the layout of the GPIO_STATUS_W1TS_REG register:

31	26	25	0
0	0	0	Reset
0x00000			

The register is divided into three main fields:

- (reserved)**: Bits 31 to 26.
- GPIO_STATUS_W1TS**: Bits 25 to 20.
- Reset**: Bits 19 to 14.

GPIO_STATUS_W1TS GPIO0 ~ 21 interrupt status set register. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. If the value 1 is written to a bit here, the corresponding bit in [GPIO_STATUS_INTERRUPT](#) will be set to 1. Recommended operation: use this register to set [GPIO_STATUS_INTERRUPT](#). (WT)

Register 5.12. GPIO_STATUS_W1TC_REG (0x004C)

Diagram illustrating the layout of the GPIO_STATUS_W1TC_REG register:

31	26	25	0
0	0	0	Reset
0x00000			

The register is divided into three main fields:

- (reserved)**: Bits 31 to 26.
- GPIO_STATUS_W1TC**: Bits 25 to 20.
- Reset**: Bits 19 to 14.

GPIO_STATUS_W1TC GPIO0 ~ 21 interrupt status clear register. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. If the value 1 is written to a bit here, the corresponding bit in [GPIO_STATUS_INTERRUPT](#) will be cleared. Recommended operation: use this register to clear [GPIO_STATUS_INTERRUPT](#). (WT)

Register 5.13. GPIO_PCPU_INT_REG (0x005C)

31	26	25	0
0	0	0	0

0x000000 Reset

GPIO_PCPU_INT GPIO0 ~ 21 PRO_CPU interrupt status. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. This interrupt status is corresponding to the bit in [GPIO_STATUS_REG](#) when assert (high) enable signal (bit13 of [GPIO_PINn_REG](#)). (RO)

Register 5.14. GPIO_PCPU_NMI_INT_REG (0x0060)

31	26	25	0
0	0	0	0

0x000000 Reset

GPIO_PCPU_NMI_INT GPIO0 ~ 21 PRO_CPU non-maskable interrupt status. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. This interrupt status is corresponding to the bit in [GPIO_STATUS_REG](#) when assert (high) enable signal (bit 14 of [GPIO_PINn_REG](#)). (RO)

Register 5.15. GPIO_PIN_n_REG (*n*: 0-21) (0x0074+4**n*)

The diagram shows the bit field layout of Register 5.15. The register is 32 bits wide, with bit 31 reserved. Bits 18 to 0 are grouped into four sets of 8 bits each, labeled from right to left as: GPIO_PIN_n_INT_TYPE (bits 0-7), GPIO_PIN_n_ENABLE (bits 8-15), GPIO_PIN_n_CONFIG (bits 16-23), and GPIO_PIN_n_INT_ENA (bits 24-31). Bit 25 is labeled (reserved). Bit 26 is labeled (reserved). Bit 27 is labeled (reserved). Bit 28 is labeled (reserved). Bit 29 is labeled (reserved). Bit 30 is labeled (reserved). Bit 31 is labeled Reset.

31	18	17	13	12	11	10	9	7	6	5	4	3	2	1	0			
0	0	0	0	0	0	0	0	0	0	0	0	0x0	0x0	0	0x0	0	0x0	Reset

GPIO_PIN_n_SYNC2_BYPASS For the second stage synchronization, GPIO input data can be synchronized on either edge of the APB clock. 0: no synchronization; 1: synchronized on falling edge; 2 and 3: synchronized on rising edge. (R/W)

GPIO_PIN_n_PAD_DRIVER pin drive selection. 0: normal output; 1: open drain output. (R/W)

GPIO_PIN_n_SYNC1_BYPASS For the first stage synchronization, GPIO input data can be synchronized on either edge of the APB clock. 0: no synchronization; 1: synchronized on falling edge; 2 and 3: synchronized on rising edge. (R/W)

GPIO_PIN_n_INT_TYPE Interrupt type selection. 0: GPIO interrupt disabled; 1: rising edge trigger; 2: falling edge trigger; 3: any edge trigger; 4: low level trigger; 5: high level trigger. (R/W)

GPIO_PIN_n_WAKEUP_ENABLE GPIO wake-up enable bit, only wakes up the CPU from Light-sleep. (R/W)

GPIO_PIN_n_CONFIG reserved (R/W)

GPIO_PIN_n_INT_ENA Interrupt enable bits. bit13: CPU interrupt enabled; bit14: CPU non-maskable interrupt enabled. (R/W)

Register 5.16. GPIO_STATUS_NEXT_REG (0x014C)

The diagram shows the bit field layout of Register 5.16. The register is 32 bits wide, with bit 31 reserved. Bits 26 to 25 are grouped into two sets of 2 bits each, labeled from right to left as: GPIO_STATUS_INTERRUPT_NEXT (bits 25-26) and (reserved) (bits 27-28). Bit 29 is labeled (reserved). Bit 30 is labeled (reserved). Bit 31 is labeled Reset.

31	26	25																	0					
0	0	0	0	0	0														Reset					
0x00000																								

GPIO_STATUS_INTERRUPT_NEXT Interrupt source signal of GPIO0 ~ 21, could be rising edge interrupt, falling edge interrupt, level sensitive interrupt and any edge interrupt. Bit0 ~ bit21 are corresponding to GPIO0 ~ 21, and bit22 ~ bit25 are invalid. (RO)

Register 5.17. GPIO_FUNC n _IN_SEL_CFG_REG (n : 0-127) (0x0154+4* n)

31	7	6	5	4	0
0 0	0	0	0	0	0x0 Reset

GPIO_FUNC n _IN_SEL Selection control for peripheral input signal n , selects a pin from the 22 GPIO matrix pins to connect this input signal. Or selects 0x1e for a constantly high input or 0x1f for a constantly low input. (R/W)

GPIO_FUNC n _IN_INV_SEL Invert the input value. 1: invert enabled; 0: invert disabled. (R/W)

GPIO_SIGN n _IN_SEL Bypass GPIO matrix. 1: route signals via GPIO matrix, 0: connect signals directly to peripheral configured in IO MUX. (R/W)

Register 5.18. GPIO_FUNC n _OUT_SEL_CFG_REG (n : 0-21) (0x0554+4* n)

31	11	10	9	8	7	0
0 0	0	0	0	0	0	0x80 Reset

GPIO_FUNC n _OUT_SEL Selection control for GPIO output n . If a value Y ($0 \leq Y < 128$) is written to this field, the peripheral output signal Y will be connected to GPIO output n . If a value 128 is written to this field, bit n of [GPIO_OUT_REG](#) and [GPIO_ENABLE_REG](#) will be selected as the output value and output enable. (R/W)

GPIO_FUNC n _OUT_INV_SEL 0: Do not invert the output value; 1: Invert the output value. (R/W)

GPIO_FUNC n _OEN_SEL 0: Use output enable signal from peripheral; 1: Force the output enable signal to be sourced from bit n of [GPIO_ENABLE_REG](#). (R/W)

GPIO_FUNC n _OEN_INV_SEL 0: Do not invert the output enable signal; 1: Invert the output enable signal. (R/W)

Register 5.19. GPIO_CLOCK_GATE_REG (0x062C)

(reserved)																																
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0

GPIO_CLK_EN Clock gating enable bit. If set to 1, the clock is free running. (R/W)

Register 5.20. GPIO_DATE_REG (0x06FC)

(reserved)																															
31	28	27	0	0	0	0	0x2006130	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset	

GPIO_DATE_REG Version control register (R/W)

5.14.2 IO MUX Registers

The addresses in this section are relative to the IO MUX base address provided in Table 3-4 in Chapter 3 System and Memory.

Register 5.21. IO_MUX_PIN_CTRL_REG (0x0000)

(reserved)												12	11	8	7	4	3	0
31	0	0	0	0	0	0	0	0	0	0	0	0x7	0xf	0xf	0	0	0	Reset

IO_MUX_CLK_OUTx If you want to output clock for I2S to CLK_OUT_outx, set IO_MUX_CLK_OUTx to 0x0. CLK_OUT_outx can be found in Table 5-1. (R/W)

Register 5.22. IO_MUX_GPIO_n_REG (*n*: 0-21) (0x0004+4*n)

																IO_MUX_GPIO _n _MCU_SEL	IO_MUX_GPIO _n _FILTER_EN	IO_MUX_GPIO _n _FUN_DRV	IO_MUX_GPIO _n _FUN_IE	IO_MUX_GPIO _n _FUN_WPU	IO_MUX_GPIO _n _MCU_WPD	IO_MUX_GPIO _n _MCU_IFE	IO_MUX_GPIO _n _SLP_SEL	IO_MUX_GPIO _n _MCU_OE	
																(reserved)	IO_MUX_GPIO _n _MCU_SEL	IO_MUX_GPIO _n _FILTER_EN	IO_MUX_GPIO _n _FUN_DRV	IO_MUX_GPIO _n _FUN_IE	IO_MUX_GPIO _n _FUN_WPU	IO_MUX_GPIO _n _MCU_WPD	IO_MUX_GPIO _n _MCU_IFE	IO_MUX_GPIO _n _SLP_SEL	IO_MUX_GPIO _n _MCU_OE
31	15	14	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset									
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0	0x2	1	1	0	0	0	0	

IO_MUX_GPIO_n_MCU_OE Output enable of the pin in sleep mode. 1: output enabled; 0: output disabled. (R/W)

IO_MUX_GPIO_n_SLP_SEL Sleep mode selection of this pin. Set to 1 to put the pin in sleep mode. (R/W)

IO_MUX_GPIO_n_MCU_WPD Pull-down enable of the pin in sleep mode. 1: internal pull-down enabled; 0: internal pull-down disabled. (R/W)

IO_MUX_GPIO_n_MCU_WPU Pull-up enable of the pin during sleep mode. 1: internal pull-up enabled; 0: internal pull-up disabled. (R/W)

IO_MUX_GPIO_n_MCU_IE Input enable of the pin during sleep mode. 1: input enabled; 0: input disabled. (R/W)

IO_MUX_GPIO_n_FUN_WPD Pull-down enable of the pin. 1: internal pull-down enabled; 0: internal pull-down disabled. (R/W)

IO_MUX_GPIO_n_FUN_WPU Pull-up enable of the pin. 1: internal pull-up enabled; 0: internal pull-up disabled. (R/W)

IO_MUX_GPIO_n_FUN_IE Input enable of the pin. 1: input enabled; 0: input disabled. (R/W)

IO_MUX_GPIO_n_FUN_DRV Select the drive strength of the pin. 0: ~5 mA; 1: ~10 mA; 2: ~20 mA; 3: ~40mA. (R/W)

IO_MUX_GPIO_n_MCU_SEL Select IO MUX function for this signal. 0: Select Function 0; 1: Select Function 1; etc. (R/W)

IO_MUX_GPIO_n_FILTER_EN Enable filter for pin input signals. 1: Filter enabled; 2: Filter disabled. (R/W)

Register 5.23. IO_MUX_DATE_REG (0x00FC)

IO_MUX_DATE_REG			
(reserved)			
31	28	27	0
0	0	0	0

IO_MUX_DATE_REG Version control register (R/W)

5.14.3 SDM Output Registers

The addresses in this section are relative to (GPIO base address provided in Table 3-4 in Chapter 3 *System and Memory* + 0x0F00).

Register 5.24. GPIOSD_SIGMADELTA n _REG (n : 0-3) (0x0000+4* n)

The diagram illustrates the register map for the GPIO_SDn_IN and GPIO_SDn_PRESCALE registers. The top section shows the bit fields for the GPIO_SDn_IN register, which includes a 32-bit field from bit 31 to bit 0, a reserved field from bit 16 to bit 15, and a 1-bit field for GPIO_SDn_IN at bit 7. The bottom section shows the bit fields for the GPIO_SDn_PRESCALE register, which includes a 32-bit field from bit 31 to bit 0, a reserved field from bit 16 to bit 15, and a 1-bit field for GPIO_SDn_PRESCALE at bit 7. The labels are rotated diagonally for better readability.

GPIOSD_SD n _IN This field is used to configure the duty cycle of sigma delta modulation output.
(R/W)

GPIOSD_SD_nPRESCALE This field is used to set a divider value to divide APB clock. (R/W)

Register 5.25. GPIOSD SIGMADELTA CG REG (0x0020)

GPIOSD_CLK_EN		(reserved)			
31	30	0	0	0	0
0	0	0	0	0	Reset

GPIOSD_CLK_EN Clock enable bit of configuration registers for sigma delta modulation. (R/W)

Register 5.26. GPIOSD_SIGMADELTA_MISC_REG (0x0024)

GPIOSD_FUNCTION_CLK_EN																																
(reserved)																																
31	30	29																														
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

GPIOSD_FUNCTION_CLK_EN Clock enable bit of sigma delta modulation. (R/W)

GPIOSD_SPI_SWAP Reserved. (R/W)

Register 5.27. GPIOSD_SIGMADELTA_VERSION_REG (0x0028)

GPIOSD_DATE																																	
(reserved)																																	
31	28	27																															
0	0	0	0																														
0x2006230																																	

GPIOSD_DATE Version Control Register. (R/W)

6 Reset and Clock

6.1 Reset

6.1.1 Overview

ESP32-C3 provides four types of reset that occur at different levels, namely CPU Reset, Core Reset, System Reset, and Chip Reset. All reset types mentioned above (except Chip Reset) maintain the data stored in internal memory. Figure 6-1 shows the scope of affected subsystems by each type of reset.

6.1.2 Architectural Overview

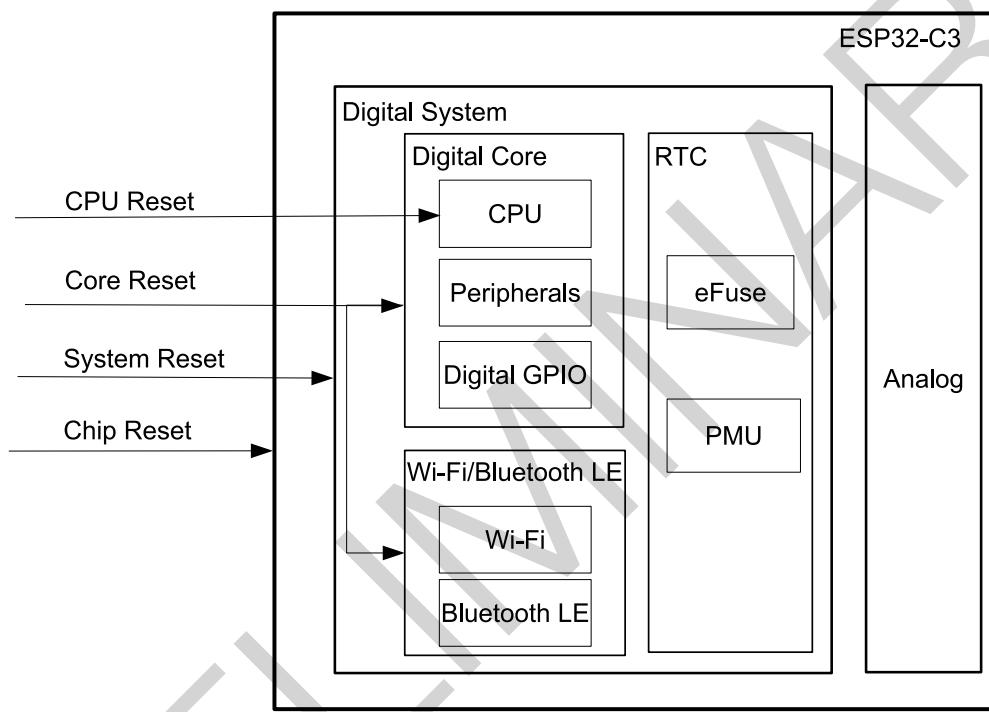


Figure 6-1. Reset Types

6.1.3 Features

- Support four reset levels:
 - CPU Reset: Only resets CPU core. Once such reset is triggered, the instructions from the CPU reset vector will be executed.
 - Core Reset: Resets the whole digital system except RTC, including CPU, peripherals, Wi-Fi, Bluetooth® LE, and digital GPIOs.
 - System Reset: Resets the whole digital system, including RTC.
 - Chip Reset: Resets the whole chip.
- Support software reset and hardware reset:
 - Software Reset: the CPU can trigger a software reset by configuring the corresponding registers.
 - Hardware Reset: Hardware reset is directly triggered by the circuit.

Note:

If CPU is reset, SENSITIVE registers will be reset, too.

6.1.4 Functional Description

CPU will be reset immediately when any of the reset above occurs. Users can get reset source codes by reading register RTC_CNTL_RESET_CAUSE_PROCPU after the reset is released.

Table 6-1 lists possible reset sources and the types of reset they trigger.

Table 6-1. Reset Sources

Code	Source	Reset Type	Comments
0x01	Chip reset ¹	Chip Reset	-
0x0F	Brown-out system reset	Chip Reset or System Reset	Triggered by brown-out detector ²
0x10	RWDT system reset	System Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>
0x12	Super Watchdog reset	System Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>
0x13	CLK GLITCH reset	System Reset	See Chapter 20 <i>Clock Glitch Detection</i>
0x03	Software system reset	Core Reset	Triggered by configuring RTC_CNTL_SW_SYS_RST
0x05	Deep-sleep reset	Core Reset	See Chapter 4 <i>Low-Power Management (RTC_CNTL) [to be added later]</i>
0x07	MWDT0 core reset	Core Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>
0x08	MWDT1 core reset	Core Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>
0x09	RWDT core reset	Core Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>
0x14	eFuse reset	Core Reset	Triggered by eFuse CRC error
0x15	USB (UART) reset	Core Reset	Triggered when external USB host sends a specific command to the Serial interface of USB-Serial-JTAG. See 24 <i>USB Serial/JTAG Controller (USB_SERIAL_JTAG)</i>
0x16	USB (JTAG) reset	Core Reset	Triggered when external USB host sends a specific command to the JTAG interface of USB-Serial-JTAG. See 24 <i>USB Serial/JTAG Controller (USB_SERIAL_JTAG)</i>
0x17	Power glitch reset	Core Reset	Triggered by power glitch
0x0B	MWDT0 CPU reset	CPU Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>
0x0C	Software CPU reset	CPU Reset	Triggered by configuring RTC_CNTL_SW_PROCPU_RST
0x0D	RWDT CPU reset	CPU Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>
0x11	MWDT1 CPU reset	CPU Reset	See Chapter 11 <i>Watchdog Timers (WDT)</i>

¹ Chip Reset can be triggered by the following two sources:

- Triggered by chip power-on.
- Triggered by brown-out detector.

² Once brown-out status is detected, the detector will trigger System Reset or Chip Reset, depending on register configuration. See Chapter 4 *Low-Power Management (RTC_CNTL) [to be added later]*.

6.2 Clock

6.2.1 Overview

ESP32-C3 clocks are mainly sourced from oscillator (OSC), RC, and PLL circuit, and then processed by the dividers or selectors, which allows most functional modules to select their working clock according to their power consumption and performance requirements. Figure 6-2 shows the system clock structure.

6.2.2 Architectural Overview

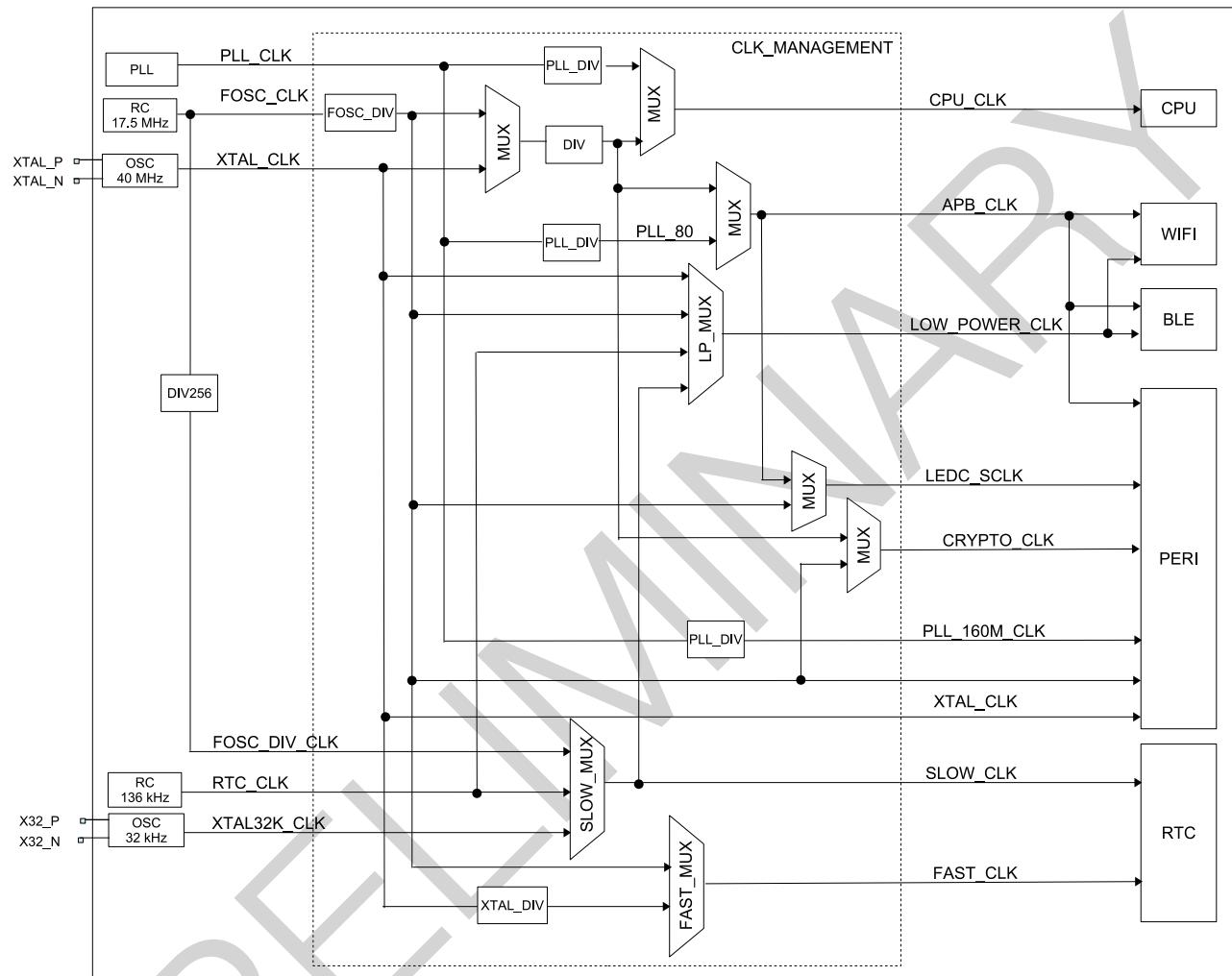


Figure 6-2. System Clock

6.2.3 Features

ESP32-C3 clocks can be classified in two types depending on their frequencies:

- High speed clocks for devices working at a higher frequency, such as CPU and digital peripherals
 - **PLL_CLK** (320 MHz or 480 MHz): internal PLL clock
 - **XTAL_CLK** (40 MHz): external crystal clock
- Slow speed clocks for low-power devices, such as RTC module and low-power peripherals
 - **XTAL32K_CLK** (32 kHz): external crystal clock
 - **FOSC_CLK** (17.5 MHz by default): internal fast RC oscillator with adjustable frequency

- FOSC_DIV_CLK: internal fast RC oscillator derived from FOSC_CLK divided by 256
- RTC_CLK (136 kHz by default): internal low RC oscillator with adjustable frequency

6.2.4 Functional Description

6.2.4.1 CPU Clock

As Figure 6-2 shows, CPU_CLK is the master clock for CPU and it can be as high as 160 MHz when CPU works in high performance mode. Alternatively, CPU can run at lower frequencies, such as at 2 MHz, to lower power consumption. Users can set PLL_CLK, FOSC_CLK or XTAL_CLK as CPU_CLK clock source by configuring register SYSTEM_SOC_CLK_SEL, see Table 6-2 and Table 6-3. By default, the CPU clock is sourced from XTAL_CLK with a divider of 2, i.e. the CPU clock is 20 MHz.

Table 6-2. CPU_CLK Clock Source

SYSTEM_SOC_CLK_SEL Value	CPU Clock Source
0	XTAL_CLK
1	PLL_CLK
2	FOSC_CLK

Table 6-3. CPU Clock Frequency

CPU Clock Source	SEL_0*	SEL_1*	SEL_2*	CPU Clock Frequency
XTAL_CLK	0	-	-	$\text{CPU_CLK} = \text{XTAL_CLK}/(\text{SYSTEM_PRE_DIV_CNT} + 1)$ SYSTEM_PRE_DIV_CNT ranges from 0 ~ 1023. Default is 1
PLL_CLK (480 MHz)	1	1	0	$\text{CPU_CLK} = \text{PLL_CLK}/6$ CPU_CLK frequency is 80 MHz
PLL_CLK (480 MHz)	1	1	1	$\text{CPU_CLK} = \text{PLL_CLK}/3$ CPU_CLK frequency is 160 MHz
PLL_CLK (320 MHz)	1	0	0	$\text{CPU_CLK} = \text{PLL_CLK}/4$ CPU_CLK frequency is 80 MHz
PLL_CLK (320 MHz)	1	0	1	$\text{CPU_CLK} = \text{PLL_CLK}/2$ CPU_CLK frequency is 160 MHz
FOSC_CLK	2	-	-	$\text{CPU_CLK} = \text{FOSC_CLK}/(\text{SYSTEM_PRE_DIV_CNT} + 1)$ SYSTEM_PRE_DIV_CNT ranges from 0 ~ 1023. Default is 1

* The value of register SYSTEM_SOC_CLK_SEL.

* The value of register SYSTEM_PLL_FREQ_SEL.

* The value of register SYSTEM_CPUPERIOD_SEL.

6.2.4.2 Peripheral Clock

Peripheral clocks include APB_CLK, CRYPTO_CLK, PLL_160M_CLK, LEDC_SCLK, XTAL_CLK, and FOSC_CLK. Table 6-4 shows which clock can be used by each peripheral.

Table 6-4. Peripheral Clocks

Peripheral	XTAL_CLK	APB_CLK	PLL_160M_CLK	(RTC) FAST_CLK	FOSC_CLK	CRYPTO_CLK	LEDC_SCLK
TIMG	Y	Y					
I2S	Y		Y				
UHCI		Y					
UART	Y	Y			Y		
RMT	Y	Y			Y		
I2C	Y				Y		
SPI	Y	Y					
eFuse Controller				Y			
SARADC		Y					
Temperature Sensor	Y				Y		
USB		Y					
CRYPTO						Y	
TWAI Controller		Y					
LEDC	Y	Y	Y		Y		Y
SYS_TIMER	Y	Y					

APB_CLK

The frequency of APB_CLK is determined by the clock source of CPU_CLK as shown in Table 6-5.

Table 6-5. APB_CLK Clock Frequency

CPU_CLK Source	APB_CLK Frequency
PLL_CLK	80 MHz
XTAL_CLK	CPU_CLK
FOSC_CLK	CPU_CLK

CRYPTO_CLK

The frequency of CRYPTO_CLK is determined by the CPU_CLK source, as shown in Table 6-6.

Table 6-6. CRYPTO_CLK Frequency

CPU_CLK Source	CRYPTO_CLK Frequency
PLL_CLK	160 MHz
XTAL_CLK	CPU_CLK
FOSC_CLK	CPU_CLK

PLL_160M_CLK

PLL_160M_CLK is divided from PLL_CLK according to current PLL frequency.

LEDC_SCLK

LEDC module uses FOSC_CLK as clock source when APB_CLK is disabled. In other words, when the system is in low-power mode, most peripherals will be halted (as APB_CLK is turned off), but LEDC can still work normally via FOSC_CLK.

6.2.4.3 Wi-Fi and Bluetooth® LE Clock

Wi-Fi and Bluetooth LE can only work when CPU_CLK uses PLL_CLK as its clock source. Suspending PLL_CLK requires that Wi-Fi and Bluetooth LE have entered low-power mode first.

LOW_POWER_CLK uses XTAL32K_CLK, XTAL_CLK, FOSC_CLK or SLOW_CLK (the low clock selected by RTC) as its clock source for Wi-Fi and Bluetooth LE in low-power mode.

6.2.4.4 RTC Clock

The clock sources for SLOW_CLK and FAST_CLK are low-frequency clocks. RTC module can operate when most other clocks are stopped. SLOW_CLK derived from RTC_CLK, XTAL32K_CLK or FOSC_DIV_CLK is used to clock Power Management module. FAST_CLK is used to clock On-chip Sensor module. It can be sourced from a divided XTAL_CLK or from a divided FOSC_CLK.

7 Chip Boot Control

7.1 Overview

ESP32-C3 has three strapping pins:

- GPIO2
- GPIO8
- GPIO9

These strapping pins are used to control the following functions during chip power-on or hardware reset:

- control chip boot mode
- enable or disable ROM code printing to UART

During system reset triggered by power-on, brown-out or by analog super watchdog (see Chapter 6 *Reset and Clock*), hardware captures samples and stores the voltage level of strapping pins as strapping bit of “0” or “1” in latches, and holds these bits until the chip is powered down or shut down. Software can read the latch status (strapping value) from the register [GPIO_STRAPPING](#).

By default, GPIO9 is connected to the chip’s internal pull-up resistor. If GPIO9 is not connected or connected to an external high-impedance circuit, the internal weak pull-up determines the default input level of this strapping pin (see Table 7-1).

Table 7-1. Default Configuration of Strapping Pins

Strapping Pin	Default Configuration
GPIO2	N/A
GPIO8	N/A
GPIO9	Pull-up

To change the strapping bit values, users can apply external pull-down/pull-up resistors, or use host MCU GPIOs to control the voltage level of these pins when powering on ESP32-C3. After the reset is released, the strapping pins work as normal-function pins.

Note:

The following section provides description of the chip functions and the pattern of the strapping pins values to invoke each function. Only documented patterns should be used. If some pattern is not documented, it may trigger unexpected behavior.

7.2 Boot Mode Control

GPIO2, GPIO8, and GPIO9 control the boot mode after the reset is released.

Table 7-2. Boot Mode Control

Boot Mode	GPIO2	GPIO8	GPIO9
SPI Boot	1	x	1
Download Boot	1	1	0

Table 7-2 shows the strapping pin values of GPIO2, GPIO8 and GPIO9, and the associated boot modes. “x” means that this value is ignored.

In SPI Boot mode, the CPU boots the system by reading the program stored in SPI flash. SPI Boot mode can be further classified as follows:

- Normal Flash Boot: supports Security Boot and programs run in RAM.
- Direct Boot: does not support Security Boot and programs run directly in flash. To enable this mode, make sure that the first two words of the bin file downloading to flash (address: 0x42000000) are 0xaebd041d.

In Download Boot mode, users can download code to flash using UART0 or USB interface. It is also possible to load a program into SRAM and execute it in this mode.

The following eFuses control boot mode behaviors:

- [EFUSE_DIS_FORCE_DOWNLOAD](#)

If this eFuse is 0 (default), software can force switch the chip from SPI Boot mode to Download Boot mode by setting register RTC_CNTL_FORCE_DOWNLOAD_BOOT and triggering a CPU reset. If this eFuse is 1, RTC_CNTL_FORCE_DOWNLOAD_BOOT is disabled.

- [EFUSE_DIS_DOWNLOAD_MODE](#)

If this eFuse is 1, Download Boot mode is disabled.

- [EFUSE_ENABLE_SECURITY_DOWNLOAD](#)

If this eFuse is 1, Download Boot mode only allows reading, writing, and erasing plaintext flash and does not support any SRAM or register operations. Ignore this eFuse if Download Boot mode is disabled.

USB Serial/JTAG Controller can also force the chip into Download Boot mode from SPI Boot mode, as well as force the chip into SPI Boot mode from Download Boot mode. For detailed information, please refer to Chapter 24 [USB Serial/JTAG Controller \(USB_SERIAL_JTAG\)](#).

7.3 ROM Code Printing Control

GPIO8 controls ROM code printing of information during the early boot process. This GPIO is used together with [EFUSE_UART_PRINT_CONTROL](#).

Table 7-3. ROM Code Printing Control

eFuse ¹	GPIO8	ROM Code Printing
0	x	ROM code is always printed to UART during boot. The value of GPIO8 is ignored.
1	0	Print is enabled during boot.
	1	Print is disabled during boot.
2	0	Print is disabled during boot.
	1	Print is enabled during boot.
3	x	Print is always disabled during boot. The value of GPIO8 is ignored.

¹ eFuse: EFUSE_UART_PRINT_CONTROL

ROM code will print to pin U0TXD (default) or to USB Serial/JTAG Controller during power-on, depending on the eFuse bit [EFUSE_USB_PRINT_CHANNEL](#) (0: USB; 1: UART). Note that if this eFuse bit is set to 0, i.e., USB is selected, but USB Serial/JTAG Controller is disabled, then ROM code will not print.

8 Interrupt Matrix (INTMTRX)

8.1 Overview

The interrupt matrix embedded in ESP32-C3 independently routes peripheral interrupt sources to the ESP-RISC-V CPU's peripheral interrupts, to timely inform CPU to process the coming interrupts.

The ESP32-C3 has 62 peripheral interrupt sources. To map them to 31 CPU interrupts, this interrupt matrix is needed.

Note:

This chapter focuses on how to map peripheral interrupt sources to CPU interrupts. For more details about interrupt configuration, vector, and ISA suggested operations, please refer to Chapter 1 [ESP-RISC-V CPU](#).

8.2 Features

- Accept 62 peripheral interrupt sources as input
- Generate 31 CPU peripheral interrupts to CPU as output
- Query current interrupt status of peripheral interrupt sources
- Configure priority, type, threshold, and enable signal of CPU interrupts

Figure 8-1 shows the structure of the interrupt matrix.

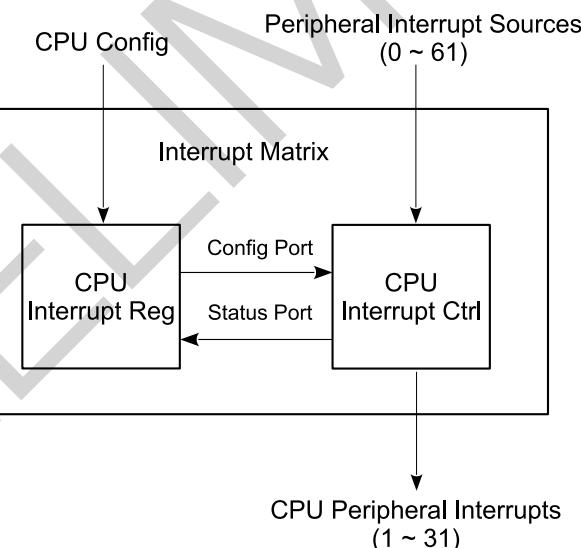


Figure 8-1. Interrupt Matrix Structure

8.3 Functional Description

8.3.1 Peripheral Interrupt Sources

The ESP32-C3 has 62 peripheral interrupt sources in total. Table 8-1 lists all these sources and their configuration/status registers.

- Column “No.”: Peripheral interrupt source number, can be 0 ~ 61.
- Column “Source”: Name of the peripheral interrupt source.
- Column “Configuration Register”: Registers used for routing the peripheral interrupt sources to CPU peripheral interrupts
- Column “Status Register”: Registers used for indicating the interrupt status of peripheral interrupt sources.
 - Column “Status Register - Bit”: Bit position in status register, indicating the interrupt status.
 - Column “Status Register - Name”: Name of status registers.

PRELIMINARY

Table 8-1. CPU Peripheral Interrupt Configuration/Status Registers and Peripheral Interrupt Sources

No.	Source	Configuration Register	Bit	Status Register Name
0	reserved	reserved	0	
1	reserved	reserved	1	
2	PWR_INTR	INTERRUPT_CORE0_PWR_INTR_MAP_REG	2	
3	reserved	reserved	3	
4	reserved	reserved	4	
5	reserved	reserved	5	
6	reserved	reserved	6	
7	reserved	reserved	7	
8	reserved	reserved	8	
9	reserved	reserved	9	
10	reserved	reserved	10	
11	I2C_MST_INT	INTERRUPT_CORE0_I2C_MST_INT_MAP_REG	11	
12	SLC0_INTR	INTERRUPT_CORE0_SLC0_INTR_MAP_REG	12	
13	SLC1_INTR	INTERRUPT_CORE0_SLC1_INTR_MAP_REG	13	
14	APB_CTRL_INTR	INTERRUPT_CORE0_APB_CTRL_INTR_MAP_REG	14	
15	UHCIO_INTR	INTERRUPT_CORE0_UHCIO_INTR_MAP_REG	15	
16	GPIO_INTERRUPT_PRO	INTERRUPT_CORE0_GPIO_INTERRUPT_PRO_MAP_REG	16	
17	GPIO_INTERRUPT_PRO_NMI	INTERRUPT_CORE0_GPIO_INTERRUPT_PRO_NMI_MAP_REG	17	INTERRUPT_CORE0_INTR_STATUS_0_REG
18	SPI_INTR_1	INTERRUPT_CORE0_SPI_INTR_1_MAP_REG	18	
19	SPI_INTR_2	INTERRUPT_CORE0_SPI_INTR_2_MAP_REG	19	
20	I2S1_INT	INTERRUPT_CORE0_I2S1_INT_MAP_REG	20	
21	UART_INTR	INTERRUPT_CORE0_UART_INTR_MAP_REG	21	
22	UART1_INTR	INTERRUPT_CORE0_UART1_INTR_MAP_REG	22	
23	LEDC_INT	INTERRUPT_CORE0_LEDC_INT_MAP_REG	23	
24	EFUSE_INT	INTERRUPT_CORE0_EFUSE_INT_MAP_REG	24	
25	CAN_INT	INTERRUPT_CORE0_CAN_INT_MAP_REG	25	
26	USB_INTR	INTERRUPT_CORE0_USB_INTR_MAP_REG	26	
27	RTC_CORE_INTR	INTERRUPT_CORE0_RTC_CORE_INTR_MAP_REG	27	
28	RMT_INTR	INTERRUPT_CORE0_RMT_INTR_MAP_REG	28	
29	I2C_EXT0_INTR	INTERRUPT_CORE0_I2C_EXT0_INTR_MAP_REG	29	
30	TIMER_INT1	INTERRUPT_CORE0_TIMER_INT1_MAP_REG	30	
31	TIMER_INT2	INTERRUPT_CORE0_TIMER_INT2_MAP_REG	31	

No.	Source	Configuration Register	Bit	Status Register Name
32	TG_TO_INT	INTERRUPT_CORE0_TG_TO_INT_MAP_REG	0	
33	TG_WDT_INT	INTERRUPT_CORE0_TG_WDT_INT_MAP_REG	1	
34	TG1_TO_INT	INTERRUPT_CORE0_TG1_TO_INT_MAP_REG	2	
35	TG1_WDT_INT	INTERRUPT_CORE0_TG1_WDT_INT_MAP_REG	3	
36	CACHE_IA_INT	INTERRUPT_CORE0_CACHE_IA_INT_MAP_REG	4	
37	SYSTIMER_TARGET0_INT	INTERRUPT_CORE0_SYSTIMER_TARGET0_INT_MAP_REG	5	
38	SYSTIMER_TARGET1_INT	INTERRUPT_CORE0_SYSTIMER_TARGET1_INT_MAP_REG	6	
39	SYSTIMER_TARGET2_INT	INTERRUPT_CORE0_SYSTIMER_TARGET2_INT_MAP_REG	7	
40	SPI_MEM_REJECT_INTR	INTERRUPT_CORE0_SPI_MEM_REJECT_INTR_MAP_REG	8	
41	ICACHE_PRELOAD_INT	INTERRUPT_CORE0_ICACHE_PRELOAD_INT_MAP_REG	9	
42	ICACHE_SYNC_INT	INTERRUPT_CORE0_ICACHE_SYNC_INT_MAP_REG	10	
43	APB_ADC_INT	INTERRUPT_CORE0_APB_ADC_INT_MAP_REG	11	
44	DMA_CH0_INT	INTERRUPT_CORE0_DMA_CH0_INT_MAP_REG	12	
45	DMA_CH1_INT	INTERRUPT_CORE0_DMA_CH1_INT_MAP_REG	13	
46	DMA_CH2_INT	INTERRUPT_CORE0_DMA_CH2_INT_MAP_REG	14	
47	RSA_INTR	INTERRUPT_CORE0_RSA_INTR_MAP_REG	15	
48	AES_INTR	INTERRUPT_CORE0_AES_INTR_MAP_REG	16	
49	SHA_INTR	INTERRUPT_CORE0_SHA_INTR_MAP_REG	17	
50	CPU_INTR_FROM_CPU_0	INTERRUPT_CORE0_CPU_INTR_FROM_CPU_0_MAP_REG	18	
51	CPU_INTR_FROM_CPU_1	INTERRUPT_CORE0_CPU_INTR_FROM_CPU_1_MAP_REG	19	
52	CPU_INTR_FROM_CPU_2	INTERRUPT_CORE0_CPU_INTR_FROM_CPU_2_MAP_REG	20	
53	CPU_INTR_FROM_CPU_3	INTERRUPT_CORE0_CPU_INTR_FROM_CPU_3_MAP_REG	21	
54	ASSIST_DEBUG_INTR	INTERRUPT_CORE0_ASSIST_DEBUG_INTR_MAP_REG	22	
55	DMA_APB_PMS_MONITOR_VIOLATE_INTR	INTERRUPT_CORE0_DMA_APBPERI_PMS_MONITOR_VIOLATE_INTR_MAP_REG	23	
56	CORE_0_IRAM0_PMS_MONITOR_VIOLATE_INTR	INTERRUPT_CORE0_CORE_0_IRAM0_PMS_MONITOR_VIOLATE_INTR_MAP_REG	24	
57	CORE_0_DRAM0_PMS_MONITOR_VIOLATE_INTR	INTERRUPT_CORE0_CORE_0_DRAM0_PMS_MONITOR_VIOLATE_INTR_MAP_REG	25	
58	CORE_0_PIF_PMS_MONITOR_VIOLATE_INTR	INTERRUPT_CORE0_CORE_0_PIF_PMS_MONITOR_VIOLATE_INTR_MAP_REG	26	
59	CORE_0_PIF_PMS_MONITOR_VIOLATE_SIZE_INTR	INTERRUPT_CORE0_CORE_0_PIF_PMS_MONITOR_VIOLATE_SIZE_INTR_MAP_REG	27	
60	BACKUP_PMS_VIOLATE_INT	INTERRUPT_CORE0_CACHE_CORE0_ACS_INT_MAP_REG	28	
61	CACHE_CORE0_ACS_INT	INTERRUPT_CORE0_CACHE_CORE0_ACS_INT_MAP_REG	29	

8.3.2 CPU Interrupts

The ESP32-C3 implements its interrupt mechanism using an interrupt controller instead of RISC-V Privileged ISA specification. The ESP-RISC-V CPU has 31 interrupts, numbered from 1 ~ 31. Each CPU interrupt has the following properties.

- Priority levels from 1 (lowest) to 15 (highest).
- Configurable as level-triggered or edge-triggered.
- Lower-priority interrupts maskable by setting interrupt threshold.

Note:

For detailed information about how to configure CPU interrupts, see Chapter 1 *ESP-RISC-V CPU*.

8.3.3 Allocate Peripheral Interrupt Source to CPU Interrupt

In this section, the following terms are used to describe the operation of the interrupt matrix.

- **Source_X**: stands for a peripheral interrupt source, wherein **X** means the number of this interrupt source in Table 8-1.
- **INTERRUPT_CORE0_SOURCE_X_MAP_REG**: stands for a configuration register for the peripheral interrupt source (Source_X).
- **Num_P**: the index of CPU interrupts, can be 1 ~ 31.
- **Interrupt_P**: stands for the CPU interrupt numbered as Num_P.

8.3.3.1 Allocate one peripheral interrupt source (Source_X) to CPU

Setting the corresponding configuration register **INTERRUPT_CORE0_SOURCE_X_MAP_REG** of Source_X to Num_P allocates this interrupt source to Interrupt_P.

8.3.3.2 Allocate multiple peripheral interrupt sources (Source_Xn) to CPU

Setting the corresponding configuration register **INTERRUPT_CORE0_SOURCE_Xn_MAP_REG** of each interrupt source to the same Num_P allocates multiple sources to the same Interrupt_P. Any of these sources can trigger CPU Interrupt_P. When an interrupt signal is generated, CPU should check the interrupt status registers to figure out which peripheral generated the interrupt. For more information, see Chapter 1 *ESP-RISC-V CPU*.

8.3.3.3 Disable CPU peripheral interrupt source (Source_X)

Clearing the configuration register **INTERRUPT_CORE0_SOURCE_X_MAP_REG** disables the corresponding interrupt source.

8.3.4 Query Current Interrupt Status of Peripheral Interrupt Source

Users can query current interrupt status of a peripheral interrupt source by reading the bit value in **INTERRUPT_CORE0**

_INTR_STATUS_n_REG (read only). For the mapping between **INTERRUPT_CORE0_INTR_STATUS_n_REG** and peripheral interrupt sources, please refer to Table 8-1.

8.4 Register Summary

The addresses in this section are relative to the interrupt matrix base address provided in Table 3-4 in Chapter 3 System and Memory.

Name	Description	Address	Access
Interrupt Source Mapping Registers			
INTERRUPT_CORE0_PWR_INTR_MAP_REG	PWR_INTR mapping register	0x0008	R/W
INTERRUPT_CORE0_I2C_MST_INT_MAP_REG	I2C_MST_INT mapping register	0x002C	R/W
INTERRUPT_CORE0_SLC0_INTR_MAP_REG	SLC0_INTR mapping register	0x0030	R/W
INTERRUPT_CORE0_SLC1_INTR_MAP_REG	SLC1_INTR mapping register	0x0034	R/W
INTERRUPT_CORE0_APB_CTRL_INTR_MAP_REG	APB_CTRL_INTR mapping register	0x0038	R/W
INTERRUPT_CORE0_UHCI0_INTR_MAP_REG	UHCI0_INTR mapping register	0x003C	R/W
INTERRUPT_CORE0_GPIO_INTERRUPT_PRO_MAP_REG	GPIO_INTERRUPT_PRO mapping register	0x0040	R/W
INTERRUPT_CORE0_GPIO_INTERRUPT_PRO_NMI_MAP_REG	GPIO_INTERRUPT_PRO_NMI mapping register	0x0044	R/W
INTERRUPT_CORE0_SPI_INTR_1_MAP_REG	SPI_INTR_1 mapping register	0x0048	R/W
INTERRUPT_CORE0_SPI_INTR_2_MAP_REG	SPI_INTR_2 mapping register	0x004C	R/W
INTERRUPT_CORE0_I2S1_INT_MAP_REG	I2S1_INT mapping register	0x0050	R/W
INTERRUPT_CORE0_UART_INTR_MAP_REG	UART_INTR mapping register	0x0054	R/W
INTERRUPT_CORE0_UART1_INTR_MAP_REG	UART1_INTR mapping register	0x0058	R/W
INTERRUPT_CORE0_LED_C_INT_MAP_REG	LEDC_INT mapping register	0x005C	R/W
INTERRUPT_CORE0_EFUSE_INT_MAP_REG	EFUSE_INT mapping register	0x0060	R/W
INTERRUPT_CORE0_CAN_INT_MAP_REG	CAN_INT mapping register	0x0064	R/W
INTERRUPT_CORE0_USB_INTR_MAP_REG	USB_INTR mapping register	0x0068	R/W
INTERRUPT_CORE0_RTC_CORE_INTR_MAP_REG	RTC_CORE_INTR mapping register	0x006C	R/W
INTERRUPT_CORE0_RMT_INTR_MAP_REG	RMT_INTR mapping register	0x0070	R/W
INTERRUPT_CORE0_I2C_EXT0_INTR_MAP_REG	I2C_EXT0_intr mapping register	0x0074	R/W
INTERRUPT_CORE0_TIMER_INT1_MAP_REG	TIMER_INT1 mapping register	0x0078	R/W
INTERRUPT_CORE0_TIMER_INT2_MAP_REG	TIMER_INT2 mapping register	0x007C	R/W
INTERRUPT_CORE0_TG_T0_INT_MAP_REG	TG_T0_INT mapping register	0x0080	R/W
INTERRUPT_CORE0_TG_WDT_INT_MAP_REG	TG_WDT_INT mapping register	0x0084	R/W
INTERRUPT_CORE0_TG1_T0_INT_MAP_REG	TG1_T0_INT mapping register	0x0088	R/W

Name	Description	Address	Access
INTERRUPT_CORE0_TG1_WDT_INT_MAP_REG	TG1_WDT_INT mapping register	0x008C	R/W
INTERRUPT_CORE0_CACHE_IA_INT_MAP_REG	CACHE_IA_INT mapping register	0x0090	R/W
INTERRUPT_CORE0_SYSTIMER_TARGET0_INT_MAP_REG	SYSTIMER_TARGET0_INT mapping register	0x0094	R/W
INTERRUPT_CORE0_SYSTIMER_TARGET1_INT_MAP_REG	SYSTIMER_TARGET1_INT mapping register	0x0098	R/W
INTERRUPT_CORE0_SYSTIMER_TARGET2_INT_MAP_REG	SYSTIMER_TARGET2_INT mapping register	0x009C	R/W
INTERRUPT_CORE0_SPI_MEM_REJECT_INTR_MAP_REG	SPI_MEM_REJECT_INTR mapping register	0x00A0	R/W
INTERRUPT_CORE0_ICACHE_PRELOAD_INT_MAP_REG	ICACHE_PRELOAD_INT mapping register	0x00A4	R/W
INTERRUPT_CORE0_ICACHE_SYNC_INT_MAP_REG	ICACHE_SYNC_INT mapping register	0x00A8	R/W
INTERRUPT_CORE0_APB_ADC_INT_MAP_REG	APB_ADC_INT mapping register	0x00AC	R/W
INTERRUPT_CORE0_DMA_CH0_INT_MAP_REG	DMA_CH0_INT mapping register	0x00B0	R/W
INTERRUPT_CORE0_DMA_CH1_INT_MAP_REG	DMA_CH1_INT mapping register	0x00B4	R/W
INTERRUPT_CORE0_DMA_CH2_INT_MAP_REG	DMA_CH2_INT mapping register	0x00B8	R/W
INTERRUPT_CORE0_RSA_INT_MAP_REG	RSA_INT mapping register	0x00BC	R/W
INTERRUPT_CORE0_AES_INT_MAP_REG	AES_INT mapping register	0x00C0	R/W
INTERRUPT_CORE0_SHA_INT_MAP_REG	SHA_INT mapping register	0x00C4	R/W
INTERRUPT_CORE0_CPU_INTR_FROM_CPU_0_MAP_REG	CPU_INTR_FROM_CPU_0 mapping register	0x00C8	R/W
INTERRUPT_CORE0_CPU_INTR_FROM_CPU_1_MAP_REG	CPU_INTR_FROM_CPU_1 mapping register	0x00CC	R/W
INTERRUPT_CORE0_CPU_INTR_FROM_CPU_2_MAP_REG	CPU_INTR_FROM_CPU_2 mapping register	0x00D0	R/W
INTERRUPT_CORE0_CPU_INTR_FROM_CPU_3_MAP_REG	CPU_INTR_FROM_CPU_3 intr mapping register	0x00D4	R/W
INTERRUPT_CORE0_ASSIST_DEBUG_INTR_MAP_REG	ASSIST_DEBUG_INTR mapping register	0x00D8	R/W
INTERRUPT_CORE0_DMA_APBPERI_PMS_MONITOR_VIOLATE_INTR_MAP_REG	DMA_APBPERI_PMS_MONITOR_VIOLATE mapping register	0x00DC	R/W
INTERRUPT_CORE0_CORE_0_IRAM0_PMS_MONITOR_VIOLATE_INTR_MAP_REG	IRAM0_PMS_MONITOR_VIOLATE mapping register	0x00E0	R/W
INTERRUPT_CORE0_CORE_0_DRAM0_PMS_MONITOR_VIOLATE_INTR_MAP_REG	DRAM0_PMS_MONITOR_VIOLATE mapping register	0x00E4	R/W
INTERRUPT_CORE0_CORE_0_PIF_PMS_MONITOR_VIOLATE_INTR_MAP_REG	PIF_PMS_MONITOR_VIOLATE mapping register	0x00E8	R/W

Name	Description	Address	Access
INTERRUPT_CORE0_CORE_0_PIF_PMS_MONITOR_VIOLATE_SIZE_INTR_MAP_REG	PIF_PMS_MONITOR_VIOLATE_SIZE mapping register	0x00EC	R/W
INTERRUPT_CORE0_BACKUP_PMS_VIOLATE_INTR_MAP_REG	BACKUP_PMS_VIOLATE mapping register	0x00F0	R/W
INTERRUPT_CORE0_CACHE_CORE0_ACS_INT_MAP_REG	CACHE_CORE0_ACS mapping register	0x00F4	R/W
Interrupt Source Status Registers			
INTERRUPT_CORE0_INTR_STATUS_0_REG	Status register for interrupt sources 0 ~ 31	0x00F8	RO
INTERRUPT_CORE0_INTR_STATUS_1_REG	Status register for interrupt sources 32 ~ 61	0x00FC	RO
Clock Register			
INTERRUPT_CORE0_CLOCK_GATE_REG	Clock register	0x0100	R/W
CPU Interrupt Registers			
INTERRUPT_CORE0_CPU_INT_ENABLE_REG	Enable register for CPU interrupts	0x0104	R/W
INTERRUPT_CORE0_CPU_INT_TYPE_REG	Type configuration register for CPU interrupts	0x0108	R/W
INTERRUPT_CORE0_CPU_INT_CLEAR_REG	CPU interrupt clear register	0x010C	R/W
INTERRUPT_CORE0_CPU_INT_EIP_STATUS_REG	Pending status register for CPU interrupts	0x0110	RO
INTERRUPT_CORE0_CPU_INT_PRI_1_REG	Priority configuration register for CPU interrupt 1	0x0118	R/W
INTERRUPT_CORE0_CPU_INT_PRI_2_REG	Priority configuration register for CPU interrupt 2	0x011C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_3_REG	Priority configuration register for CPU interrupt 3	0x0120	R/W
INTERRUPT_CORE0_CPU_INT_PRI_4_REG	Priority configuration register for CPU interrupt 4	0x0124	R/W
INTERRUPT_CORE0_CPU_INT_PRI_5_REG	Priority configuration register for CPU interrupt 5	0x0128	R/W
INTERRUPT_CORE0_CPU_INT_PRI_6_REG	Priority configuration register for CPU interrupt 6	0x012C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_7_REG	Priority configuration register for CPU interrupt 7	0x0130	R/W
INTERRUPT_CORE0_CPU_INT_PRI_8_REG	Priority configuration register for CPU interrupt 8	0x0134	R/W
INTERRUPT_CORE0_CPU_INT_PRI_9_REG	Priority configuration register for CPU interrupt 9	0x0138	R/W
INTERRUPT_CORE0_CPU_INT_PRI_10_REG	Priority configuration register for CPU interrupt 10	0x013C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_11_REG	Priority configuration register for CPU interrupt 11	0x0140	R/W
INTERRUPT_CORE0_CPU_INT_PRI_12_REG	Priority configuration register for CPU interrupt 12	0x0144	R/W
INTERRUPT_CORE0_CPU_INT_PRI_13_REG	Priority configuration register for CPU interrupt 13	0x0148	R/W
INTERRUPT_CORE0_CPU_INT_PRI_14_REG	Priority configuration register for CPU interrupt 14	0x014C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_15_REG	Priority configuration register for CPU interrupt 15	0x0150	R/W

Name	Description	Address	Access
INTERRUPT_CORE0_CPU_INT_PRI_16_REG	Priority configuration register for CPU interrupt 16	0x0154	R/W
INTERRUPT_CORE0_CPU_INT_PRI_17_REG	Priority configuration register for CPU interrupt 17	0x0158	R/W
INTERRUPT_CORE0_CPU_INT_PRI_18_REG	Priority configuration register for CPU interrupt 18	0x015C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_19_REG	Priority configuration register for CPU interrupt 19	0x0160	R/W
INTERRUPT_CORE0_CPU_INT_PRI_20_REG	Priority configuration register for CPU interrupt 20	0x0164	R/W
INTERRUPT_CORE0_CPU_INT_PRI_21_REG	Priority configuration register for CPU interrupt 21	0x0168	R/W
INTERRUPT_CORE0_CPU_INT_PRI_22_REG	Priority configuration register for CPU interrupt 22	0x016C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_23_REG	Priority configuration register for CPU interrupt 23	0x0170	R/W
INTERRUPT_CORE0_CPU_INT_PRI_24_REG	Priority configuration register for CPU interrupt 24	0x0174	R/W
INTERRUPT_CORE0_CPU_INT_PRI_25_REG	Priority configuration register for CPU interrupt 25	0x0178	R/W
INTERRUPT_CORE0_CPU_INT_PRI_26_REG	Priority configuration register for CPU interrupt 26	0x017C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_27_REG	Priority configuration register for CPU interrupt 27	0x0180	R/W
INTERRUPT_CORE0_CPU_INT_PRI_28_REG	Priority configuration register for CPU interrupt 28	0x0184	R/W
INTERRUPT_CORE0_CPU_INT_PRI_29_REG	Priority configuration register for CPU interrupt 29	0x0188	R/W
INTERRUPT_CORE0_CPU_INT_PRI_30_REG	Priority configuration register for CPU interrupt 30	0x018C	R/W
INTERRUPT_CORE0_CPU_INT_PRI_31_REG	Priority configuration register for CPU interrupt 31	0x0190	R/W
INTERRUPT_CORE0_CPU_INT_THRESH_REG	Threshold configuration register for CPU interrupts	0x0194	R/W
Version Register			
INTERRUPT_CORE0_INTERRUPT_DATE_REG	Version control register	0x07FC	R/W

8.5 Registers

The addresses in this section are relative to the interrupt matrix base address provided in Table 3-4 in Chapter 3 *System and Memory*.

- Register 8.1. INTERRUPT_CORE0_PWR_INTR_MAP_REG (0x0008)
- Register 8.2. INTERRUPT_CORE0_I2C_MST_INT_MAP_REG (0x002C)
- Register 8.3. INTERRUPT_CORE0_SLC0_INTR_MAP_REG (0x0030)
- Register 8.4. INTERRUPT_CORE0_SLC1_INTR_MAP_REG (0x0034)
- Register 8.5. INTERRUPT_CORE0_APB_CTRL_INTR_MAP_REG (0x0038)
- Register 8.6. INTERRUPT_CORE0_UHC10_INTR_MAP_REG (0x003C)
- Register 8.7. INTERRUPT_CORE0_GPIO_INTERRUPT_PRO_MAP_REG (0x0040)
- Register 8.8. INTERRUPT_CORE0_GPIO_INTERRUPT_PRO_NMI_MAP_REG (0x0044)
 - Register 8.9. INTERRUPT_CORE0_SPI_INTR_1_MAP_REG (0x0048)
 - Register 8.10. INTERRUPT_CORE0_SPI_INTR_2_MAP_REG (0x004C)
 - Register 8.11. INTERRUPT_CORE0_I2S1_INT_MAP_REG (0x0050)
 - Register 8.12. INTERRUPT_CORE0_UART_INTR_MAP_REG (0x0054)
 - Register 8.13. INTERRUPT_CORE0_UART1_INTR_MAP_REG (0x0058)
 - Register 8.14. INTERRUPT_CORE0_LED_C_INT_MAP_REG (0x005C)
 - Register 8.15. INTERRUPT_CORE0_FFUSE_INT_MAP_REG (0x0060)
 - Register 8.16. INTERRUPT_CORE0_CAN_INT_MAP_REG (0x0064)
 - Register 8.17. INTERRUPT_CORE0_USB_INTR_MAP_REG (0x0068)
- Register 8.18. INTERRUPT_CORE0_RTC_CORE_INTR_MAP_REG (0x006C)
- Register 8.19. INTERRUPT_CORE0_RMT_INTR_MAP_REG (0x0070)
- Register 8.20. INTERRUPT_CORE0_I2C_EXT0_INTR_MAP_REG (0x0074)
- Register 8.21. INTERRUPT_CORE0_TIMER_INT1_MAP_REG (0x0078)
- Register 8.22. INTERRUPT_CORE0_TIMER_INT2_MAP_REG (0x007C)
- Register 8.23. INTERRUPT_CORE0_TG_TO_INT_MAP_REG (0x0080)
- Register 8.24. INTERRUPT_CORE0_TG_WDT_INT_MAP_REG (0x0084)
- Register 8.25. INTERRUPT_CORE0_TG1_TO_INT_MAP_REG (0x0088)
- Register 8.26. INTERRUPT_CORE0_TG1_WDT_INT_MAP_REG (0x008C)
- Register 8.27. INTERRUPT_CORE0_CACHE_JA_INT_MAP_REG (0x0090)
- Register 8.28. INTERRUPT_CORE0_SYSTIMER_TARGET0_INT_MAP_REG (0x0094)
- Register 8.29. INTERRUPT_CORE0_SYSTIMER_TARGET1_INT_MAP_REG (0x0098)
- Register 8.30. INTERRUPT_CORE0_SYSTIMER_TARGET2_INT_MAP_REG (0x009C)
- Register 8.31. INTERRUPT_CORE0_SPI_MEM_REJECT_INTR_MAP_REG (0x00A0)
- Register 8.32. INTERRUPT_CORE0_ICACHE_PRELOAD_INT_MAP_REG (0x00A4)

Register 8.33. INTERRUPT_CORE0_JCACHE_SYNC_INT_MAP_REG (0x00A8)

Register 8.34. INTERRUPT_CORE0_APB_ADC_INT_MAP_REG (0x00AC)

Register 8.35. INTERRUPT_CORE0_DMA_CH0_INT_MAP_REG (0x00B0)

Register 8.36. INTERRUPT_CORE0_DMA_CH1_INT_MAP_REG (0x00B4)

Register 8.37. INTERRUPT_CORE0_DMA_CH2_INT_MAP_REG (0x00B8)

Register 8.38. INTERRUPT_CORE0_RSA_INT_MAP_REG (0x00BC)

Register 8.39. INTERRUPT_CORE0_AES_INT_MAP_REG (0x00C0)

Register 8.40. INTERRUPT_CORE0_SHA_INT_MAP_REG (0x00C4)

Register 8.41. INTERRUPT_CORE0_CPU_INTR_FROM_CPU_0_MAP_REG (0x00C8)

Register 8.42. INTERRUPT_CORE0_CPU_INTR_FROM_CPU_1_MAP_REG (0x00CC)

Register 8.43. INTERRUPT_CORE0_CPU_INTR_FROM_CPU_2_MAP_REG (0x00D0)

Register 8.44. INTERRUPT_CORE0_CPU_INTR_FROM_CPU_3_MAP_REG (0x00D4)

Register 8.45. INTERRUPT_CORE0_ASSIST_DEBUG_INTR_MAP_REG (0x00D8)

Register 8.46. INTERRUPT_CORE0_DMA_APBPERI_PMS_MONITOR_VIOLATE_INTR_MAP_REG (0x00DC)

Register 8.47. INTERRUPT_CORE0_CORE_0_IRAM0_PMS_MONITOR_VIOLATE_INTR_MAP_REG (0x00E0)

Register 8.48. INTERRUPT_CORE0_CORE_0_DRAM0_PMS_MONITOR_VIOLATE_INTR_MAP_REG (0x00E4)

Register 8.49. INTERRUPT_CORE0_CORE_0_PIF_PMS_MONITOR_VIOLATE_INTR_MAP_REG (0x00E8)

Register 8.50. INTERRUPT_CORE0_CORE_0_PIF_PMS_MONITOR_VIOLATE_SIZE_INTR_MAP_REG (0x00EC)

Register 8.51. INTERRUPT_CORE0_BACKUP_PMS_VIOLATE_INTR_MAP_REG (0x00F0)

Register 8.52. INTERRUPT_CORE0_CACHE_CORE0_ACS_INT_MAP_REG (0x00F4)

31	(reserved)																5	4	0
0	0 0																0	Reset	

INTERRUPT_CORE0_SOURCE_X_MAP Map the interrupt source (SOURCE_X) into one CPU interrupts. For the information of SOURCE_X, see Table 8-1. (R/W)

Register 8.53. INTERRUPT_CORE0_INTR_STATUS_0_REG (0x00F8)

INTERRUPT_CORE0_INTR_STATUS_0	
31	0
0x000000	Reset

INTERRUPT_CORE0_INTR_STATUS_0 This register stores the status of the first 32 interrupt sources: 0 ~ 31. If the bit is 1 here, it means the corresponding source triggered an interrupt. (RO)

Register 8.54. INTERRUPT_CORE0_INTR_STATUS_1_REG (0x00FC)

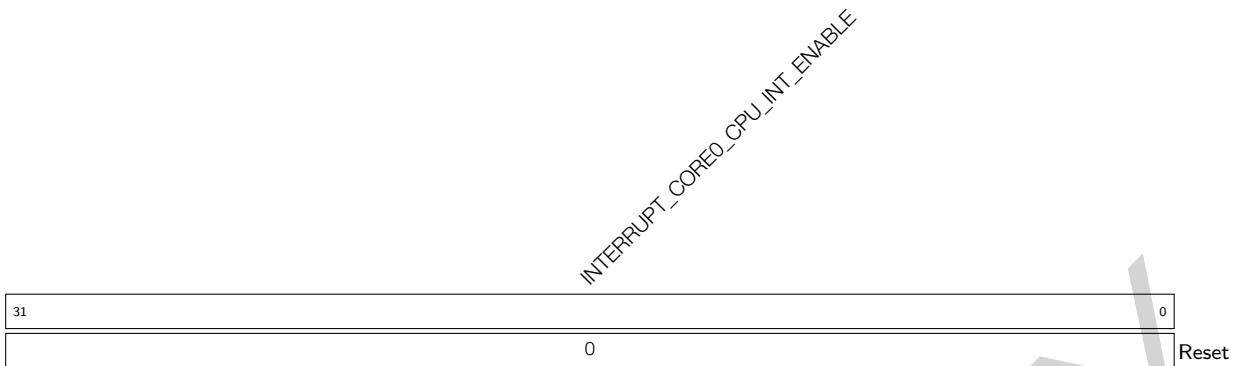
INTERRUPT_CORE0_INTR_STATUS_1	
31	0
0x000000	Reset

INTERRUPT_CORE0_INTR_STATUS_1 This register stores the status of the first 32 interrupt sources: 32 ~ 61. If the bit is 1 here, it means the corresponding source triggered an interrupt.(RO)

Register 8.55. INTERRUPT_CORE0_CLOCK_GATE_REG (0x0100)

INTERRUPT_CORE0_CLK_EN	
(reserved)	
31	0
0 1	Reset

INTERRUPT_CORE0_CLK_EN Set 1 to force interrupt register clock-gate on. (R/W)

Register 8.56. INTERRUPT_CORE0_CPU_INT_ENABLE_REG (0x0104)

INTERRUPT_CORE0_CPU_INT_ENABLE Writing 1 to the bit here enables its corresponding CPU interrupt. For more information about how to use this register, see Chapter 1 *ESP-RISC-V CPU*.
(R/W)

Register 8.57. INTERRUPT_CORE0_CPU_INT_TYPE_REG (0x0108)

INTERRUPT_CORE0_CPU_INT_TYPE Configure CPU interrupt type. 0: level-triggered; 1: edge-triggered. For more information about how to use this register, see Chapter 1 *ESP-RISC-V CPU*.
(R/W)

Register 8.58. INTERRUPT_CORE0_CPU_INT_CLEAR_REG (0x010C)

INTERRUPT_CORE0_CPU_INT_CLEAR	
31	0
0	Reset

INTERRUPT_CORE0_CPU_INT_CLEAR Writing 1 to the bit here clears its corresponding CPU interrupt. For more information about how to use this register, see Chapter 1 *ESP-RISC-V CPU*. (R/W)

Register 8.59. INTERRUPT_CORE0_CPU_INT_EIP_STATUS_REG (0x0110)

INTERRUPT_CORE0_CPU_INT_EIP_STATUS	
31	0
0	Reset

INTERRUPT_CORE0_CPU_INT_EIP_STATUS Store the pending status of CPU interrupts. For more information about how to use this register, see Chapter 1 *ESP-RISC-V CPU*. (RO)

Register 8.60. INTERRUPT_CORE0_CPU_INT_PRI_n_REG (n: 1 - 31)(0x0118 + 0x4*n)

The diagram shows the bit mapping for the INTERRUPT_CORE0_CPU_PRI_n_MAP register. The register is 32 bits wide, with bit 31 being the most significant bit. Bit 31 is labeled '(reserved)'. Bits 4 and 3 are grouped together and labeled '0'. Bit 0 is labeled 'Reset'. The watermark 'PREVIEW' is diagonally across the page.

31				4	3	0
0	0	0	0	0	0	0

INTERRUPT_CORE0_CPU_PRI_n_MAP Set the priority for CPU interrupt n . The priority here can be 1 (lowest) ~ 15 (highest). For more information about how to use this register, see Chapter 1 *ESP-RISC-V CPU*. (R/W)

Register 8.61. INTERRUPT_CORE0_CPU_INT_THRESH_REG (0x0194)

The diagram shows the bit mapping for the INTERRUPT_CORE0_CPU_INT_THRESH register. The register is 32 bits wide, with bit 31 being the most significant bit. Bit 31 is labeled '(reserved)'. Bits 4 and 3 are grouped together and labeled '0'. Bit 0 is labeled 'Reset'. The watermark 'PREVIEW' is diagonally across the page.

31				4	3	0
0	0	0	0	0	0	0

INTERRUPT_CORE0_CPU_INT_THRESH Set threshold for interrupt assertion to CPU. Only when the interrupt priority is equal to or higher than this threshold, CPU will respond to this interrupt. For more information about how to use this register, see Chapter 1 *ESP-RISC-V CPU*. (R/W)

Register 8.62. INTERRUPT_CORE0_INTERRUPT_DATE_REG (0x07FC)

The diagram shows the bit mapping for the INTERRUPT_CORE0_INTERRUPT_DATE register. The register is 32 bits wide, with bit 31 being the most significant bit. Bit 31 is labeled '(reserved)'. Bits 28 and 27 are grouped together and labeled '27'. Bit 0 is labeled 'Reset'. The watermark 'PREVIEW' is diagonally across the page.

31	28	27				0
0	0	0	0	0x2007210		Reset

INTERRUPT_CORE0_INTERRUPT_DATE Version control register. (R/W)

9 System Timer (SYSTIMER)

9.1 Overview

ESP32-C3 provides a 52-bit timer, which can be used to generate tick interrupts for operating system, or be used as a general timer to generate periodic interrupts or one-time interrupts. With the help of RTC timer, system timer can keep updated during Light-sleep or Deep-sleep.

The timer consists of two counters UNIT0 and UNIT1. The counter values can be monitored by three comparators COMP0, COMP1 and COMP2. See the timer block diagram on Figure 9-1.

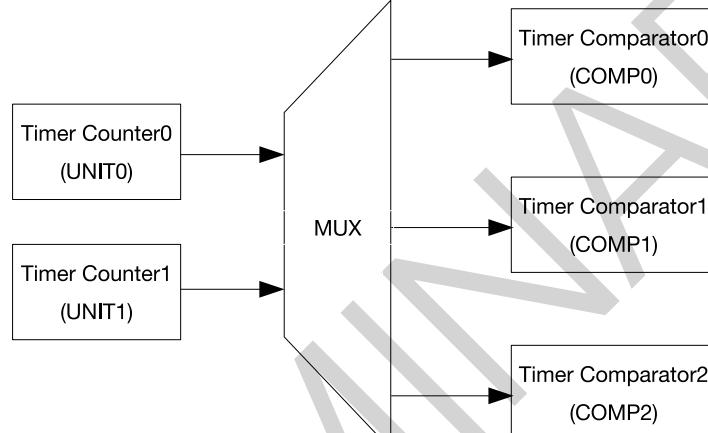


Figure 9-1. System Timer Structure

9.2 Features

- Consist of two 52-bit counters and three 52-bit comparators
- Software accessing registers is clocked by APB_CLK
- Use CNT_CLK for counting, with an average frequency of 16 MHz in two counting cycles
- Use 40 MHz XTAL_CLK as the clock source of CNT_CLK
- Support for 52-bit alarm values (t) and 26-bit alarm periods (δt)
- Provide two modes to generate alarms:
 - Target mode: only a one-time alarm is generated based on the alarm value (t)
 - Period mode: periodic alarms are generated based on the alarm period (δt)
- Three comparators can generate three independent interrupts based on configured alarm value (t) or alarm period (δt)
- Load back sleep time recorded by RTC timer via software after Deep-sleep or Light-sleep
- Can be configured to stall or continue running when CPU stalls or enters on-chip-debugging mode

9.3 Clock Source Selection

The counters and comparators are driven using XTAL_CLK. After scaled by a fractional divider, a $f_{XTAL_CLK}/3$ clock is generated in one count cycle and a $f_{XTAL_CLK}/2$ clock in another count cycle. The average clock frequency is $f_{XTAL_CLK}/2.5$, which is 16 MHz, i.e. the CNT_CLK in Figure 9-2. The timer counting is incremented by 1/16 μs on each CNT_CLK cycle.

Software operation such as configuring registers is clocked by APB_CLK. For more information about APB_CLK, see Chapter 6 *Reset and Clock*.

The following two bits of system registers are also used to control the system timer:

- SYSTEM_SYSTIMER_CLK_EN in register SYSTEM_PERIP_CLK_EN0_REG: enable APB_CLK signal to system timer.
- SYSTEM_SYSTIMER_RST in register SYSTEM_PERIP_RST_EN0_REG: reset system timer.

Note that if the timer is reset, its registers will be restored to their default values. For more information, please refer to Table Peripheral Clock Gating and Reset in Chapter 13 *System Registers (SYSREG)*.

9.4 Functional Description

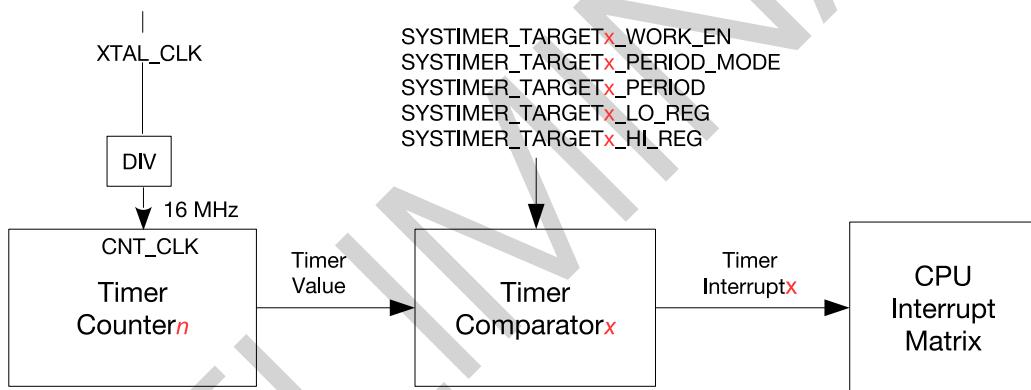


Figure 9-2. System Timer Alarm Generation

Figure 9-2 shows the procedure to generate alarm in system timer. In this process, one timer counter and one timer comparator are used. An alarm interrupt will be generated accordingly based on the comparison result in comparator.

9.4.1 Counter

The system timer has two 52-bit timer counters, shown as UNIT n ($n = 0$ or 1). Their counting clock source is a 16 MHz clock, i.e. CNT_CLK. Whether UNIT n works or not is controlled by two bits in register SYSTIMER_CONF_REG:

- SYSTIMER_TIMER_UNIT n _WORK_EN: set this bit to enable the counter UNIT n in system timer.
- SYSTIMER_TIMER_UNIT n _CORE0_STALL_EN: if this bit is set, the counter UNIT n stops when CPU is stalled. The counter continues its counting after the CPU resumes.

The configuration of the two bits to control the counter UNIT n is shown below, assuming that CPU is stalled.

Table 9-1. UNIT_n Configuration Bits

SYSTIMER_TIMER_UNIT_n_WORK_EN	SYSTIMER_TIMER_UNIT_n_CORE0_STALL_EN	Counter UNIT_n
0	x *	Not at work
1	1	Stop counting, but will continue its counting after the CPU resumes.
1	0	Keep counting

* x: Don't-care.

When the counter UNIT_n is at work, the count value is incremented on each counting cycle. When the counter UNIT_n is stopped, the count value stops increasing and keeps unchanged.

The lower 32 and higher 20 bits of initial count value are loaded from the registers

SYSTIMER_TIMER_UNIT_n_LOAD

_LO and **SYSTIMER_TIMER_UNIT_n_LOAD_HI**. Writing 1 to the bit **SYSTIMER_TIMER_UNIT_n_LOAD** will trigger a reload event, and the current count value will be changed immediately. If UNIT_n is at work, the counter will continue to count up from the new reloaded value.

Writing 1 to **SYSTIMER_TIMER_UNIT_n_UPDATE** will trigger an update event. The lower 32 and higher 20 bits of current count value will be locked into the registers **SYSTIMER_TIMER_UNIT_n_VALUE_LO** and **SYSTIMER_TIMER_**

UNIT_n_VALUE_HI, and then **SYSTIMER_TIMER_UNIT_n_VALUE_VALID** is asserted. Before the next update event, the values of **SYSTIMER_TIMER_UNIT_n_VALUE_LO** and **SYSTIMER_TIMER_UNIT_n_VALUE_HI** remain unchanged.

9.4.2 Comparator and Alarm

The system timer has three 52-bit comparators, shown as COMP_x (_x = 0, 1, or 2). The comparators can generate independent interrupts based on different alarm values (t) or alarm periods (δt).

Configure **SYSTIMER_TARGET_x_PERIOD_MODE** to choose from the two alarm modes for each COMP_x:

- 1: select period mode
- 0: select target mode

In period mode, the alarm period (δt) is provided by the register **SYSTIMER_TARGET_x_PERIOD**. Assuming that current count value is t₁, when it reaches (t₁ + δt), an alarm interrupt will be generated. Another alarm interrupt also will be generated when the counter value reaches (t₁ + 2* δt). By such way, periodic alarms are generated.

In target mode, the lower 32 bits and higher 20 bits of the alarm value (t) are provided by

SYSTIMER_TIMER_TARGET

x_LO and **SYSTIMER_TIMER_TARGET_x_HI**. Assuming that current count value is t₂ (t₂ <= t), an alarm interrupt will be generated when the count value reaches the alarm value (t). Unlike in period mode, only one alarm interrupt is generated in target mode.

SYSTIMER_TARGET_x_TIMER_UNIT_SEL is used to choose the count value from which timer counter to be compared for alarm:

- 1: use the count value from UNIT₁

- 0: use the count value from UNIT0

Finally, set `SYSTIMER_TARGETx_WORK_EN` and `COMPx` starts to compare the count value with the alarm value (t) in target mode or with the alarm period ($t_1 + n^*\delta t$) in period mode.

An alarm is generated when the count value equals to the alarm value (t) in target mode or to the start value + n^* alarm period δt ($n = 1, 2, 3, \dots$) in period mode. But if the alarm value (t) set in registers is less than current count value, i.e. the target has already passed, or current count value is larger than the target value (t) within a range ($0 \sim 2^{51} - 1$), an alarm interrupt also is generated immediately. The relationship between current count value t_c , the alarm value t_t and alarm trigger point is shown below.

Table 9-2. Trigger Point

Relationship Between t_c and t_t	Trigger Point
$t_c - t_t \leq 0$	$t_c = t_t$, an alarm is triggered.
$0 \leq t_c - t_t < 2^{51} - 1$	An alarm is triggered immediately.
$t_c - t_t \geq 2^{51} - 1$	t_c overflows after counting to its maximum value 52'hfffffffffffff, and then starts counting up from 0. When its value reaches t_t , an alarm is triggered.

9.4.3 Synchronization Operation

The clock (APB_CLK) used in software operation is not the same one as the timer counters and comparators working on CNT_CLK. Synchronization is needed for some configuration registers. A complete synchronization action takes two steps:

1. Software writes suitable values to configuration fields, see the first column in Table 9-3.
2. Software writes 1 to corresponding bits to start synchronization, see the second column in Table 9-3.

Table 9-3. Synchronization Operation

Configuration Fields	Synchronization Enable Bit
<code>SYSTIMER_TIMER_UNITn_LOAD_LO</code> <code>SYSTIMER_TIMER_UNITn_LOAD_HI</code>	<code>SYSTIMER_TIMER_UNITn_LOAD</code>
<code>SYSTIMER_TARGETx_PERIOD</code> <code>SYSTIMER_TIMER_TARGETx_HI</code> <code>SYSTIMER_TIMER_TARGETx_LO</code>	<code>SYSTIMER_TIMER_COMPx_LOAD</code>

9.4.4 Interrupt

Each comparator has one level-type alarm interrupt, named as `SYSTIMER_TARGETx_INT`. Interrupts signal is asserted high when the comparator starts to alarm. Until the interrupt is cleared by software, it remains high. To enable interrupts, set the bit `SYSTIMER_TARGETx_INT_ENA`.

9.5 Programming Procedure

9.5.1 Read Current Count Value

1. Set `SYSTIMER_TIMER_UNITn_UPDATE` to update the current count value into `SYSTIMER_TIMER_UNITn_`

- `VALUE_HI` and `SYSTIMER_TIMER_UNIT n _VALUE_LO`.
2. Poll the reading of `SYSTIMER_TIMER_UNIT n _VALUE_VALID`, till it's 1, which means user now can read the count value from `SYSTIMER_TIMER_UNIT n _VALUE_HI` and `SYSTIMER_TIMER_UNIT n _VALUE_LO`.
 3. Read the lower 32 bits and higher 20 bits from `SYSTIMER_TIMER_UNIT n _VALUE_LO` and `SYSTIMER_TIMER_UNIT n _VALUE_HI`.

9.5.2 Configure One-Time Alarm in Target Mode

1. Set `SYSTIMER_TARGET x _TIMER_UNIT_SEL` to select the counter (UNIT 0 or UNIT 1) used for COMP x .
2. Read current count value, see Section 9.5.1. This value will be used to calculate the alarm value (t) in Step 4.
3. Clear `SYSTIMER_TARGET x _PERIOD_MODE` to enable target mode.
4. Set an alarm value (t), and fill its lower 32 bits to `SYSTIMER_TIMER_TARGET x _LO`, and the higher 20 bits to `SYSTIMER_TIMER_TARGET x _HI`.
5. Set `SYSTIMER_TIMER_COMP x _LOAD` to synchronize the alarm value (t) to COMP x , i.e. load the alarm value (t) to the COMP x .
6. Set `SYSTIMER_TARGET x _WORK_EN` to enable the selected COMP x . COMP x starts comparing the count value with the alarm value (t).
7. Set `SYSTIMER_TARGET x _INT_ENA` to enable timer interrupt. When Unit n counts to the alarm value (t), a `SYSTIMER_TARGET x _INT` interrupt is triggered.

9.5.3 Configure Periodic Alarms in Period Mode

1. Set `SYSTIMER_TARGET x _TIMER_UNIT_SEL` to select the counter (UNIT 0 or UNIT 1) used for COMP x .
2. Set an alarm period (δt), and fill it to `SYSTIMER_TARGET x _PERIOD`.
3. Set `SYSTIMER_TIMER_COMP x _LOAD` to synchronize the alarm period (δt) to COMP x , i.e. load the alarm period (δt) to COMP x .
4. Set `SYSTIMER_TARGET x _PERIOD_MODE` to configure COMP x into period mode.
5. Set `SYSTIMER_TARGET x _WORK_EN` to enable the selected COMP x . COMP x starts comparing the count value with the sum of start value + $n \cdot \delta t$ ($n = 1, 2, 3\dots$).
6. Set `SYSTIMER_TARGET x _INT_ENA` to enable timer interrupt. A `SYSTIMER_TARGET x _INT` interrupt is triggered when Unit n counts to start value + $n \cdot \delta t$ ($n = 1, 2, 3\dots$) set in step 2.

9.5.4 Update After Deep-sleep and Light-sleep

1. Configure RTC timer before the chip goes to Deep-sleep or Light-sleep, to record the exact sleep time. For more information, see Chapter 4 *Low-Power Management (RTC_CNTL)* [to be added later].
2. Read the sleep time from RTC timer when the chip is woken up from Deep-sleep or Light-sleep.
3. Read current count value of system timer, see Section 9.5.1.

4. Convert the time value recorded by RTC timer from the clock cycles based on RTC_SLOW_CLK to that based on 16 MHz CNT_CLK. For example, if the frequency of RTC_SLOW_CLK is 32 KHz, the recorded RTC timer value should be converted by multiplying by 500.
5. Add the converted RTC value to current count value of system timer:
 - Fill the new value into **SYSTIMER_TIMER_UNIT_n_LOAD_LO** (low 32 bits) and **SYSTIMER_TIMER_UNIT_n_LOAD_HI** (high 20 bits).
 - Set **SYSTIMER_TIMER_UNIT_n_LOAD** to load new timer value into system timer. By such way, the system timer is updated.

9.6 Register Summary

The addresses in this section are relative to system timer base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Clock Control Register			
SYSTIMER_CONF_REG	Configure system timer clock	0x0000	R/W
UNIT0 Control and Configuration Registers			
SYSTIMER_UNIT0_OP_REG	Read UNIT0 value to registers	0x0004	varies
SYSTIMER_UNIT0_LOAD_HI_REG	High 20 bits to be loaded to UNIT0	0x000C	R/W
SYSTIMER_UNIT0_LOAD_LO_REG	Low 32 bits to be loaded to UNIT0	0x0010	R/W
SYSTIMER_UNIT0_VALUE_HI_REG	UNIT0 value, high 20 bits	0x0040	RO
SYSTIMER_UNIT0_VALUE_LO_REG	UNIT0 value, low 32 bits	0x0044	RO
SYSTIMER_UNIT0_LOAD_REG	UNIT0 synchronization register	0x005C	WT
UNIT1 Control and Configuration Registers			
SYSTIMER_UNIT1_OP_REG	Read UNIT1 value to registers	0x0008	varies
SYSTIMER_UNIT1_LOAD_HI_REG	High 20 bits to be loaded to UNIT1	0x0014	R/W
SYSTIMER_UNIT1_LOAD_LO_REG	Low 32 bits to be loaded to UNIT1	0x0018	R/W
SYSTIMER_UNIT1_VALUE_HI_REG	UNIT1 value, high 20 bits	0x0048	RO
SYSTIMER_UNIT1_VALUE_LO_REG	UNIT1 value, low 32 bits	0x004C	RO
SYSTIMER_UNIT1_LOAD_REG	UNIT1 synchronization register	0x0060	WT
Comparator0 Control and Configuration Registers			
SYSTIMER_TARGET0_HI_REG	Alarm value to be loaded to COMP0, high 20 bits	0x001C	R/W
SYSTIMER_TARGET0_LO_REG	Alarm value to be loaded to COMP0, low 32 bits	0x0020	R/W
SYSTIMER_TARGET0_CONF_REG	Configure COMP0 alarm mode	0x0034	R/W
SYSTIMER_COMP0_LOAD_REG	COMP0 synchronization register	0x0050	WT
Comparator1 Control and Configuration Registers			
SYSTIMER_TARGET1_HI_REG	Alarm value to be loaded to COMP1, high 20 bits	0x0024	R/W
SYSTIMER_TARGET1_LO_REG	Alarm value to be loaded to COMP1, low 32 bits	0x0028	R/W
SYSTIMER_TARGET1_CONF_REG	Configure COMP1 alarm mode	0x0038	R/W

Name	Description	Address	Access
SYSTIMER_COMP1_LOAD_REG	COMP1 synchronization register	0x0054	WT
Comparator2 Control and Configuration Registers			
SYSTIMER_TARGET2_HI_REG	Alarm value to be loaded to COMP2, high 20 bits	0x002C	R/W
SYSTIMER_TARGET2_LO_REG	Alarm value to be loaded to COMP2, low 32 bits	0x0030	R/W
SYSTIMER_TARGET2_CONF_REG	Configure COMP2 alarm mode	0x003C	R/W
SYSTIMER_COMP2_LOAD_REG	COMP2 synchronization register	0x0058	WT
Interrupt Registers			
SYSTIMER_INT_ENA_REG	Interrupt enable register of system timer	0x0064	R/W
SYSTIMER_INT_RAW_REG	Interrupt raw register of system timer	0x0068	R/WTC/SS
SYSTIMER_INT_CLR_REG	Interrupt clear register of system timer	0x006C	WT
SYSTIMER_INT_ST_REG	Interrupt status register of system timer	0x0070	RO
Version Register			
SYSTIMER_DATE_REG	Version control register	0x00FC	R/W

9.7 Registers

The addresses in this section are relative to system timer base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 9.1. SYSTIMER_CONF_REG (0x0000)

SYSTIMER_CLK_EN	SYSTIMER_TIMER_UNIT0_WORK_EN	SYSTIMER_TIMER_UNIT1_WORK_EN	SYSTIMER_TIMER_UNIT0_CORE0_STALL_EN	(reserved)	SYSTIMER_TIMER_UNIT1_CORE0_STALL_EN	(reserved)	SYSTIMER_TARGET0_WORK_EN	SYSTIMER_TARGET1_WORK_EN	SYSTIMER_TARGET2_WORK_EN	(reserved)	0
31	30	29	28	27	26	25	24	23	22	21	Reset
0	1	0	0	0	1	1	0	0	0	0	0

SYSTIMER_TARGET2_WORK_EN COMP2 work enable bit. (R/W)

SYSTIMER_TARGET1_WORK_EN COMP1 work enable bit. (R/W)

SYSTIMER_TARGET0_WORK_EN COMP0 work enable bit. (R/W)

SYSTIMER_TIMER_UNIT1_CORE0_STALL_EN UNIT1 is stalled when CPU stalled. (R/W)

SYSTIMER_TIMER_UNIT0_CORE0_STALL_EN UNIT0 is stalled when CPU stalled. (R/W)

SYSTIMER_TIMER_UNIT1_WORK_EN UNIT1 work enable bit. (R/W)

SYSTIMER_TIMER_UNIT0_WORK_EN UNIT0 work enable bit. (R/W)

SYSTIMER_CLK_EN Register clock gating. 1: Register clock is always enabled for read and write operations. 0: Only enable needed clock for register read or write operations. (R/W)

Register 9.2. SYSTIMER_UNIT0_OP_REG (0x0004)

(reserved)	SYSTIMER_TIMER_UNIT0_UPDATE	SYSTIMER_TIMER_UNIT0_VALUE_VALID	(reserved)	0
31	30	29	28	0
0	0	0	0	Reset

SYSTIMER_TIMER_UNIT0_VALUE_VALID Timer value is synchronized and valid. (R/SS/WTC)

SYSTIMER_TIMER_UNIT0_UPDATE Update timer UNIT0, i.e. read the UNIT0 count value to SYSTIMER_TIMER_UNIT0_VALUE_HI and SYSTIMER_TIMER_UNIT0_VALUE_LO. (WT)

Register 9.3. SYSTIMER_UNIT0_LOAD_HI_REG (0x000C)

(reserved)	SYSTIMER_TIMER_UNIT0_LOAD_HI	0
31	20 19	0
0	0	Reset

SYSTIMER_TIMER_UNIT0_LOAD_HI The value to be loaded to UNIT0, high 20 bits. (R/W)

Register 9.4. SYSTIMER_UNIT0_LOAD_LO_REG (0x0010)

SYSTIMER_TIMER_UNIT0_LOAD_LO	0
31	0

SYSTIMER_TIMER_UNIT0_LOAD_LO The value to be loaded to UNIT0, low 32 bits. (R/W)

Register 9.5. SYSTIMER_UNIT0_VALUE_HI_REG (0x0040)

31	20	19	0	Reset
0	0	0	0	0

SYSTIMER_TIMER_UNIT0_VALUE_HI UNIT0 read value, high 20 bits. (RO)

Register 9.6. SYSTIMER_UNIT0_VALUE_LO_REG (0x0044)

31	0	Reset
0	0	0

SYSTIMER_TIMER_UNIT0_VALUE_LO UNIT0 read value, low 32 bits. (RO)

Register 9.7. SYSTIMER_UNIT0_LOAD_REG (0x005C)

31	1	0	Reset
0	0	0	0

SYSTIMER_TIMER_UNIT0_LOAD UNIT0 synchronization enable signal. Set this bit to reload the values of SYSTIMER_TIMER_UNIT0_LOAD_HI and SYSTIMER_TIMER_UNIT0_LOAD_LO to UNIT0. (WT)

Register 9.8. SYSTIMER_UNIT1_OP_REG (0x0008)

(reserved)	SYSTIMER_TIMER_UNIT1_UPDATE	SYSTIMER_TIMER_UNIT1_VALUE_VALID	(reserved)	0
31	30	29	28	0
0	0	0	0	Reset

SYSTIMER_TIMER_UNIT1_VALUE_VALID UNIT1 value is synchronized and valid. (R/SS/WTC)

SYSTIMER_TIMER_UNIT1_UPDATE Update timer UNIT1, i.e. read the UNIT1 count value to SYSTIMER_TIMER_UNIT1_VALUE_HI and SYSTIMER_TIMER_UNIT1_VALUE_LO. (WT)

Register 9.9. SYSTIMER_UNIT1_LOAD_HI_REG (0x0014)

(reserved)	SYSTIMER_TIMER_UNIT1_LOAD_HI	0
31	20	19
0	0	Reset

SYSTIMER_TIMER_UNIT1_LOAD_HI The value to be loaded to UNIT1, high 20 bits. (R/W)

Register 9.10. SYSTIMER_UNIT1_LOAD_LO_REG (0x0018)

SYSTIMER_TIMER_UNIT1_LOAD_LO	0
31	0

SYSTIMER_TIMER_UNIT1_LOAD_LO The value to be loaded to UNIT1, low 32 bits. (R/W)

Register 9.11. SYSTIMER_UNIT1_VALUE_HI_REG (0x0048)

SYSTIMER_TIMER_UNIT1_VALUE_HI

31	(reserved)	20	19	0	0
0	0	0	0	0	0

Reset

SYSTIMER_TIMER_UNIT1_VALUE_HI UNIT1 read value, high 20 bits. (RO)

Register 9.12. SYSTIMER_UNIT1_VALUE_LO_REG (0x004C)

SYSTIMER_TIMER_UNIT1_VALUE_LO

31	0	0	0
0	0	0	0

Reset

SYSTIMER_TIMER_UNIT1_VALUE_LO UNIT1 read value, low 32 bits. (RO)

Register 9.13. SYSTIMER_UNIT1_LOAD_REG (0x0060)

SYSTIMER_TIMER_UNIT1_LOAD

31	(reserved)	0	1
0	0	0	0

Reset

SYSTIMER_TIMER_UNIT1_LOAD UNIT1 synchronization enable signal. Set this bit to reload the values of SYSTIMER_TIMER_UNIT1_LOAD_HI and SYSTIMER_TIMER_UNIT1_LOAD_LO to UNIT1. (WT)

Register 9.14. SYSTIMER_TARGET0_HI_REG (0x001C)

31	(reserved)		20	19	SYSTIMER_TIMER_TARGET0_HI		0
0	0 0 0 0 0 0 0 0 0 0 0 0				0		Reset

SYSTIMER_TIMER_TARGET0_HI The alarm value to be loaded to COMP0, high 20 bits. (R/W)

Register 9.15. SYSTIMER_TARGET0_LO_REG (0x0020)

31	(reserved)															0
0																Reset

SYSTIMER_TIMER_TARGET0_LO The alarm value to be loaded to COMP0, low 32 bits. (R/W)

Register 9.16. SYSTIMER_TARGET0_CONF_REG (0x0034)

31	30	29	26	25	0x000000																0
0	0	0	0	0																	Reset

SYSTIMER_TARGET0_PERIOD COMP0 alarm period. (R/W)

SYSTIMER_TARGET0_PERIOD_MODE Set COMP0 to period mode. (R/W)

SYSTIMER_TARGET0_TIMER_UNIT_SEL Select which unit to compare for COMP0. (R/W)

Register 9.17. SYSTIMER_COMP0_LOAD_REG (0x0050)

31	(reserved)																1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

SYSTIMER_TIMER_COMP0_LOAD COMP0 synchronization enable signal. Set this bit to reload the alarm value/period to COMP0. (WT)

Register 9.18. SYSTIMER_TARGET1_HI_REG (0x0024)

31	(reserved)																20	19
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

SYSTIMER_TIMER_TARGET1_HI The alarm value to be loaded to COMP1, high 20 bits. (R/W)

Register 9.19. SYSTIMER_TARGET1_LO_REG (0x0028)

31	(reserved)																0
0	(reserved)																Reset

SYSTIMER_TIMER_TARGET1_LO The alarm value to be loaded to COMP1, low 32 bits. (R/W)

Register 9.20. SYSTIMER_TARGET1_CONF_REG (0x0038)

SYSTIMER_TARGET1_TIMER_UNIT_SEL						SYSTIMER_TARGET1_PERIOD_MODE		SYSTIMER_TARGET1_PERIOD			
(reserved)											
31	30	29	26	25						0	
0	0	0	0	0	0					0x00000	

SYSTIMER_TARGET1_PERIOD COMP1 alarm period. (R/W)

SYSTIMER_TARGET1_PERIOD_MODE Set COMP1 to period mode. (R/W)

SYSTIMER_TARGET1_TIMER_UNIT_SEL Select which unit to compare for COMP1. (R/W)

Register 9.21. SYSTIMER_COMP1_LOAD_REG (0x0054)

31											1 0
0	0	0	0	0	0	0	0	0	0	0	0 0

SYSTIMER_TIMER_COMP1_LOAD COMP1 synchronization enable signal. Set this bit to reload the alarm value/period to COMP1. (WT)

Register 9.22. SYSTIMER_TARGET2_HI_REG (0x002C)

31											0
0	0	0	0	0	0	0	0	0	0	0	0 0

SYSTIMER_TIMER_TARGET2_HI The alarm value to be loaded to COMP2, high 20 bits. (R/W)

Register 9.23. SYSTIMER_TARGET2_LO_REG (0x0030)

SYSTIMER_TIMER_TARGET2_LO																																	
31																																	0
																																	Reset

SYSTIMER_TIMER_TARGET2_LO The alarm value to be loaded to COMP2, low 32 bits. (R/W)

Register 9.24. SYSTIMER_TARGET2_CONF_REG (0x003C)

SYSTIMER_TIMER_TARGET2_CONF																															
31	30	29		26	25																										0
0	0	0	0	0	0	0																									Reset

SYSTIMER_TARGET2_PERIOD COMP2 alarm period. (R/W)

SYSTIMER_TARGET2_PERIOD_MODE Set COMP2 to period mode. (R/W)

SYSTIMER_TARGET2_TIMER_UNIT_SEL Select which unit to compare for COMP2. (R/W)

Register 9.25. SYSTIMER_COMP2_LOAD_REG (0x0058)

SYSTIMER_TIMER_COMP2_LOAD																																
31																															1 0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 0	Reset

SYSTIMER_TIMER_COMP2_LOAD COMP2 synchronization enable signal. Set this bit to reload the alarm value/period to COMP2. (WT)

Register 9.26. SYSTIMER_INT_ENA_REG (0x0064)

SYSTIMER_TARGET0_INT_ENA SYSTIMER_TARGET0_INT enable bit. (R/W)

SYSTIMER_TARGET1_INT_ENA SYSTIMER_TARGET1_INT enable bit. (R/W)

SYSTIMER_TARGET2_INT_ENA SYSTIMER_TARGET2_INT enable bit. (R/W)

Register 9.27. SYSTIMER_INT_RAW_REG (0x0068)

31		3	2	1	0
0	0	0	0	0	Reset

SYSTIMER_TARGET0_INT_RAW SYSTIMER_TARGET0_INT raw bit. (R/WTC/SS)

SYSTIMER_TARGET1_INT_RAW SYSTIMER_TARGET1_INT raw bit. (R/WTC/SS)

SYSTIMER_TARGET2_INT_RAW SYSTIMER_TARGET2_INT raw bit. (R/WTC/SS)

Register 9.28. SYSTIMER_INT_CLR_REG (0x006C)

SYSTIMER_TARGET0_INT_CLR SYSTIMER_TARGET0_INT clear bit. (WT)

SYSTIMER_TARGET1_INT_CLR SYSTIMER_TARGET1_INT clear bit. (WT)

SYSTIMER_TARGET2_INT_CLR SYSTIMER_TARGET2_INT clear bit. (WT)

Register 9.29. SYSTIMER_INT_ST_REG (0x0070)

SYSTIMER_TARGET0_INT_ST SYSTIMER_TARGET0_INT status bit. (RO)

SYSTIMER_TARGET1_INT_ST SYSTIMER_TARGET1_INT status bit. (RO)

SYSTIMER_TARGET2_INT_ST SYSTIMER_TARGET2_INT status bit. (RO)

Register 9.30. SYSTIMER_DATE_REG (0x00FC)

SYSTIMER_DATE	
31	0
0x2006171	Reset

SYSTIMER_DATE Version control register. (R/W)

10 Timer Group (TIMG)

10.1 Overview

General purpose timers can be used to precisely time an interval, trigger an interrupt after a particular interval (periodically and aperiodically), or act as a hardware clock. As shown in Figure 10-1, the ESP32-C3 chip contains two timer groups, namely timer group 0 and timer group 1. Each timer group consists of one general purpose timer referred to as T0 and one Main System Watchdog Timer. All general purpose timers are based on 16-bit prescalers and 54-bit auto-reload-capable up-down counters.

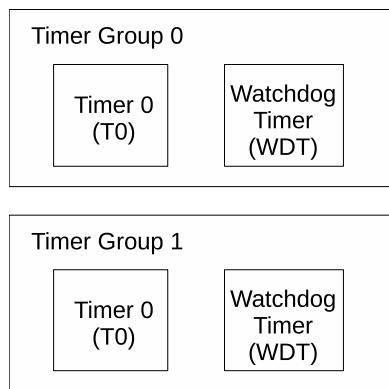


Figure 10-1. Timer Units within Groups

Note that while the Main System Watchdog Timer registers are described in this chapter, their functional description is included in the Chapter 11 *Watchdog Timers (WDT)*. Therefore, the term ‘timers’ within this chapter refers to the general purpose timers.

The timers’ features are summarized as follows:

- A 16-bit clock prescaler, from 2 to 65536
- A 54-bit time-base counter programmable to incrementing or decrementing
- Able to read real-time value of the time-base counter
- Halting and resuming the time-base counter
- Programmable alarm generation
- Timer value reload (Auto-reload at alarm or software-controlled instant reload)
- Level interrupt generation

10.2 Functional Description

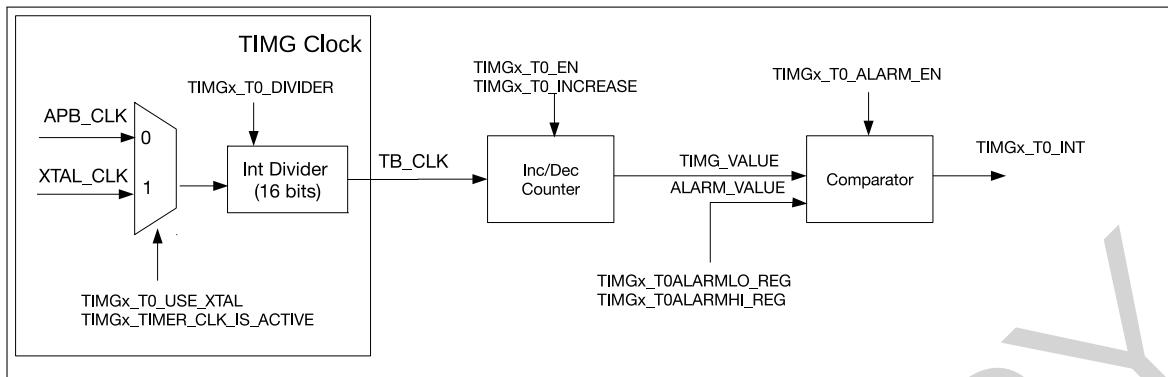


Figure 10-2. Timer Group Architecture

Figure 10-2 is a diagram of timer T0 in a timer group. T0 contains a clock selector, a 16-bit integer divider as a prescaler, a timer-based counter and a comparator for alarm generation.

10.2.1 16-bit Prescaler and Clock Selection

The timer can select between the APB clock (APB_CLK) or external clock (XTAL_CLK) as its clock source by setting the `TIMGx_T0_USE_XTAL` field of the `TIMGx_T0CONFIG_REG` register. The selected clock is switched on by setting `TIMGx_TIMER_CLK_IS_ACTIVE` field of the `TIMGx_REGCLK_REG` register to 1 and switched off by setting it to 0. The clock is then divided by a 16-bit prescaler to generate the time-base counter clock (TB_CLK) used by the time-base counter. When the `TIMGx_T0_DIVIDER` field is configured as 2 ~ 65536, the divisor of the prescaler would be 2 ~ 65536. Note that programming value 0 to `TIMGx_T0_DIVIDER` will result in the divisor being 65536. When the `TIMGx_T0_DIVIDER` is set to 1, the actual divisor is 2 so the timer counter value represents the half of real time.

To modify the 16-bit prescaler, please first configure the `TIMGx_T0_DIVIDER` field, and then set `TIMGx_T0_DIVIDER_RST` to 1. Meanwhile, the timer must be disabled (i.e. `TIMGx_T0_EN` should be cleared). Otherwise, the result can be unpredictable.

10.2.2 54-bit Time-base Counter

The 54-bit time-base counters are based on TB_CLK and can be configured to increment or decrement via the `TIMGx_T0_INCREASE` field. The time-base counter can be enabled or disabled by setting or clearing the `TIMGx_T0_EN` field, respectively. When enabled, the time-base counter increments or decrements on each cycle of TB_CLK. When disabled, the time-base counter is essentially frozen. Note that the `TIMGx_T0_INCREASE` field can be changed while `TIMGx_T0_EN` is set and this will cause the time-base counter to change direction instantly.

To read the 54-bit value of the time-base counter, the timer value must be latched to two registers before being read by the CPU (due to the CPU being 32-bit). By writing any value to the `TIMGx_T0UPDATE_REG`, the current value of the 54-bit timer is instantly latched into the `TIMGx_T0LO_REG` and `TIMGx_T0HI_REG` registers containing the lower 32-bits and higher 22-bits, respectively. `TIMGx_T0LO_REG` and `TIMGx_T0HI_REG` registers will remain unchanged for the CPU to read in its own time until `TIMGx_T0UPDATE_REG` is written to again.

10.2.3 Alarm Generation

A timer can be configured to trigger an alarm when the timer's current value matches the alarm value. An alarm will cause an interrupt to occur and (optionally) an automatic reload of the timer's current value (see Section 10.2.4).

The 54-bit alarm value is configured using [TIMG_TOALARMLO_REG](#) and [TIMG_TOALARMHI_REG](#), which represent the lower 32-bits and higher 22-bits of the alarm value, respectively. However, the configured alarm value is ineffective until the alarm is enabled by setting the [TIMG_TO_ALARM_EN](#) field. To avoid alarm being enabled 'too late' (i.e. the timer value has already passed the alarm value when the alarm is enabled), the hardware will trigger the alarm immediately if the current timer value is higher than the alarm value (within a defined range) when the up-down counter increments, or lower than the alarm value (within a defined range) when the up-down counter decrements. Table 10-1 and Table 10-2 show the relationship between the current value of the timer, the alarm value, and when an alarm is triggered. The current time value and the alarm value are defined as follows:

- $\text{TIMG_VALUE} = \{\text{TIMG_TOHI_REG}, \text{TIMG_TOLO_REG}\}$
- $\text{ALARM_VALUE} = \{\text{TIMG_TOALARMHI_REG}, \text{TIMG_TOALARMLO_REG}\}$

Table 10-1. Alarm Generation When Up-Down Counter Increments

Scenario	Range	Alarm
1	$\text{ALARM_VALUE} - \text{TIMG_VALUE} > 2^{53}$	Triggered
2	$0 < \text{ALARM_VALUE} - \text{TIMG_VALUE} \leq 2^{53}$	Triggered when the up-down counter counts TIMG_VALUE up to ALARM_VALUE
3	$0 \leq \text{TIMG_VALUE} - \text{ALARM_VALUE} < 2^{53}$	Triggered
4	$\text{TIMG_VALUE} - \text{ALARM_VALUE} \geq 2^{53}$	Triggered when the up-down counter restarts counting up from 0 after reaching the timer's maximum value and counts TIMG_VALUE up to ALARM_VALUE

Table 10-2. Alarm Generation When Up-Down Counter Decrements

Scenario	Range	Alarm
5	$\text{TIMG_VALUE} - \text{ALARM_VALUE} > 2^{53}$	Triggered
6	$0 < \text{TIMG_VALUE} - \text{ALARM_VALUE} \leq 2^{53}$	Triggered when the up-down counter counts TIMG_VALUE down to ALARM_VALUE
7	$0 \leq \text{ALARM_VALUE} - \text{TIMG_VALUE} < 2^{53}$	Triggered
8	$\text{ALARM_VALUE} - \text{TIMG_VALUE} \geq 2^{53}$	Triggered when the up-down counter restarts counting down from the timer's maximum value after reaching the minimum value and counts TIMG_VALUE down to ALARM_VALUE

When an alarm occurs, the [TIMG_TO_ALARM_EN](#) field is automatically cleared and no alarm will occur again until the [TIMG_TO_ALARM_EN](#) is set next time.

10.2.4 Timer Reload

A timer is reloaded when a timer's current value is overwritten with a reload value stored in the [TIMG_T0_LOAD_LO](#) and [TIMG_T0_LOAD_HI](#) fields that correspond to the lower 32-bits and higher 22-bits of the timer's new value, respectively. However, writing a reload value to [TIMG_T0_LOAD_LO](#) and [TIMG_T0_LOAD_HI](#) will not cause the timer's current value to change. Instead, the reload value is ignored by the timer until a reload event occurs. A reload event can be triggered either by a software instant reload or an auto-reload at alarm.

A software instant reload is triggered by the CPU writing any value to [TIMG_T0LOAD_REG](#), which causes the timer's current value to be instantly reloaded. If [TIMG_T0_EN](#) is set, the timer will continue incrementing or decrementing from the new value. If [TIMG_T0_EN](#) is cleared, the timer will remain frozen at the new value until counting is re-enabled.

An auto-reload at alarm will cause a timer reload when an alarm occurs, thus allowing the timer to continue incrementing or decrementing from the reload value. This is generally useful for resetting the timer's value when using periodic alarms. To enable auto-reload at alarm, the [TIMG_T0_AUTORELOAD](#) field should be set. If not enabled, the timer's value will continue to increment or decrement past the alarm value after an alarm.

10.2.5 SLOW_CLK Frequency Calculation

Via XTAL_CLK, a timer could calculate the frequency of clock sources for SLOW_CLK (i.e. RTC_CLK, RTC20M_D256_CLK, and XTAL32K_CLK) as follows:

1. Start periodic or one-shot frequency calculation;
2. Once receiving the signal to start calculation, the counter of XTAL_CLK and the counter of SLOW_CLK begin to work at the same time. When the counter of SLOW_CLK counts to C0, the two counters stop counting simultaneously;
3. Assume the value of XTAL_CLK's counter is C1, and the frequency of SLOW_CLK would be calculated as:

$$f_{rtc} = \frac{C0 \times f_{XTAL_CLK}}{C1}$$

10.2.6 Interrupts

Each timer has its own interrupt line that can be routed to the CPU, and thus each timer group has a total of two interrupt lines. Timers generate level interrupts that must be explicitly cleared by the CPU on each triggering.

Interrupts are triggered after an alarm (or stage timeout for watchdog timers) occurs. Level interrupts will be held high after an alarm (or stage timeout) occurs, and will remain so until manually cleared. To enable a timer's interrupt, the [TIMG_T0_INT_ENA](#) bit should be set.

The interrupts of each timer group are governed by a set of registers. Each timer within the group has a corresponding bit in each of these registers:

- [TIMG_T0_INT_RAW](#) : An alarm event sets it to 1. The bit will remain set until the timer's corresponding bit in [TIMG_T0_INT_CLR](#) is written.
- [TIMG_WDT_INT_RAW](#) : A stage time out will set the timer's bit to 1. The bit will remain set until the timer's corresponding bit in [TIMG_WDT_INT_CLR](#) is written.
- [TIMG_T0_INT_ST](#) : Reflects the status of each timer's interrupt and is generated by masking the bits of [TIMG_T0_INT_RAW](#) with [TIMG_T0_INT_ENA](#).

- **TIMG_WDT_INT_ST** : Reflects the status of each watchdog timer's interrupt and is generated by masking the bits of **TIMG_WDT_INT_RAW** with **TIMG_WDT_INT_ENA**.
- **TIMG_T0_INT_ENA** : Used to enable or mask the interrupt status bits of timers within the group.
- **TIMG_WDT_INT_ENA** : Used to enable or mask the interrupt status bits of watchdog timer within the group.
- **TIMG_T0_INT_CLR** : Used to clear a timer's interrupt by setting its corresponding bit to 1. The timer's corresponding bit in **TIMG_T0_INT_RAW** and **TIMG_T0_INT_ST** will be cleared as a result. Note that a timer's interrupt must be cleared before the next interrupt occurs.
- **TIMG_WDT_INT_CLR** : Used to clear a timer's interrupt by setting its corresponding bit to 1. The watchdog timer's corresponding bit in **TIMG_WDT_INT_RAW** and **TIMG_WDT_INT_ST** will be cleared as a result. Note that a watchdog timer's interrupt must be cleared before the next interrupt occurs.

10.3 Configuration and Usage

10.3.1 Timer as a Simple Clock

1. Configure the time-base counter
 - Select clock source by setting or clearing **TIMG_T0_USE_XTAL** field.
 - Configure the 16-bit prescaler by setting **TIMG_T0_DIVIDER**.
 - Configure the timer direction by setting or clearing **TIMG_T0_INCREASE**.
 - Set the timer's starting value by writing the starting value to **TIMG_T0_LOAD_LO** and **TIMG_T0_LOAD_HI**, then reloading it into the timer by writing any value to **TIMG_T0LOAD_REG**.
2. Start the timer by setting **TIMG_T0_EN**.
3. Get the timer's current value.
 - Write any value to **TIMG_TOUPDATE_REG** to latch the timer's current value.
 - Read the latched timer value from **TIMG_TOLO_REG** and **TIMG_TOHI_REG**.

10.3.2 Timer as One-shot Alarm

1. Configure the time-base counter following step 1 of Section 10.3.1.
2. Configure the alarm.
 - Configure the alarm value by setting **TIMG_TOALARMLO_REG** and **TIMG_TOALARMHI_REG**.
 - Enable interrupt by setting **TIMG_T0_INT_ENA**.
3. Disable auto reload by clearing **TIMG_T0_AUTORELOAD**.
4. Start the alarm by setting **TIMG_T0_ALARM_EN**.
5. Handle the alarm interrupt.
 - Clear the interrupt by setting the timer's corresponding bit in **TIMG_T0_INT_CLR**.
 - Disable the timer by clearing **TIMG_T0_EN**.

10.3.3 Timer as Periodic Alarm

1. Configure the time-base counter following step 1 in Section 10.3.1.
2. Configure the alarm following step 2 in Section 10.3.2.
3. Enable auto reload by setting `TIMG_T0_AUTORELOAD` and configure the reload value via `TIMG_T0_LOAD_LO` and `TIMG_T0_LOAD_HI`.
4. Start the alarm by setting `TIMG_T0_ALARM_EN`.
5. Handle the alarm interrupt (repeat on each alarm iteration).
 - Clear the interrupt by setting the timer's corresponding bit in `TIMG_T0_INT_CLR`.
 - If the next alarm requires a new alarm value and reload value (i.e. different alarm interval per iteration), then `TIMG_TOALARMLO_REG`, `TIMG_TOALARMHI_REG`, `TIMG_T0_LOAD_LO`, and `TIMG_T0_LOAD_HI` should be reconfigured as needed. Otherwise, the aforementioned registers should remain unchanged.
 - Re-enable the alarm by setting `TIMG_T0_ALARM_EN`.
6. Stop the timer (on final alarm iteration).
 - Clear the interrupt by setting the timer's corresponding bit in `TIMG_T0_INT_CLR`.
 - Disable the timer by clearing `TIMG_T0_EN`.

10.3.4 SLOW_CLK Frequency Calculation

1. One-shot frequency calculation
 - Select the clock whose frequency is to be calculated (clock source of SLOW_CLK) via `TIMG_RTC_CALI_CLK_SEL`, and configure the time of calculation via `TIMG_RTC_CALI_MAX`.
 - Select one-shot frequency calculation by clearing `TIMG_RTC_CALI_START_CYCLING`, and enable the two counters via `TIMG_RTC_CALI_START`.
 - Once `TIMG_RTC_CALI_RDY` becomes 1, read `TIMG_RTC_CALI_VALUE` to get the value of XTAL_CLK's counter, and calculate the frequency of SLOW_CLK.
2. Periodic frequency calculation
 - Select the clock whose frequency is to be calculated (clock source of SLOW_CLK) via `TIMG_RTC_CALI_CLK_SEL`, and configure the time of calculation via `TIMG_RTC_CALI_MAX`.
 - Select periodic frequency calculation by enabling `TIMG_RTC_CALI_START_CYCLING`.
 - When `TIMG_RTC_CALI_CYCLING_DATA_VLD` is 1, `TIMG_RTC_CALI_VALUE` is valid.
3. Timeout

If the counter of SLOW_CLK cannot finish counting in `TIMG_RTC_CALI_TIMEOUT_RST_CNT` cycles, `TIMG_RTC_CALI_TIMEOUT` will be set to indicate a timeout.

10.4 Register Summary

The addresses in this section are relative to **Timer Group** base addresses (one for Timer Group 0 and another one for Timer Group 1) provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
T0 control and configuration registers			
TIMG_T0CONFIG_REG	Timer 0 configuration register	0x0000	varies
TIMG_T0LO_REG	Timer 0 current value, low 32 bits	0x0004	RO
TIMG_T0HI_REG	Timer 0 current value, high 22 bits	0x0008	RO
TIMG_TOUPDATE_REG	Write to copy current timer value to TIMGn_T0_(LO/HI)_REG	0x000C	R/W/SC
TIMG_T0ALARMLO_REG	Timer 0 alarm value, low 32 bits	0x0010	R/W
TIMG_T0ALARMHI_REG	Timer 0 alarm value, high bits	0x0014	R/W
TIMG_T0LOADLO_REG	Timer 0 reload value, low 32 bits	0x0018	R/W
TIMG_T0LOADHI_REG	Timer 0 reload value, high 22 bits	0x001C	R/W
TIMG_T0LOAD_REG	Write to reload timer from TIMG_T0_(LOADLOLOADHI)_REG	0x0020	WT
WDT control and configuration registers			
TIMG_WDTCONFIG0_REG	Watchdog timer configuration register	0x0048	varies
TIMG_WDTCONFIG1_REG	Watchdog timer prescaler register	0x004C	varies
TIMG_WDTCONFIG2_REG	Watchdog timer stage 0 timeout value	0x0050	R/W
TIMG_WDTCONFIG3_REG	Watchdog timer stage 1 timeout value	0x0054	R/W
TIMG_WDTCONFIG4_REG	Watchdog timer stage 2 timeout value	0x0058	R/W
TIMG_WDTCONFIG5_REG	Watchdog timer stage 3 timeout value	0x005C	R/W
TIMG_WDTFEED_REG	Write to feed the watchdog timer	0x0060	WT
TIMG_WDTWPROTTECT_REG	Watchdog write protect register	0x0064	R/W
RTC frequency calculation control and configuration registers			
TIMG_RTCCALICFG_REG	RTC frequency calculation configuration register 0	0x0068	varies
TIMG_RTCCALICFG1_REG	RTC frequency calculation configuration register 1	0x006C	RO
TIMG_RTCCALICFG2_REG	RTC frequency calculation configuration register 2	0x0080	varies
Interrupt registers			
TIMG_INT_ENA_TIMERS_REG	Interrupt enable bits	0x0070	R/W
TIMG_INT_RAW_TIMERS_REG	Raw interrupt status	0x0074	R/SS/WTC
TIMG_INT_ST_TIMERS_REG	Masked interrupt status	0x0078	RO
TIMG_INT_CLR_TIMERS_REG	Interrupt clear bits	0x007C	WT
Version register			
TIMG_NTIMERS_DATE_REG	Timer version control register	0x00F8	R/W
Clock configuration registers			
TIMG_REGCLK_REG	Timer group clock gate register	0x00FC	R/W

10.5 Registers

The addresses in this section are relative to Timer Group base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 10.1. TIMG_T0CONFIG_REG (0x0000)

TIMG_T0_EN	TIMG_T0_INCREASE	TIMG_T0_AUTORELOAD	TIMG_T0_DIVIDER	TIMG_T0_DIVIDER_RST	(reserved)	TIMG_T0_ALARM_EN	TIMG_T0_USE_XTAL	(reserved)	0
31 0	30 1	29 1	28	13 0	12 0	11 0	10 0	9 0	8 0

0x01

Reset

TIMG_T0_USE_XTAL 1: Use XTAL_CLK as the source clock of timer group. 0: Use APB_CLK as the source clock of timer group. (R/W)

TIMG_T0_ALARM_EN When set, the alarm is enabled. This bit is automatically cleared once an alarm occurs. (R/W/SC)

TIMG_T0_DIVIDER_RST When set, Timer 0's clock divider counter will be reset. (WT)

TIMG_T0_DIVIDER Timer 0 clock (T0_clk) prescaler value. (R/W)

TIMG_T0_AUTORELOAD When set, Timer 0 auto-reload at alarm is enabled. (R/W)

TIMG_T0_INCREASE When set, the Timer 0 time-base counter will increment every clock tick. When cleared, the Timer 0 time-base counter will decrement. (R/W)

TIMG_T0_EN When set, the Timer 0 time-base counter is enabled. (R/W)

Register 10.2. TIMG_T0LO_REG (0x0004)

31	0
0x0000000	Reset

TIMG_T0_LO After writing to TIMG_T0UPDATE_REG, the low 32 bits of the time-base counter of Timer 0 can be read here. (RO)

Register 10.3. TIMG_T0HI_REG (0x0008)

TIMG_T0_HI After writing to TIMG_T0UPDATE_REG, the high 22 bits of the time-base counter of Timer 0 can be read here. (RO)

Register 10.4. TIMG_T0UPDATE_REG (0x000C)

	TIMG_TO_UPDATE	(reserved)	AFR
31	30	0	Reset

TIMG_TO_UPDATE After writing 0 or 1 to TIMG_TOUPDATE_REG, the counter value is latched.
(R/W/SC)

Register 10.5. TIMG_T0ALARMLO_REG (0x0010)

The timing diagram illustrates the relationship between the TIMG_TO_ALARM_LO signal and the system clock. The Y-axis represents time, with major ticks at 0x00000000 and 0x00000004. The X-axis represents the number of system clock cycles, with major ticks at 0 and 31. The TIMG_TO_ALARM_LO signal is shown as a sequence of gray diagonal bars. It starts at cycle 0, remains low until cycle 4, then rises to a high level until cycle 8. It then drops to a low level until cycle 12, rises again until cycle 16, and finally drops to a low level until cycle 20. From cycle 20 onwards, it remains low until cycle 31.

TIMG_T0_ALARM_LO Timer 0 alarm trigger time-base counter value, low 32 bits. (R/W)

Register 10.6. TIMG_T0ALARMHI_REG (0x0014)

TIMG_T0_ALARM_HI Timer 0 alarm trigger time-base counter value, high 22 bits. (R/W)

Register 10.7. TIMG_T0LOADLO_REG (0x0018)

TIMG_T0_LOAD_LO	
31	0
0x000000	Reset

TIMG_T0_LOAD_LO Low 32 bits of the value that a reload will load onto Timer 0 time-base counter.
(R/W)

Register 10.8. TIMG_T0LOADHI_REG (0x001C)

(reserved)		TIMG_T0_LOAD_HI	
31	22	21	0
0	0	0	0x0000 Reset

TIMG_T0_LOAD_HI High 22 bits of the value that a reload will load onto Timer 0 time-base counter.
(R/W)

Register 10.9. TIMG_T0LOAD_REG (0x0020)

TIMG_T0_LOAD	
31	0
0x000000	Reset

TIMG_T0_LOAD Write any value to trigger a Timer 0 time-base counter reload. (WT)

Register 10.10. TIMG_WDTCONFIG0_REG (0x0048)

TIMG_WDT_EN	TIMG_WDT_STG0	TIMG_WDT_STG1	TIMG_WDT_STG2	TIMG_WDT_STG3	TIMG_WDT_CONF_UPDATE_EN	TIMG_WDT_USE_XTAL	TIMG_WDT_CPU_RESET_LENGTH	TIMG_WDT_SYS_RESET_LENGTH	TIMG_WDT_FLASHBOOT_MOD_EN	TIMG_WDT_PROCPU_RESET_EN	TIMG_WDT_APPCPU_RESET_EN	(reserved)							
31	30	29	28	27	26	25	24	23	22	21	20	18	17	15	14	13	12	11	0
0	0	0	0	0	0	0	0x1	0x1	1	0	0	0	0	0	0	0	0	0	Reset

TIMG_WDT_APPCPU_RESET_EN WDT reset CPU enable. (R/W)

TIMG_WDT_PROCPU_RESET_EN WDT reset CPU enable. (R/W)

TIMG_WDT_FLASHBOOT_MOD_EN When set, Flash boot protection is enabled. (R/W)

TIMG_WDT_SYS_RESET_LENGTH System reset signal length selection. 0: 100 ns, 1: 200 ns, 2: 300 ns, 3: 400 ns, 4: 500 ns, 5: 800 ns, 6: 1.6 μ s, 7: 3.2 μ s. (R/W)

TIMG_WDT_CPU_RESET_LENGTH CPU reset signal length selection. 0: 100 ns, 1: 200 ns, 2: 300 ns, 3: 400 ns, 4: 500 ns, 5: 800 ns, 6: 1.6 μ s, 7: 3.2 μ s. (R/W)

TIMG_WDT_USE_XTAL Chooses WDT clock. 0: APB_CLK; 1:XTAL_CLK. (R/W)

TIMG_WDT_CONF_UPDATE_EN Updates the WDT configuration registers. (WT)

TIMG_WDT_STG3 Stage 3 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

TIMG_WDT_STG2 Stage 2 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

TIMG_WDT_STG1 Stage 1 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

TIMG_WDT_STG0 Stage 0 configuration. 0: off, 1: interrupt, 2: reset CPU, 3: reset system. (R/W)

TIMG_WDT_EN When set, MWDT is enabled. (R/W)

Register 10.11. TIMG_WDTCONFIG1_REG (0x004C)

TIMG_WDT_CLK_PRESCALE	(reserved)	TIMG_WDT_DIVCNT_RST		
31	16	15	1	0
0x01	0	0	0	0

TIMG_WDT_DIVCNT_RST When set, WDT 's clock divider counter will be reset. (WT)

TIMG_WDT_CLK_PRESCALE MWDT clock prescaler value. MWDT clock period = 12.5 ns * TIMG_WDT_CLK_PRESCALE. (R/W)

Register 10.12. TIMG_WDTCONFIG2_REG (0x0050)

TIMG_WDT_STG0_HOLD	
31	0
26000000	Reset

TIMG_WDT_STG0_HOLD Stage 0 timeout value, in MWDT clock cycles. (R/W)

Register 10.13. TIMG_WDTCONFIG3_REG (0x0054)

TIMG_WDT_STG1_HOLD	
31	0
0x7fffff	Reset

TIMG_WDT_STG1_HOLD Stage 1 timeout value, in MWDT clock cycles. (R/W)

Register 10.14. TIMG_WDTCONFIG4_REG (0x0058)

TIMG_WDT_STG2_HOLD	
31	0
0xffff	Reset

TIMG_WDT_STG2_HOLD Stage 2 timeout value, in MWDT clock cycles. (R/W)

Register 10.15. TIMG_WDTCONFIG5_REG (0x005C)

TIMG_WDT_STG3_HOLD	
31	0
0xffff	Reset

TIMG_WDT_STG3_HOLD Stage 3 timeout value, in MWDT clock cycles. (R/W)

Register 10.16. TIMG_WDTFEED_REG (0x0060)

TIMG_WDT_FEED	
31	0
0x000000	Reset

TIMG_WDT_FEED Write any value to feed the MWDT. (WO) (WT)

Register 10.17. TIMG_WDTWPROTECT_REG (0x0064)

TIMG_WDT_WKEY	
31	0
0x50d83aa1	Reset

TIMG_WDT_WKEY If the register contains a different value than its reset value, write protection is enabled. (R/W)

Register 10.18. TIMG_RTCCALICFG_REG (0x0068)

TIMG_RTC_CALI_START_CYCLING Enables periodic frequency calculation. (R/W)

TIMG_RTC_CALI_CLK_SEL 0: RTC_CLK; 1: RTC20M_D256_CLK; 2: XTAL32K_CLK. (R/W)

TIMG_RTC_CALI_RDY Marks the completion of frequency calculation. (RO)

TIMG_RTC_CALI_MAX Configures the time of frequency calculation. (R/W)

TIMG_RTC_CALI_START Enables one-shot frequency calculation. (R/W)

Register 10.19. TIMG_RTCCALICFG1_REG (0x006C)

Diagram illustrating the TIMG_RTC_CALL_VALUE register structure:

31	0x000000						7	6	1	0
							0	0	0	0
							0	0	0	0
							0	0	0	0
							(reserved)			Reset
							TIMG_RTC_CALL_CYCLENG_DATA_VLD			
							TIMG_RTC_CALL_VALUE			

TIMG_RTC_CALI_CYCLING_DATA_VLD Marks the completion of periodic frequency calculation.
(RO)

TIMG_RTC_CALI_VALUE Frequency calculation result. (RO)

Register 10.20. TIMG_RTCCALICFG2_REG (0x0080)

TIMG_RTC_CALI_TIMEOUT_THRES								TIMG_RTC_CALI_TIMEOUT_RST_CNT			
								(reserved)			
								TIMG_RTC_CALI_TIMEOUT			
31								7	6	3	2
0x1fffff								1	0	3	0
								0	0	0	0
								Reset			

TIMG_RTC_CALI_TIMEOUT Indicates frequency calculation timeout. (RO)

TIMG_RTC_CALI_TIMEOUT_RST_CNT Cycles to reset frequency calculation timeout. (R/W)

TIMG_RTC_CALI_TIMEOUT_THRES Threshold value for the frequency calculation timer. If the timer's value exceeds this threshold, a timeout is triggered. (R/W)

Register 10.21. TIMG_INT_ENA_TIMERS_REG (0x0070)

TIMG_WDT_INT_ENA															
TIMG_T0_INT_ENA															
(reserved)															2
															1
															0
															Reset

TIMG_T0_INT_ENA The interrupt enable bit for the TIMG_T0_INT interrupt. (R/W)

TIMG_WDT_INT_ENA The interrupt enable bit for the TIMG_WDT_INT interrupt. (R/W)

Register 10.22. TIMG_INT_RAW_TIMERS_REG (0x0074)

TIMG_WDT_INT_RAW															
TIMG_T0_INT_RAW															
(reserved)															2
															1
															0
															Reset

TIMG_T0_INT_RAW The raw interrupt status bit for the TIMG_T0_INT interrupt. (R/SS/WTC)

TIMG_WDT_INT_RAW The raw interrupt status bit for the TIMG_WDT_INT interrupt. (R/SS/WTC)

Register 10.23. TIMG_INT_ST_TIMERS_REG (0x0078)

TIMG_T0_INT_ST The masked interrupt status bit for the TIMG_T0_INT interrupt. (RO)

TIMG_WDT_INT_ST The masked interrupt status bit for the TIMG_WDT_INT interrupt. (RO)

Register 10.24. TIMG_INT_CLR_TIMERS_REG (0x007C)

The diagram shows two timing signals. The top signal, labeled 'TIMG_WDT_INT_CLR', has a pulse starting at time 0. The bottom signal, labeled 'TIMG_TO_NT_CLR', has a pulse starting at time 1. Both signals are high for one unit of time.

31											2	1	0														
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

TIMG_T0_INT_CLR Set this bit to clear the TIMG_T0_INT interrupt. (WT)

TIMG_WDT_INT_CLR Set this bit to clear the TIMG_WDT_INT interrupt. (WT)

Register 10.25. TIMG_NTIMERS_DATE_REG (0x00F8)

(reserved)	31	28	27	0x2006191	TIMG_NTIMGSDATE	Reset
	0	0	0	0	0	

TIMG_NTIMGS_DATE Timer version control register (R/W)

Register 10.26. TIMG_REGCLK_REG (0x00FC)

TIMG_CLK_EN TIMG_TIMER_CLK_IS_ACTIVE TIMG_WDT_CLK_IS_ACTIVE																															
(reserved)																															
31	30	29	28	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TIMG_WDT_CLK_IS_ACTIVE enable WDT's clock (R/W)

TIMG_TIMER_CLK_IS_ACTIVE enable Timer 0's clock (R/W)

TIMG_CLK_EN Register clock gate signal. 0: The clock used by software to read and write registers is on only when there is software operation. 1: The clock used by software to read and write registers is always on. (R/W)

11 Watchdog Timers (WDT)

11.1 Overview

Watchdog timers are hardware timers used to detect and recover from malfunctions. They must be periodically fed (reset) to prevent a timeout. A system/software that is behaving unexpectedly (e.g. is stuck in a software loop or in overdue events) will fail to feed the watchdog thus trigger a watchdog timeout. Therefore, watchdog timers are useful for detecting and handling erroneous system/software behavior.

As shown in Figure 11-1, ESP32-C3 contains three digital watchdog timers: one in each of the two timer groups in Chapter 10 *Timer Group (TIMG)* (called Main System Watchdog Timers, or MWDT) and one in the RTC Module (called the RTC Watchdog Timer, or RWDT). Each digital watchdog timer allows for four separately configurable stages and each stage can be programmed to take one action upon expiry, unless the watchdog is fed or disabled. MWDT supports three timeout actions: interrupt, CPU reset, and core reset, while RWDT supports four timeout actions: interrupt, CPU reset, core reset, and system reset (see details in Section 11.2.2 *Stages and Timeout Actions*). A timeout value can be set for each stage individually.

During the flash boot process, RWDT and the first MWDT in timergroup 0 are enabled automatically in order to detect and recover from booting errors.

ESP32-C3 also has one analog watchdog timer: Super watchdog (SWD). It is an ultra-low-power circuit in analog domain that helps to prevent the system from operating in a sub-optimal state and resets the system if required.

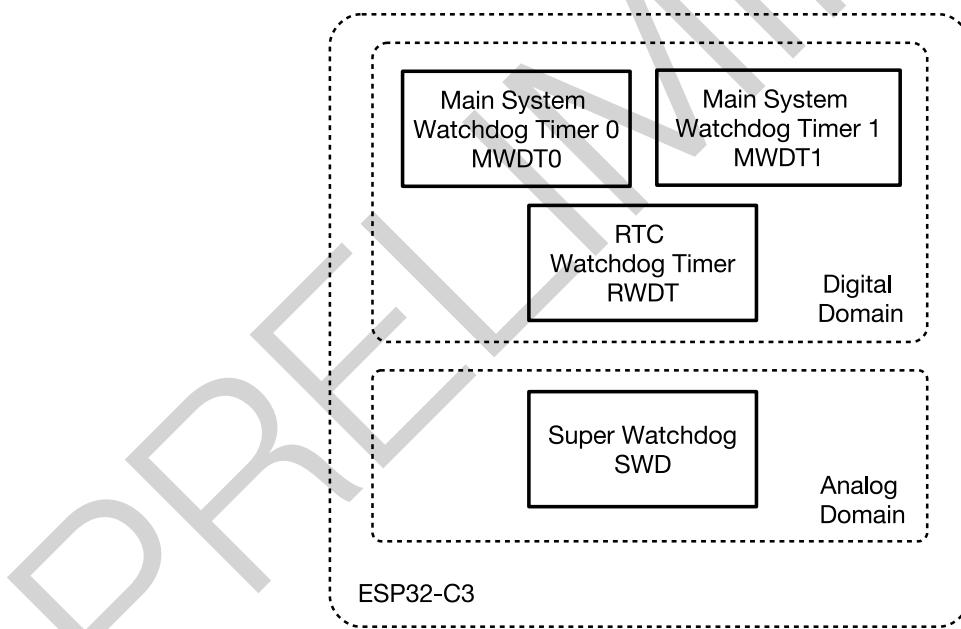


Figure 11-1. Watchdog Timers Overview

Note that while this chapter provides the functional descriptions of the watchdog timer's, their register descriptions are provided in Chapter 10 *Timer Group (TIMG)* and Chapter 4 *Low-Power Management (RTC_CNTL)* [to be added later].

11.2 Digital Watchdog Timers

11.2.1 Features

Watchdog timers have the following features:

- Four stages, each with a programmable timeout value. Each stage can be configured and enabled/disabled separately
- Three timeout actions (interrupt, CPU reset, or core reset) for MWDT and four timeout actions (interrupt, CPU reset, core reset, or system reset) for RWDT upon expiry of each stage
- 32-bit expiry counter
- Write protection, to prevent RWDT and MWDT configuration from being altered inadvertently
- Flash boot protection

If the boot process from an SPI flash does not complete within a predetermined period of time, the watchdog will reboot the entire main system.

11.2.2 Functional Description

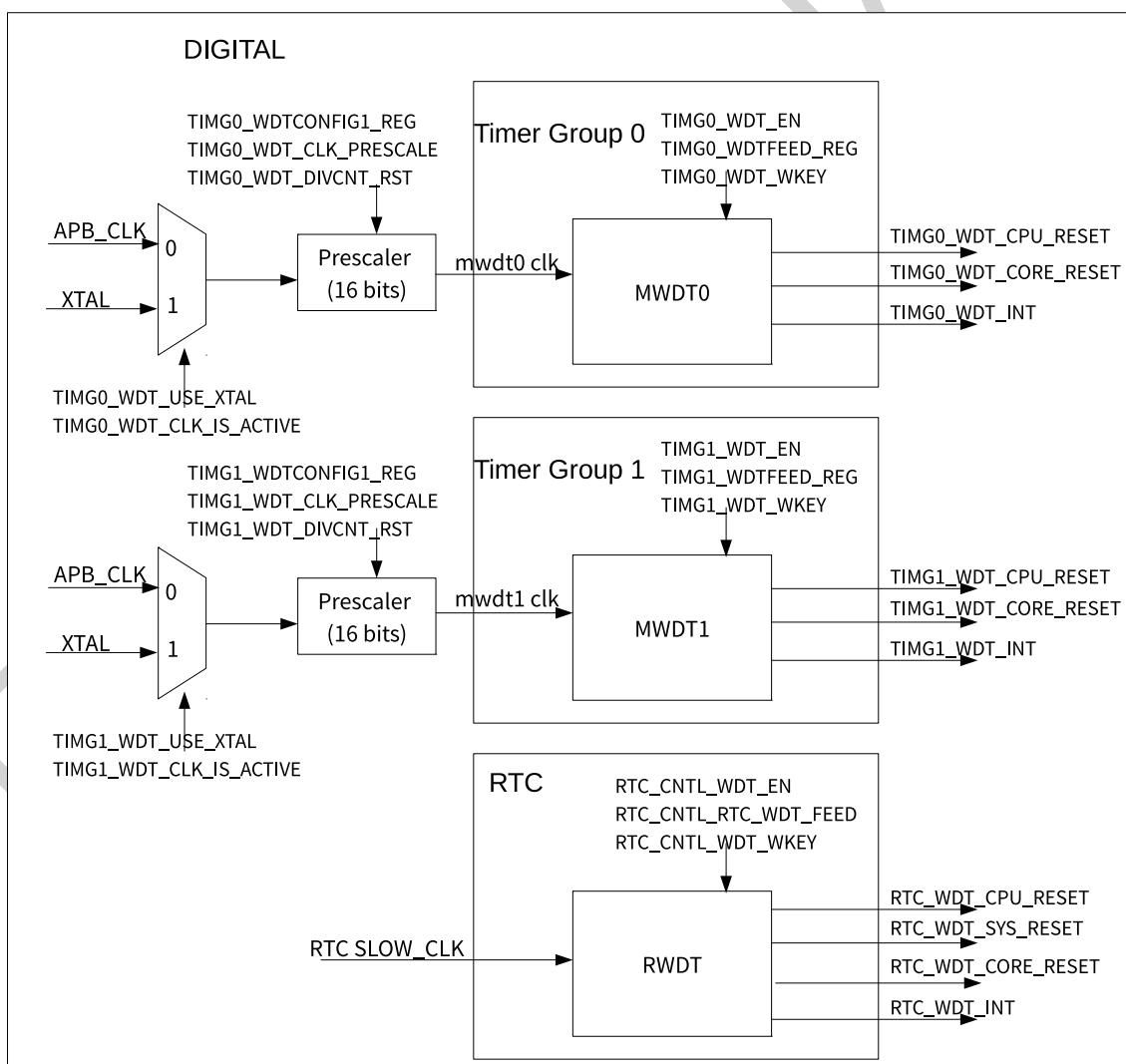


Figure 11-2. Watchdog Timers in ESP32-C3

Figure 11-2 shows the three watchdog timers in ESP32-C3 digital systems.

11.2.2.1 Clock Source and 32-Bit Counter

At the core of each watchdog timer is a 32-bit counter.

MWDTs can select between the APB clock (APB_CLK) or external clock (XTAL_CLK) as its clock source by setting the [TIMG_WDT_USE_XTAL](#) field of the [TIMG_WDTCONFIG0_REG](#) register. The selected clock is switched on by setting [TIMG_WDT_CLK_IS_ACTIVE](#) field of the [TIMG_REGCLK_REG](#) register to 1 and switched off by setting it to 0. Then the selected clock is divided by a 16-bit configurable prescaler. The 16-bit prescaler for MWDTs is configured via the [TIMG_WDT_CLK_PRESCALE](#) field of [TIMG_WDTCONFIG1_REG](#). When [TIMG_WDT_DIVCNT_RST](#) field is set, the prescaler is reset and it can be re-configured at once.

In contrast, the clock source of RWDT is derived directly from an RTC slow clock (the RTC slow clock source shown in Chapter 6 *Reset and Clock*).

MWDTs and RWDT are enabled by setting the [TIMG_WDT_EN](#) and [RTC_CNTL_WDT_EN](#) fields respectively. When enabled, the 32-bit counters of each watchdog will increment on each source clock cycle until the timeout value of the current stage is reached (i.e. expiry of the current stage). When this occurs, the current counter value is reset to zero and the next stage will become active. If a watchdog timer is fed by software, the timer will return to stage 0 and reset its counter value to zero. Software can feed a watchdog timer by writing any value to [TIMG_WDTFEED_REG](#) for MDWTs and [RTC_CNTL_RTC_WDT_FEED](#) for RWDT.

11.2.2.2 Stages and Timeout Actions

Timer stages allow for a timer to have a series of different timeout values and corresponding expiry action. When one stage expires, the expiry action is triggered, the counter value is reset to zero, and the next stage becomes active. MWDTs/ RWDT provide four stages (called stages 0 to 3). The watchdog timers will progress through each stage in a loop (i.e. from stage 0 to 3, then back to stage 0).

Timeout values of each stage for MWDTs are configured in [TIMG_WDTCONFIG*i*_REG](#) (where *i* ranges from 2 to 5), whilst timeout values for RWDT are configured using [RTC_CNTL_WDT_STG*j*_HOLD](#) field (where *j* ranges from 0 to 3).

Please note that the timeout value of stage 0 for RWDT (T_{hold0}) is determined by the combination of the [EFUSE_WDT_DELAY_SEL](#) field of eFuse register [EFUSE_RD_REPEAT_DATA1_REG](#) and [RTC_CNTL_WDT_STG0_HOLD](#). The relationship is as follows:

$$T_{hold0} = RTC_CNTL_WDT_STG0_HOLD \ll (EFUSE_WDT_DELAY_SEL + 1)$$

where \ll is a left-shift operator.

Upon the expiry of each stage, one of the following expiry actions will be executed:

- Trigger an interrupt
When the stage expires, an interrupt is triggered.
- CPU reset – Reset a CPU core
When the stage expires, the CPU core will be reset.
- Core reset – Reset the main system

When the stage expires, the main system (which includes MWDTs, CPU, and all peripherals) will be reset. The power management unit and RTC peripheral will not be reset.

- System reset – Reset the main system, power management unit and RTC peripheral

When the stage expires the main system, power management unit and RTC peripheral (see details in Chapter 4 *Low-Power Management (RTC_CNTL) [to be added later]*) will all be reset. This action is only available in RWDT.

- Disabled

This stage will have no effects on the system.

For MWDTs, the expiry action of all stages is configured in [TIMG_WDTCONFIG0_REG](#). Likewise for RWDT, the expiry action is configured in [RTC_CNTL_WDTCONFIG0_REG](#).

11.2.2.3 Write Protection

Watchdog timers are critical to detecting and handling erroneous system/software behavior, thus should not be disabled easily (e.g. due to a misplaced register write). Therefore, MWDTs and RWDT incorporate a write protection mechanism that prevent the watchdogs from being disabled or tampered with due to an accidental write. The write protection mechanism is implemented using a write-key field for each timer ([TIMG_WDT_WKEY](#) for MWDT, [RTC_CNTL_WDT_WKEY](#) for RWDT). The value 0x50D83AA1 must be written to the watchdog timer's write-key field before any other register of the same watchdog timer can be changed. Any attempts to write to a watchdog timer's registers (other than the write-key field itself) whilst the write-key field's value is not 0x50D83AA1 will be ignored. The recommended procedure for accessing a watchdog timer is as follows:

1. Disable the write protection by writing the value 0x50D83AA1 to the timer's write-key field.
2. Make the required modification of the watchdog such as feeding or changing its configuration.
3. Re-enable write protection by writing any value other than 0x50D83AA1 to the timer's write-key field.

11.2.2.4 Flash Boot Protection

During flash booting process, MWDT in timer group 0 (see Figure 10-1 *Timer Units within Groups*), as well as RWDT, are automatically enabled. Stage 0 for the enabled MWDT is automatically configured to reset the system upon expiry. Likewise, stage 0 for RWDT is configured to reset the main system and RTC when it expires. After booting, [TIMG_WDT_FLASHBOOT_MOD_EN](#) and [RTC_CNTL_WDT_FLASHBOOT_MOD_EN](#) should be cleared to stop the flash boot protection procedure for both MWDT and RWDT respectively. After this, MWDT and RWDT can be configured by software.

11.3 Super Watchdog

Super watchdog (SWD) is an ultra-low-power circuit in analog domain that helps to prevent the system from operating in a sub-optimal state and resets the system if required. SWD contains a watchdog circuit that needs to be fed for at least once during its timeout period, which is slightly less than one second. About 100 ms before watchdog timeout, it will also send out a WD_INTR signal as a request to remind the system to feed the watchdog.

If the system doesn't respond to SWD feed request and watchdog finally times out, SWD will generate a system level signal SWD_RSTB to reset whole digital circuits on the chip.

11.3.1 Features

SWD has the following features:

- Ultra-low power
- Interrupt to indicate that the SWD timeout period is close to expiring
- Various dedicated methods for software to feed SWD, which enables SWD to monitor the working state of the whole operating system

11.3.2 Super Watchdog Controller

11.3.2.1 Structure

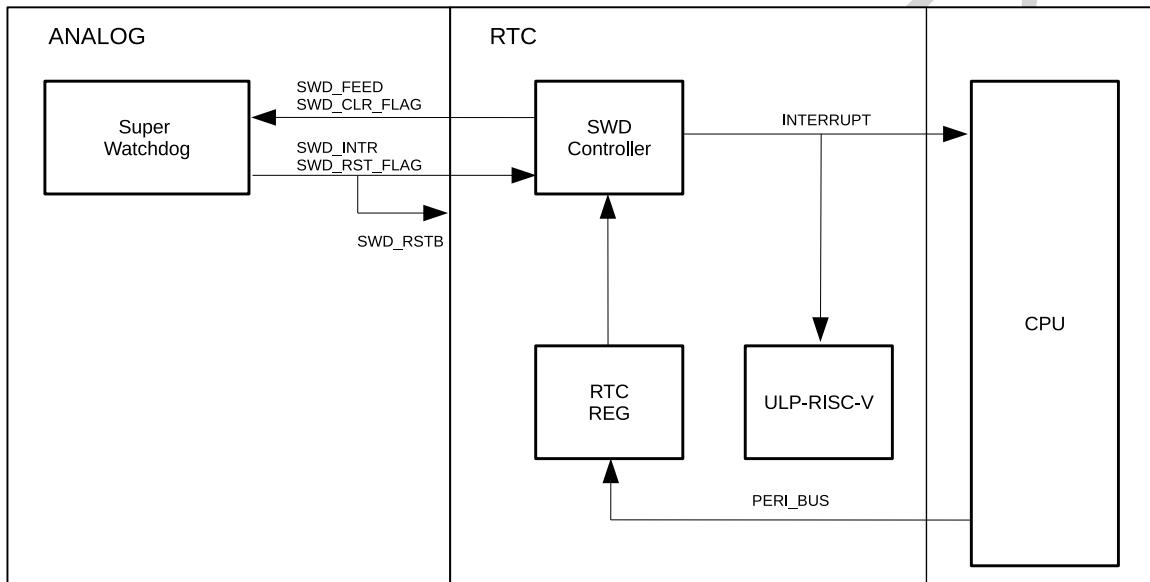


Figure 11-3. Super Watchdog Controller Structure

11.3.2.2 Workflow

In normal state:

- SWD controller receives feed request from SWD.
- SWD controller can send an interrupt to main CPU or ULP-RISC-V.
- Main CPU can decide whether to feed SWD directly by setting [RTC_CNTL_SWD_FEED](#), or send an interrupt to ULP-RISC-V and ask ULP-RISC-V to feed SWD by setting [RTC_CNTL_SWD_FEED](#).
- When trying to feed SWD, CPU or ULP-RISC-V needs to disable SWD controller's write protection by writing 0x8F1D312A to [RTC_CNTL_SWD_WKEY](#). This prevents SWD from being fed by mistake when the system is operating in sub-optimal state.
- If setting [RTC_CNTL_SWD_AUTO_FEED_EN](#) to 1, SWD controller can also feed SWD itself without any interaction with CPU or ULP-RISC-V.

After reset:

- Check [RTC_CNTL_RESET_CAUSE_PROCPU\[5:0\]](#) for the cause of CPU reset.

If `RTC_CNTL_RESET_CAUSE_PROCPU[5:0] == 0x12`, it indicates that the cause is SWD reset.

- Set `RTC_CNTL_SWD_RST_FLAG_CLR` to clear the SWD reset flag.

11.4 Interrupts

For watchdog timer interrupts, please refer to Section 10.2.6 *Interrupts* in Chapter 10 *Timer Group (TIMG)*.

11.5 Registers

MWDT registers are part of the timer submodule and are described in Section 10.4 *Register Summary* in Chapter 10 *Timer Group (TIMG)*. RWDT and SWD registers are part of the RTC submodule and are described in Section 6 *Register Summary* in Chapter 4 *Low-Power Management (RTC_CNTL) [to be added later]*.

PRELIMINARY

12 XTAL32K Watchdog Timers (XTWDT)

12.1 Overview

The XTAL32K watchdog timer on ESP32-C3 is used to monitor the status of external crystal XTAL32K_CLK. This watchdog timer can detect the oscillation failure of XTAL32K_CLK, change the clock source of RTC, etc. When XTAL32K_CLK works as the clock source of RTC SLOW_CLK (for clock description, see Chapter 6 *Reset and Clock*) and stops vibrating, the XTAL32K watchdog timer first switches to BACKUP32K_CLK derived from RTC_CLK and generates an interrupt (if the chip is in Light-sleep and Deep-sleep mode, the CPU will be woken up), and then switches back to XTAL32K_CLK after it is restarted by software.

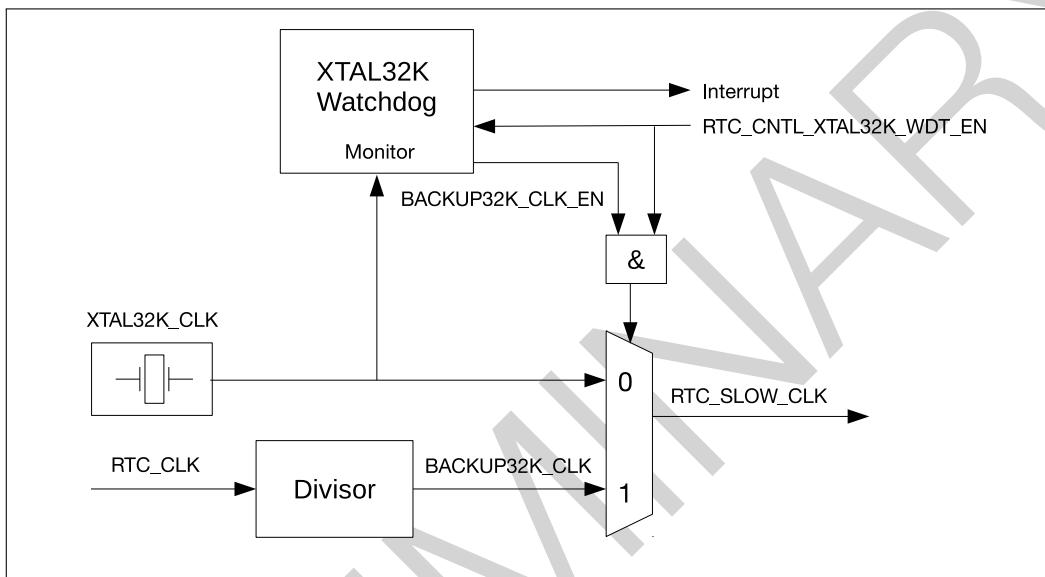


Figure 12-1. XTAL32K Watchdog Timer

12.2 Features

12.2.1 Interrupt and Wake-Up

When the XTAL32K watchdog timer detects the oscillation failure of XTAL32K_CLK, an oscillation failure interrupt RTC_XTAL32K_DEAD_INT (for interrupt description, please refer to Chapter 4 *Low-Power Management (RTC_CNTL) [to be added later]*) is generated. At this point, the CPU will be woken up if in Light-sleep and Deep-sleep mode.

12.2.2 BACKUP32K_CLK

Once the XTAL32K watchdog timer detects the oscillation failure of XTAL32K_CLK, it replaces XTAL32K_CLK with BACKUP32K_CLK (with a frequency of 32 kHz or so) derived from RTC_CLK as RTC's SLOW_CLK, so as to ensure proper functioning of the system.

12.3 Functional Description

12.3.1 Workflow

1. The XTAL32K watchdog timer starts counting when [RTC_CNTL_XTAL32K_WDT_EN](#) is enabled. The counter based on RTC_CLK keeps counting until it detects the positive edge of XTAL_32K and is then cleared. When the counter reaches [RTC_CNTL_XTAL32K_WDT_TIMEOUT](#), it generates an interrupt or a wake-up signal and is then reset.
2. If [RTC_CNTL_XTAL32K_AUTO_BACKUP](#) is set and step 1 is finished, the XTAL32K watchdog timer will automatically enable BACKUP32K_CLK as the alternative clock source of RTC SLOW_CLK, to ensure the system's proper functioning and the accuracy of timers running on RTC SLOW_CLK (e.g. RTC_TIMER). For information about clock frequency configuration, please refer to Section [12.3.2](#).
3. Software restarts XTAL32K_CLK by turning its XPD (meaning no power-down) signal off and on again via the [RTC_CNTL_XPD_XTAL_32K](#) bit. Then, the XTAL32K watchdog timer switches back to XTAL32K_CLK as the clock source of RTC SLOW_CLK by clearing [RTC_CNTL_XTAL32K_WDT_EN](#) ([BACKUP32K_CLK_EN](#) is also automatically cleared). If the chip is in Light-sleep and Deep-sleep mode, the XTAL32K watchdog timer will wake up the CPU to finish the above steps.

12.3.2 BACKUP32K_CLK Working Principle

Chips have different RTC_CLK frequencies due to production process variations. To ensure the accuracy of RTC_TIMER and other timers running on SLOW_CLK when BACKUP32K_CLK is at work, the divisor of BACKUP32K_CLK should be configured according to the actual frequency of RTC_CLK (see details in Chapter [4 Low-Power Management \(RTC_CNTL\) \[to be added later\]](#)) via the [RTC_CNTL_XTAL32K_CLK_FACTOR_REG](#) register. Each byte in this register corresponds to a divisor component ($x_0 \sim x_7$). BACKUP32K_CLK is divided by a fraction where the denominator is always 4, as calculated below.

$$\begin{aligned} f_{\text{back_clk}}/4 &= f_{\text{rtc_clk}}/S \\ S &= x_0 + x_1 + \dots + x_7 \end{aligned}$$

$f_{\text{back_clk}}$ is the desired frequency of BACKUP32K_CLK, i.e. 32.768 kHz; $f_{\text{rtc_clk}}$ is the actual frequency of RTC_CLK; $x_0 \sim x_7$ correspond to the pulse width in high and low state of four BACKUP32K_CLK clock signals (unit: RTC_CLK clock cycle).

12.3.3 Configuring the Divisor Component of BACKUP32K_CLK

Based on principles described in Section [12.3.2](#), configure the divisor component as follows:

- Calculate the sum of divisor components S according to the frequency of RTC_CLK and the desired frequency of BACKUP32K_CLK;
- Calculate the integer part of divisor $N = f_{\text{rtc_clk}}/f_{\text{back_clk}}$;
- Calculate the integer part of divisor component $M = N/2$. The integer part of divisor N are separated into two parts because a divisor component corresponds to a pulse width in high or low state;
- Calculate the number of divisor components that equal M ($x_n = M$) and the number of divisor components that equal $M + 1$ ($x_n = M + 1$) according to the value of M and S. ($M + 1$) is the fractional part of divisor component.

For example, if the frequency of RTC_CLK is 163 kHz, then $f_{rtc_clk} = 163000$, $f_{back_clk} = 32768$, $S = 20$, $M = 2$, and $\{x_0, x_1, x_2, x_3, x_4, x_5, x_6, x_7\} = \{2, 3, 2, 3, 2, 3, 2, 3\}$. As a result, the frequency of BACKUP32K_CLK is 32.6 kHz.

PRELIMINARY

13 System Registers (SYSREG)

13.1 Overview

The ESP32-C3 integrates a large number of peripherals, and enables the control of individual peripherals to achieve optimal characteristics in performance-vs-power-consumption scenarios. Specifically, ESP32-C3 has various system configuration registers that can be used for the chip's clock management (clock gating), power management, and the configuration of peripherals and core-system modules. This chapter lists all these system registers and their functions.

13.2 Features

ESP32-C3 system registers can be used to control the following peripheral blocks and core modules:

- System and memory
- Clock
- Software Interrupt
- Low-power management
- Peripheral clock gating and reset

13.3 Function Description

13.3.1 System and Memory Registers

13.3.1.1 Internal Memory

The following registers can be used to control ESP32-C3's internal memory:

- In register [APB_CTRL_CLKGATE_FORCE_ON_REG](#):
 - Setting different bits of the [APB_CTRL_ROM_CLKGATE_FORCE_ON](#) field forces on the clock gates of different blocks of Internal ROM 0 and Internal ROM 1.
 - Setting different bits of the [APB_CTRL_SRAM_CLKGATE_FORCE_ON](#) field forces on the clock gates of different blocks of Internal SRAM.
 - This means when the respective bits of this register are set to 1, the clock gate of the corresponding ROM or SRAM blocks will always be on. Otherwise, the clock gate will turn on automatically when the corresponding ROM or SRAM blocks are accessed and turn off automatically when the corresponding ROM or SRAM blocks are not accessed. Therefore, it's recommended to configure these bits to 0 to lower power consumption.
- In register [APB_CTRL_MEM_POWER_DOWN_REG](#):
 - Setting different bits of the [APB_CTRL_ROM_POWER_DOWN](#) field sends different blocks of Internal ROM 0 and Internal ROM 1 into retention state.
 - Setting different bits of the [APB_CTRL_SRAM_POWER_DOWN](#) field sends different blocks of Internal SRAM into retention state.

- The “Retention” state is a low-power state of a memory block. In this state, the memory block still holds all the data stored but cannot be accessed, thus reducing the power consumption. Therefore, you can send a certain block of memory into the retention state to reduce power consumption if you know you are not going to use such memory block for some time.
- In register APB_CTRL_MEM_POWER_UP_REG:
 - By default, all memory enters low-power state when the chip enters the Light-sleep mode.
 - Setting different bits of the APB_CTRL_ROM_POWER_UP field forces different blocks of Internal ROM 0 and Internal ROM 1 to work as normal (do not enter the retention state) when the chip enters Light-sleep.
 - Setting different bits of the APB_CTRL_SRAM_POWER_UP field forces different blocks of Internal SRAM to work as normal (do not enter the retention state) when the chip enters Light-sleep.

For detailed information about the controlling bits of different blocks, please see Table 13-1 below.

Table 13-1. Memory Controlling Bit

Memory	Lowest Address1	Highest Address1	Lowest Address2	Highest Address2	Controlling Bit
ROM 0	0x4000_0000	0x4003_FFFF	-	-	Bit0
ROM 1	0x4004_0000	0x4005_FFFF	0x3FF0_0000	0x3FF1_FFFF	Bit1
SRAM Block 0	0x4037_C000	0x4037_FFFF	-	-	Bit0
SRAM Block 1	0x4038_0000	0x4039_FFFF	0x3FC8_0000	0x3FC9_FFFF	Bit1
SRAM Block 2	0x403A_0000	0x403B_FFFF	0x3FCA_0000	0x3FCB_FFFF	Bit2
SRAM Block 3	0x403C_0000	0x403D_FFFF	0x3FCC_0000	0x3FCD_FFFF	Bit3

For more information, please refer to Chapter 3 *System and Memory*.

13.3.1.2 External Memory

SYSTEM_EXTERNAL_DEVICE_ENCRYPT_DECRYPT_CONTROL_REG configures encryption and decryption options of the external memory. For details, please refer to Chapter 5 *External Memory Encryption and Decryption (XTS_AES)* [to be added later].

13.3.1.3 RSA Memory

SYSTEM_RSA_PD_CTRL_REG controls the SRAM memory in the RSA accelerator.

- Setting the SYSTEM_RSA_MEM_PD bit to send the RSA memory into retention state. This bit has the lowest priority, meaning it can be masked by the SYSTEM_RSA_MEM_FORCE_PU field. This bit is invalid when the *Digital Signature (DS)* occupies the RSA.
- Setting the SYSTEM_RSA_MEM_FORCE_PU bit to force the RSA memory to work as normal when the chip enters light sleep. This bit has the second highest priority, meaning it overrides the SYSTEM_RSA_MEM_PD field.
- Setting the SYSTEM_RSA_MEM_FORCE_PD bit to send the RSA memory into retention state. This bit has the highest priority, meaning it sends the RSA memory into retention state regardless of the SYSTEM_RSA_MEM_FORCE_PU field.

13.3.2 Clock Registers

The following registers are used to set clock sources and frequency. For more information, please refer to Chapter 6 *Reset and Clock*.

- SYSTEM_CPU_PER_CONF_REG
- SYSTEM_SYSCLK_CONF_REG
- SYSTEM_BT_LPCK_DIV_FRAC_REG

13.3.3 Interrupt Signal Registers

The following registers are used for generating the interrupt signals, which then can be routed to the CPU peripheral interrupts via the interrupt matrix. To be more specific, writing 1 to any of the following registers generates an interrupt signal. Therefore, these registers can be used by software to control interrupts. For more information, please refer to Chapter 8 *Interrupt Matrix (INTMTRX)*.

- SYSTEM_CPU_INTR_FROM_CPU_0_REG
- SYSTEM_CPU_INTR_FROM_CPU_1_REG
- SYSTEM_CPU_INTR_FROM_CPU_2_REG
- SYSTEM_CPU_INTR_FROM_CPU_3_REG

13.3.4 Low-power Management Registers

The following registers are used for low-power management. For more information, please refer to Chapter 4 *Low-Power Management (RTC_CNTL) [to be added later]*.

- SYSTEM_RTC_FASTMEM_CONFIG_REG: configures the RTC CRC check.
- SYSTEM_RTC_FASTMEM_CRC_REG: configures the CRC check value.

13.3.5 Peripheral Clock Gating and Reset Registers

The following registers are used for controlling the clock gating and reset of different peripherals. Details can be seen in Table 13-2.

- SYSTEM_CACHE_CONTROL_REG
- SYSTEM_PERIP_CLK_EN0_REG
- SYSTEM_PERIP_RST_EN0_REG
- SYSTEM_PERIP_CLK_EN1_REG
- SYSTEM_PERIP_RST_EN1_REG

Table 13-2. Clock Gating and Reset Bits

Component	Clock Enabling Bit ¹	Reset Controlling Bit ²³
CACHE Control	SYSTEM_CACHE_CONTROL_REG	
DCACHE	SYSTEM_DCACHE_CLK_ON	SYSTEM_DCACHE_RESET
ICACHE	SYSTEM_ICACHE_CLK_ON	SYSTEM_ICACHE_RESET

Cont'd on next page

Table 13-2 – cont'd from previous page

Component	Clock Enabling Bit ¹	Reset Controlling Bit ²³
CPU	SYSTEM_CPU_PERI_CLK_EN_REG	SYSTEM_CPU_PERI_RST_EN_REG
DEBUG_ASSIST	SYSTEM_CLK_EN_ASSIST_DEBUG	SYSTEM_RST_EN_ASSIST_DEBUG
Peripherals	SYSTEM_PERIP_CLK_EN0_REG	SYSTEM_PERIP_RST_EN0_REG
TIMER	SYSTEM_TIMERS_CLK_EN	SYSTEM_TIMERS_RST
SPI0 / SPI1	SYSTEM_SPI01_CLK_EN	SYSTEM_SPI01_RST
UART0	SYSTEM_UART_CLK_EN	SYSTEM_UART_RST
UART1	SYSTEM_UART1_CLK_EN	SYSTEM_UART1_RST
SPI2	SYSTEM_SPI2_CLK_EN	SYSTEM_SPI2_RST
I2C0	SYSTEM_EXT0_CLK_EN	SYSTEM_EXT0_RST
UHCIO	SYSTEM_UHCIO_CLK_EN	SYSTEM_UHCIO_RST
RMT	SYSTEM_RMT_CLK_EN	SYSTEM_RMT_RST
LED PWM Controller	SYSTEM_LEDC_CLK_EN	SYSTEM_LEDC_RST
Timer Group0	SYSTEM_TIMERGROUP_CLK_EN	SYSTEM_TIMERGROUP_RST
Timer Group1	SYSTEM_TIMERGROUP1_CLK_EN	SYSTEM_TIMERGROUP1_RST
TWAI Controller	SYSTEM_CAN_CLK_EN	SYSTEM_CAN_RST
USB_DEVICE	SYSTEM_USB_DEVICE_CLK_EN	SYSTEM_USB_DEVICE_RST
UART MEM	SYSTEM_UART_MEM_CLK_EN ⁴	SYSTEM_UART_MEM_RST
APB SARADC	SYSTEM_APB_SARADC_CLK_EN	SYSTEM_APB_SARADC_RST
ADC Controller	SYSTEM_ADC2_ARB_CLK_EN	SYSTEM_ADC2_ARB_RST
System Timer	SYSTEM_SYSTIMER_CLK_EN	SYSTEM_SYSTIMER_RST
Accelerators	SYSTEM_PERIP_CLK_EN1_REG	SYSTEM_PERIP_RST_EN1_REG
TSENS	SYSTEM_TSENS_CLK_EN	SYSTEM_TSENS_RST
DMA	SYSTEM_DMA_CLK_EN	SYSTEM_DMA_RST ⁵
HMAC	SYSTEM_CRYPTO_HMAC_CLK_EN	SYSTEM_CRYPTO_HMAC_RST ⁶
Digital Signature	SYSTEM_CRYPTO_DS_CLK_EN	SYSTEM_CRYPTO_DS_RST ⁷
RSA Accelerator	SYSTEM_CRYPTO_RSA_CLK_EN	SYSTEM_CRYPTO_RSA_RST
SHA Accelerator	SYSTEM_CRYPTO_SHA_CLK_EN	SYSTEM_CRYPTO_SHA_RST
AES Accelerator	SYSTEM_CRYPTO_AES_CLK_EN	SYSTEM_CRYPTO_AES_RST

¹ Set the clock enable bit to 1 to enable the clock, and to 0 to disable the clock;

² Set the reset enabling bit to 1 to reset a peripheral, and to 0 to disable the reset.

³ Reset registers cannot be cleared by hardware. Therefore, SW reset clear is required after setting the reset registers.

⁴ UART memory is shared by all UART peripherals, meaning having any active UART peripherals will prevent the UART memory from entering the clock-gated state.

⁵ When DMA is required for peripheral communications, for example, UCHIO, SPI, I2S, LCD_CAM, AES, SHA and ADC, DMA clock should also be enabled.

⁶ Resetting this bit also resets the SHA accelerator.

⁷ Resetting this bit also resets the AES, SHA, and RSA accelerators.

13.4 Register Summary

The addresses in this section are relative to the base address of system registers provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Peripheral Clock Control Registers			
SYSTEM_CPU_PERI_CLK_EN_REG	CPU peripheral clock enable register	0x0000	R/W
SYSTEM_CPU_PERI_RST_EN_REG	CPU peripheral clock reset register	0x0004	R/W
SYSTEM_PERIP_CLK_EN0_REG	System peripheral clock enable register 0	0x0010	R/W
SYSTEM_PERIP_CLK_EN1_REG	System peripheral clock enable register 1	0x0014	R/W
SYSTEM_PERIP_RST_EN0_REG	System peripheral clock reset register 0	0x0018	R/W
SYSTEM_PERIP_RST_EN1_REG	System peripheral clock reset register 1	0x001C	R/W
SYSTEM_CACHE_CONTROL_REG	Cache clock control register	0x0040	R/W
Clock Configuration Registers			
SYSTEM_CPU_PER_CONF_REG	CPU clock configuration register	0x0008	R/W
SYSTEM_SYSCLK_CONF_REG	System clock configuration register	0x0058	varies
Low-power Management Registers			
SYSTEM_BT_LPCK_DIV_FRAC_REG	Low-power clock configuration register 1	0x0024	R/W
SYSTEM_RTC_FASTMEM_CONFIG_REG	Fast memory CRC configuration register	0x0048	varies
SYSTEM_RTC_FASTMEM_CRC_REG	Fast memory CRC result register	0x004C	RO
CPU Interrupt Control Registers			
SYSTEM_CPU_INTR_FROM_CPU_0_REG	CPU interrupt control register 0	0x0028	R/W
SYSTEM_CPU_INTR_FROM_CPU_1_REG	CPU interrupt control register 1	0x002C	R/W
SYSTEM_CPU_INTR_FROM_CPU_2_REG	CPU interrupt control register 2	0x0030	R/W
SYSTEM_CPU_INTR_FROM_CPU_3_REG	CPU interrupt control register 3	0x0034	R/W
System and Memory Control Registers			
SYSTEM_RSA_PD_CTRL_REG	RSA memory power control register	0x0038	R/W
SYSTEM_EXTERNAL_DEVICE_ENCRYPT_DECRYPT_CONTROL_REG	External memory encryption and decryption control register	0x0044	R/W
Clock Gate Control Register			
SYSTEM_CLOCK_GATE_REG	Clock gate control register	0x0054	R/W
Date Register			
SYSTEM_DATE_REG	Version register	0x0FFC	R/W

The addresses below are relative to the base address of apb control provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Configuration Register			
APB_CTRL_CLKGATE_FORCE_ON_REG	Internal memory clock gate enable register	0x00A4	R/W
APB_CTRL_MEM_POWER_DOWN_REG	Internal memory control register	0x00A8	R/W
APB_CTRL_MEM_POWER_UP_REG	Internal memory control register	0x00AC	R/W

13.5 Registers

The addresses below are relative to the base address of system register provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 13.1. SYSTEM_CPU_PERI_CLK_EN_REG (0x0000)

(reserved)										SYSTEM_CLK_EN_ASSIST_DEBUG		
(reserved)										(reserved)		
(reserved)										(reserved)		

SYSTEM_CLK_EN_ASSIST_DEBUG Set this bit to enable the ASSIST_DEBUG clock. Please see Chapter 14 *Debug Assist* for more information about ASSIST_DEBUG. (R/W)

Register 13.2. SYSTEM_CPU_PERI_RST_EN_REG (0x0004)

(reserved)										SYSTEM_RST_EN_ASSIST_DEBUG		
(reserved)										(reserved)		
(reserved)										(reserved)		

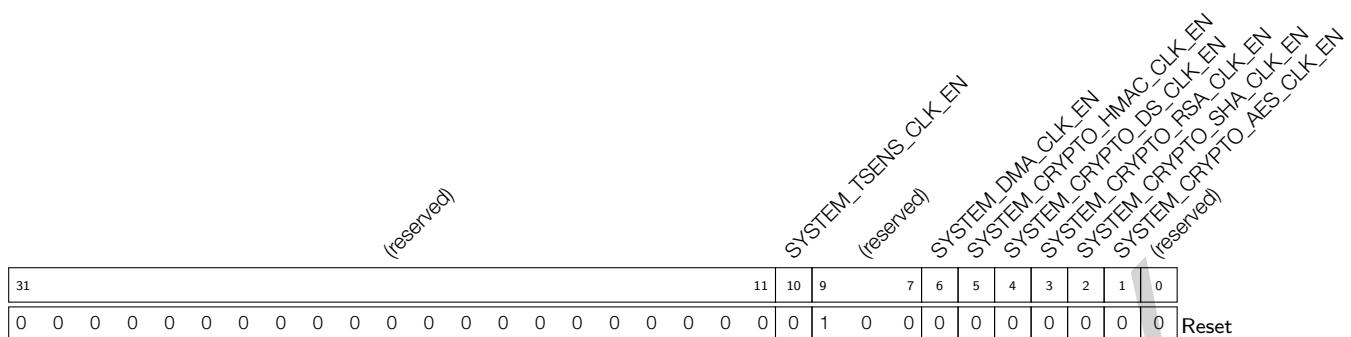
SYSTEM_RST_EN_ASSIST_DEBUG Set this bit to reset the ASSIST_DEBUG clock. Please see Chapter 14 *Debug Assist* for more information about ASSIST_DEBUG. (R/W)

Register 13.3. SYSTEM_PERIP_CLK_EN0_REG (0x0010)

(reserved)	SYSTEM_ADC2_ARB_CLK_EN	SYSTEM_SYSTIMER_CLK_EN	SYSTEM_APB_SARADC_CLK_EN	SYSTEM_SPI3_DMA_CLK_EN	(reserved)	SYSTEM_UART_MEM_CLK_EN	SYSTEM_USB_DEVICE_CLK_EN	(reserved)	SYSTEM_I2S1_CLK_EN	(reserved)	SYSTEM_TIMERGROUP1_CLK_EN	(reserved)	SYSTEM_TIMERGROUP_CLK_EN	(reserved)	SYSTEM_RMT_CLK_EN	SYSTEM_UHCI0_CLK_EN	SYSTEM_SPI2_CLK_EN	SYSTEM_UART1_CLK_EN	(reserved)	SYSTEM_UART_CLK_EN	SYSTEM_SPI01_CLK_EN	SYSTEM_TIMERS_CLK_EN				
31	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1	1
30	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
29	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
28	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
27	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
26	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
25	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
24	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
23	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
22	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
21	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
20	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
19	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
18	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
17	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
16	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
15	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
14	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
13	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
12	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
11	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
10	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
9	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
8	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
7	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
6	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
5	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
4	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
3	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
2	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
1	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1
0	1	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1	1	0	0	0	1	1	0	1	1

SYSTEM_TIMERS_CLK_EN Set this bit to enable TIMERS clock. (R/W)**SYSTEM_SPI01_CLK_EN** Set this bit to enable SPI0 / SPI1 clock. (R/W)**SYSTEM_UART_CLK_EN** Set this bit to enable UART clock. (R/W)**SYSTEM_UART1_CLK_EN** Set this bit to enable UART1 clock. (R/W)**SYSTEM_SPI2_CLK_EN** Set this bit to enable SPI2 clock. (R/W)**SYSTEM_EXT0_CLK_EN** Set this bit to enable I2C_EXT0 clock. (R/W)**SYSTEM_UHCI0_CLK_EN** Set this bit to enable UHCI0 clock. (R/W)**SYSTEM_RMT_CLK_EN** Set this bit to enable RMT clock. (R/W)**SYSTEM_LEDC_CLK_EN** Set this bit to enable LEDC clock. (R/W)**SYSTEM_TIMERGROUP_CLK_EN** Set this bit to enable TIMER GROUP clock. (R/W)**SYSTEM_TIMERGROUP1_CLK_EN** Set this bit to enable TIMERGROUP1 clock. (R/W)**SYSTEM_CAN_CLK_EN** Set this bit to enable TWAI clock. (R/W)**SYSTEM_I2S1_CLK_EN** Set this bit to enable I2S1 clock. (R/W)**SYSTEM_USB_DEVICE_CLK_EN** Set this bit to enable USB DEVICE clock. (R/W)**SYSTEM_UART_MEM_CLK_EN** Set this bit to enable UART_MEM clock. (R/W)**SYSTEM_SPI3_DMA_CLK_EN** Set this bit to enable SPI3 DMA clock. (R/W)**SYSTEM_APB_SARADC_CLK_EN** Set this bit to enable APB_SARADC clock. (R/W)**SYSTEM_SYSTIMER_CLK_EN** Set this bit to enable SYSTEMTIMER clock. (R/W)**SYSTEM_ADC2_ARB_CLK_EN** Set this bit to enable ADC2_ARB clock. (R/W)

Register 13.4. SYSTEM_PERIP_CLK_EN1_REG (0x0014)



SYSTEM_CRYPTO_AES_CLK_EN Set this bit to enable AES clock. (R/W)

SYSTEM_CRYPTO_SHA_CLK_EN Set this bit to enable SHA clock. (R/W)

SYSTEM_CRYPTO_RSA_CLK_EN Set this bit to enable RSA clock. (R/W)

SYSTEM_CRYPTO_DS_CLK_EN Set this bit to enable DS clock. (R/W)

SYSTEM_CRYPTO_HMAC_CLK_EN Set this bit to enable HMAC clock. (R/W)

SYSTEM_DMA_CLK_EN Set this bit to enable DMA clock. (R/W)

SYSTEM_TSENS_CLK_EN Set this bit to enable TSENS clock. (R/W)

Register 13.5. SYSTEM_PERIP_RST_EN0_REG (0x0018)

(reserved)	SYSTEM_ADC2_ARB_RST	SYSTEM_SYSTIMER_RST	SYSTEM_APB_SARADC_RST	(reserved)	SYSTEM_SPI3_DMA_RST	SYSTEM_UART_MEM_RST	SYSTEM_USB_DEVICE_RST	(reserved)	SYSTEM_I2S1_RST	(reserved)	SYSTEM_CAN_RST	(reserved)	SYSTEM_TIMERGROUP1_RST	(reserved)	SYSTEM_TIMERGROUP_RST	(reserved)	SYSTEM_RMT_RST	SYSTEM_UHCI0_RST	SYSTEM_EXT0_RST	SYSTEM_SPI2_RST	SYSTEM_UART1_RST	(reserved)	SYSTEM_UART_RST	SYSTEM_SPI01_RST	SYSTEM_TIMERS_RST					
31	30	29	28	27	26	25	24	23	22	21	20	19	18	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset	

SYSTEM_TIMERS_RST Set this bit to reset TIMERS. (R/W)

SYSTEM_SPI01_RST Set this bit to reset SPI0 / SPI1. (R/W)

SYSTEM_UART_RST Set this bit to reset UART. (R/W)

SYSTEM_UART1_RST Set this bit to reset UART1. (R/W)

SYSTEM_SPI2_RST Set this bit to reset SPI2. (R/W)

SYSTEM_EXT0_RST Set this bit to reset I2C_EXT0. (R/W)

SYSTEM_UHCI0_RST Set this bit to reset UHCI0. (R/W)

SYSTEM_RMT_RST Set this bit to reset RMT. (R/W)

SYSTEM_LEDC_RST Set this bit to reset LEDC. (R/W)

SYSTEM_TIMERGROUP_RST Set this bit to reset TIMERGROUP. (R/W)

SYSTEM_TIMERGROUP1_RST Set this bit to reset TIMERGROUP1. (R/W)

SYSTEM_CAN_RST Set this bit to reset CAN. (R/W)

SYSTEM_I2S1_RST Set this bit to reset I2S1. (R/W)

SYSTEM_USB_DEVICE_RST Set this bit to reset USB DEVICE. (R/W)

SYSTEM_UART_MEM_RST Set this bit to reset UART_MEM. (R/W)

SYSTEM_SPI3_DMA_RST Set this bit to reset SPI3. (R/W)

SYSTEM_APB_SARADC_RST Set this bit to reset APB_SARADC. (R/W)

SYSTEM_SYSTIMER_RST Set this bit to reset SYSTIMER. (R/W)

SYSTEM_ADC2_ARB_RST Set this bit to reset ADC2_ARB. (R/W)

Register 13.6. SYSTEM_PERIP_RST_EN1_REG (0x001C)

SYSTEM_CRYPTO_AES_RST Set this bit to reset CRYPTO_AES. (R/W)

SYSTEM_CRYPTO_SHA_RST Set this bit to reset CRYPTO_SHA. (R/W)

SYSTEM CRYPTO RSA RST Set this bit to reset CRYPTO RSA. (R/W)

SYSTEM CRYPTO DS RST Set this bit to reset CRYPTO DS. (R/W)

SYSTEM_CRYPTO_HMAC_RST Set this bit to reset CRYPTO HMAC. (R/W)

SYSTEM DMA RST Set this bit to reset DMA. (R/W)

SYSTEM_TSENS_RST Set this bit to reset TSENS. (R/W)

Register 13.7. SYSTEM_CACHE_CONTROL_REG (0x0040)

The diagram illustrates the structure of the SYSTEM_DCACHE register. It consists of a 32-bit register with the following bit assignments:

- Bit 31:** 0 (labeled as (reserved))
- Bits 4-0:** 00101 (labeled as Reset)
- Bits 31-4:** 00000 (labeled as SYSTEM_DCACHE_RESET)
- Bits 31-3:** 00000 (labeled as SYSTEM_DCACHE_CLK_ON)
- Bits 31-2:** 00000 (labeled as SYSTEM_ICACHE_RESET)
- Bits 31-1:** 00000 (labeled as SYSTEM_ICACHE_CLK_ON)

SYSTEM ICACHE CLK ON Set this bit to enable i-cache clock. (R/W)

SYSTEM ICACHE RESET Set this bit to reset i-cache. (R/W)

SYSTEM_DCACHE_CLK_ON Set this bit to enable d-cache clock. (R/W)

SYSTEM DCACHE RESET Set this bit to reset d-cache. (R/W)

Register 13.8. SYSTEM_CPU_PER_CONF_REG (0x0008)

31									8	7	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0

Reset

SYSTEM_CPUPERIOD_SEL Set this field to select the CPU clock frequency. For details, please refer to Table 6-4 in Chapter 6 *Reset and Clock*. (R/W)

SYSTEM_PLL_FREQ_SEL Set this bit to select the PLL clock frequency. For details, please refer to Table 6-4 in Chapter 6 *Reset and Clock*. (R/W)

SYSTEM_CPU_WAIT_MODE_FORCE_ON Set this bit to force on the clock gate of CPU wait mode. Usually, after executing the WFI instruction, CPU enters the wait mode, during which the clock gate of CPU is turned off until any interrupts occur. In this way, power consumption is saved. However, if this bit is set, the clock gate of CPU is always on and will not be turned off by the WFI instruction. (R/W)

SYSTEM_CPU_WAITI_DELAY_NUM Sets the number of delay cycles to turn off the CPU clock gate after the CPU enters the wait mode because of a WFI instruction. (R/W)

Register 13.9. SYSTEM_BT_LPCK_DIV_FRAC_REG (0x0024)

31	29	28	27	26	25	24	23								0
0	0	0	0	0	0	1	0								Reset

SYSTEM_LPCLK_SEL_RTC_SLOW Set this bit to select RTC slow clock as the low-power clock. (R/W)

SYSTEM_LPCLK_SEL_8M Set this bit to select 8 MHz clock as the low-power clock. (R/W)

SYSTEM_LPCLK_SEL_XTAL Set this bit to select XTAL clock as the low-power clock. (R/W)

SYSTEM_LPCLK_SEL_XTAL32K Set this bit to select xtal32k clock as the low-power clock. (R/W)

SYSTEM_LPCLK_RTC_EN Set this bit to enable the RTC low-power clock. (R/W)

Register 13.10. SYSTEM_SYSCLK_CONF_REG (0x0058)

										SYSTEM_CLK_XTAL_FREQ	SYSTEM_SOC_CLK_SEL	SYSTEM_PRE_DIV_CNT
										(reserved)		
31		19	18		12	11	10	9				0
0	0	0	0	0	0	0	0	0	0	0	0x1	Reset

SYSTEM_PRE_DIV_CNT This field is used to set the count of prescaler of XTAL_CLK. For details, please refer to Table 6-4 in Chapter 6 *Reset and Clock*. (R/W)

SYSTEM_SOC_CLK_SEL This field is used to select SOC clock. For details, please refer to Table 6-2 in Chapter 6 *Reset and Clock*. (R/W)

SYSTEM_CLK_XTAL_FREQ This field is used to read XTAL frequency in MHz. (RO)

Register 13.11. SYSTEM_RTC_FASTMEM_CONFIG_REG (0x0048)

										SYSTEM_RTC_MEM_CRC_FINISH	SYSTEM_RTC_MEM_CRC_LEN	SYSTEM_RTC_MEM_CRC_ADDR	SYSTEM_RTC_MEM_CRC_START	(reserved)
31	30		20	19		9	8	7						0
0		0x7ff			0x0	0	0	0	0	0	0	0	0	Reset

SYSTEM_RTC_MEM_CRC_START Set this bit to start the CRC of RTC memory. (R/W)

SYSTEM_RTC_MEM_CRC_ADDR This field is used to set address of RTC memory for CRC. (R/W)

SYSTEM_RTC_MEM_CRC_LEN This field is used to set length of RTC memory for CRC based on start address. (R/W)

SYSTEM_RTC_MEM_CRC_FINISH This bit stores the status of RTC memory CRC. High level means finished while low level means not finished. (RO)

Register 13.12. SYSTEM_RTC_FASTMEM_CRC_REG (0x004C)

		SYSTEM_RTC_MEM_CRC_RES		
		31	0	0
			0	Reset

SYSTEM_RTC_MEM_CRC_RES This field stores the CRC result of RTC memory. (RO)

Register 13.13. SYSTEM_CPU_INTR_FROM_CPU_0_REG (0x0028)

			SYSTEM_CPU_INTR_FROM_CPU_0		
			31	0	0
			0 0	0	Reset

SYSTEM_CPU_INTR_FROM_CPU_0 Set this bit to generate CPU interrupt 0. This bit needs to be reset by software in the ISR process. (R/W)

Register 13.14. SYSTEM_CPU_INTR_FROM_CPU_1_REG (0x002C)

			SYSTEM_CPU_INTR_FROM_CPU_1		
			31	0	0
			0 0	0	Reset

SYSTEM_CPU_INTR_FROM_CPU_1 Set this bit to generate CPU interrupt 1. This bit needs to be reset by software in the ISR process. (R/W)

Register 13.15. SYSTEM_CPU_INTR_FROM_CPU_2_REG (0x0030)

(reserved)																														
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

SYSTEM_CPU_INTR_FROM_CPU_2 Set this bit to generate CPU interrupt 2. This bit needs to be reset by software in the ISR process. (R/W)

Register 13.16. SYSTEM_CPU_INTR_FROM_CPU_3_REG (0x0034)

(reserved)																														
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

SYSTEM_CPU_INTR_FROM_CPU_3 Set this bit to generate CPU interrupt 3. This bit needs to be reset by software in the ISR process. (R/W)

Register 13.17. SYSTEM_RSA_PD_CTRL_REG (0x0038)

(reserved)																																	
31																																	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	Reset	

SYSTEM_RSA_MEM_PD Set this bit to send the RSA memory into retention state. This bit has the lowest priority, meaning it can be masked by the [SYSTEM_RSA_MEM_FORCE_PU](#) field. When Digital Signature occupies the RSA, this bit is invalid. (R/W)

SYSTEM_RSA_MEM_FORCE_PU Set this bit to force the RSA memory to work as normal when the chip enters light sleep. This bit has the second highest priority, meaning it overrides the [SYSTEM_RSA_MEM_PD](#) field. (R/W)

SYSTEM_RSA_MEM_FORCE_PD Set this bit to send the RSA memory into retention state. This bit has the highest priority, meaning it sends the RSA memory into retention state regardless of the [SYSTEM_RSA_MEM_FORCE_PU](#) field. (R/W)

Register 13.18. SYSTEM_EXTERNAL_DEVICE_ENCRYPT_DECRYPT_CONTROL_REG (0x0044)

(reserved)																																		
31																																		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset		

SYSTEM_ENABLE_SPI_MANUAL_ENCRYPT Set this bit to enable Manual Encryption under SPI Boot mode. (R/W)

SYSTEM_ENABLE_DOWNLOAD_DB_ENCRYPT Set this bit to enable Auto Encryption under Download Boot mode. (R/W)

SYSTEM_ENABLE_DOWNLOAD_G0CB_DECRYPT Set this bit to enable Auto Decryption under Download Boot mode. (R/W)

SYSTEM_ENABLE_DOWNLOAD_MANUAL_ENCRYPT Set this bit to enable Manual Encryption under Download Boot mode. (R/W)

Register 13.19. SYSTEM_CLOCK_GATE_REG (0x0054)

(reserved)																																	
31																																	1 0

SYSTEM_CLK_EN Set this bit to enable the system clock. (R/W)

Register 13.20. SYSTEM_DATE_REG (0x0FFC)

(reserved)																																
31					28 27																											0

SYSTEM_DATE Version control register. (R/W)

The addresses below are relative to the base address of apb control provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 13.21. APB_CTRL_CLKGATE_FORCE_ON_REG (0x00A4)

(reserved)																																
31																															6 5	2 1 0

APB_CTRL_ROM_CLKGATE_FORCE_ON Set 1 to configure the ROM clock gate to be always on; Set 0 to configure the clock gate to turn on automatically when ROM is accessed and turn off automatically when ROM is not accessed. (R/W)

APB_CTRL_SRAM_CLKGATE_FORCE_ON Set 1 to configure the SRAM clock gate to be always on; Set 0 to configure the clock gate to turn on automatically when SRAM is accessed and turn off automatically when SRAM is not accessed. (R/W)

Register 13.22. APB_CTRL_MEM_POWER_DOWN_REG (0x00A8)

			APB_CTRL_ROM_POWER_DOWN		APB_CTRL_SRAM_POWER_DOWN		
			6	5	2	1	0
31	(reserved)						
0	0	0	0	0	0	0	0

Reset

APB_CTRL_ROM_POWER_DOWN Set this field to send the internal ROM into retention state. (R/W)

APB_CTRL_SRAM_POWER_DOWN Set this field to send the internal SRAM into retention state. (R/W)

Register 13.23. APB_CTRL_MEM_POWER_UP_REG (0x00AC)

			APB_CTRL_ROM_POWER_UP		APB_CTRL_SRAM_POWER_UP		
			6	5	2	1	0
31	(reserved)						
0	0	0	0	0	0	0	0

Reset

APB_CTRL_ROM_POWER_UP Set this field to force the internal ROM to work as normal (do not enter the retention state) when the chip enters light sleep. (R/W)

APB_CTRL_SRAM_POWER_UP Set this field to force the internal SRAM to work as normal (do not enter the retention state) when the chip enters light sleep. (R/W)

14 Debug Assist

14.1 Overview

Debug Assist is an auxiliary module that features a set of functions to help locate bugs and issues during software debugging.

14.2 Features

- **Read/write monitoring:** Monitors whether the CPU bus has read from or written to a specified address space. A detected read or write will trigger an interrupt.
- **Stack pointer (SP) monitoring:** Monitors whether the SP exceeds the specified address space. A bounds violation will trigger an interrupt.
- **Program counter (PC) logging:** Records PC value. The developer can get the last PC value at the most recent CPU reset.
- **Bus access logging:** Records the information about bus access. When the CPU or DMA writes a specified value, the Debug Assist module will record the address and PC value of this write operation, and push the data to the SRAM.

14.3 Functional Description

14.3.1 Region Read/Write Monitoring

The Debug Assist module can monitor reads/writes performed by the CPU's Data bus and Peripheral bus in a certain address space, i.e., memory region. Whenever the Data bus reads or writes in the specified address space, an interrupt will be triggered. The Data bus can monitor two memory regions (assuming they are region 0 and region 1, defined by developer's needs) at the same time, so can the Peripheral bus.

14.3.2 SP Monitoring

The Debug Assist module can monitor the SP so as to prevent stack overflow or erroneous push/pop. When the stack pointer exceeds the minimum or maximum threshold, Debug Assist will record the PC pointer and generate an interrupt. The threshold is configured by software.

14.3.3 PC Logging

In some cases, software developers want to know the PC at the last CPU reset. For instance, when the program is stuck and can only be reset, the developer may want to know where the program got stuck in order to debug. The Debug Assist module can record the PC at the last CPU reset, which can be then read for software debugging.

14.3.4 CPU/DMA Bus Access Logging

The Debug Assist module can record the information about the CPU Data bus's and DMA bus's write behaviors in real time. When a write operation occurs in or a specific value is written to a specified address space, the Debug Assist will record the bus type, PC, and the address, and then store the data in the SRAM in a certain format.

14.4 Recommended Operation

14.4.1 Region Monitoring and SP Monitoring Configuration Process

The Debug Assist module can monitor reads and writes performed by the CPU's Data bus and Peripheral bus. Two memory regions on each bus can be monitored at the same time. All the monitoring modes supported by the Debug Assist module are listed below:

- Monitoring of the read/write operations on Data bus
 - Data bus reads in region 0
 - Data bus writes in region 0
 - Data bus reads in region 1
 - Data bus writes in region 1
- Monitoring of the read/write operations on Peripheral bus
 - Peripheral bus reads in region 0
 - Peripheral bus writes in region 0
 - Peripheral bus reads in region 1
 - Peripheral bus writes in region 1
- Monitoring of exceeding the SP bounds
 - SP exceeds the upper bound address
 - SP exceeds the lower bound address

The configuration process for region monitoring and SP monitoring is as follows:

1. Configure monitored region and SP threshold.
 - Configure Data bus region 0 with [ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MIN_REG](#) and [ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MAX_REG](#).
 - Configure Data bus region 1 with [ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MIN_REG](#) and [ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MAX_REG](#).
 - Configure Peripheral bus region 0 with [ASSIST_DEBUG_CORE_0_AREA_PIF_0_MIN_REG](#) and [ASSIST_DEBUG_CORE_0_AREA_PIF_0_MAX_REG](#).
 - Configure Peripheral bus region 1 with [ASSIST_DEBUG_CORE_0_AREA_PIF_1_MIN_REG](#) and [ASSIST_DEBUG_CORE_0_AREA_PIF_1_MAX_REG](#).
 - Configure SP threshold with [ASSIST_DEBUG_CORE_0_SP_MIN_REG](#) and [ASSIST_DEBUG_CORE_0_SP_MAX_REG](#).
2. Configure interrupts.
 - Configure [ASSIST_DEBUG_CORE_0_INTR_ENA_REG](#) to enable the interrupt of a monitoring mode.
 - Configure [ASSIST_DEBUG_CORE_0_INTR_RAW_REG](#) to get the interrupt status of a monitoring mode.
 - Configure [ASSIST_DEBUG_CORE_0_INTR_CLR_REG](#) to clear the interrupt of a monitoring mode.

3. Configure [ASSIST_DEBUG_CORE_0_MONTR_ENA_REG](#) to enable the monitoring mode(s). Various monitoring modes can be enabled at the same time.

Assuming that Debug Assist needs to monitor whether Data bus has written to [A ~ B] address space, the user can enable monitoring in either Data bus region 0 or region 1. The following configuration process is based on region 0:

1. Configure [ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MIN_REG](#) to A.
2. Configure [ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MAX_REG](#) to B.
3. Configure [ASSIST_DEBUG_CORE_0_INTR_ENA_REG](#) bit[1] to enable the interrupt for write operations by Data bus in region 0.
4. Configure [ASSIST_DEBUG_CORE_0_MONTR_ENA_REG](#) bit[1] to enable monitoring write operations by Data bus in region 0.
5. Configure interrupt matrix to map [ASSIST_DEBUG_INT](#) into CPU interrupt (please refer to Chapter 8 *Interrupt Matrix (INTMTRX)*).
6. After the interrupt is triggered:
 - Read [ASSIST_DEBUG_CORE_0_INTR_RAW_REG](#) to learn which operation triggered interrupt.
 - If the interrupt is triggered by region monitoring, read [ASSIST_DEBUG_CORE_0_AREA_PC_REG](#) for the PC value, and [ASSIST_DEBUG_CORE_0_AREA_SP_REG](#) for the SP.
 - If the interrupt is triggered by stack monitoring, read [ASSIST_DEBUG_CORE_0_SP_PC_REG](#) for the PC value.
 - Write ‘1’ to the corresponding bits of [ASSIST_DEBUG_CORE_0_INTR_RAW_REG](#) to clear the interrupts.

14.4.2 PC Logging Configuration Process

The CPU sends PC signals to Debug Assist. Only when [ASSIST_DEBUG_CORE_0_RCD_PDEBUGEN](#) is 1, the PC signal is valid, otherwise, it is always 0.

Only when [ASSIST_DEBUG_CORE_0_RCD_RECORDEN](#) is 1, [ASSIST_DEBUG_CORE_0_RCD_PDEBUGPC_REG](#) samples the CPU’s PC signals, otherwise, it keeps the original value.

The description of [ASSIST_DEBUG_CORE_0_RCD_EN_REG](#) and [ASSIST_DEBUG_CORE_0_RCD_PDEBUGPC_REG](#) can be found in section [14.18](#) and [14.19](#).

When the CPU resets, [ASSIST_DEBUG_CORE_0_RCD_EN_REG](#) will reset, while [ASSIST_DEBUG_CORE_0_RCD_PDEBUGPC_REG](#) will not. Therefore, the latter will keep the PC value at the CPU reset.

14.4.3 CPU/DMA Bus Access Logging Configuration Process

The configuration process for CPU/DMA bus access logging is described below.

1. Configure monitored address space.
 - Configure [ASSIST_DEBUG_LOG_MIN_REG](#) and [ASSIST_DEBUG_LOG_MAX_REG](#) to specify monitored address space.

2. Configure monitoring mode with [ASSIST_DEBUG_LOG_MODE](#):

- write monitoring (whether the bus has write operations)
- word monitoring (whether the bus writes a specific word)
- halfword monitoring (whether the bus writes a specific halfword)
- byte monitoring (whether the bus writes a specific byte)

3. Configure the specific values to be monitored.

- In word monitoring mode, [ASSIST_DEBUG_LOG_DATA_0_REG](#) specifies the monitored word.
- In halfword monitoring mode, [ASSIST_DEBUG_LOG_DATA_0_REG\[15:0\]](#) specifies the monitored halfword.
- In byte monitoring mode, [ASSIST_DEBUG_LOG_DATA_0_REG\[7:0\]](#) specifies the monitored byte.
- [ASSIST_DEBUG_LOG_DATA_MASK_REG](#) is used to mask the byte specified in [ASSIST_DEBUG_LOG_DATA_0_REG](#). A masked byte can be any value. For example, in word monitoring, [ASSIST_DEBUG_LOG_DATA_0_REG](#) is configured to 0x01020304, and [ASSIST_DEBUG_LOG_DATA_MASK_REG](#) is configured to 0x1, then bus writes with data matching to 0x010203XX pattern will be recorded.

4. Configure the storage space for recorded data.

- [ASSIST_DEBUG_LOG_MEM_START_REG](#) and [ASSIST_DEBUG_LOG_MEM_END_REG](#) specify the storage space for recorded data. The storage space must be in the range of 0x3FCC_0000 ~ 0x3FCD_FFFF.
- Configure the permission for the Debug Assist module to access the internal SRAM. Only if the access permission is enabled, the Debug Assist module is able to access the internal SRAM. For more information please refer to Chapter [2 Permission Control \(PMS\) \[to be added later\]](#).

5. Configure the writing mode for recorded data: loop mode and non-loop mode.

- In loop mode, writing to specified address space is performed in loops. When writing reaches the end address, it will return to the starting address and continue, overwriting the previously recorded data. For example, 10 writes (1 ~ 10) write to address space 0 ~ 4. After the 5th write writes to address 4, the 6th write will start writing from address 0. The 6th to 10th writes will overwrite the previous data written by 0 ~ 4 writes.
- In non-loop mode, when writing reaches the end address, it will stop at the end address, not overwriting the previously recorded data. For example, 10 writes (1 ~ 10) write to address space 0 ~ 4. After the 5th write writes to address 4, the 6th to 10th writes will write at address 4. Only the data written by the last (10th) write will be retained at address 4.

6. Configure bus enable registers.

- Enable CPU or DMA bus access logging with [ASSIST_DEBUG_LOG_ENA](#). CPU and DMA bus access logging can be enabled at the same time.

When bus access logging is finished, the recorded data can be read from memory for decoding. The recorded data is in two packet formats, namely CPU packet (corresponding to CPU bus) and DMA packet (corresponding to DMA bus). The packet formats are shown in Table [14-1](#) and [14-2](#):

Table 14-1. CPU Packet Format

Bit[49:29]	Bit[28:2]	Bit[1:0]
addr_offset	pc_offset	format

Table 14-2. DMA Packet Format

Bit[24:6]	Bit[5:2]	Bit[1:0]
addr_offset	dma_source	format

It can be seen from the data packet formats that the CPU packet size is 50 bits and DMA packet size 25 bits. The packet formats contain the following fields:

- **format** – the packet type. 1: CPU packet; 3: DMA packet; other values: reserved.
- **pc_offset** – the offset of the PC register at time of access. Actual PC = pc_offset + 0x4000_0000.
- **addr_offset** – the address offset of a write operation. Actual address = addr_offset + ASSIST_DEBUG_LOG_MIN_REG.
- **dma_source** – the source of DMA access. Refer to Table 14-3.

Table 14-3. DMA Source

Value	Source
1	SPI2
2	reserved
3	reserved
4	AES
5	SHA
6	ADC
7	I2S0
8	reserved
9	LCD_CAM
10	reserved
11	UHCIO
12	reserved
13	LC
14	reserved
15	reserved

The packets are stored in the internal buffer first. When the buffered data reaches 125 bits, it will be expanded to 128 bits and written to the internal SRAM. The written data format is shown in Table 14-4.

Table 14-4. Written Data Format

Bit[127:3]	Bit[2:0]
Valid packets	START_FLAG

Since the CPU packet size is 50 bits and the DMA packet size 25 bits, the recorded data in each record is at least 25 bits and at most 75 bits. When the data stored in the internal buffer reaches 125 bits, it will be popped into memory. There are cases where a packet is divided into two portions: the first portion is written to memory, and the second portion is left in the buffer and will be popped into memory in the next write. The data left in the buffer is called residual data. The value of START_FLAG records the number of residual bits left from the last write to memory. The number of residual bits is $\text{START_FLAG} * 25$. START_FLAG also indicates the starting bit of the first valid packet in the current write. As an example: Assume that four DMA writes have generated four DMA packets to be stored in the buffer with a total of 100-bit data. Then, one CPU write occurs and generates one 50-bit CPU packet. The buffer will pop the previously-recorded 100-bit data plus the first 25 bits in the CPU packet into SRAM. The remaining 25 bits in the CPU packet is left in the buffer, waiting for the next write. START_FLAG in the next write will indicate that 25 bits in this write is from the last write.

In loop writing mode, if data is looped several times in the storage memory, the residual data will interfere with packet parsing. Therefore, users need to filter out the residual data in order to determine the starting position of the first valid packet with START_FLAG and [ASSIST_DEBUG_LOG_MEM_CURRENT_ADDR_REG](#). Once the starting position of the packet is identified, the subsequent data is continuous and users do not need to care about the value of START_FLAG.

Note that if data in the buffer does not reach 125 bits, it will not be written to memory. All data should be written to memory for packet parsing. This can be done by disabling bus access logging. When [ASSIST_DEBUG_LOG_ENA](#) is set to 0, if there is data in the buffer, it will be padded with zeros from the left until it becomes 128 bits long and written to the memory.

The process of packet parsing is described below:

- Determine whether there is a data overflow with [ASSIST_DEBUG_LOG_MEM_FULL_FLAG](#). If there is no overflow, [ASSIST_DEBUG_LOG_MEM_START_REG](#) is the starting address of the first packet. If there is an overflow and loop mode is enabled, [ASSIST_DEBUG_LOG_MEM_CURRENT_ADDR_REG](#) is the starting address of the first packet.
- Read and parse data from the starting address. Read 128 bits each time.
- Use START_FLAG to determine the starting bit of the first packet. Starting bit = $\text{START_FLAG} * 25 + 3$.

Note that START_FLAG is only used to locate the starting bit of the first packet. Once the starting bit is located, START_FLAG should be filtered out in the subsequent data.

After packet parsing is completed, clear the [ASSIST_DEBUG_LOG_MEM_FULL_FLAG](#) flag bit by setting [ASSIST_DEBUG_CLR_LOG_MEM_FULL_FLAG](#).

14.5 Register Summary

The addresses in this section are relative to Debug Assist base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Monitor configuration registers			
ASSIST_DEBUG_CORE_0_MONTR_ENA_REG	Monitoring enable register	0x0000	R/W
ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MIN_REG	Configures boundary address of region 0 monitored on Data bus	0x0010	R/W
ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MAX_REG	Configures boundary address of region 0 monitored on Data bus	0x0014	R/W
ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MIN_REG	Configures boundary address of region 1 monitored on Data bus	0x0018	R/W
ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MAX_REG	Configures boundary address of region 1 monitored on Data bus	0x001C	R/W
ASSIST_DEBUG_CORE_0_AREA_PIF_0_MIN_REG	Configures boundary address of region 0 monitored on Peripheral bus	0x0020	R/W
ASSIST_DEBUG_CORE_0_AREA_PIF_0_MAX_REG	Configures boundary address of region 0 monitored on Peripheral bus	0x0024	R/W
ASSIST_DEBUG_CORE_0_AREA_PIF_1_MIN_REG	Configures boundary address of region 1 monitored on Peripheral bus	0x0028	R/W
ASSIST_DEBUG_CORE_0_AREA_PIF_1_MAX_REG	Configures boundary address of region 1 monitored on Peripheral bus	0x002C	R/W
ASSIST_DEBUG_CORE_0_AREA_PC_REG	Region monitoring PC status register	0x0030	RO
ASSIST_DEBUG_CORE_0_AREA_SP_REG	Region monitoring SP status register	0x0034	RO
ASSIST_DEBUG_CORE_0_SP_MIN_REG	Configures stack monitoring boundary address	0x0038	R/W
ASSIST_DEBUG_CORE_0_SP_MAX_REG	Configures stack monitoring boundary address	0x003C	R/W
ASSIST_DEBUG_CORE_0_SP_PC_REG	Stack monitoring PC status register	0x0040	RO
Interrupt configuration registers			
ASSIST_DEBUG_CORE_0_INTR_RAW_REG	Interrupt status register	0x0004	RO
ASSIST_DEBUG_CORE_0_INTR_ENA_REG	Interrupt enable register	0x0008	R/W
ASSIST_DEBUG_CORE_0_INTR_CLR_REG	Interrupt clear register	0x000C	R/W

Name	Description	Address	Access
PC logging configuration register			
ASSIST_DEBUG_CORE_0_RCD_EN_REG	PC logging enable register	0x0044	R/W
PC logging status registers			
ASSIST_DEBUG_CORE_0_RCD_PDEBUGPC_REG	PC logging register	0x0048	RO
ASSIST_DEBUG_CORE_0_RCD_PDEBUGSP_REG	PC logging register	0x004C	RO
Bus access logging configuration registers			
ASSIST_DEBUG_LOG_SETTING_REG	Bus access logging configuration register	0x0070	R/W
ASSIST_DEBUG_LOG_DATA_0_REG	Configures monitored data in Bus access logging	0x0074	R/W
ASSIST_DEBUG_LOG_DATA_MASK_REG	Configures masked data in Bus access logging	0x0078	R/W
ASSIST_DEBUG_LOG_MIN_REG	Configures monitored address space in Bus access logging	0x007C	R/W
ASSIST_DEBUG_LOG_MAX_REG	Configures monitored address space in Bus access logging	0x0080	R/W
ASSIST_DEBUG_LOG_MEM_START_REG	Configures the starting address of the storage memory for recorded data	0x0084	R/W
ASSIST_DEBUG_LOG_MEM_END_REG	Configures the end address of the storage memory for recorded data	0x0088	R/W
ASSIST_DEBUG_LOG_MEM_CURRENT_ADDR_REG	The current address of the storage memory for recorded data	0x008C	RO
ASSIST_DEBUG_LOG_MEM_FULL_FLAG_REG	Logging overflow status register	0x0090	varies
CPU status registers			
ASSIST_DEBUG_CORE_0_LASTPC_BEFORE_EXCEPTION_REG	PC of the last command before CPU enters exception	0x0094	RO
ASSIST_DEBUG_CORE_0_DEBUG_MODE_REG	CPU debug mode status register	0x0098	RO
Version register			
ASSIST_DEBUG_DATE_REG	Version control register	0x01FC	R/W

14.6 Registers

The addresses in this section are relative to Debug Assist base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 14.1. ASSIST_DEBUG_CORE_0_MONTR_ENA_REG (0x0000)

31	10	9	8	7	6	5	4	3	2	1	0
0 0	0 0	Reset									

ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_RD_ENA Monitoring enable bit for read operations in region 0 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_WR_ENA Monitoring enable bit for write operations in region 0 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_RD_ENA Monitoring enable bit for read operations in region 1 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_WR_ENA Monitoring enable bit for write operations in region 1 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_0_RD_ENA Monitoring enable bit for read operations in region 0 by the Peripheral bus. (R/W)

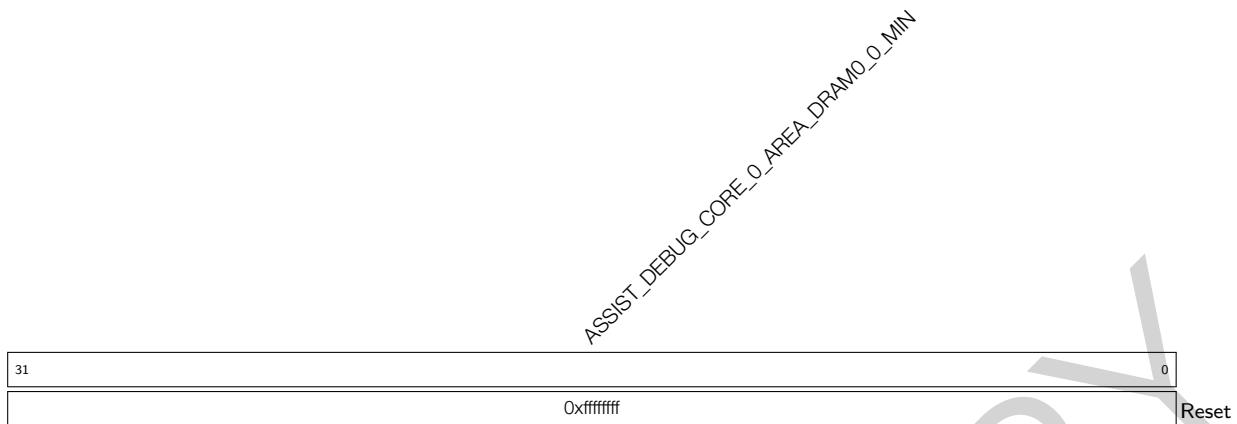
ASSIST_DEBUG_CORE_0_AREA_PIF_0_WR_ENA Monitoring enable bit for write operations in region 0 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_1_RD_ENA Monitoring enable bit for read operations in region 1 by the Peripheral bus. (R/W)

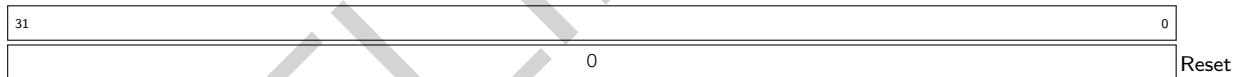
ASSIST_DEBUG_CORE_0_AREA_PIF_1_WR_ENA Monitoring enable bit for write operations in region 1 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_SP_SPILL_MIN_ENA Monitoring enable bit for SP exceeding the lower bound address of SP monitored region. (R/W)

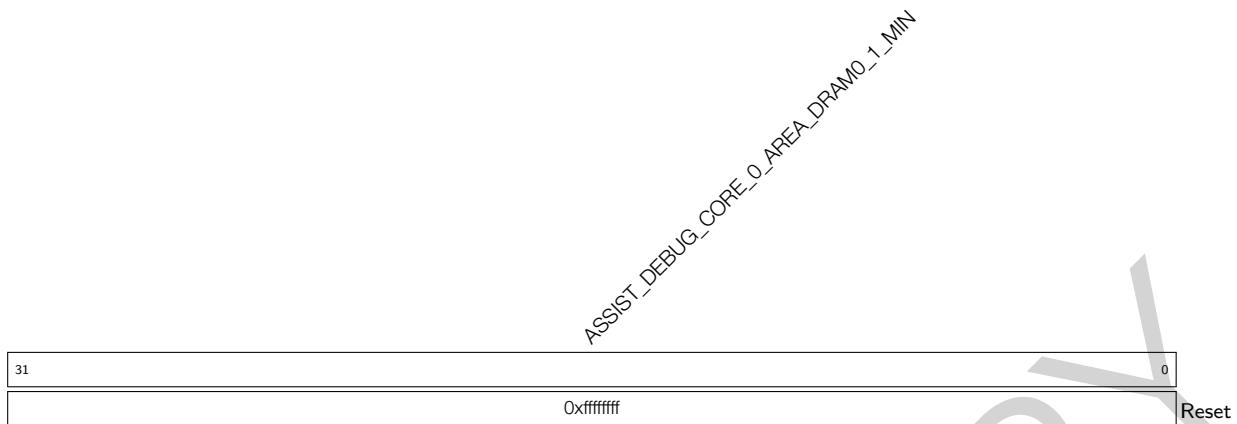
ASSIST_DEBUG_CORE_0_SP_SPILL_MAX_ENA Monitoring enable bit for SP exceeding the upper bound address of SP monitored region. (R/W)

Register 14.2. ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MIN_REG (0x0010)

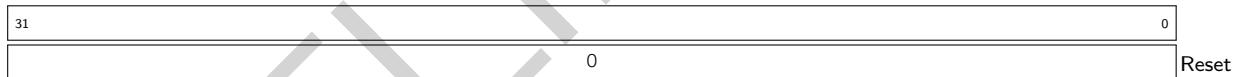
ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MIN The lower bound address of Data bus region 0.
(R/W)

Register 14.3. ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MAX_REG (0x0014)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_MAX The upper bound address of Data bus region
0. (R/W)

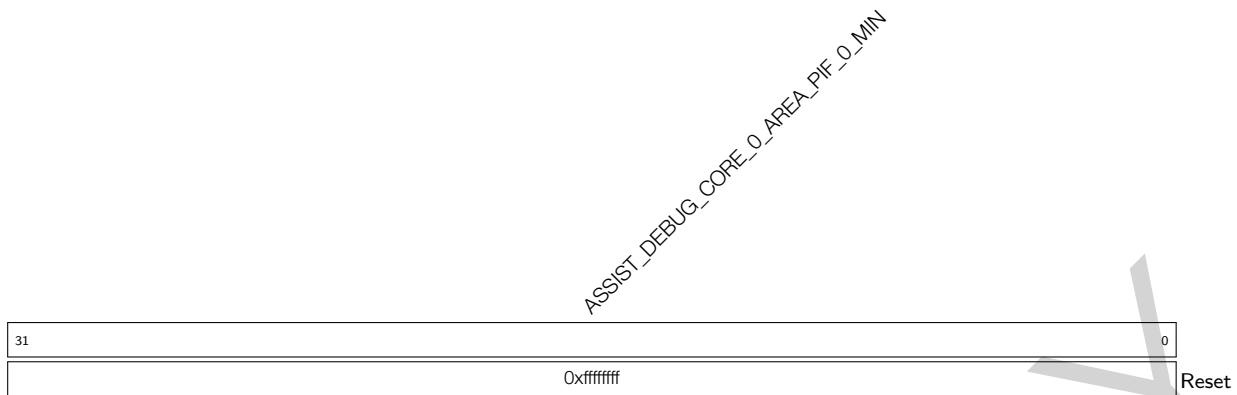
Register 14.4. ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MIN_REG (0x0018)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MIN The lower bound address of Data bus region 1.
(R/W)

Register 14.5. ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MAX_REG (0x001C)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_MAX The upper bound address of Data bus region
1. (R/W)

Register 14.6. ASSIST_DEBUG_CORE_0_AREA_PIF_0_MIN_REG (0x0020)

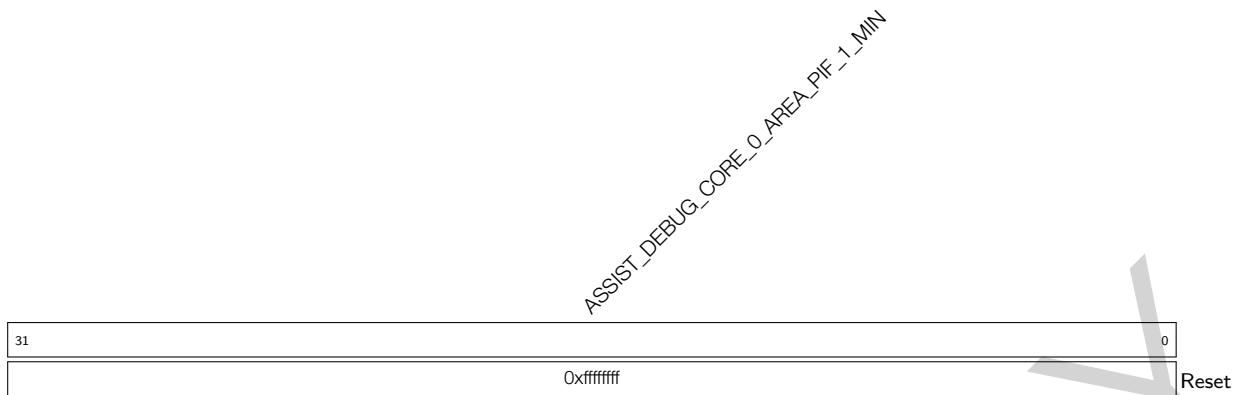


ASSIST_DEBUG_CORE_0_AREA_PIF_0_MIN The lower bound address of Peripheral bus region 0.
(R/W)

Register 14.7. ASSIST_DEBUG_CORE_0_AREA_PIF_0_MAX_REG (0x0024)



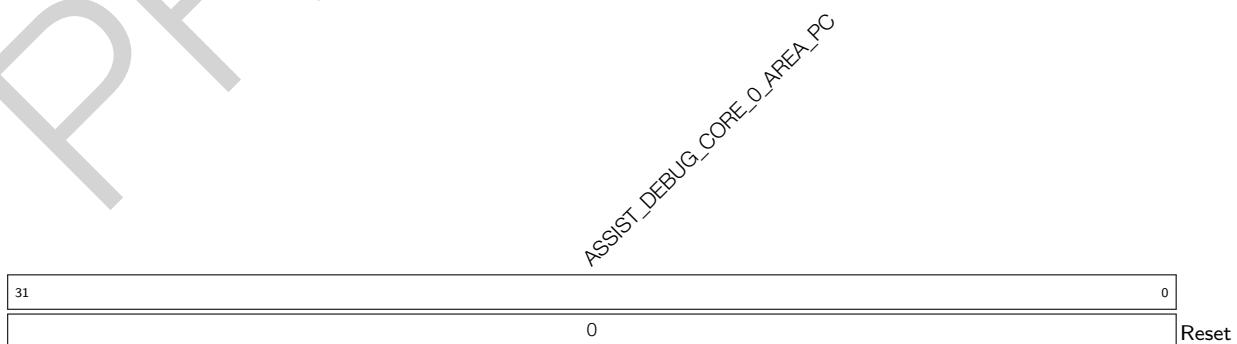
ASSIST_DEBUG_CORE_0_AREA_PIF_0_MAX The upper bound address of Peripheral bus region 0. (R/W)

Register 14.8. ASSIST_DEBUG_CORE_0_AREA_PIF_1_MIN_REG (0x0028)

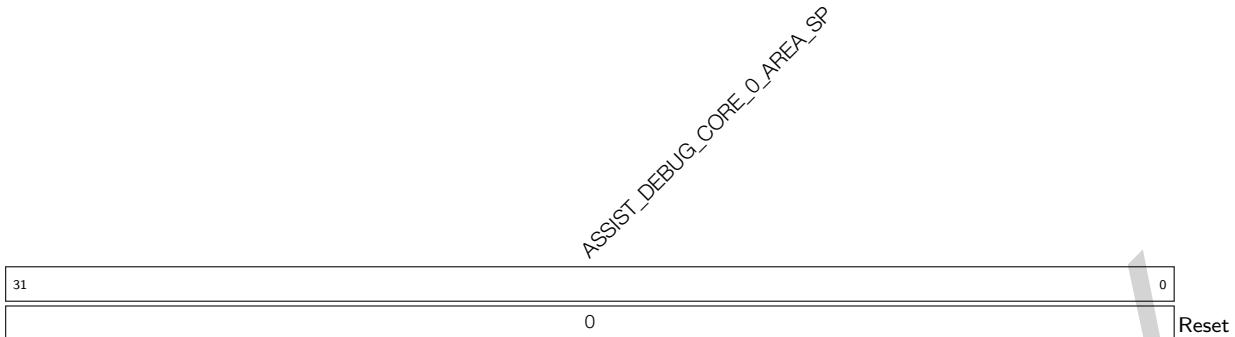
ASSIST_DEBUG_CORE_0_AREA_PIF_1_MIN The lower bound address of Peripheral bus region 1.
(R/W)

Register 14.9. ASSIST_DEBUG_CORE_0_AREA_PIF_1_MAX_REG (0x002C)

ASSIST_DEBUG_CORE_0_AREA_PIF_1_MAX The upper bound address of Peripheral bus region 1. (R/W)

Register 14.10. ASSIST_DEBUG_CORE_0_AREA_PC_REG (0x0030)

ASSIST_DEBUG_CORE_0_AREA_PC Records the PC value when interrupt triggers during region monitoring. (RO)

Register 14.11. ASSIST_DEBUG_CORE_0_AREA_SP_REG (0x0034)

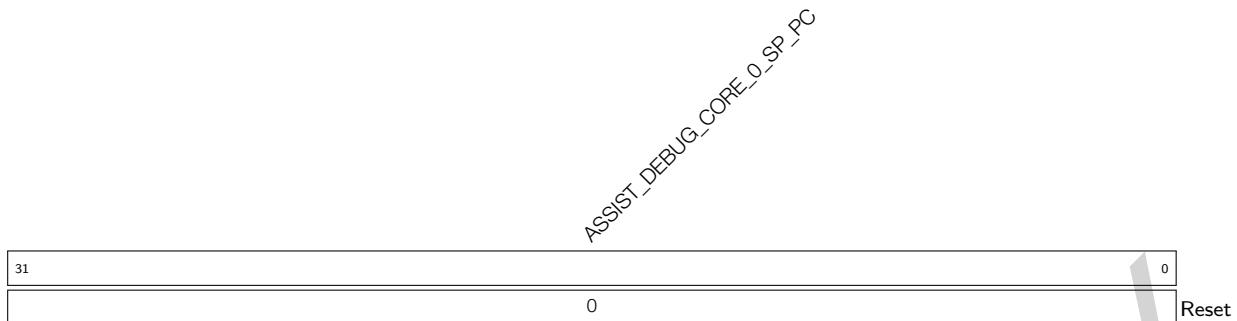
ASSIST_DEBUG_CORE_0_AREA_SP Records SP when interrupt triggers during region monitoring.
(RO)

Register 14.12. ASSIST_DEBUG_CORE_0_SP_MIN_REG (0x0038)

ASSIST_DEBUG_CORE_0_SP_MIN The lower bound address of SP. (R/W)

Register 14.13. ASSIST_DEBUG_CORE_0_SP_MAX_REG (0x003C)

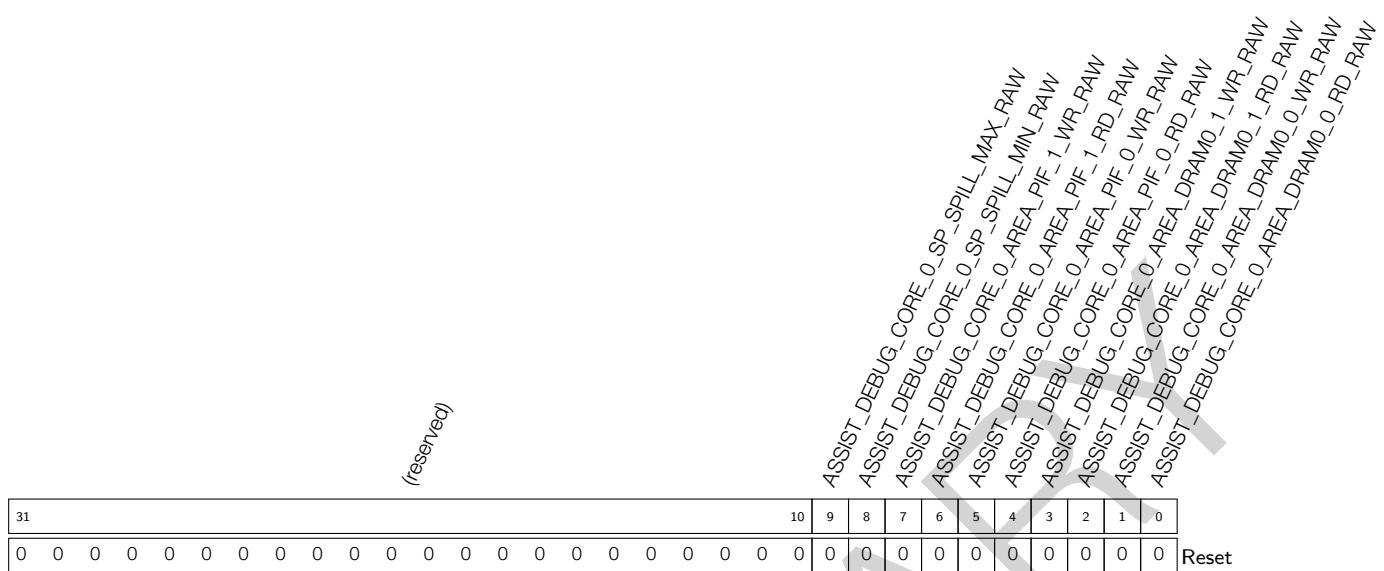
ASSIST_DEBUG_CORE_0_SP_MAX The upper bound address of SP. (R/W)

Register 14.14. ASSIST_DEBUG_CORE_0_SP_PC_REG (0x0040)

ASSIST_DEBUG_CORE_0_SP_PC Records the PC value during stack monitoring. (RO)

PRELIMINARY

Register 14.15. ASSIST_DEBUG_CORE_0_INTR_RAW_REG (0x0004)



ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_RD_RAW Interrupt status bit for read operations in region 0 by the Data bus. (RO)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_WR_RAW Interrupt status bit for write operations in region 0 by the Data bus. (RO)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_RD_RAW Interrupt status bit for read operations in region 1 by the Data bus. (RO)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_WR_RAW Interrupt status bit for write operations in region 1 by the Data bus. (RO)

ASSIST_DEBUG_CORE_0_AREA_PIF_0_RD_RAW Interrupt status bit for read operations in region 0 by the Peripheral bus. (RO)

ASSIST_DEBUG_CORE_0_AREA_PIF_0_WR_RAW Interrupt status bit for write operations in region 0 by the Peripheral bus. (RO)

ASSIST_DEBUG_CORE_0_AREA_PIF_1_RD_RAW Interrupt status bit for read operations in region 1 by the Peripheral bus. (RO)

ASSIST_DEBUG_CORE_0_AREA_PIF_1_WR_RAW Interrupt status bit for write operations in region 1 by the Peripheral bus. (RO)

ASSIST_DEBUG_CORE_0_SP_SPILL_MIN_RAW Interrupt status bit for SP exceeding the lower bound address of SP monitored region. (RO)

ASSIST_DEBUG_CORE_0_SP_SPILL_MAX_RAW Interrupt status bit for SP exceeding the upper bound address of SP monitored region. (RO)

Register 14.16. ASSIST_DEBUG_CORE_0_INTR_ENA_REG (0x0008)

31	10	9	8	7	6	5	4	3	2	1	0
0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0	Reset									

ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_RD_INTR_ENA Interrupt enable bit for read operations in region 0 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_WR_INTR_ENA Interrupt enable bit for write operations in region 0 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_RD_INTR_ENA Interrupt enable bit for read operations in region 1 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_WR_INTR_ENA Interrupt enable bit for write operations in region 1 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_0_RD_INTR_ENA Interrupt enable bit for read operations in region 0 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_0_WR_INTR_ENA Interrupt enable bit for write operations in region 0 by the Peripheral bus. (R/W)

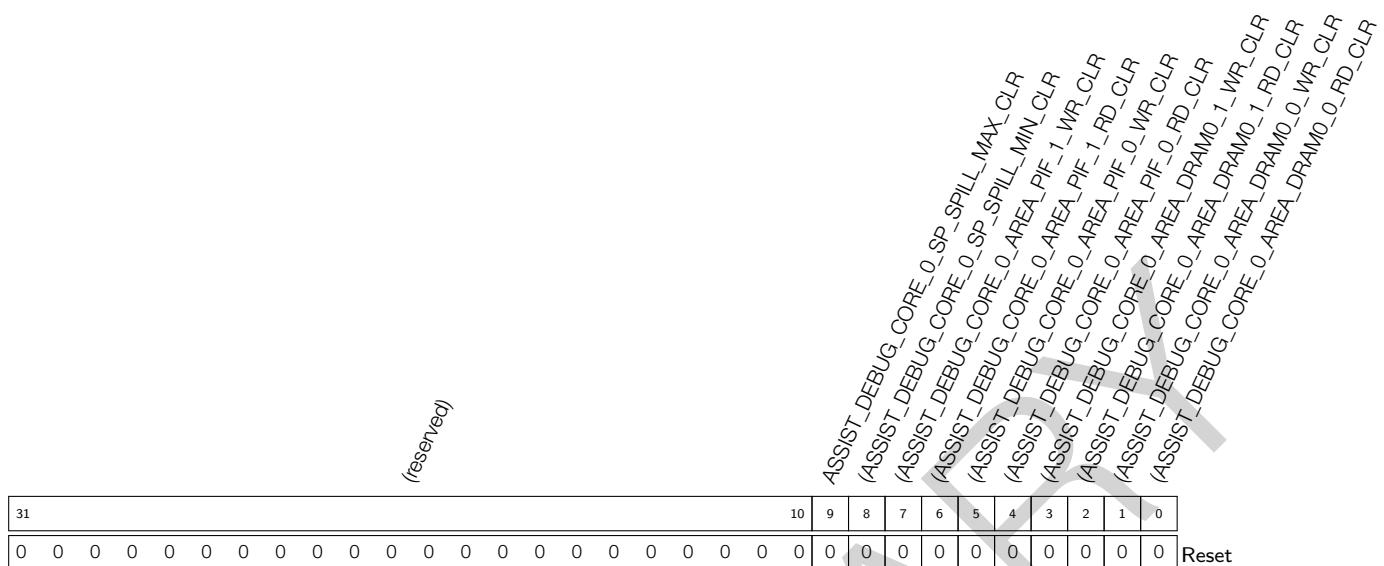
ASSIST_DEBUG_CORE_0_AREA_PIF_1_RD_INTR_ENA Interrupt enable bit for read operations in region 1 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_1_WR_INTR_ENA Interrupt enable bit for write operations in region 1 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_SP_SPILL_MIN_INTR_ENA Interrupt enable bit for SP exceeding the lower bound address of SP monitored region. (R/W)

ASSIST_DEBUG_CORE_0_SP_SPILL_MAX_INTR_ENA Interrupt enable bit for SP exceeding the upper bound address of SP monitored region. (R/W)

Register 14.17. ASSIST_DEBUG_CORE_0_INTR_CLR_REG (0x000C)



ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_RD_CLR Interrupt clear bit for read operations in region 0 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_0_WR CLR Interrupt clear bit for write operations in region 0 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_RD CLR Interrupt clear bit for read operations in region 1 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_DRAM0_1_WR CLR Interrupt clear bit for write operations in region 1 by the Data bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_0_RD CLR Interrupt clear bit for read operations in region 0 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_0_WR CLR Interrupt clear bit for write operations in region 0 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_1_RD CLR Interrupt clear bit for read operations in region 1 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_AREA_PIF_1_WR CLR Interrupt clear bit for write operations in region 1 by the Peripheral bus. (R/W)

ASSIST_DEBUG_CORE_0_SP_SPILL_MIN CLR Interrupt clear bit for SP exceeding the lower bound address of SP monitored region. (R/W)

ASSIST_DEBUG_CORE_0_SP_SPILL_MAX CLR Interrupt clear bit for SP exceeding the upper bound address of SP monitored region. (R/W)

Register 14.18. ASSIST_DEBUG_CORE_0_RCD_EN_REG (0x0044)

(reserved)																																	
31	2	1	0	ASSIST_DEBUG_CORE_0_RCD_PDEBUGEN																													
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

ASSIST_DEBUG_CORE_0_RCD_RECORDEN Set to 1 to enable CPU debug function. The CPU outputs PC only when this field is set to 1. (R/W)

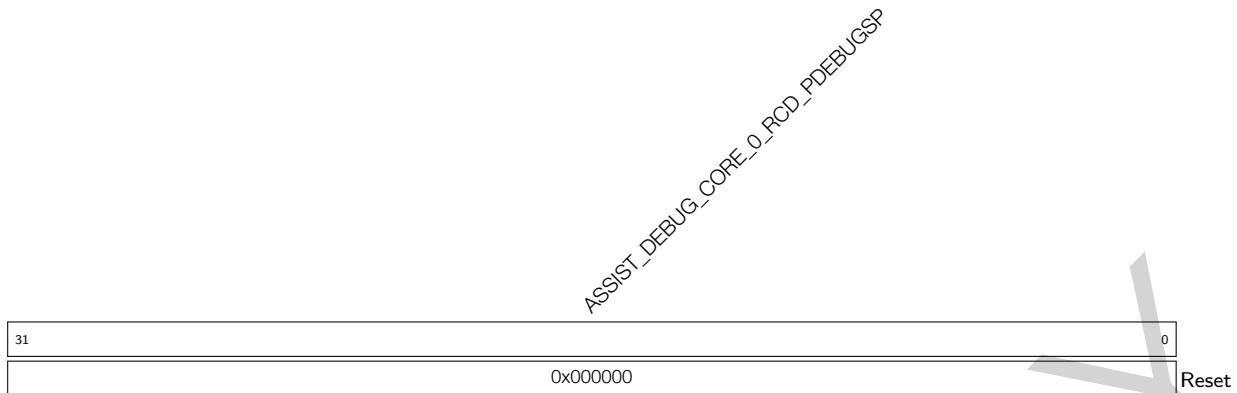
ASSIST_DEBUG_CORE_0_RCD_PDEBUGEN Set to 1 to record PC in real time. (R/W)

Register 14.19. ASSIST_DEBUG_CORE_0_RCD_PDEBUGPC_REG (0x0048)

31	0	ASSIST_DEBUG_CORE_0_RCD_PDEBUGPC																												
0x000000																													Reset	

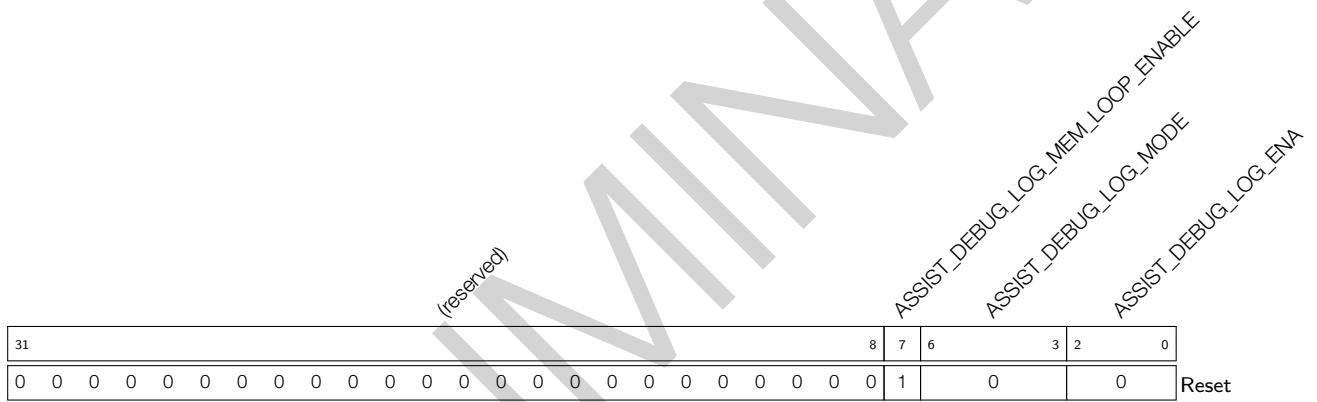
ASSIST_DEBUG_CORE_0_RCD_PDEBUGPC Records the PC value at CPU reset. (RO)

Register 14.20. ASSIST_DEBUG_CORE_0_RCD_PDEBUGSP_REG (0x004C)



ASSIST_DEBUG_CORE_0_RCD_PDEBUGSP Records SP. (RO)

Register 14.21. ASSIST_DEBUG_LOG_SETTING_REG (0x0070)

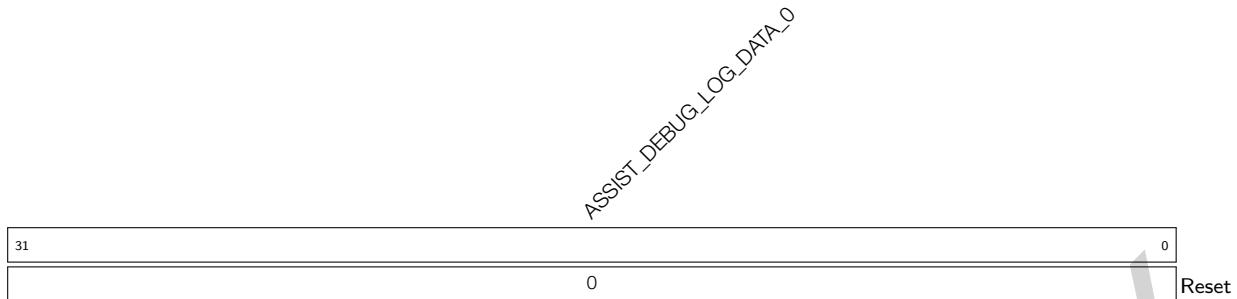


ASSIST_DEBUG_LOG_ENA Enables the CPU bus or DMA bus access logging. bit[0]: CPU bus access logging; bit[1]: reserved; bit[2]: DMA bus access logging. (R/W)

ASSIST_DEBUG_LOG_MODE Configures monitoring mode. bit[0]: write monitoring; bit[1]: word monitoring; bit[2]: halfword monitoring; bit[3]: byte monitoring. (R/W)

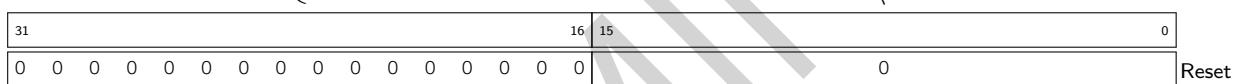
ASSIST_DEBUG_LOG_MEM_LOOP_ENABLE Configures the writing mode for recorded data. 1: loop mode; 0: non-loop mode. (R/W)

Register 14.22. ASSIST_DEBUG_LOG_DATA_0_REG (0x0074)



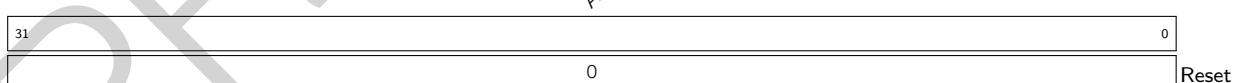
ASSIST_DEBUG_LOG_DATA_0 Specifies the monitored data. (R/W)

Register 14.23. ASSIST_DEBUG_LOG_DATA_MASK_REG (0x0078)



ASSIST_DEBUG_LOG_DATA_SIZE Masks the byte specified in [ASSIST_DEBUG_LOG_DATA_0_REG](#). (R/W)

Register 14.24. ASSIST_DEBUG_LOG_MIN_REG (0x007C)



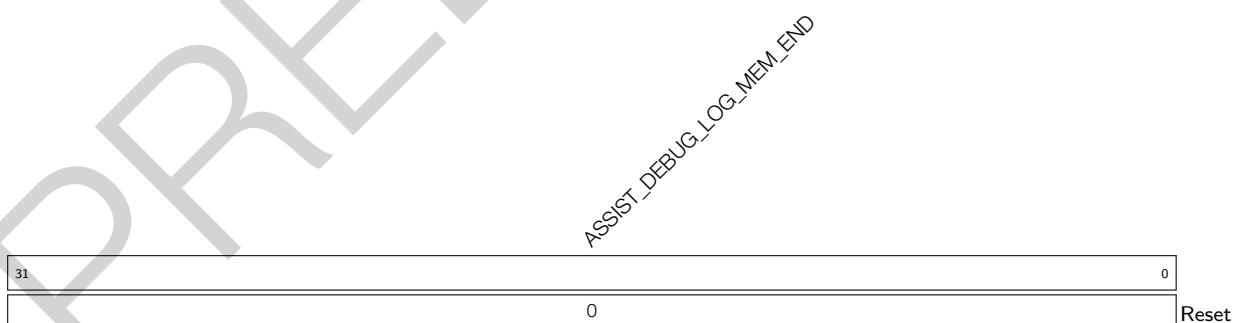
ASSIST_DEBUG_LOG_MIN Configures the lower bound address of monitored address space. (R/W)

Register 14.25. ASSIST_DEBUG_LOG_MAX_REG (0x0080)

ASSIST_DEBUG_LOG_MAX Configures the upper bound address of monitored address space.
(R/W)

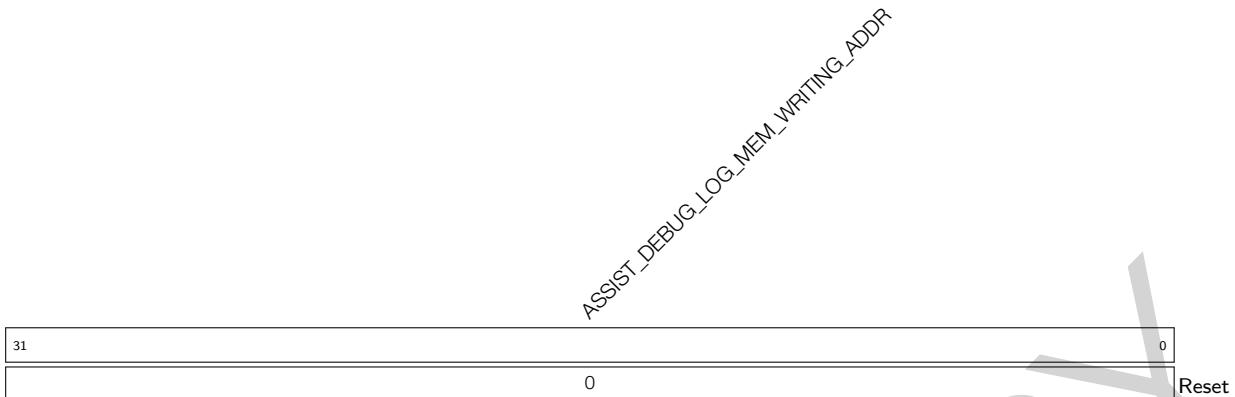
Register 14.26. ASSIST_DEBUG_LOG_MEM_START_REG (0x0084)

ASSIST_DEBUG_LOG_MEM_START Configures the starting address of the storage space for recorded data. (R/W)

Register 14.27. ASSIST_DEBUG_LOG_MEM_END_REG (0x0088)

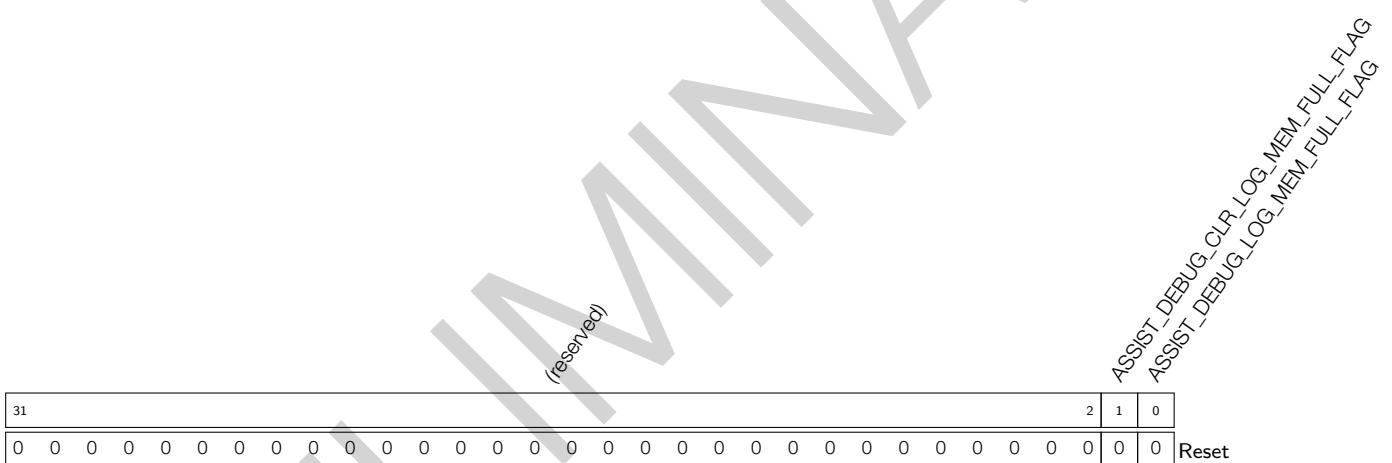
ASSIST_DEBUG_LOG_MEM_END Configures the end address of the storage space for recorded data. (R/W)

Register 14.28. ASSIST_DEBUG_LOG_MEM_CURRENT_ADDR_REG (0x008C)



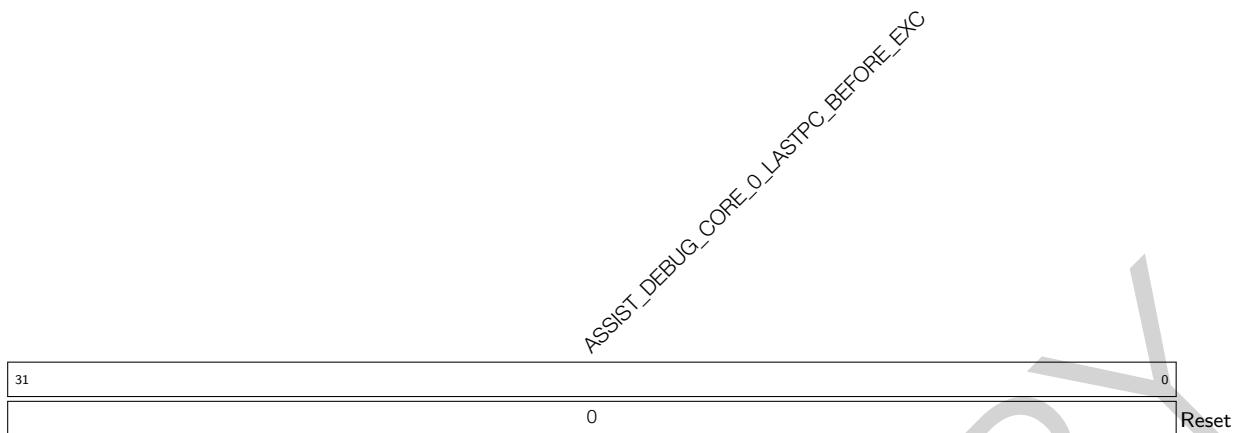
ASSIST_DEBUG_LOG_MEM_WRITING_ADDR Indicates the address of the next write. (RO)

Register 14.29. ASSIST_DEBUG_LOG_MEM_FULL_FLAG_REG (0x0090)

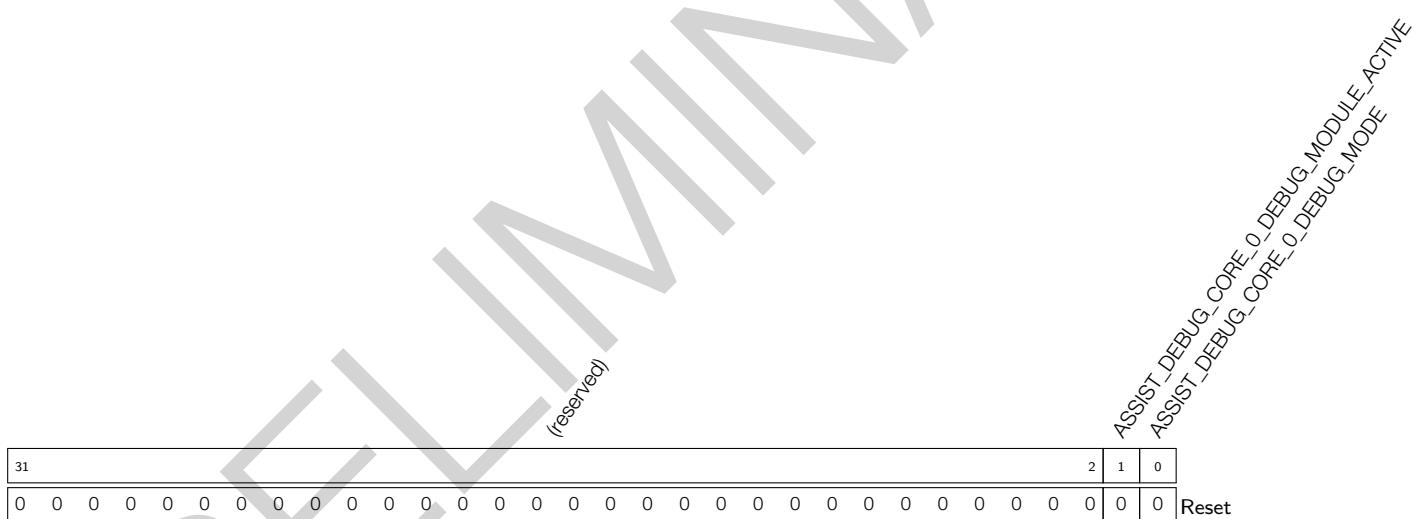


ASSIST_DEBUG_LOG_MEM_FULL_FLAG The value “1” means there is a data overflow that exceeds the storage space. (RO)

ASSIST_DEBUG_CLR_LOG_MEM_FULL_FLAG Set to 1 to clear AS-SIST_DEBUG_LOG_MEM_FULL_FLAG flag bit. Default value is "0". (R/W)

Register 14.30. ASSIST_DEBUG_CORE_0_LASTPC_BEFORE_EXCEPTION_REG (0x0094)


ASSIST_DEBUG_CORE_0_LASTPC_BEFORE_EXC Records the PC of the last command before the CPU enters exception. (RO)

Register 14.31. ASSIST_DEBUG_CORE_0_DEBUG_MODE_REG (0x0098)


ASSIST_DEBUG_CORE_0_DEBUG_MODE Indicates whether the RISC-V CPU is in debug mode.

1: in debug mode; 0: not in debug mode. (RO)

ASSIST_DEBUG_CORE_0_DEBUG_MODULE_ACTIVE Indicates the status of the RISC-V CPU debug module. 1: active status; 0: inactive status. (RO)

Register 14.32. ASSIST_DEBUG_DATE_REG (0x01FC)

ASSIST_DEBUG_DATE			
31	28	27	0
0	0	0	0x2008010 Reset

ASSIST_DEBUG_DATE Version control register. (R/W)

PRELIMINARY

15 SHA Accelerator (SHA)

15.1 Introduction

ESP32-C3 integrates an SHA accelerator, which is a hardware device that speeds up SHA algorithm significantly, compared to SHA algorithm implemented solely in software. The SHA accelerator integrated in ESP32-C3 has two working modes, which are [Typical SHA](#) and [DMA-SHA](#).

15.2 Features

The following functionality is supported:

- The following hash algorithms introduced in [FIPS PUB 180-4 Spec.](#)
 - SHA-1
 - SHA-224
 - SHA-256
- Two working modes
 - Typical SHA
 - DMA-SHA
- Interleaved function when working in Typical SHA working mode
- Interrupt function when working in DMA-SHA working mode

15.3 Working Modes

The SHA accelerator integrated in ESP32-C3 has two working modes.

- [Typical SHA Working Mode](#): all the data is written and read via CPU directly.
- [DMA-SHA Working Mode](#): all the data is read via DMA. That is, users can configure the DMA controller to read all the data needed for hash operation, thus releasing CPU for completing other tasks.

Users can start the SHA accelerator with different working modes by configuring registers [SHA_START_REG](#) and [SHA_DMA_START_REG](#). For details, please see Table 15-1.

Table 15-1. SHA Accelerator Working Mode

Working Mode	Configuration Method
Typical SHA	Set SHA_START_REG to 1
DMA-SHA	Set SHA_DMA_START_REG to 1

Users can choose hash algorithms by configuring the [SHA_MODE_REG](#) register. For details, please see Table 15-2.

Table 15-2. SHA Hash Algorithm Selection

Hash Algorithm	SHA_MODE_REG Configuration
SHA-1	0
SHA-224	1
SHA-256	2

Notice:

ESP32-C3's [Digital Signature \(DS\)](#) and [HMAC Accelerator \(HMAC\)](#) modules also call the SHA accelerator. Therefore, users cannot access the SHA accelerator when these modules are working.

15.4 Function Description

SHA accelerator can generate the message digest via two steps: [Preprocessing](#) and [Hash operation](#).

15.4.1 Preprocessing

Preprocessing consists of three steps: [padding the message](#), [parsing the message into message blocks](#) and [setting the initial hash value](#).

15.4.1.1 Padding the Message

The SHA accelerator can only process message blocks of 512 bits. Thus, all the messages should be padded to a multiple of 512 bits before the hash task.

Suppose that the length of the message M is m bits. Then M shall be padded as introduced below:

1. First, append the bit "1" to the end of the message;
2. Second, append k bits of zeros, where k is the smallest, non-negative solution to the equation

$$m + 1 + k \equiv 448 \bmod 512;$$
3. Last, append the 64-bit block of value equal to the number m expressed using a binary representation.

For more details, please refer to Section "5.1 Padding the Message" in [FIPS PUB 180-4 Spec](#).

15.4.1.2 Parsing the Message

The message and its padding must be parsed into N 512-bit blocks, $M^{(1)}$, $M^{(2)}$, ..., $M^{(N)}$. Since the 512 bits of the input block may be expressed as sixteen 32-bit words, the first 32 bits of message block i are denoted $M_0^{(i)}$, the next 32 bits are $M_1^{(i)}$, and so on up to $M_{15}^{(i)}$.

During the task, all the message blocks are written into the [SHA_M_n_REG](#): $M_0^{(i)}$ is stored in [SHA_M_0_REG](#), $M_1^{(i)}$ stored in [SHA_M_1_REG](#), ..., and $M_{15}^{(i)}$ stored in [SHA_M_15_REG](#).

Note:

For more information about “message block”, please refer to Section “2.1 Glossary of Terms and Acronyms” in [FIPS PUB 180-4 Spec.](#)

15.4.1.3 Setting the Initial Hash Value

Before hash task begins for any secure hash algorithms, the initial Hash value $H(0)$ must be set based on different algorithms. However, the SHA accelerator uses the initial Hash values (constant C) stored in the hardware for hash tasks.

15.4.2 Hash Operation

After the preprocessing, the ESP32-C3 SHA accelerator starts to hash a message M and generates message digest of different lengths, depending on different hash algorithms. As described above, the ESP32-C3 SHA accelerator supports two working modes, which are [Typical SHA](#) and [DMA-SHA](#). The operation process for the SHA accelerator under two working modes is described in the following subsections.

15.4.2.1 Typical SHA Mode Process

Usually, the SHA accelerator will process all blocks of a message and produce a message digest before starting the computation of the next message digest.

However, ESP32-C3 SHA also supports optional “interleaved” message digest calculation. Users can insert new calculation (both Typical SHA and DMA-SHA) each time the SHA accelerator completes a sequence of operations.

- In [Typical SHA](#) mode, this can be done after each individual message block.
- In [DMA-SHA](#) mode, this can be done after a full sequence of DMA operations is complete.

Specifically, users can read out the message digest from registers [SHA_H_n_REG](#) after completing part of a message digest calculation, and use the SHA accelerator for a different calculation. After the different calculation completes, users can restore the previous message digest to registers [SHA_H_n_REG](#), and resume the accelerator with the previously paused calculation.

Typical SHA Process

1. Select a hash algorithm.
 - Configure the [SHA_MODE_REG](#) register based on Table 15-2.
2. Process the current message block ¹.
 - Write the message block in registers [SHA_M_n_REG](#).
3. Start the SHA accelerator.
 - If this is the first time to execute this step, set the [SHA_START_REG](#) register to 1 to start the SHA accelerator. In this case, the accelerator uses the initial hash value stored in hardware for a given algorithm configured in Step 1 to start the calculation;

- If this is not the first time to execute this step², set the `SHA_CONTINUE_REG` register to 1 to start the SHA accelerator. In this case, the accelerator uses the hash value stored in the `SHA_H_n_REG` register to start calculation.

4. Check the progress of the current message block.

- Poll register `SHA_BUSY_REG` until the content of this register becomes 0, indicating the accelerator has completed the calculation for the current message block and now is in the “idle” status³.

5. Decide if you have more message blocks to process:

- If yes, please go back to Step 2.
- Otherwise, please continue.

6. Obtain the message digest.

- Read the message digest from registers `SHA_H_n_REG`.



Note:

1. In this step, the software can also write the next message block (to be processed) in registers `SHA_M_n_REG`, if any, while the hardware starts SHA calculation, to save time.
2. You are resuming the SHA accelerator with the previously paused calculation.
3. Here you can decide if you want to insert other calculations. If yes, please go to the [process for interleaved calculations](#) for details.

As mentioned above, ESP32-C3 SHA accelerator supports “**interleaving**” calculation under the **Typical SHA working mode**.

The process to implement interleaved calculation is described below.

1. Prepare to hand the SHA accelerator over for an interleaved calculation by storing the following data of the previous calculation.
 - The selected hash algorithm stored in the `SHA_MODE_REG` register.
 - The message digest stored in registers `SHA_H_n_REG`.
2. Perform the interleaved calculation. For the detailed process of the interleaved calculation, please refer to [Typical SHA process](#) or [DMA-SHA process](#), depending on the working mode of your interleaved calculation.
3. Prepare to hand the SHA accelerator back to the previously paused calculation by restoring the following data of the previous calculation.
 - Write the previously stored hash algorithm back to register `SHA_MODE_REG`.
 - Write the previously stored message digest back to registers `SHA_H_n_REG`.
4. Write the next message block from the previous paused calculation in registers `SHA_M_n_REG`, and set the `SHA_CONTINUE_REG` register to 1 to restart the SHA accelerator with the previously paused calculation.

15.4.2.2 DMA-SHA Mode Process

ESP32-C3 SHA accelerator does not support “interleaving” message digest calculation at the level of individual message blocks when using DMA, which means you cannot insert new calculation before a complete DMA-SHA

process (of one or more message blocks) completes. In this case, users who need interleaved operation are recommended to divide the message blocks and perform several DMA-SHA calculations, instead of trying to compute all the messages in one go.

Single DMA-SHA calculation supports up to 63 data blocks.

In contrast to the Typical SHA working mode, when the SHA accelerator is working under the DMA-SHA mode, all data read are completed via DMA. Therefore, users are required to configure the DMA controller following the description in Chapter [2 GDMA Controller \(GDMA\)](#).

DMA-SHA process

1. Select a hash algorithm.
 - Select a hash algorithm by configuring the [SHA_MODE_REG](#) register. For details, please refer to Table [15-2](#).
2. Configure the [SHA_INT_ENA_REG](#) register to enable or disable interrupt (Set 1 to enable).
3. Configure the number of message blocks.
 - Write the number of message blocks M to the [SHA_DMA_BLOCK_NUM_REG](#) register.
4. Start the DMA-SHA calculation.
 - If the current DMA-SHA calculation follows a previous calculation, firstly write the message digest from the previous calculation to registers [SHA_H_n_REG](#), then write 1 to register [SHA_DMA_CONTINUE_REG](#) to start SHA accelerator;
 - Otherwise, write 1 to register [SHA_DMA_START_REG](#) to start the accelerator.
5. Wait till the completion of the DMA-SHA calculation, which happens when:
 - The content of [SHA_BUSY_REG](#) register becomes 0, or
 - An SHA interrupt occurs. In this case, please clear interrupt by writing 1 to the [SHA_INT_CLEAR_REG](#) register.
6. Obtain the message digest:
 - Read the message digest from registers [SHA_H_n_REG](#).

15.4.3 Message Digest

After the hash task completes, the SHA accelerator writes the message digest from the task to registers [SHA_H_n_REG](#)(n : 0~7). The lengths of the generated message digest are different depending on different hash algorithms. For details, see Table [15-3](#) below:

Table 15-3. The Storage and Length of Message Digest from Different Algorithms

Hash Algorithm	Length of Message Digest (in bits)	Storage ¹
SHA-1	160	SHA_H_0_REG ~ SHA_H_4_REG
SHA-224	224	SHA_H_0_REG ~ SHA_H_6_REG
SHA-256	256	SHA_H_0_REG ~ SHA_H_7_REG

¹ The message digest is stored in registers from most significant bits to the least significant bits, with the first word stored in register [SHA_H_0_REG](#) and the second word stored in register [SHA_H_1_REG](#)... For details, please see subsection [15.4.1.2](#).

15.4.4 Interrupt

SHA accelerator supports interrupt on the completion of message digest calculation when working in the DMA-SHA mode. To enable this function, write 1 to register [SHA_INT_ENA_REG](#). Note that the interrupt should be cleared by software after use via setting the [SHA_INT_CLEAR_REG](#) register to 1.

15.5 Register Summary

The addresses in this section are relative to the SHA accelerator base address provided in Table [3-4](#) in Chapter [3 System and Memory](#).

Name	Description	Address	Access
Control/Status registers			
SHA_CONTINUE_REG	Continues SHA operation (only effective in Typical SHA mode)	0x0014	WO
SHA_BUSY_REG	Indicates if SHA Accelerator is busy or not	0x0018	RO
SHA_DMA_START_REG	Starts the SHA accelerator for DMA-SHA operation	0x001C	WO
SHA_START_REG	Starts the SHA accelerator for Typical SHA operation	0x0010	WO
SHA_DMA_CONTINUE_REG	Continues SHA operation (only effective in DMA-SHA mode)	0x0020	WO
SHA_INT_CLEAR_REG	DMA-SHA interrupt clear register	0x0024	WO
SHA_INT_ENA_REG	DMA-SHA interrupt enable register	0x0028	R/W
Version Register			
SHA_DATE_REG	Version control register	0x002C	R/W
Configuration Registers			
SHA_MODE_REG	Defines the algorithm of SHA accelerator	0x0000	R/W
Data Registers			
SHA_DMA_BLOCK_NUM_REG	Block number register (only effective for DMA-SHA)	0x000C	R/W
SHA_H_0_REG	Hash value	0x0040	R/W
SHA_H_1_REG	Hash value	0x0044	R/W
SHA_H_2_REG	Hash value	0x0048	R/W
SHA_H_3_REG	Hash value	0x004C	R/W
SHA_H_4_REG	Hash value	0x0050	R/W

Name	Description	Address	Access
SHA_H_5_REG	Hash value	0x0054	R/W
SHA_H_6_REG	Hash value	0x0058	R/W
SHA_H_7_REG	Hash value	0x005C	R/W
SHA_M_0_REG	Message	0x0080	R/W
SHA_M_1_REG	Message	0x0084	R/W
SHA_M_2_REG	Message	0x0088	R/W
SHA_M_3_REG	Message	0x008C	R/W
SHA_M_4_REG	Message	0x0090	R/W
SHA_M_5_REG	Message	0x0094	R/W
SHA_M_6_REG	Message	0x0098	R/W
SHA_M_7_REG	Message	0x009C	R/W
SHA_M_8_REG	Message	0x00A0	R/W
SHA_M_9_REG	Message	0x00A4	R/W
SHA_M_10_REG	Message	0x00A8	R/W
SHA_M_11_REG	Message	0x00AC	R/W
SHA_M_12_REG	Message	0x00B0	R/W
SHA_M_13_REG	Message	0x00B4	R/W
SHA_M_14_REG	Message	0x00B8	R/W
SHA_M_15_REG	Message	0x00BC	R/W

15.6 Registers

The addresses in this section are relative to the SHA accelerator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 15.1. SHA_START_REG (0x0010)

31	1	0
0 0	Reset	SHA_START

SHA_START Write 1 to start Typical SHA calculation. (WO)

Register 15.2. SHA_CONTINUE_REG (0x0014)

31	1	0
0 0	Reset	SHA_CONTINUE

SHA_CONTINUE Write 1 to continue Typical SHA calculation. (WO)

Register 15.3. SHA_BUSY_REG (0x0018)

31		1	0
0	0	0	0

SHA_BUSY_STATE Indicates the states of SHA accelerator. (RO) 1'h0: idle 1'h1: busy

Register 15.4. SHA_DMA_START_REG (0x001C)

31	(reserved)	SHA_DMA_
0 0	1 0	Reset

SHA_DMA_START Write 1 to start DMA-SHA calculation. (WO)

Register 15.5. SHA_DMA_CONTINUE_REG (0x0020)

SHA_DMA_C

31	1	0																											
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(reserved)																													
Reset																													

SHA_DMA_CONTINUE Write 1 to continue DMA-SHA calculation. (WO)

Register 15.6. SHA_INT_CLEAR_REG (0x0024)

SHA CLEAR INTERRUPT Clears DMA-SHA interrupt. (WO)

Register 15.7. SHA_INT_ENA_REG (0x0028)

31		1	0
0	0	0	0

(reserved)

SHA_INTEL

SHA_INTERRUPT_ENA Enables DMA-SHA interrupt. (R/W)

Register 15.8. SHA_DATE_REG (0x002C)

(reserved)		SHA_DATE	
31	30	29	0
0	0	0x20190402	Reset

SHA_DATE Version control register. (R/W)

Register 15.9. SHA_MODE_REG (0x0000)

SHA_MODE Defines the SHA algorithm. For details, please see Table 15-2. (R/W)

Register 15.10. SHA_DMA_BLOCK_NUM_REG (0x000C)

SHA_DMA_BLOCK_NUM Defines the DMA-SHA block number. (R/W)

Register 15.11. SHA_H_n_REG (*n*: 0-7) (0x0040+4n*)**

SHA_H _n	
31	0
0x000000	Reset

SHA_H_n Stores the *n*th 32-bit piece of the Hash value. (R/W)

Register 15.12. SHA_M_n_REG (*n*: 0-15) (0x0080+4n*)**

SHA_M _n	
31	0
0x000000	Reset

SHA_M_n Stores the *n*th 32-bit piece of the message. (R/W)

16 AES Accelerator (AES)

16.1 Introduction

ESP32-C3 integrates an Advanced Encryption Standard (AES) Accelerator, which is a hardware device that speeds up AES Algorithm significantly, compared to AES algorithms implemented solely in software. The AES Accelerator integrated in ESP32-C3 has two working modes, which are [Typical AES](#) and [DMA-AES](#).

16.2 Features

The following functionality is supported:

- Typical AES working mode
 - AES-128/AES-256 encryption and decryption
- DMA-AES working mode
 - AES-128/AES-256 encryption and decryption
 - Block cipher mode
 - * ECB (Electronic Codebook)
 - * CBC (Cipher Block Chaining)
 - * OFB (Output Feedback)
 - * CTR (Counter)
 - * CFB8 (8-bit Cipher Feedback)
 - * CFB128 (128-bit Cipher Feedback)
 - Interrupt on completion of computation

16.3 AES Working Modes

The AES Accelerator integrated in ESP32-C3 has two working modes, which are [Typical AES](#) and [DMA-AES](#).

- Typical AES Working Mode:
 - Supports encryption and decryption using cryptographic keys of 128 and 256 bits, specified in [NIST FIPS 197](#).
- DMA-AES Working Mode:
 - Supports encryption and decryption using cryptographic keys of 128 and 256 bits, specified in [NIST FIPS 197](#);
 - Supports block cipher modes ECB/CBC/OFB/CTR/CFB8/CFB128 under [NIST SP 800-38A](#).

In this working mode, the plaintext and ciphertext are written and read via CPU directly.

- DMA-AES Working Mode:
 - Supports encryption and decryption using cryptographic keys of 128 and 256 bits, specified in [NIST FIPS 197](#);
 - Supports block cipher modes ECB/CBC/OFB/CTR/CFB8/CFB128 under [NIST SP 800-38A](#).

In this working mode, the plaintext and ciphertext are written and read via DMA. An interrupt will be generated when operation completes.

Users can choose the working mode for AES accelerator by configuring the [AES_DMA_ENABLE_REG](#) register according to Table 16-1 below.

Table 16-1. AES Accelerator Working Mode

AES_DMA_ENABLE_REG	Working Mode
0	Typical AES
1	DMA-AES

Users can choose the length of cryptographic keys and encryption / decryption by configuring the [AES_MODE_REG](#) register according to Table 16-2 below.

Table 16-2. Key Length and Encryption/Decryption

AES_MODE_REG[2:0]	Key Length and Encryption / Decryption
0	AES-128 encryption
1	reserved
2	AES-256 encryption
3	reserved
4	AES-128 decryption
5	reserved
6	AES-256 decryption
7	reserved

For detailed introduction on these two working modes, please refer to Section 16.4 and Section 16.5 below.

Notice:

ESP32-C3's [Digital Signature \(DS\)](#) module will call the AES accelerator. Therefore, users cannot access the AES accelerator when [Digital Signature \(DS\)](#) module is working.

16.4 Typical AES Working Mode

In the Typical AES working mode, users can check the working status of the AES accelerator by inquiring the [AES_STATE_REG](#) register and comparing the return value against the Table 16-3 below.

Table 16-3. Working Status under Typical AES Working Mode

AES_STATE_REG	Status	Description
0	IDLE	The AES accelerator is idle or completed operation.
1	WORK	The AES accelerator is in the middle of an operation.

16.4.1 Key, Plaintext, and Ciphertext

The encryption or decryption key is stored in [AES_KEY_n_REG](#), which is a set of eight 32-bit registers.

- For AES-128 encryption/decryption, the 128-bit key is stored in [AES_KEY_0_REG ~ AES_KEY_3_REG](#).
- For AES-256 encryption/decryption, the 256-bit key is stored in [AES_KEY_0_REG ~ AES_KEY_7_REG](#).

The plaintext and ciphertext are stored in [AES_TEXT_IN_m_REG](#) and [AES_TEXT_OUT_m_REG](#), which are two sets of four 32-bit registers.

- For AES-128/AES-256 encryption, the [AES_TEXT_IN_m_REG](#) registers are initialized with plaintext. Then, the AES Accelerator stores the ciphertext into [AES_TEXT_OUT_m_REG](#) after operation.
- For AES-128/AES-256 decryption, the [AES_TEXT_IN_m_REG](#) registers are initialized with ciphertext. Then, the AES Accelerator stores the plaintext into [AES_TEXT_OUT_m_REG](#) after operation.

16.4.2 Endianness

Text Endianness

In Typical AES working mode, the AES Accelerator uses cryptographic keys to encrypt and decrypt data in blocks of 128 bits. When filling data into [AES_TEXT_IN_m_REG](#) register or reading result from [AES_TEXT_OUT_m_REG](#) registers, users should follow the text endianness type specified in Table 16-4.

Table 16-4. Text Endianness Type for Typical AES

		Plaintext/Ciphertext			
		c ²			
State ¹		0	1	2	3
r	0	AES_TEXT_x_0_REG[7:0]	AES_TEXT_x_1_REG[7:0]	AES_TEXT_x_2_REG[7:0]	AES_TEXT_x_3_REG[7:0]
	1	AES_TEXT_x_0_REG[15:8]	AES_TEXT_x_1_REG[15:8]	AES_TEXT_x_2_REG[15:8]	AES_TEXT_x_3_REG[15:8]
	2	AES_TEXT_x_0_REG[23:16]	AES_TEXT_x_1_REG[23:16]	AES_TEXT_x_2_REG[23:16]	AES_TEXT_x_3_REG[23:16]
	3	AES_TEXT_x_0_REG[31:24]	AES_TEXT_x_1_REG[31:24]	AES_TEXT_x_2_REG[31:24]	AES_TEXT_x_3_REG[31:24]

¹ The definition of “State (including c and r)” is described in Section 3.4 The State in [NIST FIPS 197](#).

² Where x = IN or OUT.

Key Endianness

In Typical AES working mode, when filling key into `AES_KEY_m_REG` registers, users should follow the key endianness type specified in Table 16-5 and Table 16-6.

Table 16-5. Key Endianness Type for AES-128 Encryption and Decryption

Bit ¹	w[0]	w[1]	w[2]	w[3] ²
[31:24]	<code>AES_KEY_0_REG[7:0]</code>	<code>AES_KEY_1_REG[7:0]</code>	<code>AES_KEY_2_REG[7:0]</code>	<code>AES_KEY_3_REG[7:0]</code>
[23:16]	<code>AES_KEY_0_REG[15:8]</code>	<code>AES_KEY_1_REG[15:8]</code>	<code>AES_KEY_2_REG[15:8]</code>	<code>AES_KEY_3_REG[15:8]</code>
[15:8]	<code>AES_KEY_0_REG[23:16]</code>	<code>AES_KEY_1_REG[23:16]</code>	<code>AES_KEY_2_REG[23:16]</code>	<code>AES_KEY_3_REG[23:16]</code>
[7:0]	<code>AES_KEY_0_REG[31:24]</code>	<code>AES_KEY_1_REG[31:24]</code>	<code>AES_KEY_2_REG[31:24]</code>	<code>AES_KEY_3_REG[31:24]</code>

¹ Column “Bit” specifies the bytes of each word stored in w[0] ~ w[3].

² w[0] ~ w[3] are “the first Nk words of the expanded key” as specified in Section 5.2 Key Expansion in [NIST FIPS 197](#).

Table 16-6. Key Endianness Type for AES-256 Encryption and Decryption

Bit ¹	w[0]	w[1]	w[2]	w[3]	w[4]	w[5]	w[6]	w[7] ²
[31:24]	<code>AES_KEY_0_REG[7:0]</code>	<code>AES_KEY_1_REG[7:0]</code>	<code>AES_KEY_2_REG[7:0]</code>	<code>AES_KEY_3_REG[7:0]</code>	<code>AES_KEY_4_REG[7:0]</code>	<code>AES_KEY_5_REG[7:0]</code>	<code>AES_KEY_6_REG[7:0]</code>	<code>AES_KEY_7_REG[7:0]</code>
[23:16]	<code>AES_KEY_0_REG[15:8]</code>	<code>AES_KEY_1_REG[15:8]</code>	<code>AES_KEY_2_REG[15:8]</code>	<code>AES_KEY_3_REG[15:8]</code>	<code>AES_KEY_4_REG[15:8]</code>	<code>AES_KEY_5_REG[15:8]</code>	<code>AES_KEY_6_REG[15:8]</code>	<code>AES_KEY_7_REG[15:8]</code>
[15:8]	<code>AES_KEY_0_REG[23:16]</code>	<code>AES_KEY_1_REG[23:16]</code>	<code>AES_KEY_2_REG[23:16]</code>	<code>AES_KEY_3_REG[23:16]</code>	<code>AES_KEY_4_REG[23:16]</code>	<code>AES_KEY_5_REG[23:16]</code>	<code>AES_KEY_6_REG[23:16]</code>	<code>AES_KEY_7_REG[23:16]</code>
[7:0]	<code>AES_KEY_0_REG[31:24]</code>	<code>AES_KEY_1_REG[31:24]</code>	<code>AES_KEY_2_REG[31:24]</code>	<code>AES_KEY_3_REG[31:24]</code>	<code>AES_KEY_4_REG[31:24]</code>	<code>AES_KEY_5_REG[31:24]</code>	<code>AES_KEY_6_REG[31:24]</code>	<code>AES_KEY_7_REG[31:24]</code>

¹ Column “Bit” specifies the bytes of each word stored in w[0] ~ w[7].

² w[0] ~ w[7] are “the first Nk words of the expanded key” as specified in Chapter 5.2 Key Expansion in [NIST FIPS 197](#).

16.4.3 Operation Process

Single Operation

1. Write 0 to the [AES_DMA_ENABLE_REG](#) register.
2. Initialize registers [AES_MODE_REG](#), [AES_KEY_n_REG](#), [AES_TEXT_IN_m_REG](#).
3. Start operation by writing 1 to the [AES_TRIGGER_REG](#) register.
4. Wait till the content of the [AES_STATE_REG](#) register becomes 0, which indicates the operation is completed.
5. Read results from the [AES_TEXT_OUT_m_REG](#) register.

Consecutive Operations

In consecutive operations, primarily the input [AES_TEXT_IN_m_REG](#) and output [AES_TEXT_OUT_m_REG](#) registers are being written and read, while the content of [AES_DMA_ENABLE_REG](#), [AES_MODE_REG](#), [AES_KEY_n_REG](#) is kept unchanged. Therefore, the initialization can be simplified during the consecutive operation.

1. Write 0 to the [AES_DMA_ENABLE_REG](#) register before starting the first operation.
2. Initialize registers [AES_MODE_REG](#) and [AES_KEY_n_REG](#) before starting the first operation.
3. Update the content of [AES_TEXT_IN_m_REG](#).
4. Start operation by writing 1 to the [AES_TRIGGER_REG](#) register.
5. Wait till the content of the [AES_STATE_REG](#) register becomes 0, which indicates the operation completes.
6. Read results from the [AES_TEXT_OUT_m_REG](#) register, and return to Step 3 to continue the next operation.

16.5 DMA-AES Working Mode

In the DMA-AES working mode, the AES accelerator supports six block cipher modes including ECB/CBC/OFB/CTR/CFB8/CFB128. Users can choose the block cipher mode by configuring the [AES_BLOCK_MODE_REG](#) register according to Table 16-7 below.

Table 16-7. Block Cipher Mode

AES_BLOCK_MODE_REG[2:0]	Block Cipher Mode
0	ECB (Electronic Codebook)
1	CBC (Cipher Block Chaining)
2	OFB (Output Feedback)
3	CTR (Counter)
4	CFB8 (8-bit Cipher Feedback)
5	CFB128 (128-bit Cipher Feedback)
6	reserved
7	reserved

Users can check the working status of the AES accelerator by inquiring the [AES_STATE_REG](#) register and comparing the return value against the Table 16-8 below.

Table 16-8. Working Status under DMA-AES Working mode

AES_STATE_REG[1:0]	Status	Description
0	IDLE	The AES accelerator is idle.
1	WORK	The AES accelerator is in the middle of an operation.
2	DONE	The AES accelerator completed operations.

When working in the DMA-AES working mode, the AES accelerator supports interrupt on the completion of computation. To enable this function, write 1 to the [AES_INT_ENA_REG](#) register. By default, the interrupt function is disabled. Also, note that the interrupt should be cleared by software after use.

16.5.1 Key, Plaintext, and Ciphertext

Block Operation

During the block operations, the AES Accelerator reads source data from DMA, and write result data to DMA after the computation.

- For encryption, DMA reads plaintext from memory, then passes it to AES as source data. After computation, AES passes ciphertext as result data back to DMA to write into memory.
- For decryption, DMA reads ciphertext from memory, then passes it to AES as source data. After computation, AES passes plaintext as result data back to DMA to write into memory.

During block operations, the lengths of the source data and result data are the same. The total computation time is reduced because the DMA data operation and AES computation can happen concurrently.

The length of source data for AES Accelerator under DMA-AES working mode must be 128 bits or the integral multiples of 128 bits. Otherwise, trailing zeros will be added to the original source data, so the length of source data equals to the nearest integral multiples of 128 bits. Please see details in Table 16-9 below.

Table 16-9. TEXT-PADDING

Function : TEXT-PADDING()	
Input	: X , bit string.
Output	: $Y = \text{TEXT-PADDING}(X)$, whose length is the nearest integral multiples of 128 bits.
Steps	
<p>Let us assume that X is a data-stream that can be split into n parts as following:</p> $X = X_1 X_2 \dots X_{n-1} X_n$ <p>Here, the lengths of X_1, X_2, \dots, X_{n-1} all equal to 128 bits, and the length of X_n is t ($0 \leq t \leq 127$).</p> <p>If $t = 0$, then</p> $\text{TEXT-PADDING}(X) = X;$ <p>If $0 < t \leq 127$, define a 128-bit block, X_n^*, and let $X_n^* = X_n 0^{128-t}$, then</p> $\text{TEXT-PADDING}(X) = X_1 X_2 \dots X_{n-1} X_n^* = X 0^{128-t}$	

16.5.2 Endianness

Under the DMA-AES working mode, the transmission of source data and result data for AES Accelerator is solely controlled by DMA. Therefore, the AES Accelerator cannot control the Endianness of the source data and result

data, but does have requirement on how these data should be stored in memory and on the length of the data.

For example, let us assume DMA needs to write the following data into memory at address 0x0280.

- Data represented in hexadecimal:
 - 0102030405060708090A0B0C0D0E0F101112131415161718191A1B1C1D1E1F20
- Data Length:
 - Equals to 2 blocks.

Then, this data will be stored in memory as shown in Table 16-10 below.

Table 16-10. Text Endianness for DMA-AES

Address	Byte	Address	Byte	Address	Byte	Address	Byte
0x0280	0x01	0x0281	0x02	0x0282	0x03	0x0283	0x04
0x0284	0x05	0x0285	0x06	0x0286	0x07	0x0287	0x08
0x0288	0x09	0x0289	0x0A	0x028A	0x0B	0x028B	0x0C
0x028C	0x0D	0x028D	0x0E	0x028E	0x0F	0x028F	0x10
0x0290	0x11	0x0291	0x12	0x0292	0x13	0x0293	0x14
0x0294	0x15	0x0295	0x16	0x0296	0x17	0x0297	0x18
0x0298	0x19	0x0299	0x1A	0x029A	0x1B	0x029B	0x1C
0x029C	0x1D	0x029D	0x1E	0x029E	0x1F	0x029F	0x20

16.5.3 Standard Incrementing Function

AES accelerator provides two Standard Incrementing Functions for the CTR block operation, which are INC_{32} and INC_{128} Standard Incrementing Functions. By setting the [AES_INC_SEL_REG](#) register to 0 or 1, users can choose the INC_{32} or INC_{128} functions respectively. For details on the Standard Incrementing Function, please see Chapter B.1 The Standard Incrementing Function in [NIST SP 800-38A](#).

16.5.4 Block Number

Register [AES_BLOCK_NUM_REG](#) stores the Block Number of plaintext P or ciphertext C . The length of this register equals to $\text{length}(\text{TEXT-PADDING}(P))/128$ or $\text{length}(\text{TEXT-PADDING}(C))/128$. The AES Accelerator only uses this register when working in the DMA-AES mode.

16.5.5 Initialization Vector

[AES_IV_MEM](#) is a 16-byte memory, which is only available for AES Accelerator working in block operations. For CBC/OFB/CFB8/CFB128 operations, the [AES_IV_MEM](#) memory stores the Initialization Vector (IV). For the CTR operation, the [AES_IV_MEM](#) memory stores the Initial Counter Block (ICB).

Both IV and ICB are 128-bit strings, which can be divided into Byte0, Byte1, Byte2 … Byte15 (from left to right). [AES_IV_MEM](#) stores data following the Endianness pattern presented in Table 16-10, i.e. the most significant (i.e., left-most) byte Byte0 is stored at the lowest address while the least significant (i.e., right-most) byte Byte15 at the highest address.

For more details on IV and ICB, please refer to [NIST SP 800-38A](#).

16.5.6 Block Operation Process

1. Select one of DMA channels to connect with AES, configure the DMA chained list, and then start DMA. For details, please refer to Chapter 2 [GDMA Controller \(GDMA\)](#).
2. Initialize the AES accelerator-related registers:
 - Write 1 to the [AES_DMA_ENABLE_REG](#) register.
 - Configure the [AES_INT_ENA_REG](#) register to enable or disable the interrupt function.
 - Initialize registers [AES_MODE_REG](#) and [AES_KEY_n_REG](#).
 - Select block cipher mode by configuring the [AES_BLOCK_MODE_REG](#) register. For details, see Table 16-7.
 - Initialize the [AES_BLOCK_NUM_REG](#) register. For details, see Section 16.5.4.
 - Initialize the [AES_INC_SEL_REG](#) register (only needed when AES Accelerator is working under CTR block operation).
 - Initialize the [AES_IV_MEM](#) memory (This is always needed except for ECB block operation).
3. Start operation by writing 1 to the [AES_TRIGGER_REG](#) register.
4. Wait for the completion of computation, which happens when the content of [AES_STATE_REG](#) becomes 2 or the AES interrupt occurs.
5. Check if DMA completes data transmission from AES to memory. At this time, DMA had already written the result data in memory, which can be accessed directly. For details on DMA, please refer to Chapter 2 [GDMA Controller \(GDMA\)](#).
6. Clear interrupt by writing 1 to the [AES_INT_CLR_REG](#) register, if any AES interrupt occurred during the computation.
7. Release the AES Accelerator by writing 0 to the [AES_DMA_EXIT_REG](#) register. After this, the content of the [AES_STATE_REG](#) register becomes 0. Note that, you can release DMA earlier, but only after Step 4 is completed.

16.6 Memory Summary

The addresses in this section are relative to the AES accelerator base address provided in Table 3-4 in Chapter 3 [System and Memory](#).

Name	Description	Size (byte)	Starting Address	Ending Address	Access
AES_IV_MEM	Memory IV	16 bytes	0x0050	0x005F	R/W

16.7 Register Summary

The addresses in this section are relative to the AES accelerator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Key Registers			
AES_KEY_0_REG	AES key data register 0	0x0000	R/W
AES_KEY_1_REG	AES key data register 1	0x0004	R/W
AES_KEY_2_REG	AES key data register 2	0x0008	R/W
AES_KEY_3_REG	AES key data register 3	0x000C	R/W
AES_KEY_4_REG	AES key data register 4	0x0010	R/W
AES_KEY_5_REG	AES key data register 5	0x0014	R/W
AES_KEY_6_REG	AES key data register 6	0x0018	R/W
AES_KEY_7_REG	AES key data register 7	0x001C	R/W
TEXT_IN Registers			
AES_TEXT_IN_0_REG	Source text data register 0	0x0020	R/W
AES_TEXT_IN_1_REG	Source text data register 1	0x0024	R/W
AES_TEXT_IN_2_REG	Source text data register 2	0x0028	R/W
AES_TEXT_IN_3_REG	Source text data register 3	0x002C	R/W
TEXT_OUT Registers			
AES_TEXT_OUT_0_REG	Result text data register 0	0x0030	RO
AES_TEXT_OUT_1_REG	Result text data register 1	0x0034	RO
AES_TEXT_OUT_2_REG	Result text data register 2	0x0038	RO
AES_TEXT_OUT_3_REG	Result text data register 3	0x003C	RO
Configuration Registers			
AES_MODE_REG	Defines key length and encryption / decryption	0x0040	R/W
AES_DMA_ENABLE_REG	Selects the working mode of the AES accelerator	0x0090	R/W
AES_BLOCK_MODE_REG	Defines the block cipher mode	0x0094	R/W
AES_BLOCK_NUM_REG	Block number configuration register	0x0098	R/W
AES_INC_SEL_REG	Standard incrementing function register	0x009C	R/W
Controlling / Status Registers			
AES_TRIGGER_REG	Operation start controlling register	0x0048	WO
AES_STATE_REG	Operation status register	0x004C	RO
AES_DMA_EXIT_REG	Operation exit controlling register	0x00B8	WO
Interruption Registers			
AES_INT_CLR_REG	DMA-AES interrupt clear register	0x00AC	WO
AES_INT_ENA_REG	DMA-AES interrupt enable register	0x00B0	R/W

16.8 Registers

The addresses in this section are relative to the AES accelerator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 16.1. AES_KEY_n_REG (n : 0-7) (0x0000+4 $*n$)

31	0
0x0000000000	

Reset

AES_KEY_n_REG (n : 0-7) Stores AES key data. (R/W)

Register 16.2. AES_TEXT_IN_m_REG (m : 0-3) (0x0020+4 $*m$)

31	0
0x0000000000	

Reset

AES_TEXT_IN_m_REG (m : 0-3) Stores the source text data when the AES Accelerator operates in the Typical AES working mode. (R/W)

Register 16.3. AES_TEXT_OUT_m_REG (m : 0-3) (0x0030+4 $*m$)

31	0
0x0000000000	

Reset

AES_TEXT_OUT_m_REG (m : 0-3) Stores the result text data when the AES Accelerator operates in the Typical AES working mode. (RO)

Register 16.4. AES_MODE_REG (0x0040)

31	(reserved)	3	2	0
0x00000000				

AES_MODE
Reset

AES_MODE Defines the key length and encryption / decryption of the AES Accelerator. For details, see Table 16-2. (R/W)

Register 16.5. AES_DMA_ENABLE_REG (0x0090)

(reserved)		AES_DMA_ENABLE	
31		1 0	
0x00000000		0	Reset

AES_DMA_ENABLE Defines the working mode of the AES Accelerator. 0: Typical AES, 1: DMA-AES.

For details, see Table 16-1. (R/W)

Register 16.6. AES_BLOCK_MODE_REG (0x0094)

(reserved)		AES_BLOCK_MODE	
31		3 2 0	
0x00000000		0	Reset

AES_BLOCK_MODE Defines the block cipher mode of the AES Accelerator operating under the DMA-AES working mode. For details, see Table 16-7. (R/W)

Register 16.7. AES_BLOCK_NUM_REG (0x0098)

31		0	
0x00000000			Reset

AES_BLOCK_NUM Stores the Block Number of plaintext or ciphertext when the AES Accelerator operates under the DMA-AES working mode. For details, see Section 16.5.4. (R/W)

Register 16.8. AES_INC_SEL_REG (0x009C)

(reserved)		AES_INC_SEL	
31		1 0	
0x00000000		0	Reset

AES_INC_SEL Defines the Standard Incrementing Function for CTR block operation. Set this bit to 0 or 1 to choose INC₃₂ or INC₁₂₈. (R/W)

Register 16.9. AES_TRIGGER_REG (0x0048)

(reserved)		
31	1	0
0x00000000	X	Reset

AES_TRIGGER Set this bit to 1 to start AES operation. (WO)

Register 16.10. AES_STATE_REG (0x004C)

(reserved)		
31	2	1 0
0x00000000	0x0	Reset

AES_STATE Stores the working status of the AES Accelerator. For details, see Table 16-3 for Typical AES working mode and Table 16-8 for DMA AES working mode. (RO)

Register 16.11. AES_DMA_EXIT_REG (0x00B8)

(reserved)		
31	1	0
0x00000000	X	Reset

AES_DMA_EXIT Set this bit to 1 to exit AES operation. This register is only effective for DMA-AES operation. (WO)

Register 16.12. AES_INT_CLR_REG (0x00AC)

(reserved)		
31	1	0
0x00000000	X	Reset

AES_INT_CLR Set this bit to 1 to clear AES interrupt. (WO)

Register 16.13. AES_INT_ENA_REG (0x00B0)

		(reserved)	AES_INT_ENA
31			1 0
0x00000000			0 Reset

AES_INT_ENA Set this bit to 1 to enable AES interrupt and 0 to disable interrupt. (R/W)

PRELIMINARY

17 RSA Accelerator (RSA)

17.1 Introduction

The RSA Accelerator provides hardware support for high precision computation used in various RSA asymmetric cipher algorithms by significantly reducing their software complexity. Compared with RSA algorithms implemented solely in software, this hardware accelerator can speed up RSA algorithms significantly. Besides, the RSA Accelerator also supports operands of different lengths, which provides more flexibility during the computation.

17.2 Features

The following functionality is supported:

- Large-number modular exponentiation with two optional acceleration options
- Large-number modular multiplication
- Large-number multiplication
- Operands of different lengths
- Interrupt on completion of computation

17.3 Functional Description

The RSA Accelerator is activated by setting the `SYSTEM_CRYPTO_RSA_CLK_EN` bit in the `SYSTEM_PERIP_CLK`

`_EN1_REG` register and clearing the `SYSTEM_RSA_MEM_PD` bit in the `SYSTEM_RSA_PD_CTRL_REG` register. This releases the RSA Accelerator from reset.

The RSA Accelerator is only available after the [RSA-related memories](#) are initialized. The content of the `RSA_CLEAN`

`_REG` register is 0 during initialization and will become 1 after the initialization is done. Therefore, it is advised to wait until `RSA_CLEAN_REG` becomes 1 before using the RSA Accelerator.

The `RSA_INTERRUPT_ENA_REG` register is used to control the interrupt triggered on completion of computation. Write 1 or 0 to this register to enable or disable interrupt. By default, the interrupt function of the RSA Accelerator is enabled.

Notice:

ESP32-C3's [Digital Signature \(DS\)](#) module also calls the RSA accelerator. Therefore, users cannot access the RSA accelerator when [Digital Signature \(DS\)](#) is working.

17.3.1 Large Number Modular Exponentiation

Large-number modular exponentiation performs $Z = X^Y \bmod M$. The computation is based on Montgomery multiplication. Therefore, aside from the X , Y , and M arguments, two additional ones are needed — \bar{r} and M' , which need to be calculated in advance by software.

RSA Accelerator supports operands of length $N = 32 \times x$, where $x \in \{1, 2, 3, \dots, 96\}$. The bit lengths of arguments Z , X , Y , M , and \bar{r} can be arbitrary N , but all numbers in a calculation must be of the same length. The bit length of M' must be 32.

To represent the numbers used as operands, let us define a base- b positional notation, as follows:

$$b = 2^{32}$$

Using this notation, each number is represented by a sequence of base- b digits:

$$n = \frac{N}{32}$$

$$Z = (Z_{n-1} Z_{n-2} \cdots Z_0)_b$$

$$X = (X_{n-1} X_{n-2} \cdots X_0)_b$$

$$Y = (Y_{n-1} Y_{n-2} \cdots Y_0)_b$$

$$M = (M_{n-1} M_{n-2} \cdots M_0)_b$$

$$\bar{r} = (\bar{r}_{n-1} \bar{r}_{n-2} \cdots \bar{r}_0)_b$$

Each of the n values in $Z_{n-1} \cdots Z_0$, $X_{n-1} \cdots X_0$, $Y_{n-1} \cdots Y_0$, $M_{n-1} \cdots M_0$, $\bar{r}_{n-1} \cdots \bar{r}_0$ represents one base- b digit (a 32-bit word).

Z_{n-1} , X_{n-1} , Y_{n-1} , M_{n-1} and \bar{r}_{n-1} are the most significant bits of Z , X , Y , M , while Z_0 , X_0 , Y_0 , M_0 and \bar{r}_0 are the least significant bits.

If we define $R = b^n$, the additional arguments can be calculated as $\bar{r} = R^2 \bmod M$.

The following equation in the form compatible with the extended binary GCD algorithm can be written as

$$\begin{aligned} M^{-1} \times M + 1 &= R \times R^{-1} \\ M' &= M^{-1} \bmod b \end{aligned}$$

Large-number modular exponentiation can be implemented as follows:

1. Write 1 or 0 to the [RSA_INTERRUPT_ENA_REG](#) register to enable or disable the interrupt function.
2. Configure relevant registers:
 - (a) Write $(\frac{N}{32} - 1)$ to the [RSA_MODE_REG](#) register.
 - (b) Write M' to the [RSA_M_PRIME_REG](#) register.
 - (c) Configure registers related to the acceleration options, which are described later in Section 17.3.4.
3. Write X_i , Y_i , M_i and \bar{r}_i for $i \in \{0, 1, \dots, n - 1\}$ to memory blocks [RSA_X_MEM](#), [RSA_Y_MEM](#), [RSA_M_MEM](#) and [RSA_Z_MEM](#). The capacity of each memory block is 96 words. Each word of each memory block can store one base- b digit. The memory blocks use the little endian format for storage, i.e. the least significant digit of each number is in the lowest address.
- Users need to write data to each memory block only according to the length of the number; data beyond this length are ignored.
4. Write 1 to the [RSA_MODEXP_START_REG](#) register to start computation.

5. Wait for the completion of computation, which happens when the content of [RSA_IDLE_REG](#) becomes 1 or the RSA interrupt occurs.
6. Read the result Z_i for $i \in \{0, 1, \dots, n - 1\}$ from [RSA_Z_MEM](#).
7. Write 1 to [RSA_CLEAR_INTERRUPT_REG](#) to clear the interrupt, if you have enabled the interrupt function.

After the computation, the [RSA_MODE_REG](#) register, memory blocks [RSA_Y_MEM](#) and [RSA_M_MEM](#), as well as the [RSA_M_PRIME_REG](#) remain unchanged. However, X_i in [RSA_X_MEM](#) and \bar{r}_i in [RSA_Z_MEM](#) computation are overwritten, and only these overwritten memory blocks need to be re-initialized before starting another computation.

17.3.2 Large Number Modular Multiplication

Large-number modular multiplication performs $Z = X \times Y \bmod M$. This computation is based on Montgomery multiplication. Therefore, similar to the large number modular exponentiation, two additional arguments are needed – \bar{r} and M' , which need to be calculated in advance by software.

The RSA Accelerator supports large-number modular multiplication with operands of 96 different lengths.

The computation can be executed as follows:

1. Write 1 or 0 to the [RSA_INTERRUPT_ENA_REG](#) register to enable or disable the interrupt function.
2. Configure relevant registers:
 - (a) Write $(\frac{N}{32} - 1)$ to the [RSA_MODE_REG](#) register.
 - (b) Write M' to the [RSA_M_PRIME_REG](#) register.
3. Write X_i , Y_i , M_i , and \bar{r}_i for $i \in \{0, 1, \dots, n - 1\}$ to memory blocks [RSA_X_MEM](#), [RSA_Y_MEM](#), [RSA_M_MEM](#) and [RSA_Z_MEM](#). The capacity of each memory block is 96 words. Each word of each memory block can store one base- b digit. The memory blocks use the little endian format for storage, i.e. the least significant digit of each number is in the lowest address.
Users need to write data to each memory block only according to the length of the number; data beyond this length are ignored.
4. Write 1 to the [RSA_MODMULT_START_REG](#) register.
5. Wait for the completion of computation, which happens when the content of [RSA_IDLE_REG](#) becomes 1 or the RSA interrupt occurs.
6. Read the result Z_i for $i \in \{0, 1, \dots, n - 1\}$ from [RSA_Z_MEM](#).
7. Write 1 to [RSA_CLEAR_INTERRUPT_REG](#) to clear the interrupt, if you have enabled the interrupt function.

After the computation, the length of operands in [RSA_MODE_REG](#), the X_i in memory [RSA_X_MEM](#), the Y_i in memory [RSA_Y_MEM](#), the M_i in memory [RSA_M_MEM](#), and the M' in memory [RSA_M_PRIME_REG](#) remain unchanged. However, the \bar{r}_i in memory [RSA_Z_MEM](#) has already been overwritten, and only this overwritten memory block needs to be re-initialized before starting another computation.

17.3.3 Large Number Multiplication

Large-number multiplication performs $Z = X \times Y$. The length of result Z is twice that of operand X and operand Y . Therefore, the RSA Accelerator only supports Large Number Multiplication with operand length $N = 32 \times x$, where $x \in \{1, 2, 3, \dots, 48\}$. The length \hat{N} of result Z is $2 \times N$.

The computation can be executed as follows:

1. Write 1 or 0 to the `RSA_INTERRUPT_ENA_REG` register to enable or disable the interrupt function.
2. Write $(\frac{\hat{N}}{32} - 1)$, i.e. $(\frac{N}{16} - 1)$ to the `RSA_MODE_REG` register.
3. Write X_i and Y_i for $i \in \{0, 1, \dots, n - 1\}$ to memory blocks `RSA_X_MEM` and `RSA_Z_MEM`. Each word of each memory block can store one base- b digit. The memory blocks use the little endian format for storage, i.e. the least significant digit of each number is in the lowest address. n is $\frac{N}{32}$.
Write X_i for $i \in \{0, 1, \dots, n - 1\}$ to the address of the i words of the `RSA_X_MEM` memory block. Note that Y_i for $i \in \{0, 1, \dots, n - 1\}$ will not be written to the address of the i words of the `RSA_Z_MEM` register, but the address of the $n + i$ words, i.e. the base address of the `RSA_Z_MEM` memory plus the address offset $4 \times (n + i)$.
Users need to write data to each memory block only according to the length of the number; data beyond this length are ignored.
4. Write 1 to the `RSA_MULT_START_REG` register.
5. Wait for the completion of computation, which happens when the content of `RSA_IDLE_REG` becomes 1 or the RSA interrupt occurs.
6. Read the result Z_i for $i \in \{0, 1, \dots, \hat{n} - 1\}$ from the `RSA_Z_MEM` register. \hat{n} is $2 \times n$.
7. Write 1 to `RSA_CLEAR_INTERRUPT_REG` to clear the interrupt, if you have enabled the interrupt function.

After the computation, the length of operands in `RSA_MODE_REG` and the X_i in memory `RSA_X_MEM` remain unchanged. However, the Y_i in memory `RSA_Z_MEM` has already been overwritten, and only this overwritten memory block needs to be re-initialized before starting another computation.

17.3.4 Options for Acceleration

The ESP32-C3 RSA accelerator also provides `SEARCH` and `CONSTANT_TIME` options that can be configured to accelerate the large-number modular exponentiation. By default, both options are configured for no acceleration. Users can choose to use one or two of these options to accelerate the computation.

To be more specific, when neither of these two options are configured for acceleration, the time required to calculate $Z = X^Y \bmod M$ is solely determined by the lengths of operands. When either or both of these two options are configured for acceleration, the time required is also correlated with the 0/1 distribution of Y .

To better illustrate how these two options work, first assume Y is represented in binaries as

$$Y = (\tilde{Y}_{N-1} \tilde{Y}_{N-2} \dots \tilde{Y}_{t+1} \tilde{Y}_t \tilde{Y}_{t-1} \dots \tilde{Y}_0)_2$$

where,

- N is the length of Y ,
- \tilde{Y}_t is 1,
- $\tilde{Y}_{N-1}, \tilde{Y}_{N-2}, \dots, \tilde{Y}_{t+1}$ are all equal to 0,
- and $\tilde{Y}_{t-1}, \tilde{Y}_{t-2}, \dots, \tilde{Y}_0$ are either 0 or 1 but exactly m bits should be equal to 0 and $t-m$ bits 1, i.e. the Hamming weight of $\tilde{Y}_{t-1} \tilde{Y}_{t-2}, \dots, \tilde{Y}_0$ is $t - m$.

When either of these two options is configured for acceleration:

- SEARCH Option (Configuring [RSA_SEARCH_ENABLE](#) to 1 for acceleration)
 - The accelerator ignores the bit positions of \tilde{Y}_i , where $i > \alpha$. Search position α is set by configuring the [RSA_SEARCH_POS_REG](#) register. The maximum value of α is $N-1$, which leads to the same result when this option is not used for acceleration. The best acceleration performance can be achieved by setting α to t , in which case, all the $\tilde{Y}_{N-1}, \tilde{Y}_{N-2}, \dots, \tilde{Y}_{t+1}$ of 0s are ignored during the calculation. Note that if you set α to be less than t , then the result of the modular exponentiation $Z = X^Y \bmod M$ will be incorrect.
- CONSTANT_TIME Option (Configuring [RSA_CONSTANT_TIME_REG](#) to 0 for acceleration)
 - The accelerator speeds up the calculation by simplifying the calculation concerning the 0 bits of Y . Therefore, the higher the proportion of bits 0 against bits 1, the better the acceleration performance is.

We provide an example to demonstrate the performance of the RSA Accelerator under different combinations of [SEARCH](#) and [CONSTANT_TIME](#) configuration. Here we perform $Z = X^Y \bmod M$ with $N = 3072$ and $Y = 65537$. Table 17-1 below demonstrates the time costs under different combinations of [SEARCH](#) and [CONSTANT_TIME](#) configuration. Here, we should also mention that, α is set to 16 when the [SEARCH](#) option is enabled.

Table 17-1. Acceleration Performance

SEARCH Option	CONSTANT_TIME Option	Time Cost
No acceleration	No acceleration	376.405 ms
Accelerated	No acceleration	2.260 ms
No acceleration	Acceleration	1.203 ms
Acceleration	Acceleration	1.165 ms

It's obvious that:

- The time cost is the biggest when none of these two options is configured for acceleration.
- The time cost is the smallest when both of these two options are configured for acceleration.
- The time cost can be dramatically reduced when either or both option(s) are configured for acceleration.

17.4 Memory Summary

The addresses in this section are relative to the RSA accelerator base address provided in Table 3-4 in Chapter 3 [System and Memory](#).

Table 17-2. RSA Accelerator Memory Blocks

Name	Description	Size (byte)	Starting Address	Ending Address	Access
RSA_M_MEM	Memory M	384	0x0000	0x017F	R/W
RSA_Z_MEM	Memory Z	384	0x0200	0x037F	R/W
RSA_Y_MEM	Memory Y	384	0x0400	0x057F	R/W
RSA_X_MEM	Memory X	384	0x0600	0x077F	R/W

17.5 Register Summary

The addresses in this section are relative to the RSA accelerator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Configuration Registers			
RSA_M_PRIME_REG	Register to store M'	0x0800	R/W
RSA_MODE_REG	RSA length mode	0x0804	R/W
RSA_CONSTANT_TIME_REG	The constant_time option	0x0820	R/W
RSA_SEARCH_ENABLE_REG	The search option	0x0824	R/W
RSA_SEARCH_POS_REG	The search position	0x0828	R/W
Status/Control Registers			
RSA_CLEAN_REG	RSA clean register	0x0808	RO
RSA_MODEXP_START_REG	Modular exponentiation starting bit	0x080C	WO
RSA_MODMULT_START_REG	Modular multiplication starting bit	0x0810	WO
RSA_MULT_START_REG	Normal multiplication starting bit	0x0814	WO
RSA_IDLE_REG	RSA idle register	0x0818	RO
Interrupt Registers			
RSA_CLEAR_INTERRUPT_REG	RSA clear interrupt register	0x081C	WO
RSA_INTERRUPT_ENA_REG	RSA interrupt enable register	0x082C	R/W
Version Register			
RSA_DATE_REG	Version control register	0x0830	R/W

17.6 Registers

The addresses in this section are relative to the RSA accelerator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 17.1. RSA_M_PRIME_REG (0x0800)

31	0
0x0000000000	

Reset

RSA_M_PRIME_REG Stores M'.(R/W)

Register 17.2. RSA_MODE_REG (0x0804)

31	7	6	0
0	0	0	0

Reset

RSA_MODE Stores the mode of modular exponentiation. (R/W)

Register 17.3. RSA_CLEAN_REG (0x0808)

31	1	0
0	0	0

Reset

RSA_CLEAN The content of this bit is 1 when memories complete initialization. (RO)

Register 17.4. RSA_MODEXP_START_REG (0x080C)

31	1	0
0	0	0

Reset

RSA_MODEXP_START Set this bit to 1 to start the modular exponentiation. (WO)

Register 17.5. RSA_MODMULT_START_REG (0x0810)

RSA_MODMULT_START Set this bit to 1 to start the modular multiplication. (WO)

Register 17.6. RSA_MULT_START_REG (0x0814)

31		1	0
0	0	0	0

RSA_MULT_START Set this bit to 1 to start the multiplication. (WO)

Register 17.7. RSA_IDLE_REG (0x0818)

Diagram illustrating the structure of the RSA_IDLE register:

- Bit 31:** Set to 1.
- Bit 0:** Set to 0, labeled **RSA_IDLE**.
- Bits 29 to 0:** All set to 0, labeled **(reserved)**.

RSA_IDLE The content of this bit is 1 when the RSA accelerator is idle. (RO)

Register 17.8. RSA_CLEAR_INTERRUPT_REG (0x081C)

RSA_CLEAR_INTERRUPT Set this bit to 1 to clear the RSA interrupts. (WO)

Register 17.9. RSA_CONSTANT_TIME_REG (0x0820)

31		1	0
0	0	0	0

RSA_CONSTANT_TIME
Reset

RSA_CONSTANT_TIME_REG Controls the constant_time option. 0: acceleration. 1: no acceleration (by default). (R/W)

Register 17.10. RSA_SEARCH_ENABLE_REG (0x0824)

31		1	0
0	0	0	0

RSA_SEARCH_ENABLE
Reset

RSA_SEARCH_ENABLE Controls the search option. 0: no acceleration (by default). 1: acceleration. (R/W)

Register 17.11. RSA_SEARCH_POS_REG (0x0828)

31		12	11	0
0	0	0	0	0

RSA_SEARCH_POS
Reset

RSA_SEARCH_POS Is used to configure the starting address when the acceleration option of search is used. (R/W)

Register 17.12. RSA_INTERRUPT_ENA_REG (0x082C)

(reserved)																																
31																															1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	Reset

RSA_INTERRUPT_ENA Set this bit to 1 to enable the RSA interrupt. This option is enabled by default.
(R/W)

Register 17.13. RSA_DATE_REG (0x0830)

(reserved)																																
31	30	29																													0	Reset
0	0																														0x20200618	

RSA_DATE Version control register. (R/W)

18 HMAC Accelerator (HMAC)

The Hash-based Message Authentication Code (HMAC) module computes Message Authentication Codes (MACs) using Hash algorithm and keys as described in RFC 2104. The hash algorithm is SHA-256, the 256-bit HMAC key is stored in an eFuse key block and can be set as read-protected, i. e., the key is not accessible from outside the HMAC accelerator itself.

18.1 Main Features

- Standard HMAC-SHA-256 algorithm
- Hash result only accessible by configurable hardware peripheral (in downstream mode)
- Compatible to challenge-response authentication algorithm
- Generates required keys for the Digital Signature (DS) peripheral (in downstream mode)
- Re-enables soft-disabled JTAG (in downstream mode)

18.2 Functional Description

The HMAC module operates in two modes: upstream mode and downstream mode. In upstream mode, the HMAC message is provided by users and the calculation result is read back by them; in downstream mode, the HMAC module is used as a Key Derivation Function (KDF) for other internal hardware. For instance, the JTAG can be temporarily disabled by burning odd number bits of EFUSE_SOFT_DIS_JTAG in eFuse. In this case, users can temporarily re-enable JTAG using the HMAC module in downstream mode.

After the reset signal being released, the HMAC module will check whether the DS key exists in the eFuse. If the key exists, the HMAC module will enter downstream digital signature mode and finish the DS key calculation automatically.

18.2.1 Upstream Mode

Common use cases for the upstream mode are challenge-response protocols supporting HMAC-SHA-256.

Assume the two entities in the challenge-response protocol are A and B respectively, and the data message they expect to exchange is M. The general process of this protocol is as follows:

- A calculates a unique random number M
- A sends M to B
- B calculates the HMAC (through M and KEY) and sends the result to A
- A calculates the HMAC (through M and KEY) internally
- A compares the two results. If they are the same, then the identity of B is authenticated

To calculate the HMAC value (the following steps should be done by the user):

1. Initialize the HMAC module, and enter upstream mode.
2. Write the correctly padded message to the HMAC, one block at a time.
3. Read back the result from HMAC.

For details of this process, please see Section [18.2.5](#).

18.2.2 Downstream JTAG Enable Mode

JTAG debugging can be disabled in a way which allows later re-enabling using the HMAC module. The HMAC module will expect the user to supply the HMAC result for one of the eFuse keys. The HMAC module will check whether the supplied HMAC matches the one calculated from the chosen key. If both HMACs are the same, JTAG will be enabled until the user calls the HMAC module to clear the results and consequently disable JTAG again.

There are two parameters in eFuse memory to disable JTAG: EFUSE_HARD_DIS_JTAG and EFUSE_SOFT_DIS_JTAG. Write 1 to EFUSE_DIS_PAD_JTAG to disable JTAG permanently, and write odd numbers of 1 to EFUSE_SOFT_DIS_JTAG to disable JTAG temporarily. For more details, please see Chapter 4 *eFuse Controller (EFUSE)*. After bit EFUSE_SOFT_DIS_JTAG is set, the key to re-enable JTAG can be calculated in HMAC module's downstream mode. JTAG is re-enabled when the result configured by the user is the same as the HMAC result.

To re-enable JTAG:

1. Users enable the HMAC module by initializing clock and reset signals of HMAC, and enter downstream JTAG enable mode by configuring HMAC_SET_PARA_PURPOSE_REG, then Wait for the calculation to complete. Please see Section 18.2.5 for more details.
2. Users write 1 to the [HMAC_SOFT_JTAG_CTRL_REG](#) register to enter JTAG re-enable compare mode.
3. Users write the 256-bit HMAC value which is calculated locally from the 32-byte 0x00 using SHA-256 and the generated key to register [HMAC_WR_JTAG_REG](#) by writing 8 times and 32-bit each time in big-endian word order.
4. If the HMAC result matches the value that users calculated locally, then JTAG is re-enabled. Otherwise, JTAG remains disabled.
5. After writing 1 to [HMAC_SET_INVALIDATE_JTAG_REG](#) or resetting the chip, JTAG will be disabled. If users want to re-enable JTAG again, they need to repeat the above steps again.

18.2.3 Downstream Digital Signature Mode

The Digital Signature (DS) module encrypts its parameters using the AES-CBC algorithm. The HMAC module is used as a Key Derivation Function (KDF) to derive the AES key to decrypt these parameters (parameter decryption key). The key used for the HMAC as KDF is stored in one of the eFuse key blocks.

Before starting the DS module, users need to obtain the parameter decryption key for the DS module through HMAC calculation. For more information, please see Chapter 19 *Digital Signature (DS)*. After the chip is powered on, the HMAC module will check whether the key required to calculate the parameter decryption key has been burned in the eFuse block. If the key has been burned, HMAC module will automatically enter the downstream digital signature mode and complete the HMAC calculation based on the chosen key.

18.2.4 HMAC eFuse Configuration

Each HMAC key burned into an eFuse block has a key purpose, also burned into the eFuse section. This purpose specifies for which functionality the key can be used. The HMAC module will not accept a key with a non-matching purpose for any functionality. The HMAC module provides three different functionalities: re-enabling JTAG and serving as DS KDF in downstream mode as well as pure HMAC calculation in upstream

mode. For each functionality, there exists a corresponding key purpose, listed in Table 18-1. Additionally, another purpose specifies a key which may be used for re-enabling JTAG as well as for serving as DS KDF.

Before enabling HMAC to do calculations, user should make sure the key to be used has been burned in eFuse by reading EFUSE_KEY_PURPOSE_x (We totally have 6 keys in eFuse, so $x = 0, 1, 2, \dots, 5$), registers from [4 eFuse Controller \(EFUSE\)](#). Take upstream as example, if there is no EFUSE_KEY_PURPOSE_HMAC_UP in EFUSE_KEY_PURPOSE_0~5, means there is no upstream used key in efuse. You can burn key to efuse as follows:

1. Prepare a secret 256-bit HMAC key and burn the key to an empty eFuse block y (there are six blocks for storing a key in eFuse. The numbers of those blocks range from 4 to 9, so $y = 4, 5, \dots, 9$. Hence, if we are talking about key0, we mean eFuse block4), and then program the purpose to EFUSE_KEY_PURPOSE_($y - 4$). Take upstream mode as an example: after programming the key, the user should program EFUSE_KEY_PURPOSE_HMAC_UP (corresponding value is 6) to EFUSE_KEY_PURPOSE_($y - 4$). Please see Chapter [4 eFuse Controller \(EFUSE\)](#) on how to program eFuse keys.
2. Configure this eFuse key block to be read protected, so that software cannot read its value. A copy of this key should be kept by any party who needs to verify this device.

Please note that the key whose purpose is EFUSE_KEY_PURPOSE_HMAC_DOWN_ALL can be used for both re-enabling JTAG or DS.

Table 18-1. HMAC Purposes and Configuration Value

Purpose	Mode	Value	Description
JTAG Re-enable	Downstream	6	EFUSE_KEY_PURPOSE_HMAC_DOWN_JTAG
DS Key Derivation	Downstream	7	EFUSE_KEY_PURPOSE_HMAC_DOWN_DIGITAL_SIGNATURE
HMAC Calculation	Upstream	8	EFUSE_KEY_PURPOSE_HMAC_UP
Both JTAG Re-enable and DS KDF	Downstream	5	EFUSE_KEY_PURPOSE_HMAC_DOWN_ALL

Configure HMAC Purposes

The correct purpose has to be written to register [HMAC_SET_PARA_PURPOSE_REG](#) (see Section [18.2.5](#)). If there is no valid value in efuse purpose section, HMAC will terminate calculation.

Select eFuse Key Blocks

The eFuse controller provides six key blocks, i.e., KEY0 ~ 5. To select a particular KEYn for an HMAC calculation, write the key number n to register [HMAC_SET_PARA_KEY_REG](#).

Note that the purpose of the key has also been programmed to eFuse memory. Only when the configured HMAC purpose matches the defined purpose of KEYn, will the HMAC module execute the configured calculation. Otherwise, it will return a matching error and stop the current calculation. For example, suppose a user selects KEY3 for HMAC calculation, and the value programmed to KEY_PURPOSE_3 is 6 (EFUSE_KEY_PURPOSE_HMAC_DOWN_JTAG). Based on Table 18-1, KEY3 can be used to re-enable JTAG. If the value written to register [HMAC_SET_PARA_PURPOSE_REG](#) is also 6, then the HMAC module will start the process to re-enable JTAG.

18.2.5 HMAC Process (Detailed)

The process to call HMAC is as follows:

1. Enable HMAC module
 - (a) Set the peripheral clock bits for HMAC and SHA peripherals in register SYSTEM_PERIP_CLK_EN1_REG, and clear the corresponding peripheral reset bits in register SYSTEM_PERIP_RST_EN1_REG. For information on those registers, please see Chapter 3 *System and Memory*.
 - (b) Write 1 to register [HMAC_SET_START_REG](#).
2. Configure HMAC keys and key purposes
 - (a) Write the key purpose m to register [HMAC_SET_PARA_PURPOSE_REG](#). The possible key purpose values are shown in Table 18-1. For more information, please refer to Section 18.2.4.
 - (b) Select KEYn in eFuse memory as the key by writing n (ranges from 0 to 5) to register [HMAC_SET_PARA_KEY_REG](#). For more information, please refer to Section 18.2.4.
 - (c) Write 1 to register [HMAC_SET_PARA_FINISH_REG](#) to complete the configuration.
 - (d) Read register [HMAC_QUERY_ERROR_REG](#). If its value is 1, it means the purpose of the selected block does not match the configured key purpose and the calculation will not proceed. If its value is 0, it means the purpose of the selected block matches the configured key purpose, and then the calculation can proceed.
 - (e) When the value of [HMAC_SET_PARA_PURPOSE_REG](#) is not 8, it means the HMAC module is in downstream mode, proceed with step 3. When the value is 8, it means the HMAC module is in upstream mode, proceed with step 4.
3. Downstream mode
 - (a) Poll Status register [HMAC_QUERY_BUSY_REG](#) until it reads 0.
 - (b) To clear the result and make further usage of the dependent hardware (JTAG or DS) impossible, write 1 to either register [HMAC_SET_INVALIDATE_JTAG_REG](#) to clear the result generated by the JTAG key; or to register [HMAC_SET_INVALIDATE_DS_REG](#) to clear the result generated by DS key. Afterwards, the HMAC Process needs to be restarted to re-enable any of the dependent peripherals.
4. Transmit message block Block_n ($n \geq 1$) in upstream mode
 - (a) Poll Status register [HMAC_QUERY_BUSY_REG](#) until it reads 0.
 - (b) Write the 512-bit Block_n to register HMAC_WDATA0~15_REG. Write 1 to register [HMAC_SET_MESSAGE_ONE_REG](#), to trigger the processing of this message block.
 - (c) Poll Status register [HMAC_QUERY_BUSY_REG](#) until it reads 0.
 - (d) Different message blocks will be generated, depending on whether the size of the to-be-processed message is a multiple of 512 bits.
 - If the bit length of the message is a multiple of 512 bits, there are three possible options:
 - i. If Block_n+1 exists, write 1 to register [HMAC_SET_MESSAGE_ING_REG](#) to make $n = n + 1$, and then jump to step 4.(b).

- ii. If Block_n is the last block of the message and users expects to apply SHA padding in hardware, write 1 to register [HMAC_SET_MESSAGE_END_REG](#), and then jump to step 6.
 - iii. If Block_n is the last block of the padded message and SHA padding has been applied in software, write 1 to register [HMAC_SET_MESSAGE_PAD_REG](#), and then jump to step 5.
 - If the bit length of the message is not a multiple of 512 bits, there are three possible options as follows. Note that in this case, the user is required to apply SHA padding to the message, after which the padded message length should be a multiple of 512 bits.
 - i. If there is only one message block in total which has included all padding bits, write 1 to register [HMAC_ONE_BLOCK_REG](#), and then jump to step 6.
 - ii. If Block_n is the second last padded block, write 1 to register [HMAC_SET_MESSAGE_PAD_REG](#), and then jump to step 5.
 - iii. If Block_n is neither the last nor the second last message block, write 1 to register [HMAC_SET_MESSAGE_ING_REG](#) and define n = n + 1, and then jump to step 4.(b).
5. Apply SHA padding to message
- (a) Users apply SHA padding to the last message block as described in Section 18.3.1, write this block to register [HMAC_WDATA0~15_REG](#), and then write 1 to register [HMAC_SET_MESSAGE_ONE_REG](#). Then the HMAC module will process this message block.
 - (b) Jump to step 6.
6. Read hash result in upstream mode
- (a) Poll Status register [HMAC_QUERY_BUSY_REG](#) until it reads 0.
 - (b) Read hash result from register [HMAC_RDATA0~7_REG](#).
 - (c) Write 1 to register [HMAC_SET_RESULT_FINISH_REG](#) to finish calculation. The result will be cleared at the same time.
 - (d) Upstream mode operation is completed.

Note:

The SHA accelerator can be called directly, or used internally by the DS module and the HMAC module. However, they can not share the hardware resources simultaneously. Therefore, the SHA module must not be called either by the CPU nor by the DS module when the HMAC module is in use.

18.3 HMAC Algorithm Details

18.3.1 Padding Bits

The HMAC module uses SHA-256 as hash algorithm. If the input message is not a multiple of 512 bits, the user must apply a SHA-256 padding algorithm in software. The SHA-256 padding algorithm is the same as described in Section *Padding the Message* of [FIPS PUB 180-4](#). In downstream mode, users do not need to input any message or apply padding. The HMAC module uses a default 32-byte pattern of 0x00 for re-enabling JTAG and a 32-byte pattern of 0xff for deriving the AES key for the DS module.

As shown in Figure 18-1, suppose the length of the unpadded message is m bits. Padding steps are as follows:

1. Append one bit of value “1” to the end of the unpadded message;
2. Append k bits of value “0”, where k is the smallest non-negative number which satisfies $m + 1 + k \equiv 448 \pmod{512}$;
3. Append a 64-bit integer value as a binary block. This block consists of the length of the unpadded message as a big-endian binary integer value m .

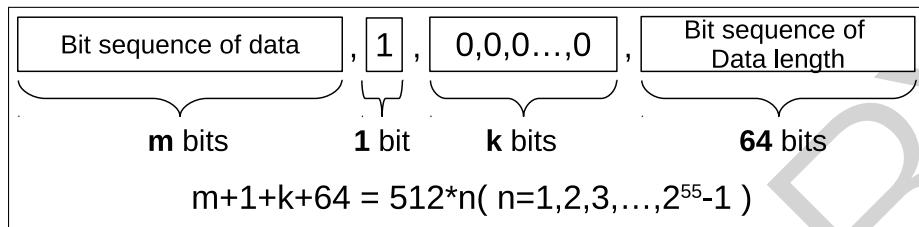


Figure 18-1. HMAC SHA-256 Padding Diagram

In upstream mode, if the length of the unpadded message is a multiple of 512 bits, users can configure hardware to apply SHA padding by writing 1 to [HMAC_SET_MESSAGE_END_REG](#) or do padding work themselves by writing 1 to [HMAC_SET_MESSAGE_PAD_REG](#). If the length is not a multiple of 512 bits, SHA padding must be manually applied by the user. After the user prepared the padding data, they should complete the subsequent configuration according to the Section 18.2.5.

18.3.2 HMAC Algorithm Structure

The structure of the implemented algorithm in the HMAC module is shown in Figure 18-2. This is the standard HMAC algorithm as described in RFC 2104.

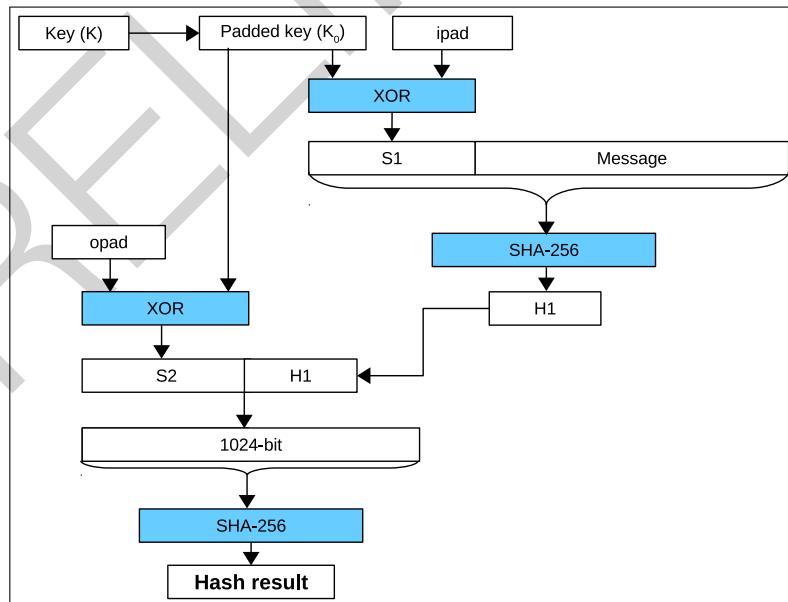


Figure 18-2. HMAC Structure Schematic Diagram

In Figure 18-2:

1. ipad is a 512-bit message block composed of 64 bytes of 0x36.
2. opad is a 512-bit message block composed of 64 bytes of 0x5c.

The HMAC module appends a 256-bit 0 sequence after the bit sequence of the 256-bit key k in order to get a 512-bit K_0 . Then, the HMAC module XORs K_0 with ipad to get the 512-bit S1. Afterwards, the HMAC module appends the input message (multiple of 512 bits) after the 512-bit S1, and exercises the SHA-256 algorithm to get the 256-bit H1.

The HMAC module appends the 256-bit SHA-256 hash result H1 to the 512-bit S2 value, which is calculated using the XOR operation of K_0 and opad. A 768-bit sequence will be generated. Then, the HMAC module uses the SHA padding algorithm described in Section 18.3.1 to pad the 768-bit sequence to a 1024-bit sequence, and applies the SHA-256 algorithm to get the final hash result (256-bit).

18.4 Register Summary

The addresses in this section are relative to HMAC Accelerator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Control/Status Registers			
HMAC_SET_START_REG	HMAC start control register	0x0040	WO
HMAC_SET_PARA_FINISH_REG	HMAC configuration completion register	0x004C	WO
HMAC_SET_MESSAGE_ONE_REG	HMAC message control register	0x0050	WO
HMAC_SET_MESSAGE_ING_REG	HMAC message continue register	0x0054	WO
HMAC_SET_MESSAGE_END_REG	HMAC message end register	0x0058	WO
HMAC_SET_RESULT_FINISH_REG	HMAC result reading finish register	0x005C	WO
HMAC_SET_INVALIDATE_JTAG_REG	Invalidate JTAG result register	0x0060	WO
HMAC_SET_INVALIDATE_DS_REG	Invalidate digital signature result register	0x0064	WO
HMAC_QUERY_ERROR_REG	Stores matching results between keys generated by users and corresponding purposes	0x0068	RO
HMAC_QUERY_BUSY_REG	Busy state of HMAC module	0x006C	RO
configuration Registers			
HMAC_SET_PARA_PURPOSE_REG	HMAC parameter configuration register	0x0044	WO
HMAC_SET_PARA_KEY_REG	HMAC parameters configuration register	0x0048	WO
HMAC_SOFT_JTAG_CTRL_REG	Re-enable JTAG register 0	0x00F8	WO
HMAC_WR_JTAG_REG	Re-enable JTAG register 1	0x00FC	WO
HMAC Message Block			
HMAC_WR_MESSAGE_0_REG	Message register 0	0x0080	WO
HMAC_WR_MESSAGE_1_REG	Message register 1	0x0084	WO
HMAC_WR_MESSAGE_2_REG	Message register 2	0x0088	WO
HMAC_WR_MESSAGE_3_REG	Message register 3	0x008C	WO
HMAC_WR_MESSAGE_4_REG	Message register 4	0x0090	WO
HMAC_WR_MESSAGE_5_REG	Message register 5	0x0094	WO
HMAC_WR_MESSAGE_6_REG	Message register 6	0x0098	WO
HMAC_WR_MESSAGE_7_REG	Message register 7	0x009C	WO
HMAC_WR_MESSAGE_8_REG	Message register 8	0x00A0	WO
HMAC_WR_MESSAGE_9_REG	Message register 9	0x00A4	WO
HMAC_WR_MESSAGE_10_REG	Message register 10	0x00A8	WO
HMAC_WR_MESSAGE_11_REG	Message register 11	0x00AC	WO
HMAC_WR_MESSAGE_12_REG	Message register 12	0x00B0	WO
HMAC_WR_MESSAGE_13_REG	Message register 13	0x00B4	WO
HMAC_WR_MESSAGE_14_REG	Message register 14	0x00B8	WO
HMAC_WR_MESSAGE_15_REG	Message register 15	0x00BC	WO
HMAC Upstream Result			
HMAC_RD_RESULT_0_REG	Hash result register 0	0x00C0	RO
HMAC_RD_RESULT_1_REG	Hash result register 1	0x00C4	RO
HMAC_RD_RESULT_2_REG	Hash result register 2	0x00C8	RO
HMAC_RD_RESULT_3_REG	Hash result register 3	0x00CC	RO

Name	Description	Address	Access
HMAC_RD_RESULT_4_REG	Hash result register 4	0x00D0	RO
HMAC_RD_RESULT_5_REG	Hash result register 5	0x00D4	RO
HMAC_RD_RESULT_6_REG	Hash result register 6	0x00D8	RO
HMAC_RD_RESULT_7_REG	Hash result register 7	0x00DC	RO
Control/Status Registers			
HMAC_SET_MESSAGE_PAD_REG	Software padding register	0x00F0	WO
HMAC_ONE_BLOCK_REG	One block message register	0x00F4	WO
Version Register			
HMAC_DATE_REG	Version control register	0x00F8	R/W

18.5 Registers

The addresses in this section are relative to HMAC Accelerator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 18.1. HMAC_SET_START_REG (0x0040)

(reserved)																														HMAC_SET_START
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1 0	

HMAC_SET_START Set this bit to enable HMAC. (WO)

Register 18.2. HMAC_SET_PARA_FINISH_REG (0x004C)

(reserved)																														HMAC_SET_PARA_END
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1 0	

HMAC_SET_PARA_END Set this bit to finish HMAC configuration. (WO)

Register 18.3. HMAC_SET_MESSAGE_CALC_BLOCK_REG (0x0050)

(reserved)																														HMAC_SET_TEXT_ONE
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1 0	

HMAC_SET_TEXT_ONE Call SHA to calculate one message block. (WO)

Register 18.4. HMAC_SET_MESSAGE_ING_REG (0x0054)

(reserved)																																
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

HMAC_SET_TEXT_ING Set this bit to show there are still some message blocks to be processed. (WO)

Register 18.5. HMAC_SET_MESSAGE_END_REG (0x0058)

(reserved)																																
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

HMAC_SET_TEXT_END Set this bit to start hardware padding. (WO)

Register 18.6. HMAC_SET_RESULT_FINISH_REG (0x005C)

(reserved)																																
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

HMAC_SET_RESULT_END Set this bit to exit upstream mode and clear calculation results. (WO)

Register 18.7. HMAC_SET_INVALIDATE_JTAG_REG (0x0060)

(reserved)																														

HMAC_SET_INVALIDATE_JTAG Set this bit to clear calculation results when re-enabling JTAG in downstream mode. (WO)

Register 18.8. HMAC_SET_INVALIDATE_DS_REG (0x0064)

(reserved)																														

HMAC_SET_INVALIDATE_DS Set this bit to clear calculation results of the DS module in downstream mode. (WO)

Register 18.9. HMAC_QUERY_ERROR_REG (0x0068)

(reserved)																														

HMAC_QUERY_CHECK Indicates whether an HMAC key matches the purpose.(RO)

- 0: HMAC key and purpose match.
- 1: error.

Register 18.10. HMAC_QUERY_BUSY_REG (0x006C)

HMAC_BUSY_STATE Indicates whether HMAC is in busy state. Before configuring HMAC, please make sure HMAC is in IDLE state. (RO)

- 0: idle.
 - 1: HMAC is still working on calculation.

Register 18.11. HMAC_SET PARA PURPOSE REG (0x0044)

HMAC_PURPOSE_SET Determines the HMAC purpose, refer to the Table 18-1. (WO)

Register 18.12. HMAC_SET PARA KEY REG (0x0048)

31		3	2	0
0	0	0	0	Reset

HMAC_KEY_SET Selects HMAC key. There are six keys with index 0~5. Write the index of the selected key to this field. (WO)

Register 18.13. HMAC_WR_MESSAGE_*n***_REG (n: 0-15) (0x0080+4*n)**

HMAC_WDATA_0	
31	0
0	Reset

HMAC_WDATA_*n* Store the *n*th 32-bit of message. (WO)

Register 18.14. HMAC_RD_RESULT_*n***_REG (n: 0-7) (0x00C0+4*n)**

HMAC_RDATA_0	
31	0
0	Reset

HMAC_RDATA_*n* Read the *n*th 32-bit of hash result. (RO)

Register 18.15. HMAC_SET_MESSAGE_PAD_REG (0x00F0)

(reserved)	
31	1 0
0 0	Reset

HMAC_SET_TEXT_PAD Set this bit to indicate that padding is applied by software. (WO)

Register 18.16. HMAC_ONE_BLOCK_REG (0x00F4)

(reserved)	
31	1 0
0 0	Reset

HMAC_SET_ONE_BLOCK Set this bit when there is only one block which already contains padding bits. (WO)

Register 18.17. HMAC_SOFT_JTAG_CTRL_REG (0x00F8)

HMAC_SOFT_JTAG_CTRL Set this bit to enable JTAG authentication mode. (WO)

Register 18.18. HMAC_WR_JTAG_REG (0x00FC)

31 x 0 Reset

HMAC_WR_JTAG Set this field to re-enable the JTAG comparing input register. (WO)

Register 18.19. HMAC_DATE_REG (0x00F8)

31	30	29		0
0	0		0x20200618	Reset

HMAC_DATE Version control register. (R/W)

19 Digital Signature (DS)

19.1 Overview

A Digital Signature is used to verify the authenticity and integrity of a message using a cryptographic algorithm. This can be used to validate a device's identity to a server, or to check the integrity of a message.

The ESP32-C3 includes a Digital Signature (DS) module providing hardware acceleration of messages' signatures based on RSA. It uses pre-encrypted parameters to calculate a signature. The parameters are encrypted using HMAC as a key-derivation function. In turn, the HMAC uses eFuses as an input key. The whole process happens in hardware so that neither the decryption key for the RSA parameters nor the input key for the HMAC key derivation function can be seen by the software while calculating the signature.

19.2 Features

- RSA digital signatures with key length up to 3072 bits
- Encrypted private key data, only decryptable by DS module
- SHA-256 digest to protect private key data against tampering by an attacker

19.3 Functional Description

19.3.1 Overview

The DS peripheral calculates RSA signature as $Z = X^Y \bmod M$ where Z is the signature, X is the input message, and Y and M are the RSA private key parameters.

Private key parameters are stored in flash as ciphertext. They are decrypted using a key (*DS_KEY*) which can only be calculated by the DS peripheral via the HMAC peripheral. The required inputs (*HMAC_KEY*) to generate the key are only stored in eFuse and can only be accessed by the HMAC peripheral. That is to say, the DS peripheral hardware can decrypt the private key, and the private key in plaintext is never accessed by the software. For more detailed information about eFuse and HMAC peripherals, please refer to Chapter 4 [eFuse Controller \(EFUSE\)](#) and 18 [HMAC Accelerator \(HMAC\)](#) peripheral.

The input message X will be sent directly to the DS peripheral by the software each time a signature is needed. After the RSA signature operation, the signature Z is read back by the software.

For better understanding, we define some symbols and functions here, which are only applicable to this chapter:

- 1^s A bit string consist of s bits with the value of "1".
- $[x]_s$ A bit string of s bits, in which s should be an integer multiple of 8 bits. If x is a number ($x < 2^s$), it is represented in little endian byte order in the bit string. x may be a variable such as $[Y]_{4096}$ or as a hexadecimal constant such as $[0x0C]_8$. If necessary, the value $[x]_t$ can be right-padded with $(s - t)$ number of 0 to reach s bits in length, and finally get $[x]_s$. For example, $[0x05]_8 = 00000101$, $[0x05]_{16} = 0000010100000000$, $[0x0005]_{16} = 00000000000000101$, $[0x13]_8 = 00010011$, $[0x13]_{16} = 0001001100000000$, $[0x0013]_{16} = 0000000000010011$.
- \parallel A bit string concatenation operator for joining multiple bit strings into a longer bit string.

19.3.2 Private Key Operands

Private key operands Y (private key exponent) and M (key modulus) are generated by you. They have a particular RSA key length (up to 3072 bits). Two additional private key operands are needed: \bar{r} and M' . These two operands are derived from Y and M .

Operands Y , M , \bar{r} and M' are encrypted by you along with an authentication digest and stored as a single ciphertext C . C is input to the DS peripheral in this encrypted format, decrypted by the hardware, and then used for RSA signature calculation. Detailed description of how to generate C is provided in Section 19.3.3.

The DS peripheral supports RSA signature calculation $Z = X^Y \bmod M$, in which the length of operands should be $N = 32 \times x$ where $x \in \{1, 2, 3, \dots, 96\}$. The bit lengths of arguments Z , X , Y , M and \bar{r} should be an arbitrary value in N , and all of them in a calculation must be of the same length, while the bit length of M' should always be 32. For more detailed information about RSA calculation, please refer to Section 17.3.1 Large Number Modular Exponentiation in Chapter 17 RSA Accelerator (RSA).

19.3.3 Software Prerequisites

If you want to use the DS module for digital signature, the software and hardware must work closely to implement this successfully, and the software needs to do a series of preparations, as shown in Figure 19-1. The left side lists preparations required by the software before the hardware starts RSA signature calculation, while the right side lists the hardware workflow during the entire calculation procedure.

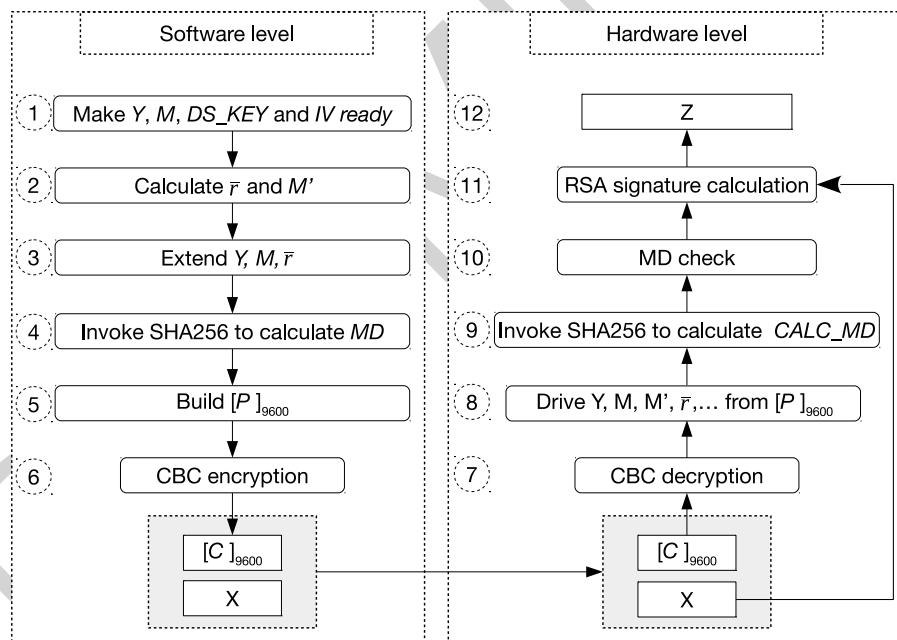


Figure 19-1. Software Preparations and Hardware Working Process

Note:

1. The software preparation (left side in the Figure 19-1) is a one-time operation before any signature is calculated, while the hardware calculation (right side in the Figure 19-1) repeats for every signature calculation.

You need to follow the steps shown in the left part of Figure 19-1 to calculate C . Detailed instructions are as follows:

- **Step 1:** Prepare operands Y and M whose lengths should meet the requirements in Section 19.3.2. Define $[L]_{32} = \frac{N}{32}$ (i.e., for RSA 3072, $[L]_{32} == [0x60]_{32}$). Prepare $[HMAC_KEY]_{256}$ and calculate $[DS_KEY]_{256}$ based on $DS_KEY = HMAC\text{-}SHA256([HMAC_KEY]_{256}, 1^{256})$. Generate a random $[IV]_{128}$ which should meet the requirements of the AES-CBC block encryption algorithm. For more information on AES, please refer to Chapter 16 AES Accelerator (AES).
- **Step 2:** Calculate \bar{r} and M' based on M .
- **Step 3:** Extend Y , M and \bar{r} , in order to get $[Y]_{3072}$, $[M]_{3072}$ and $[\bar{r}]_{3072}$, respectively. This step is only required for Y , M and \bar{r} whose length are less than 3072 bits, since their largest length are 3072 bits.
- **Step 4:** Calculate MD authentication code using the SHA-256:

$$[MD]_{256} = SHA256([Y]_{3072} || [M]_{3072} || [\bar{r}]_{3072} || [M']_{32} || [L]_{32} || [IV]_{128})$$
- **Step 5:** Build $[P]_{9600} = ([Y]_{3072} || [M]_{3072} || [\bar{r}]_{3072} || [Box]_{384})$, where $[Box]_{384} = ([MD]_{256} || [M']_{32} || [L]_{32} || [\beta]_{64})$ and $[\beta]_{64}$ is a PKCS#7 padding value, i.e., a $[0x0808080808080808]_{64}$ string composed of 8 bytes (0x80). The purpose of $[\beta]_{64}$ is to make the bit length of P a multiple of 128.
- **Step 6:** Calculate $C = [C]_{9600} = AES\text{-}CBC\text{-}ENC([P]_{9600}, [DS_KEY]_{256}, [IV]_{128})$, where C is the ciphertext with a length of 1200 bytes. C can also be calculated as $C = [C]_{9600} = ([\hat{Y}]_{3072} || [\hat{M}]_{3072} || [\hat{\bar{r}}]_{3072} || [\hat{Box}]_{384})$, where $[\hat{Y}]_{3072}$, $[\hat{M}]_{3072}$, $[\hat{\bar{r}}]_{3072}$, $[\hat{Box}]_{384}$ are the four sub-parameters of C , and correspond to the ciphertext of $[Y]_{3072}$, $[M]_{3072}$, $[\bar{r}]_{3072}$, $[Box]_{384}$ respectively.

19.3.4 DS Operation at the Hardware Level

The hardware operation is triggered each time a digital signature needs to be calculated. The inputs are the pre-generated private key ciphertext C , a unique message X , and IV .

The DS operation at the hardware level can be divided into the following three stages:

1. Decryption: Step 7 and 8 in Figure 19-1

The decryption process is the inverse of Step 6 in figure 19-1. The DS module will call AES accelerator to decrypt C in CBC block mode and get the resulted plaintext. The decryption process can be represented by $P = AES\text{-}CBC\text{-}DEC(C, DS_KEY, IV)$, where IV (i.e., $[IV]_{128}$) is defined by you. $[DS_KEY]_{256}$ is provided by HMAC module, derived from $HMAC_KEY$ stored in eFuse. $[DS_KEY]_{256}$, as well as $[HMAC_KEY]_{256}$ are not readable by the software.

With P , the DS module can derive $[Y]_{3072}$, $[M]_{3072}$, $[\bar{r}]_{3072}$, $[M']_{32}$, $[L]_{32}$, MD authentication code, and the padding value $[\beta]_{64}$. This process is the inverse of Step 5.

2. Check: Step 9 and 10 in Figure 19-1

The DS module will perform two checks: MD check and padding check. Padding check is not shown in Figure 19-1, as it happens at the same time with MD check.

- MD check: The DS module calls SHA-256 to calculate the hash value $[CALC_MD]_{256}$ (i.e., step 4). Then, $[CALC_MD]_{256}$ is compared against the MD authentication code $[MD]_{256}$ from step 4. Only when the two match does the MD check pass.
- Padding check: The DS module checks if $[\beta]_{64}$ complies with the aforementioned PKCS#7 format. Only when $[\beta]_{64}$ complies with the format does the padding check pass.

The DS module will only perform subsequent operations if MD check passes. If padding check fails, a warning message is generated, but it does not affect the subsequent operations.

3. Calculation: Step 11 and 12 in Figure 19-1

The DS module treats X (input by you) and Y, M, \bar{r} (compiled) as big numbers. With M' , all operands to perform $X^Y \bmod M$ are in place. The operand length is defined by L only. The DS module will get the signed result Z by calling RSA to perform $Z = X^Y \bmod M$.

19.3.5 DS Operation at the Software Level

The software steps below should be followed each time a digital signature needs to be calculated. The inputs are the pre-generated private key ciphertext C , a unique message X , and IV . These software steps trigger the hardware steps described in Section 19.3.4.

We assume that the software has called the HMAC peripheral and HMAC on the hardware has calculated DS_KEY based on $HMAC_KEY$.

1. **Prerequisites:** Prepare operands C, X, IV according to Section 19.3.3.

2. **Activate the DS peripheral:** Write 1 to `DS_SET_START_REG`.

3. **Check if DS_KEY is ready:** Poll `DS_QUERY_BUSY_REG` until the software reads 0.

If the software does not read 0 in `DS_QUERY_BUSY_REG` after approximately 1 ms, it indicates a problem with HMAC initialization. In such a case, the software can read register `DS_QUERY_KEY_WRONG_REG` to get more information:

- If the software reads 0 in `DS_QUERY_KEY_WRONG_REG`, it indicates that the HMAC peripheral has not been called.
- If the software reads any value from 1 to 15 in `DS_QUERY_KEY_WRONG_REG`, it indicates that HMAC was called, but the DS module did not successfully get the DS_KEY value from the HMAC peripheral. This may indicate that the HMAC operation has been interrupted due to a software concurrency problem.

4. **Configure register:** Write IV block to register `DS_IV_m_REG` (m : 0 ~ 3). For more information on the IV block, please refer to Chapter 16 AES Accelerator (AES).

5. **Write X to memory block `DS_X_MEM`:** Write X_i ($i \in \{0, 1, \dots, n - 1\}$), where $n = \frac{N}{32}$, to memory block `DS_X_MEM` whose capacity is 96 words. Each word can store one base- b digit. The memory block uses the little endian format for storage, i.e., the least significant digit of the operand is in the lowest address. Words in `DS_X_MEM` block after the configured length of X (N bits, as described in Section 19.3.2), are ignored.

6. **Write C to corresponding memory blocks:** Write the four sub-parameters of C to corresponding memory blocks:

- Write \widehat{Y}_i ($i \in \{0, 1, \dots, 95\}$) to `DS_Y_MEM`.
- Write \widehat{M}_i ($i \in \{0, 1, \dots, 95\}$) to `DS_M_MEM`.
- Write $\widehat{\bar{r}}_i$ ($i \in \{0, 1, \dots, 95\}$) to `DS_RB_MEM`.
- Write \widehat{Box}_i ($i \in \{0, 1, \dots, 11\}$) to `DS_BOX_MEM`.

The capacity of `DS_Y_MEM`, `DS_M_MEM`, and `DS_RB_MEM` is 96 words, whereas the capacity of `DS_BOX_MEM` is only 12 words. Each word can store one base- b digit. The memory blocks use the little endian format for storage, i.e., the least significant digit of the operand is in the lowest address.

7. **Start DS operation:** Write 1 to register `DS_SET_ME_REG`.
8. **Wait for the operation to be completed:** Poll register `DS_QUERY_BUSY_REG` until the software reads 0.
9. **Query check result:** Read register `DS_QUERY_CHECK_REG` and conduct subsequent operations as illustrated below based on the return value:
 - If the value is 0, it indicates that both padding check and MD check pass. You can continue to get the signed result Z .
 - If the value is 1, it indicates that the padding check passes but MD check fails. The signed result Z is invalid. The operation will resume directly from Step 11.
 - If the value is 2, it indicates that the padding check fails but MD check passes. You can continue to get the signed result Z . But please note that the data does not comply with the aforementioned PKCS#7 padding format, which may not be what you want.
 - If the value is 3, it indicates that both padding check and MD check fail. In this case, some fatal errors have occurred and the signed result Z is invalid. The operation will resume directly from Step 11.
10. **Read the signed result:** Read the signed result Z_i ($i \in \{0, 1, \dots, n - 1\}$), where $n = \frac{N}{32}$, from memory block `DS_Z_MEM`. The memory block stores Z in little-endian byte order.
11. **Exit the operation:** Write 1 to `DS_SET_FINISH_REG`, and then poll `DS_QUERY_BUSY_REG` until the software reads 0.

After the operation, all the input/output registers and memory blocks are cleared.

19.4 Memory Summary

The addresses in this section are relative to the Digital Signature base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Size (byte)	Starting Address	Ending Address	Access
DS_Y_MEM	Memory block Y	384	0x0000	0x017F	WO
DS_M_MEM	Memory block M	384	0x0200	0x037F	WO
DS_RB_MEM	Memory block \bar{r}	384	0x0400	0x057F	WO
DS_BOX_MEM	Memory block Box	48	0x0600	0x062F	WO
DS_X_MEM	Memory block X	384	0x0800	0x097F	WO
DS_Z_MEM	Memory block Z	384	0x0A00	0x0B7F	RO

19.5 Register Summary

The addresses in this section are relative to Digital Signature base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Configuration Registers			
DS_IV_0_REG	<i>IV</i> block data	0x0630	WO
DS_IV_1_REG	<i>IV</i> block data	0x0634	WO
DS_IV_2_REG	<i>IV</i> block data	0x0638	WO
DS_IV_3_REG	<i>IV</i> block data	0x063C	WO
Status/Control Registers			
DS_SET_START_REG	Activates the DS module	0x0E00	WO
DS_SET_ME_REG	Starts DS operation	0x0E04	WO
DS_SET_FINISH_REG	Ends DS operation	0x0E08	WO
DS_QUERY_BUSY_REG	Status of the DS module	0x0E0C	RO
DS_QUERY_KEY_WRONG_REG	Checks the reason why <i>DS_KEY</i> is not ready	0x0E10	RO
DS_QUERY_CHECK_REG	Queries DS check result	0x0814	RO
Version control register			
DS_DATE_REG	Version control register	0x0820	W/R

19.6 Registers

The addresses in this section are relative to Digital Signature base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 19.1. DS_IV_*m*_REG (*m*: 0-3) (0x0630+4m*)**

31	0
0x0000000000	

Reset

DS_IV_*m*_REG (*m*: 0-3) IV block data. (WO)

Register 19.2. DS_SET_START_REG (0x0E00)

31	0
0 0	1 0

Reset

DS_SET_START Write 1 to this register to activate the DS peripheral. (WO)

Register 19.3. DS_SET_ME_REG (0x0E04)

31	0
0 0	1 0

Reset

DS_SET_ME Write 1 to this register to start DS operation. (WO)

Register 19.4. DS_SET_FINISH_REG (0x0E08)

31	0
0 0	1 0

Reset

DS_SET_FINISH Write 1 to this register to end DS operation. (WO)

Register 19.5. DS_QUERY_BUSY_REG (0x0E0C)

DS_QUERY_BUSY 1: The DS module is busy; 0: The DS module is idle. (RO)

Register 19.6. DS_QUERY_KEY_WRONG_REG (0x0E10)

The diagram shows a memory structure with the following fields:

- DS_QUERY**: A field at offset 0x0 containing the value 0x0.
- (reserved)**: A field at offset 0x4 containing the value 0x0.
- Reset**: A field at offset 0x8 containing the value 0x0.

DS_QUERY_KEY_WRONG 1-15: HMAC was activated, but the DS peripheral did not successfully receive the *DS_KEY* from the HMAC peripheral. (The biggest value is 15); 0: HMAC is not called. (RO)

Register 19.7. DS QUERY CHECK REG (0x0E14)

DS_PADDING_BAD 1: The padding check fails; 0: The padding check passes. (RO)

DS_MD_ERROR 1: The MD check fails; 0: The MD check passes. (RO)

Register 19.8. DS_DATE_REG (0x0E20)

(reserved)			DS_DATE	
31	30	29		0
0	0		0x20200618	Reset

DS_DATE Version control register. (R/W)

20 Clock Glitch Detection

20.1 Overview

The Clock Glitch Detection module on ESP32-C3 detects glitches in external crystal XTAL_CLK signals, and generates a system reset signal when detecting glitches to reset the whole digital circuit including RTC. By doing so, it prevents attackers from injecting glitches on external crystal XTAL_CLK clock to compromise ESP32-C3 and thus strengthens chip security.

20.2 Functional Description

20.2.1 Clock Glitch Detection

The Clock Glitch Detection module on ESP32-C3 monitors input clock signals from XTAL_CLK. If it detects a glitch, namely a clock pulse (a or b in the figure below) with a width shorter than 3 ns, input clock signals from XTAL_CLK are blocked.

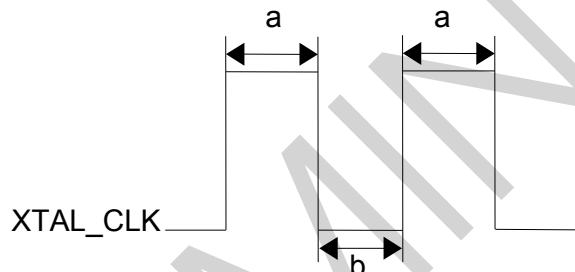


Figure 20-1. XTAL_CLK Pulse Width

20.2.2 Reset

Once detecting a glitch on XTAL_CLK that affects the circuit's normal operation, the Clock Glitch Detection module triggers a system reset if [RTC_CNTL_GLITCH_RST_EN](#) bit is enabled. By default, this bit is set to enable a reset.

21 Random Number Generator (RNG)

21.1 Introduction

The ESP32-C3 contains a true random number generator, which generates 32-bit random numbers that can be used for cryptographical operations, among other things.

21.2 Features

The random number generator in ESP32-C3 generates true random numbers, which means random number generated from a physical process, rather than by means of an algorithm. No number generated within the specified range is more or less likely to appear than any other number.

21.3 Functional Description

Every 32-bit value that the system reads from the [RNG_DATA_REG](#) register of the random number generator is a true random number. These true random numbers are generated based on the **thermal noise** in the system and the **asynchronous clock mismatch**.

- **Thermal noise** comes from the high-speed ADC or SAR ADC or both. Whenever the high-speed ADC or SAR ADC is enabled, bit streams will be generated and fed into the random number generator through an XOR logic gate as random seeds.
- RTC20M_CLK is an **asynchronous clock** source and it increases the RNG entropy by introducing circuit metastability.

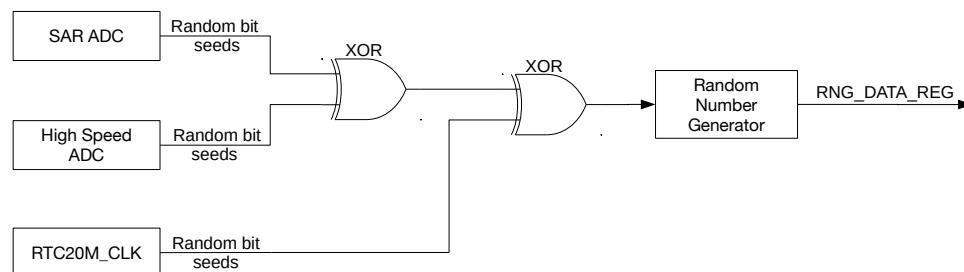


Figure 21-1. Noise Source

When there is noise coming from the SAR ADC, the random number generator is fed with a 2-bit entropy in one clock cycle of RTC20M_CLK (20 MHz), which is generated from an internal RC oscillator (see Chapter 6 [Reset and Clock](#) for details). Thus, it is advisable to read the [RNG_DATA_REG](#) register at a maximum rate of 1 MHz to obtain the maximum entropy.

When there is noise coming from the high-speed ADC, the random number generator is fed with a 2-bit entropy in one APB clock cycle, which is normally 80 MHz. Thus, it is advisable to read the [RNG_DATA_REG](#) register at a maximum rate of 5 MHz to obtain the maximum entropy.

A data sample of 2 GB, which is read from the random number generator at a rate of 5 MHz with only the high-speed ADC being enabled, has been tested using the Dieharder Random Number Testsuite (version 3.31.1). The sample passed all tests.

21.4 Programming Procedure

When using the random number generator, make sure at least either the SAR ADC, high-speed ADC¹, or RTC20M_CLK² is enabled. Otherwise, pseudo-random numbers will be returned.

- SAR ADC can be enabled by using the DIG ADC controller. For details, please refer to Chapter 28 *On-Chip Sensor and Analog Signal Processing*.
- High-speed ADC is enabled automatically when the Wi-Fi or Bluetooth modules is enabled.
- RTC20M_CLK is enabled by setting the [RTC_CNTL_DIG_CLK20M_EN](#) bit in the [RTC_CNTL_CLK_CONF_REG](#) register.

Note:

1. Note that, when the Wi-Fi module is enabled, the value read from the high-speed ADC can be saturated in some extreme cases, which lowers the entropy. Thus, it is advisable to also enable the SAR ADC as the noise source for the random number generator for such cases.
2. Enabling RTC20M_CLK increases the RNG entropy. However, to ensure maximum entropy, it's recommended to always enable an ADC source as well.

When using the random number generator, read the [RNG_DATA_REG](#) register multiple times until sufficient random numbers have been generated. Ensure the rate at which the register is read does not exceed the frequencies described in section 21.3 above.

21.5 Register Summary

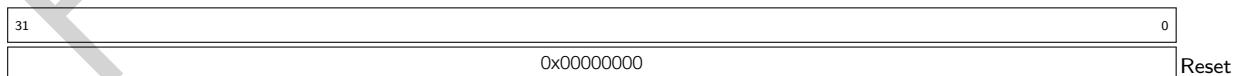
The address in the following table is relative to the random number generator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
RNG_DATA_REG	Random number data	0x00B0	RO

21.6 Register

The address in this section is relative to the random number generator base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 21.1. RNG_DATA_REG (0x00B0)



RNG_DATA Random number source. (RO)

22 UART Controller (UART)

22.1 Overview

In embedded system applications, data is required to be transferred in a simple way with minimal system resources. This can be achieved by a Universal Asynchronous Receiver/Transmitter (UART), which flexibly exchanges data with other peripheral devices in full-duplex mode. ESP32-C3 has two UART controllers compatible with various UART devices. They support Infrared Data Association (IrDA) and RS485 transmission.

Each of the two UART controllers has a group of registers that function identically. In this chapter, the two UART controllers are referred to as UART_n , in which n denotes 0 or 1.

A UART is a character-oriented data link for asynchronous communication between devices. Such communication does not add clock signals to data sent. Therefore, in order to communicate successfully, the transmitter and the receiver must operate at the same baud rate with the same stop bit and parity bit.

A UART data frame usually begins with one start bit, followed by data bits, one parity bit (optional) and one or more stop bits. UART controllers on ESP32-C3 support various lengths of data bits and stop bits. These controllers also support software and hardware flow control as well as GDMA for seamless high-speed data transfer. This allows developers to use multiple UART ports at minimal software cost.

22.2 Features

Each UART controller has the following features:

- Three clock sources that can be divided
- Programmable baud rate
- 512 x 8-bit RAM shared by TX FIFOs and RX FIFOs of the two UART controllers
- Full-duplex asynchronous communication
- Automatic baud rate detection of input signals
- Data bits ranging from 5 to 8
- Stop bits whose length can be 1, 1.5, 2 or 3 bits
- Parity bit
- Special character AT_CMD detection
- RS485 protocol
- IrDA protocol
- High-speed data communication using GDMA
- UART as wake-up source
- Software and hardware flow control

22.3 UART Structure

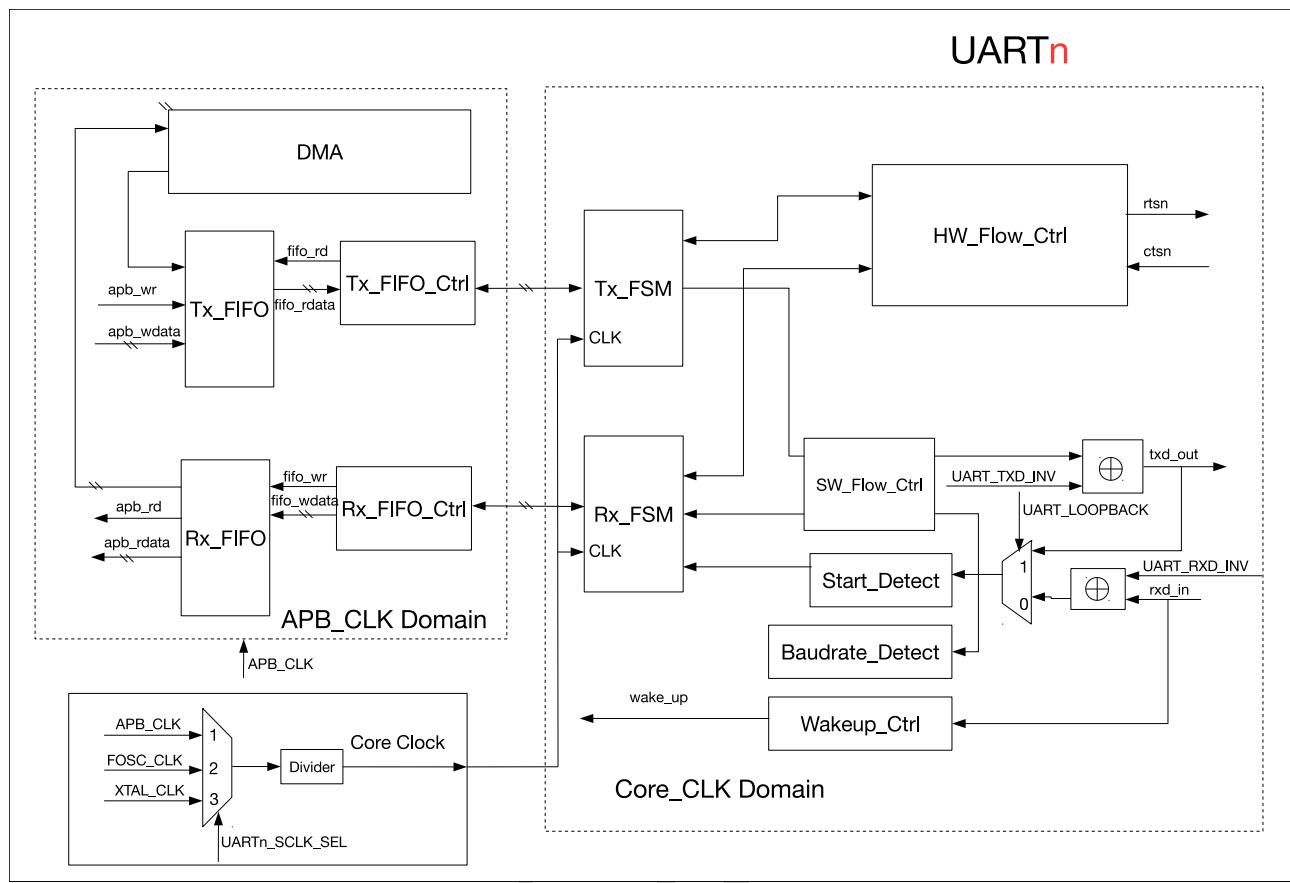


Figure 22-1. UART Structure

Figure 22-1 shows the basic structure of a UART controller. A UART controller works in two clock domains, namely APB_CLK domain and Core Clock domain (the UART Core's clock domain). The UART Core has three clock sources: a 80 MHz APB_CLK, FOSC_CLK and external crystal clock XTAL_CLK (for details, please refer to Chapter 6 [Reset and Clock](#)), which are selected by configuring [UART_SCLK_SEL](#). The selected clock source is divided by a divider to generate clock signals that drive the UART Core. The divisor is configured by [UART_CLKDIV_REG: UART_CLKDIV](#) for the integral part, and [UART_CLKDIV_FRAG](#) for the fractional part.

A UART controller is broken down into two parts according to functions: a transmitter and a receiver.

The transmitter contains a TX FIFO, which buffers data to be sent. Software can write data to Tx_FIFO via the APB bus, or move data to Tx_FIFO using GDMA. Tx_FIFO_Ctrl controls writing and reading Tx_FIFO. When Tx_FIFO is not empty, Tx_FSM reads data bits in the data frame via Tx_FIFO_Ctrl, and converts them into a bitstream. The levels of output signal txd_out can be inverted by configuring [UART_TXD_INV](#) field.

The receiver contains a RX FIFO, which buffers data to be processed. The levels of input signal rxd_in can be inverted by configuring [UART_RXD_INV](#) field. Baudrate_Detect measures the baud rate of input signal rxd_in by detecting its minimum pulse width. Start_Detect detects the start bit in a data frame. If the start bit is detected, Rx_FSM stores data bits in the data frame into Rx_FIFO by Rx_FIFO_Ctrl. Software can read data from Rx_FIFO via the APB bus, or receive data using GDMA.

HW_Flow_Ctrl controls rxd_in and txd_out data flows by standard UART RTS and CTS flow control signals

(rtsn_out and ctsn_in). SW_Flow_Ctrl controls data flows by automatically adding special characters to outgoing data and detecting special characters in incoming data. When a UART controller is Light-sleep mode (see Chapter 4 *Low-Power Management (RTC_CNTL) [to be added later]* for more details), Wakeup_Ctrl counts up rising edges of rxd_in. When the number reaches (**UART_ACTIVE_THRESHOLD** + 2), a wake_up signal is generated and sent to RTC, which then wakes up the ESP32-C3 chip.

22.4 Functional Description

22.4.1 Clock and Reset

UART controllers are asynchronous. Their register configuration module, TX FIFO and RX FIFO are in APB_CLK domain, while the UART Core that controls transmission and reception is in Core Clock domain. The three clock sources of the UART core, namely APB_CLK, FOSC_CLK and external crystal clock XTAL_CLK, are selected by configuring **UART_SCLK_SEL**. The selected clock source is divided by a divider. This divider supports fractional frequency division: **UART_SCLK_DIV_NUM** field is the integral part, **UART_SCLK_DIV_B** field is the numerator of the fractional part, and **UART_SCLK_DIV_A** is the denominator of the fractional part. The divisor ranges from 1 ~ 256.

In cases when UART baud rate meet the needs, the UART Core can work at a lower clock frequency by division, to reduce power consumption. Usually the frequency of the UART Core's clock is lower than that of APB_CLK, and the UART Core's clock divisor can be configured to the maximum when baud rate can meet the needs. The frequency of the UART Core's clock can also be higher than that of APB_CLK, at most three times that of APB_CLK. The clock for the UART transmitter and the UART receiver can be controlled independently. To enable the clock for the UART transmitter, please set **UART_TX_SCLK_EN**; to enable the clock for the UART receiver, set **UART_RX_SCLK_EN**.

To ensure that the configured register values are synchronized from APB_CLK domain to Core Clock domain, please follow procedures in Section 22.5.

To reset the whole UART, please:

- enable the clock for UART RAM by setting **SYSTEM_UART_MEM_CLK_EN** to 1;
- enable APB_CLK for **UART_n** by setting **SYSTEM_UART_n_CLK_EN** to 1
- clear **SYSTEM_UART_n_RST** to 0;
- write 1 to **UART_RST_CORE**;
- write 1 to **SYSTEM_UART_n_RST**;
- clear **SYSTEM_UART_n_RST** to 0;
- clear **UART_RST_CORE** to 0.

Note that it is not recommended to reset the APB clock domain module or UART Core only.

22.4.2 UART RAM

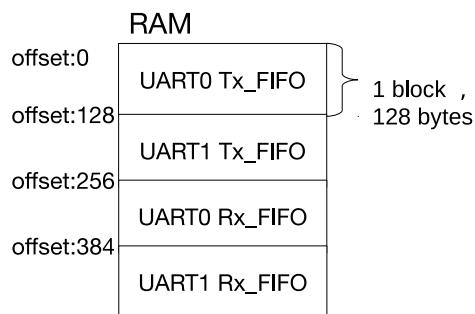


Figure 22-2. UART Controllers Sharing RAM

The two UART controllers on ESP32-C3 share 512×8 bits of FIFO RAM. As Figure 22-2 illustrates, RAM is divided into 4 blocks, each has 128×8 bits. Figure 22-2 shows how many RAM blocks are allocated to TX FIFOs and RX FIFOs of the two UART controllers by default. UART_n Tx_FIFO can be expanded by configuring [UART_TX_SIZE](#), while UART_n Rx_FIFO can be expanded by configuring [UART_RX_SIZE](#). The size of UART0 Tx_FIFO can be increased to 4 blocks (the whole RAM), the size of UART1 Tx_FIFO can be increased to 3 blocks (from offset 128 to the end address), the size of UART0 Rx_FIFO can be increased to 2 blocks (from offset 256 to the end address), but the size of UART1 Rx_FIFO cannot be increased. Please note that starting addresses of all FIFOs are fixed, so expanding one FIFO may take up the default space of other FIFOs. For example, by setting [UART_TX_SIZE](#) of UART0 to 2, the size of UART0 Tx_FIFO is increased by 128 bytes (from offset 0 to offset 255). In this case, UART0 Tx_FIFO takes up the default space for UART1 Tx_FIFO, and UART1's transmitting function cannot be used as a result.

When neither of the two UART controllers is active, RAM could enter low-power mode by setting [UART_MEM_FORCE_PD](#).

UART0 Tx_FIFO and UART1 Tx_FIFO are reset by setting [UART_TXFIFO_RST](#). UART0 Rx_FIFO and UART1 Rx_FIFO are reset by setting [UART_RXFIFO_RST](#).

Data to be sent is written to TX FIFO via the APB bus or using GDMA, read automatically and converted from a frame into a bitstream by hardware Tx_FSM; data received is converted from a bitstream into a frame by hardware Rx_FSM, written into RX FIFO, and then stored into RAM via the APB bus or using GDMA. The two UART controllers share one GDMA channel.

The empty signal threshold for Tx_FIFO is configured by setting [UART_TXFIFO_EMPTY_THRHD](#). When data stored in Tx_FIFO is less than [UART_TXFIFO_EMPTY_THRHD](#), a [UART_TXFIFO_EMPTY_INT](#) interrupt is generated. The full signal threshold for Rx_FIFO is configured by setting [UART_RXFIFO_FULL_THRHD](#). When data stored in Rx_FIFO is greater than [UART_RXFIFO_FULL_THRHD](#), a [UART_RXFIFO_FULL_INT](#) interrupt is generated. In addition, when Rx_FIFO receives more data than its capacity, a [UART_RXFIFO_OVF_INT](#) interrupt is generated.

UART_n can access FIFO via register [UART_FIFO_REG](#). You can put data into TX FIFO by writing [UART_RXFIFO_RD_BYTE](#), and get data in RX FIFO by reading [UART_RXFIFO_RD_BYTE](#).

22.4.3 Baud Rate Generation and Detection

22.4.3.1 Baud Rate Generation

Before a UART controller sends or receives data, the baud rate should be configured by setting corresponding registers. The baud rate generator of a UART controller functions by dividing the input clock source. It can divide the clock source by a fractional amount. The divisor is configured by [UART_CLKDIV_REG](#): [UART_CLKDIV](#) for the integral part, and [UART_CLKDIV_FRAG](#) for the fractional part. When using the 80 MHz input clock, the UART controller supports a maximum baud rate of 5 Mbaud.

The divisor of the baud rate divider is equal to [UART_CLKDIV](#) + ([UART_CLKDIV_FRAG](#)/16), meaning that the final baud rate is equal to [INPUT_FREQ](#)/[\(UART_CLKDIV + \(UART_CLKDIV_FRAG/16\)\)](#). For example, if [UART_CLKDIV](#) = 694 and [UART_CLKDIV_FRAG](#) = 7 then the divisor value is $(694 + 7/16) = 694.4375$. Note: [INPUT_FREQ](#) is the frequency of UART Cores' clock.

When [UART_CLKDIV_FRAG](#) is 0, the baud rate generator is an integer clock divider where an output pulse is generated every [UART_CLKDIV](#) input pulses.

When [UART_CLKDIV_FRAG](#) is not 0, the divider is fractional and the output baud rate clock pulses are not strictly uniform. As shown in Figure 22-3, for every 16 output pulses, the generator divides either ([UART_CLKDIV](#) + 1) input pulses or [UART_CLKDIV](#) input pulses per output pulse. A total of [UART_CLKDIV_FRAG](#) output pulses are generated by dividing ([UART_CLKDIV](#) + 1) input pulses, and the remaining $(16 - \text{UART_CLKDIV_FRAG})$ output pulses are generated by dividing [UART_CLKDIV](#) input pulses.

The output pulses are interleaved as shown in Figure 22-3 below, to make the output timing more uniform:

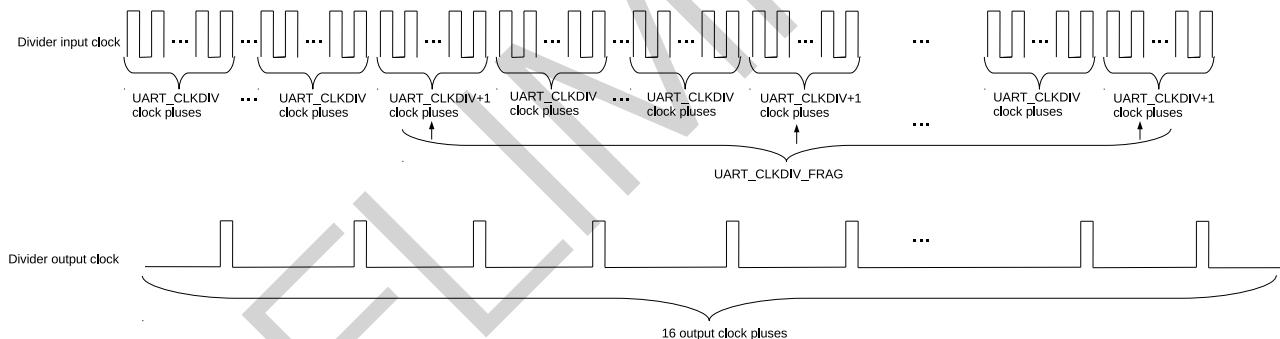


Figure 22-3. UART Controllers Division

To support IrDA (see Section 22.4.6 for details), the fractional clock divider for IrDA data transmission generates clock signals divided by $16 \times \text{UART_CLKDIV_REG}$. This divider works similarly as the one elaborated above: it takes [UART_CLKDIV](#)/16 as the integer value and the lowest four bits of [UART_CLKDIV](#) as the fractional value.

22.4.3.2 Baud Rate Detection

Automatic baud rate detection (Autobaud) on UARTs is enabled by setting [UART_AUTOBAUD_EN](#). The Baudrate_Detect module shown in Figure 22-1 filters any noise whose pulse width is shorter than [UART_GLITCH_FILT](#).

Before communication starts, the transmitter could send random data to the receiver for baud rate detection. [UART_LOWPULSE_MIN_CNT](#) stores the minimum low pulse width, [UART_HIGHPULSE_MIN_CNT](#) stores the

minimum high pulse width, [UART_POSEDGE_MIN_CNT](#) stores the minimum pulse width between two rising edges, and [UART_NEGEDGE_MIN_CNT](#) stores the minimum pulse width between two falling edges. These four fields are read by software to determine the transmitter's baud rate.

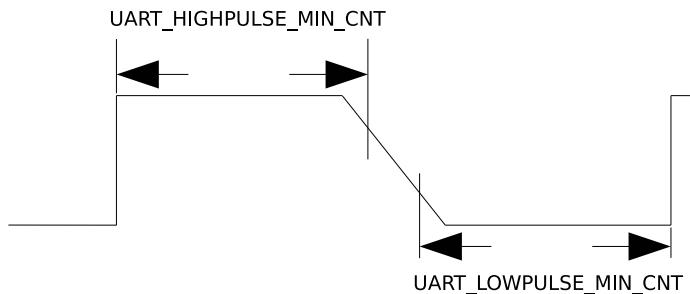


Figure 22-4. The Timing Diagram of Weak UART Signals Along Falling Edges

Baud rate can be determined in the following three ways:

1. Normally, to avoid sampling erroneous data along rising or falling edges in metastable state, which results in inaccuracy of [UART_LOWPULSE_MIN_CNT](#) or [UART_HIGHPULSE_MIN_CNT](#), use a weighted average of these two values to eliminate errors. In this case, baud rate is calculated as follows:

$$B_{\text{uart}} = \frac{f_{\text{clk}}}{(\text{UART_LOWPULSE_MIN_CNT} + \text{UART_HIGHPULSE_MIN_CNT} + 2)/2}$$

2. If UART signals are weak along falling edges as shown in Figure 22-4, which leads to inaccurate average of [UART_LOWPULSE_MIN_CNT](#) and [UART_HIGHPULSE_MIN_CNT](#), use [UART_POSEDGE_MIN_CNT](#) to determine the transmitter's baud rate as follows:

$$B_{\text{uart}} = \frac{f_{\text{clk}}}{(\text{UART_POSEDGE_MIN_CNT} + 1)/2}$$

3. If UART signals are weak along rising edges, use [UART_NEGEDGE_MIN_CNT](#) to determine the transmitter's baud rate as follows:

$$B_{\text{uart}} = \frac{f_{\text{clk}}}{(\text{UART_NEGEDGE_MIN_CNT} + 1)/2}$$

22.4.4 UART Data Frame

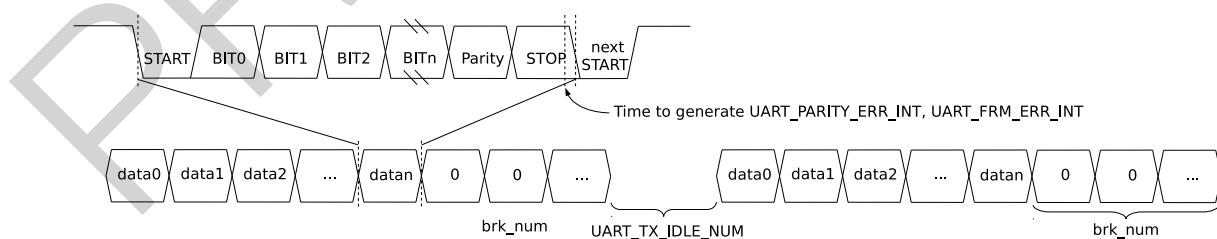


Figure 22-5. Structure of UART Data Frame

Figure 22-5 shows the basic structure of a data frame. A frame starts with one START bit, and ends with STOP bits which can be 1, 1.5, 2 or 3 bits long, configured by [UART_STOP_BIT_NUM](#), [UART_DL1_EN](#) and [UART_DL0_EN](#). The START bit is logical low, whereas STOP bits are logical high.

The actual data length can be anywhere between 5 ~ 8 bit, configured by [UART_BIT_NUM](#). When [UART_PARITY_EN](#) is set, a parity bit is added after data bits. [UART_PARITY](#) is used to choose even parity or odd parity. When the receiver detects a parity bit error in data received, a [UART_PARITY_ERR_INT](#) interrupt is generated, and the data received is still stored into RX FIFO. When the receiver detects a data frame error, a [UART_FRM_ERR_INT](#) interrupt is generated, and the data received by default is stored into RX FIFO.

If all data in Tx_FIFO has been sent, a [UART_TX_DONE_INT](#) interrupt is generated. After this, if the [UART_TXD_BRK](#) bit is set then the transmitter will send several NULL characters in which the TX data line is logical low. The number of NULL characters is configured by [UART_TX_BRK_NUM](#). Once the transmitter has sent all NULL characters, a [UART_TX_BRK_DONE_INT](#) interrupt is generated. The minimum interval between data frames can be configured using [UART_TX_IDLE_NUM](#). If the transmitter stays idle for [UART_TX_IDLE_NUM](#) or more time, a [UART_TX_BRK_IDLE_DONE_INT](#) interrupt is generated.

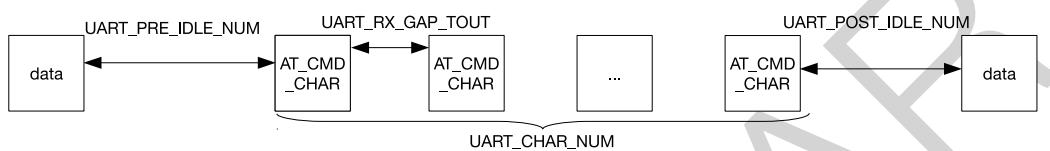


Figure 22-6. AT_CMD Character Structure

Figure 22-6 is the structure of a special character AT_CMD. If the receiver constantly receives AT_CMD_CHAR and the following conditions are met, a [UART_AT_CMD_CHAR_DET_INT](#) interrupt is generated.

- The interval between the first AT_CMD_CHAR and the last non-AT_CMD_CHAR character is at least [UART_PRE_IDLE_NUM](#) cycles.
- The interval between two AT_CMD_CHAR characters is less than [UART_RX_GAP_TOUT](#) cycles.
- The number of AT_CMD_CHAR characters is equal to or greater than [UART_CHAR_NUM](#).
- The interval between the last AT_CMD_CHAR character and next non-AT_CMD_CHAR character is at least [UART_POST_IDLE_NUM](#) cycles.

22.4.5 RS485

The two UART controllers support RS485 protocol. This protocol uses differential signals to transmit data, so it can communicate over longer distances at higher bit rates than RS232. RS485 has two-wire half-duplex mode and four-wire full-duplex mode. UART controllers support two-wire half-duplex transmission and bus snooping. In a two-wire RS485 multidrop network, there can be 32 slaves at most.

22.4.5.1 Driver Control

As shown in Figure 22-7, in a two-wire multidrop network, an external RS485 transceiver is needed for differential to single-ended conversion. A RS485 transceiver contains a driver and a receiver. When a UART controller is not in transmitter mode, the connection to the differential line can be broken by disabling the driver. When DE is 1, the driver is enabled; when DE is 0, the driver is disabled.

The UART receiver converts differential signals to single-ended signals via an external receiver. RE is the enable control signal for the receiver. When RE is 0, the receiver is enabled; when RE is 1, the receiver is disabled. If RE is configured as 0, the UART controller is allowed to snoop data on the bus, including data sent by itself.

DE can be controlled by either software or hardware. To reduce the cost of software, in our design DE is controlled by hardware. As shown in Figure 22-7, DE is connected to dtrn_out of UART (please refer to Section 22.4.8.1 for more details).

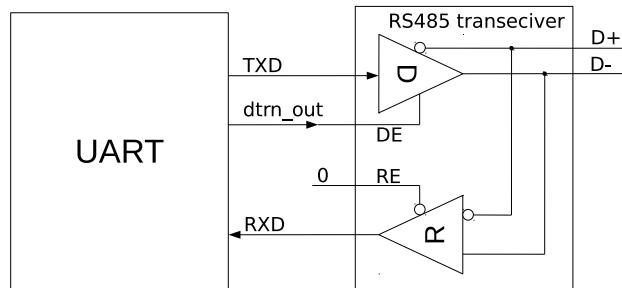


Figure 22-7. Driver Control Diagram in RS485 Mode

22.4.5.2 Turnaround Delay

By default, the two UART controllers work in receiver mode. When a UART controller is switched from transmitter mode to receiver mode, the RS485 protocol requires a turnaround delay of one cycle after the stop bit. The UART transmitter supports adding a turnaround delay of one cycle before the start bit or after the stop bit. When [UART_DL0_EN](#) is set, a turnaround delay of one cycle is added before the start bit; when [UART_DL1_EN](#) is set, a turnaround delay of one cycle is added after the stop bit.

22.4.5.3 Bus Snooping

In a two-wire multidrop network, UART controllers support bus snooping if RE of the external RS485 transceiver is 0. By default, a UART controller is not allowed to transmit and receive data simultaneously. If [UART_RS485TX_RX_EN](#) is set and the external RS485 transceiver is configured as in Figure 22-7, a UART controller may receive data in transmitter mode and snoop the bus. If [UART_RS485RXBY_TX_EN](#) is set, a UART controller may transmit data in receiver mode.

The two UART controllers can snoop data sent by themselves. In transmitter mode, when a UART controller monitors a collision between data sent and data received, a [UART_RS485_CLASH_INT](#) is generated; when a UART controller monitors a data frame error, a [UART_RS485_FRM_ERR_INT](#) interrupt is generated; when a UART controller monitors a polarity error, a [UART_RS485_PARITY_ERR_INT](#) is generated.

22.4.6 IrDA

IrDA protocol consists of three layers, namely the physical layer, the link access protocol, and the link management protocol. The two UART controllers implement IrDA's physical layer. In IrDA encoding, a UART controller supports data rates up to 115.2 kbit/s (SIR, or serial infrared mode). As shown in Figure 22-8, the IrDA encoder converts a NRZ (non-return to zero code) signal to a RZI (return to zero code) signal and sends it to the external driver and infrared LED. This encoder uses modulated signals whose pulse width is 3/16 bits to indicate logic "0", and low levels to indicate logic "1". The IrDA decoder receives signals from the infrared receiver and converts them to NRZ signals. In most cases, the receiver is high when it is idle, and the encoder output polarity is the opposite of the decoder input polarity. If a low pulse is detected, it indicates that a start bit has been received.

When IrDA function is enabled, one bit is divided into 16 clock cycles. If the bit to be sent is zero, then the 9th, 10th and 11th clock cycle is high.

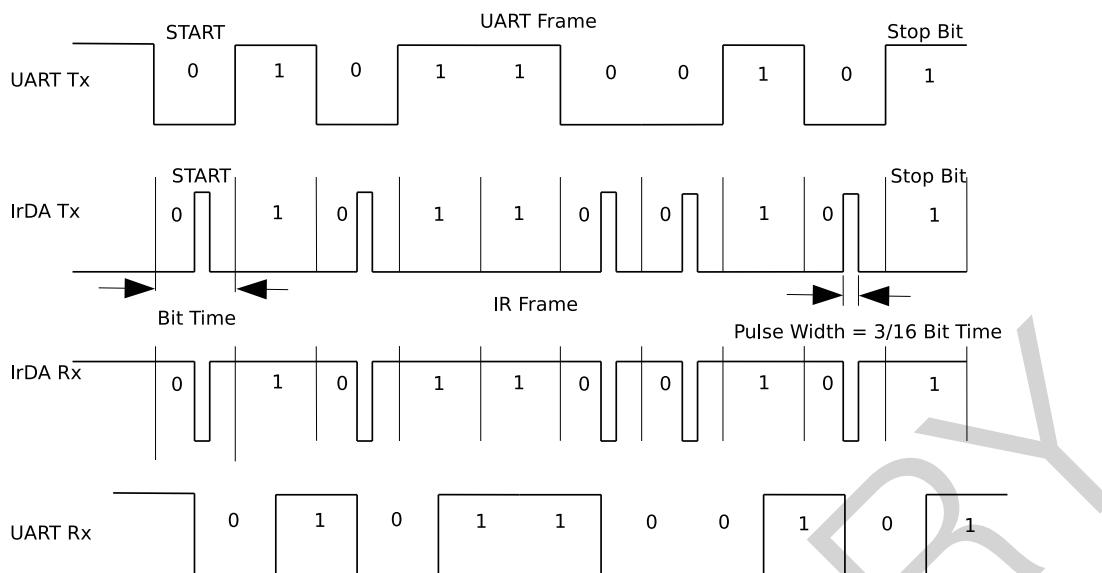


Figure 22-8. The Timing Diagram of Encoding and Decoding in SIR mode

The IrDA transceiver is half-duplex, meaning that it cannot send and receive data simultaneously. As shown in Figure 22-9, IrDA function is enabled by setting `UART_IRDA_EN`. When `UART_IRDA_TX_EN` is set (high), the IrDA transceiver is enabled to send data and not allowed to receive data; when `UART_IRDA_RX_EN` is reset (low), the IrDA transceiver is enabled to receive data and not allowed to send data.

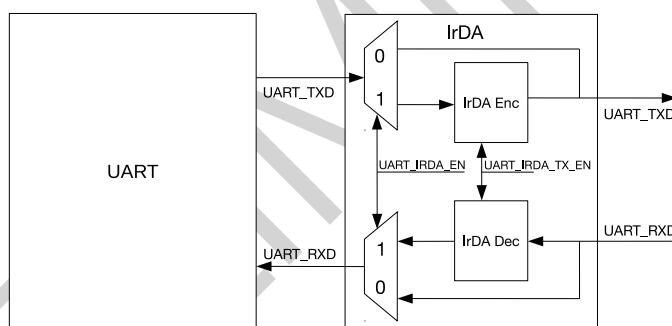


Figure 22-9. IrDA Encoding and Decoding Diagram

22.4.7 Wake-up

UART0 and UART1 can be set as wake-up source. When a UART controller is in Light-sleep mode, `Wakeup_Ctrl` counts up the rising edges of `rxn_in`. When the number of rising edges is greater than `(UART_ACTIVE_THRESHOLD + 2)`, a `wake_up` signal is generated and sent to RTC, which then wakes up ESP32-C3.

22.4.8 Flow Control

UART controllers have two ways to control data flow, namely hardware flow control and software flow control. Hardware flow control is achieved using output signal `rtsn_out` and input signal `dscrn_in`. Software flow control is achieved by inserting special characters in data flow sent and detecting special characters in data flow received.

22.4.8.1 Hardware Flow Control

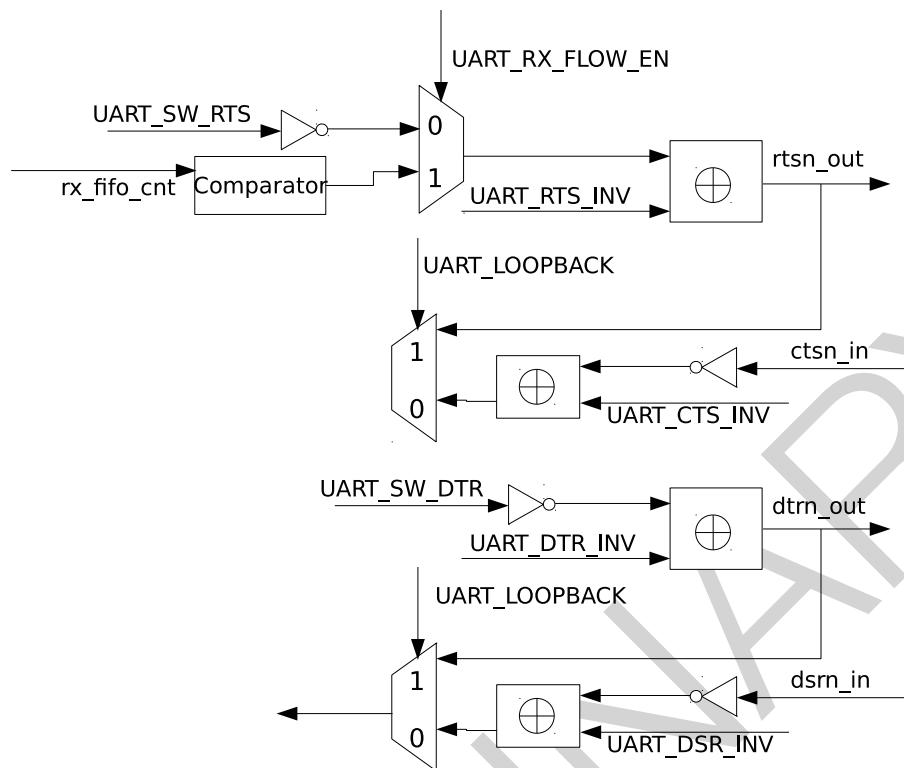


Figure 22-10. Hardware Flow Control Diagram

Figure 22-10 shows hardware flow control of a UART controller. Hardware flow control uses output signal rtsn_out and input signal dsrn_in. Figure 22-11 illustrates how these signals are connected between UART on ESP32-C3 (hereinafter referred to as IU0) and the external UART (hereinafter referred to as EU0).

When rtsn_out of IU0 is low, EU0 is allowed to send data; when rtsn_out of IU0 is high, EU0 is notified to stop sending data until rtsn_out of IU0 returns to low. The output signal rtsn_out can be controlled in two ways.

- Software control: Enter this mode by clearing [UART_RX_FLOW_EN](#) to 0. In this mode, the level of rtsn_out is changed by configuring [UART_SW_RTS](#).
- Hardware control: Enter this mode by setting [UART_RX_FLOW_EN](#) to 1. In this mode, rtsn_out is pulled high when data in Rx_FIFO exceeds [UART_RX_FLOW_THRHD](#).

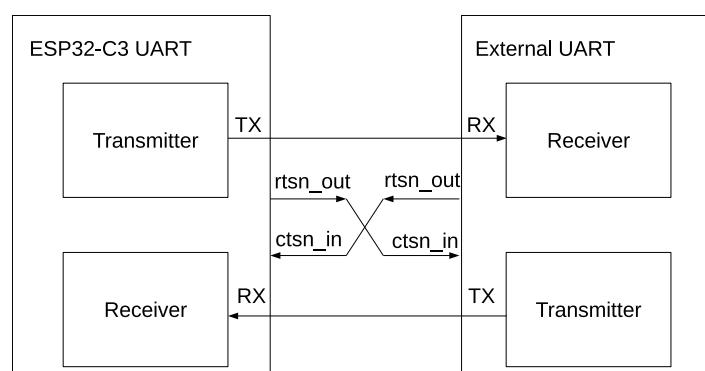


Figure 22-11. Connection between Hardware Flow Control Signals

When ctsn_in of IU0 is low, IU0 is allowed to send data; when ctsn_in is high, IU0 is not allowed to send data. When IU0 detects an edge change of ctsn_in, a `UART_CTS_CHG_INT` interrupt is generated.

If dtrn_out of IU0 is high, it indicates that IU0 is ready to transmit data. dtrn_out is generated by configuring the `UART_SW_DTR` field. When the IU0 transmitter detects a edge change of dsrn_in, a `UART_DSR_CHG_INT` interrupt is generated. After this interrupt is detected, software can obtain the level of input signal dsrn_in by reading `UART_DSRN`. If dsrn_in is high, it indicates that EU0 is ready to transmit data.

In a two-wire RS485 multidrop network enabled by setting `UART_RS485_EN`, dtrn_out is generated by hardware and used for transmit/receive turnaround. When data transmission starts, dtrn_out is pulled high and the external driver is enabled; when data transmission completes, dtrn_out is pulled low and the external driver is disabled. Please note that when there is turnaround delay of one cycle added after the stop bit, dtrn_out is pulled low after the delay.

UART loopback test is enabled by setting `UART_LOOPBACK`. In the test, UART output signal txd_out is connected to its input signal rxd_in, rtsn_out is connected to ctsn_in, and dtrn_out is connected to dsrn_out. If data sent matches data received, it indicates that UART controllers are working properly.

22.4.8.2 Software Flow Control

Instead of CTS/RTS lines, software flow control uses XON/XOFF characters to start or stop data transmission. Such flow control is enabled by setting `UART_SW_FLOW_CON_EN` to 1.

When using software flow control, hardware automatically detects if there are XON/XOFF characters in data flow received, and generate a `UART_SW_XOFF_INT` or a `UART_SW_XON_INT` interrupt accordingly. If an XOFF character is detected, the transmitter stops data transmission once the current byte has been transmitted; if an XON character is detected, the transmitter starts data transmission. In addition, software can force the transmitter to stop sending data by setting `UART_FORCE_XOFF`, or to start sending data by setting `UART_FORCE_XON`.

Software determines whether to insert flow control characters according to the remaining room in RX FIFO. When `UART_SEND_XOFF` is set, the transmitter sends an XOFF character configured by `UART_XOFF_CHAR` after the current byte in transmission; when `UART_SEND_XON` is set, the transmitter sends an XON character configured by `UART_XON_CHAR` after the current byte in transmission. If the RX FIFO of a UART controller stores more data than `UART_XOFF_THRESHOLD`, `UART_SEND_XOFF` is set by hardware. As a result, the transmitter sends an XOFF character configured by `UART_XOFF_CHAR` after the current byte in transmission. If the RX FIFO of a UART controller stores less data than `UART_XON_THRESHOLD`, `UART_SEND_XON` is set by hardware. As a result, the transmitter sends an XON character configured by `UART_XON_CHAR` after the current byte in transmission.

22.4.9 GDMA Mode

The two UART controllers on ESP32-C3 share one TX/RX GDMA (general direct memory access) channel via UHCI. In GDMA mode, UART controllers support the decoding and encoding of HCI data packets. The `UHCI_UARTn_CE` field determines which UART controller occupies the GDMA TX/RX channel.

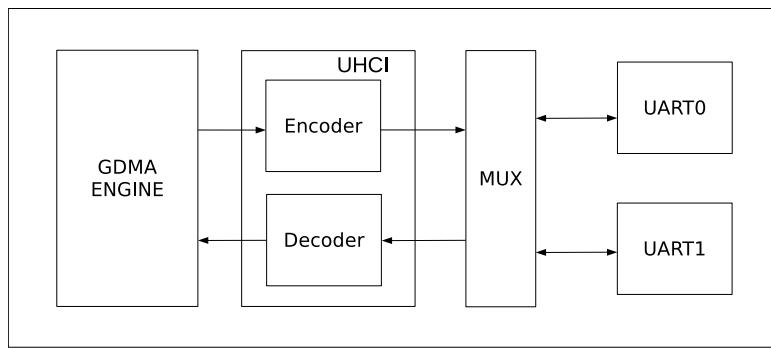


Figure 22-12. Data Transfer in GDMA Mode

Figure 22-12 shows how data is transferred using GDMA. Before GDMA receives data, software prepares an inlink. `GDMA_INLINK_ADDR_CHn` points to the first receive descriptor in the inlink. After `GDMA_INLINK_START_CHn` is set, UHCI sends data that UART has received to the decoder. The decoded data is then stored into the RAM pointed by the inlink under the control of GDMA.

Before GDMA sends data, software prepares an outlink and data to be sent. `GDMA_OUTLINK_ADDR_CHn` points to the first transmit descriptor in the outlink. After `GDMA_OUTLINK_START_CHn` is set, GDMA reads data from the RAM pointed by outlink. The data is then encoded by the encoder, and sent sequentially by the UART transmitter.

HCI data packets have separators at the beginning and the end, with data bits in the middle (separators + data bits + separators). The encoder inserts separators in front of and after data bits, and replaces data bits identical to separators with special characters. The decoder removes separators in front of and after data bits, and replaces special characters with separators. There can be more than one continuous separator at the beginning and the end of a data packet. The separator is configured by `UHCI_SEPER_CHAR`, 0xC0 by default. The special character is configured by `UHCI_ESC_SEQ0_CHAR0` (0xDB by default) and `UHCI_ESC_SEQ0_CHAR1` (0xDD by default). When all data has been sent, a `GDMA_OUT_TOTAL_EOF_CHn_INT` interrupt is generated. When all data has been received, a `GDMA_IN_SUC_EOF_CHn_INT` is generated.

22.4.10 UART Interrupts

- `UART_AT_CMD_CHAR_DET_INT`: Triggered when the receiver detects an AT_CMD character.
- `UART_RS485_CLASH_INT`: Triggered when a collision is detected between the transmitter and the receiver in RS485 mode.
- `UART_RS485_FRM_ERR_INT`: Triggered when an error is detected in the data frame sent by the transmitter in RS485 mode.
- `UART_RS485_PARITY_ERR_INT`: Triggered when an error is detected in the parity bit sent by the transmitter in RS485 mode.
- `UART_TX_DONE_INT`: Triggered when all data in the transmitter's TX FIFO has been sent.
- `UART_TX_BRK_IDLE_DONE_INT`: Triggered when the transmitter stays idle for the minimum interval (threshold) after sending the last data bit.
- `UART_TX_BRK_DONE_INT`: Triggered when the transmitter has sent all NULL characters after all data in TX FIFO had been sent.
- `UART_GLITCH_DET_INT`: Triggered when the receiver detects a glitch in the middle of the start bit.

- `UART_SW_XOFF_INT`: Triggered when `UART_SW_FLOW_CON_EN` is set and the receiver receives a XOFF character.
- `UART_SW_XON_INT`: Triggered when `UART_SW_FLOW_CON_EN` is set and the receiver receives a XON character.
- `UART_RXFIFO_TOUT_INT`: Triggered when the receiver takes more time than `UART_RX_TOUT_THRHD` to receive one byte.
- `UART_BRK_DET_INT`: Triggered when the receiver detects a NULL character after stop bits.
- `UART_CTS_CHG_INT`: Triggered when the receiver detects an edge change of CTSn signals.
- `UART_DSR_CHG_INT`: Triggered when the receiver detects an edge change of DSRn signals.
- `UART_RXFIFO_OVF_INT`: Triggered when the receiver receives more data than the capacity of RX FIFO.
- `UART_FRM_ERR_INT`: Triggered when the receiver detects a data frame error.
- `UART_PARITY_ERR_INT`: Triggered when the receiver detects a parity error.
- `UART_TXFIFO_EMPTY_INT`: Triggered when TX FIFO stores less data than what `UART_TXFIFO_EMPTY THRHD` specifies.
- `UART_RXFIFO_FULL_INT`: Triggered when the receiver receives more data than what `UART_RXFIFO_FULL THRHD` specifies.
- `UART_WAKEUP_INT`: Triggered when UART is woken up.

22.4.11 UHCI Interrupts

- `UHCI_APP_CTRL1_INT`: Triggered when software sets `UHCI_APP_CTRL1_INT_RAW`.
- `UHCI_APP_CTRL0_INT`: Triggered when software sets `UHCI_APP_CTRL0_INT_RAW`.
- `UHCI_OUTLINK_EOF_ERR_INT`: Triggered when an EOF error is detected in a transmit descriptor.
- `UHCI_SEND_A_REG_Q_INT`: Triggered when UHCI has sent a series of short packets using always_send.
- `UHCI_SEND_S_REG_Q_INT`: Triggered when UHCI has sent a series of short packets using single_send.
- `UHCI_TX_HUNG_INT`: Triggered when UHCI takes too long to read RAM using a GDMA transmit channel.
- `UHCI_RX_HUNG_INT`: Triggered when UHCI takes too long to receive data using a GDMA receive channel.
- `UHCI_TX_START_INT`: Triggered when GDMA detects a separator character.
- `UHCI_RX_START_INT`: Triggered when a separator character has been sent.

22.5 Programming Procedures

22.5.1 Register Type

All UART registers are in APB_CLK domain. According to whether clock domain crossing and synchronization are required, UART registers that can be configured by software are classified into three types, namely immediate registers, synchronous registers, and static registers. Immediate registers are read in APB_CLK domain, and take effect after configured via the APB bus. Synchronous registers are read in Core Clock domain, and take effect after synchronization. Static registers are also read in Core Clock domain, but would not change dynamically.

Therefore, for static registers clock domain crossing is not required, and software can turn on and off the clock for the UART transmitter or receiver to ensure that the configuration sampled in Core Clock domain is correct.

22.5.1.1 Synchronous Registers

Read in Core Clock domain, synchronous registers implement the clock domain crossing design to ensure that their values sampled in Core Clock domain are correct. These registers as listed in Table 22-1 are configured as follows:

- Enable register synchronization by clearing [UART_UPDATE_CTRL](#) to 0;
- Wait for [UART_REG_UPDATE](#) to become 0, which indicates the completion of last synchronization;
- Configure synchronous registers;
- Synchronize the configured values to Core Clock domain by writing 1 to [UART_REG_UPDATE](#).

Table 22-1. UART_n Synchronous Registers

Register	Field
UART_CLKDIV_REG	UART_CLKDIV_FRAG[3:0]
	UART_CLKDIV[11:0]
UART_CONF0_REG	UART_AUTOBAUD_EN
	UART_ERR_WR_MASK
	UART_TXD_INV
	UART_RXD_INV
	UART_IRDA_EN
	UART_TX_FLOW_EN
	UART_LOOPBACK
	UART_IRDA_RX_INV
	UART_IRDA_TX_EN
	UART_IRDA_WCTL
	UART_IRDA_TX_EN
	UART_IRDA_DPLX
	UART_STOP_BIT_NUM
	UART_BIT_NUM
	UART_PARITY_EN
	UART_PARITY
UART_FLOW_CONF_REG	UART_SEND_XOFF
	UART_SEND_XON
	UART_FORCE_XOFF
	UART_FORCE_XON
	UART_XONOFF_DEL
	UART_SW_FLOW_CON_EN
UART_TXBRK_CONF_REG	UART_RS485_TX_DLY_NUM[3:0]
	UART_RS485_RX_DLY_NUM
	UART_RS485RXBY_TX_EN
	UART_RS485TX_RX_EN
	UART_DL1_EN

	UART_DL0_EN
	UART_RS485_EN

22.5.1.2 Static Registers

Static registers, though also read in Core Clock domain, would not change dynamically when UART controllers are at work, so they do not implement the clock domain crossing design. These registers must be configured when the UART transmitter or receiver is not at work. In this case, software can turn off the clock for the UART transmitter or receiver, so that static registers are not sampled in their metastable state. When software turns on the clock, the configured values are stable to be correctly sampled. Static registers as listed in Table 22-2 are configured as follows:

- Turn off the clock for the UART transmitter by clearing [UART_TX_SCLK_EN](#), or the clock for the UART receiver by clearing [UART_RX_SCLK_EN](#), depending on which one (transmitter or receiver) is not at work;
- Configure static registers;
- Turn on the clock for the UART transmitter by writing 1 to [UART_TX_SCLK_EN](#), or the clock for the UART receiver by writing 1 to [UART_RX_SCLK_EN](#).

Table 22-2. UART_n Static Registers

Register	Field
UART_RX_FILT_REG	UART_GLITCH_FILTER_EN
	UART_GLITCH_FILTER[7:0]
UART_SLEEP_CONF_REG	UART_ACTIVE_THRESHOLD[9:0]
UART_SWFC_CONF0_REG	UART_XOFF_CHAR[7:0]
UART_SWFC_CONF1_REG	UART_XON_CHAR[7:0]
UART_IDLE_CONF_REG	UART_TX_IDLE_NUM[9:0]
UART_AT_CMD_PRECNT_REG	UART_PRE_IDLE_NUM[15:0]
UART_AT_CMD_POSTCNT_REG	UART_POST_IDLE_NUM[15:0]
UART_AT_CMD_GAPTOUT_REG	UART_RX_GAP_TOUT[15:0]
UART_AT_CMD_CHAR_REG	UART_CHAR_NUM[7:0]
	UART_AT_CMD_CHAR[7:0]

22.5.1.3 Immediate Registers

Except those listed in Table 22-1 and Table 22-2, registers that can be configured by software are immediate registers read in APB_CLK domain, such as interrupt and FIFO configuration registers.

22.5.2 Detailed Steps

Figure 22-13 illustrates the process to program UART controllers, namely initialize UART, configure registers, enable the UART transmitter or receiver, and finish data transmission.

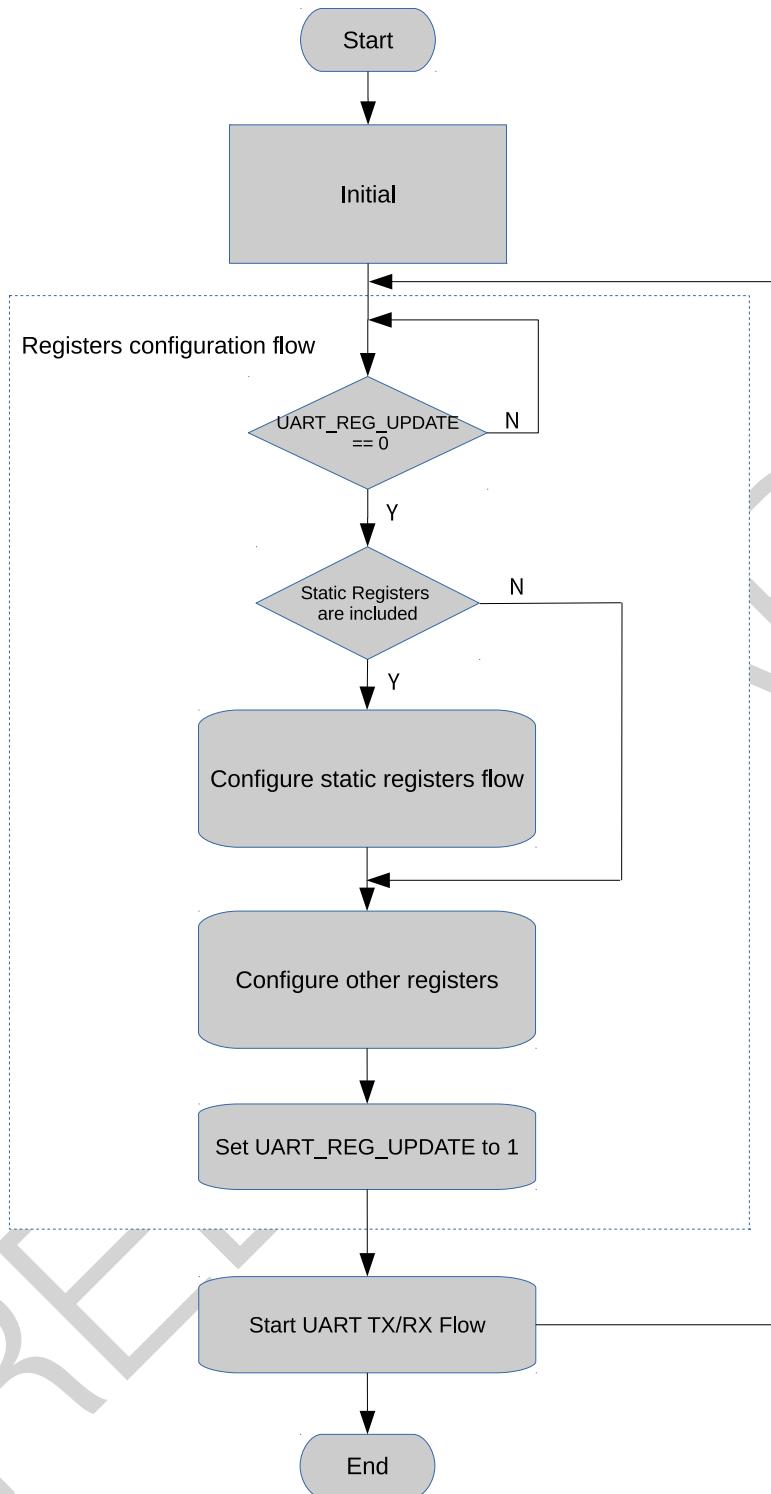


Figure 22-13. UART Programming Procedures

22.5.2.1 Initializing URAT n

To initialize URAT n :

- enable the clock for UART RAM by setting `SYSTEM_UART_MEM_CLK_EN` to 1;
- enable APB_CLK for URAT n by setting `SYSTEM_UARTn_CLK_EN` to 1;
- clear `SYSTEM_UARTn_RST`;

- write 1 to `UART_RST_CORE`;
- write 1 to `SYSTEM_UARTn_RST`;
- clear `SYSTEM_UARTn_RST`;
- clear `UART_RST_CORE`;
- enable register synchronization by clearing `UART_UPDATE_CTRL`.

22.5.2.2 Configuring URAT n Communication

To configure URAT n communication:

- wait for `UART_REG_UPDATE` to become 0, which indicates the completion of last synchronization;
- configure static registers (if any) following Section 22.5.1.2;
- select the clock source via `UART_SCLK_SEL`;
- configure divisor of the divider via `UART_SCLK_DIV_NUM`, `UART_SCLK_DIV_A`, and `UART_SCLK_DIV_B`;
- configure the baud rate for transmission via `UART_CLKDIV` and `UART_CLKDIV_FRAG`;
- configure data length via `UART_BIT_NUM`;
- configure odd or even parity check via `UART_PARITY_EN` and `UART_PARITY`;
- optional steps depending on application ...
- synchronize the configured values to Core Clock domain by writing 1 to `UART_REG_UPDATE`.

22.5.2.3 Enabling UART n

To enable UART n transmitter:

- configure TXFIFO's empty threshold via `UART_TXFIFO_EMPTY THRHD`;
- disable `UART_TXFIFO_EMPTY_INT` interrupt by clearing `UART_TXFIFO_EMPTY_INT_ENA`;
- write data to be sent to `UART_RXFIFO_RD_BYTE`;
- clear `UART_TXFIFO_EMPTY_INT` interrupt by setting `UART_TXFIFO_EMPTY_INT_CLR`;
- enable `UART_TXFIFO_EMPTY_INT` interrupt by setting `UART_TXFIFO_EMPTY_INT_ENA`;
- detect `UART_TXFIFO_EMPTY_INT` and wait for the completion of data transmission.

To enable UART n receiver:

- configure RXFIFO's full threshold via `UART_RXFIFO_FULL THRHD`;
- enable `UART_RXFIFO_FULL_INT` interrupt by setting `UART_RXFIFO_FULL_INT_ENA`;
- detect `UART_RXFIFO_FULL_INT` and wait until the RXFIFO is full;
- read data from RXFIFO via `UART_RXFIFO_RD_BYTE`, and obtain the number of bytes received in RXFIFO via `UART_RXFIFO_CNT`.

22.6 Register Summary

The addresses in this section are relative to UART Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
FIFO Configuration			
UART_FIFO_REG	FIFO data register	0x0000	RO
UART_MEM_CONF_REG	UART threshold and allocation configuration	0x0060	R/W
Interrupt Register			
UART_INT_RAW_REG	Raw interrupt status	0x0004	R/WTC/SS
UART_INT_ST_REG	Masked interrupt status	0x0008	RO
UART_INT_ENA_REG	Interrupt enable bits	0x000C	R/W
UART_INT_CLR_REG	Interrupt clear bits	0x0010	WT
Configuration Register			
UART_CLKDIV_REG	Clock divider configuration	0x0014	R/W
UART_RX_FILT_REG	RX Filter configuration	0x0018	R/W
UART_CONF0_REG	Configuration register 0	0x0020	R/W
UART_CONF1_REG	Configuration register 1	0x0024	R/W
UART_FLOW_CONF_REG	Software flow control configuration	0x0034	varies
UART_SLEEP_CONF_REG	Sleep mode configuration	0x0038	R/W
UART_SWFC_CONF0_REG	Software flow control character configuration	0x003C	R/W
UART_SWFC_CONF1_REG	Software flow control character configuration	0x0040	R/W
UART_TXBRK_CONF_REG	TX break character configuration	0x0044	R/W
UART_IDLE_CONF_REG	Frame-end idle configuration	0x0048	R/W
UART_RS485_CONF_REG	RS485 mode configuration	0x004C	R/W
UART_CLK_CONF_REG	UART core clock configuration	0x0078	R/W
Status Register			
UART_STATUS_REG	UART status register	0x001C	RO
UART_MEM_TX_STATUS_REG	TX FIFO write and read offset address	0x0064	RO
UART_MEM_RX_STATUS_REG	RX FIFO write and read offset address	0x0068	RO
UART_FSM_STATUS_REG	UART transmit and receive status.	0x006C	RO
Autobaud Register			
UART_LOWPULSE_REG	Autobaud minimum low pulse duration register	0x0028	RO
UART_HIGHPULSE_REG	Autobaud minimum high pulse duration register	0x002C	RO
UART_RXD_CNT_REG	Autobaud edge change count register	0x0030	RO
UART_POSPULSE_REG	Autobaud high pulse register	0x0070	RO
UART_NEGPULSE_REG	Autobaud low pulse register	0x0074	RO
AT Escape Sequence Selection Configuration			
UART_AT_CMD_PRECNT_REG	Pre-sequence timing configuration	0x0050	R/W
UART_AT_CMD_POSTCNT_REG	Post-sequence timing configuration	0x0054	R/W
UART_AT_CMD_GAPTOUT_REG	Timeout configuration	0x0058	R/W
UART_AT_CMD_CHAR_REG	AT escape sequence detection configuration	0x005C	R/W
Version Register			

Name	Description	Address	Access
UART_DATE_REG	UART version control register	0x007C	R/W
UART_ID_REG	UART ID register	0x0080	varies

Name	Description	Address	Access
Configuration Register			
UHCI_CONF0_REG	UHCI configuration register	0x0000	R/W
UHCI_CONF1_REG	UHCI configuration register	0x0014	varies
UHCI_ESCAPE_CONF_REG	Escape character configuration	0x0020	R/W
UHCI_HUNG_CONF_REG	Timeout configuration	0x0024	R/W
UHCI_ACK_NUM_REG	UHCI ACK number configuration	0x0028	varies
UHCI_QUICK_SENT_REG	UHCI quick send configuration register	0x0030	varies
UHCI_REG_Q0_WORD0_REG	Q0_WORD0 quick_sent register	0x0034	R/W
UHCI_REG_Q0_WORD1_REG	Q0_WORD1 quick_sent register	0x0038	R/W
UHCI_REG_Q1_WORD0_REG	Q1_WORD0 quick_sent register	0x003C	R/W
UHCI_REG_Q1_WORD1_REG	Q1_WORD1 quick_sent register	0x0040	R/W
UHCI_REG_Q2_WORD0_REG	Q2_WORD0 quick_sent register	0x0044	R/W
UHCI_REG_Q2_WORD1_REG	Q2_WORD1 quick_sent register	0x0048	R/W
UHCI_REG_Q3_WORD0_REG	Q3_WORD0 quick_sent register	0x004C	R/W
UHCI_REG_Q3_WORD1_REG	Q3_WORD1 quick_sent register	0x0050	R/W
UHCI_REG_Q4_WORD0_REG	Q4_WORD0 quick_sent register	0x0054	R/W
UHCI_REG_Q4_WORD1_REG	Q4_WORD1 quick_sent register	0x0058	R/W
UHCI_REG_Q5_WORD0_REG	Q5_WORD0 quick_sent register	0x005C	R/W
UHCI_REG_Q5_WORD1_REG	Q5_WORD1 quick_sent register	0x0060	R/W
UHCI_REG_Q6_WORD0_REG	Q6_WORD0 quick_sent register	0x0064	R/W
UHCI_REG_Q6_WORD1_REG	Q6_WORD1 quick_sent register	0x0068	R/W
UHCI_ESC_CONF0_REG	Escape sequence configuration register 0	0x006C	R/W
UHCI_ESC_CONF1_REG	Escape sequence configuration register 1	0x0070	R/W
UHCI_ESC_CONF2_REG	Escape sequence configuration register 2	0x0074	R/W
UHCI_ESC_CONF3_REG	Escape sequence configuration register 3	0x0078	R/W
UHCI_PKT_THRES_REG	Configuration register for packet length	0x007C	R/W
Interrupt Register			
UHCI_INT_RAW_REG	Raw interrupt status	0x0004	varies
UHCI_INT_ST_REG	Masked interrupt status	0x0008	RO
UHCI_INT_ENA_REG	Interrupt enable bits	0x000C	R/W
UHCI_INT_CLR_REG	Interrupt clear bits	0x0010	WT
UHCI Status Register			
UHCI_STATE0_REG	UHCI receive status	0x0018	RO
UHCI_STATE1_REG	UHCI transmit status	0x001C	RO
UHCI_RX_HEAD_REG	UHCI packet header register	0x002C	RO
Version Register			
UHCI_DATE_REG	UHCI version control register	0x0080	R/W

22.7 Registers

The addresses in this section are relative to UART Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 22.1. UART_FIFO_REG (0x0000)

(reserved)																UART_RXFIFO_RD_BYTE	
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																0	Reset

UART_RXFIFO_RD_BYTE UART_n accesses FIFO via this register. (RO)

Register 22.2. UART_MEM_CONF_REG (0x0060)

(reserved)				UART_MEM_FORCE_PU		UART_RX_TOUT_THRHD		UART_RX_FLOW_THRHD		UART_TX_SIZE		UART_RX_SIZE		(reserved)	
31	28	27	26												
0	0	0	0	0	0	0xa		0x0		0x1	1	0	Reset		

UART_RX_SIZE This register is used to configure the amount of mem allocated for RX FIFO. The default number is 128 bytes. (R/W)

UART_TX_SIZE This register is used to configure the amount of mem allocated for TX FIFO. The default number is 128 bytes. (R/W)

UART_RX_FLOW_THRHD This register is used to configure the maximum amount of data that can be received when hardware flow control works. (R/W)

UART_RX_TOUT_THRHD This register is used to configure the threshold time that receiver takes to receive one byte, in the unit of bit time (the time it takes to transfer one bit). The UART_RXFIFO_TOUT_INT interrupt will be triggered when the receiver takes more time to receive one byte with UART_RX_TOUT_EN set to 1. (R/W)

UART_MEM_FORCE_PD Set this bit to force power down UART memory. (R/W)

UART_MEM_FORCE_PU Set this bit to force power up UART memory. (R/W)

Register 22.3. UART_INT_RAW_REG (0x0004)

UART_INT_RAW_REG																														
(reserved)																														
31	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0									
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

UART_RXFIFO_FULL_INT_RAW This interrupt raw bit turns to high level when receiver receives more data than what UART_RXFIFO_FULL_THRHD specifies. (R/WTC/SS)

UART_TXFIFO_EMPTY_INT_RAW This interrupt raw bit turns to high level when the amount of data in TX FIFO is less than what UART_TXFIFO_EMPTY_THRHD specifies. (R/WTC/SS)

UART_PARITY_ERR_INT_RAW This interrupt raw bit turns to high level when receiver detects a parity error in the data. (R/WTC/SS)

UART_FRM_ERR_INT_RAW This interrupt raw bit turns to high level when receiver detects a data frame error. (R/WTC/SS)

UART_RXFIFO_OVF_INT_RAW This interrupt raw bit turns to high level when receiver receives more data than the FIFO can store. (R/WTC/SS)

UART_DSR_CHG_INT_RAW This interrupt raw bit turns to high level when receiver detects the edge change of DSRn signal. (R/WTC/SS)

UART_CTS_CHG_INT_RAW This interrupt raw bit turns to high level when receiver detects the edge change of CTSn signal. (R/WTC/SS)

UART_BRK_DET_INT_RAW This interrupt raw bit turns to high level when receiver detects a 0 after the stop bit. (R/WTC/SS)

UART_RXFIFO_TOUT_INT_RAW This interrupt raw bit turns to high level when receiver takes more time than UART_RX_TOUT_THRHD to receive a byte. (R/WTC/SS)

UART_SW_XON_INT_RAW This interrupt raw bit turns to high level when receiver receives XON character when UART_SW_FLOW_CON_EN is set to 1. (R/WTC/SS)

UART_SW_XOFF_INT_RAW This interrupt raw bit turns to high level when receiver receives XOFF character when UART_SW_FLOW_CON_EN is set to 1. (R/WTC/SS)

UART_GLITCH_DET_INT_RAW This interrupt raw bit turns to high level when receiver detects a glitch in the middle of a start bit. (R/WTC/SS)

Continued on the next page...

Register 22.3. UART_INT_RAW_REG (0x0004)

Continued from the previous page...

UART_TX_BRK_DONE_INT_RAW This interrupt raw bit turns to high level when transmitter completes sending NULL characters, after all data in TX FIFO are sent. (R/WTC/SS)

UART_TX_BRK_IDLE_DONE_INT_RAW This interrupt raw bit turns to high level when transmitter has kept the shortest duration after sending the last data. (R/WTC/SS)

UART_TX_DONE_INT_RAW This interrupt raw bit turns to high level when transmitter has sent out all data in FIFO. (R/WTC/SS)

UART_RS485_PARITY_ERR_INT_RAW This interrupt raw bit turns to high level when receiver detects a parity error from the echo of transmitter in RS485 mode. (R/WTC/SS)

UART_RS485_FRM_ERR_INT_RAW This interrupt raw bit turns to high level when receiver detects a data frame error from the echo of transmitter in RS485 mode. (R/WTC/SS)

UART_RS485_CLASH_INT_RAW This interrupt raw bit turns to high level when detects a clash between transmitter and receiver in RS485 mode. (R/WTC/SS)

UART_AT_CMD_CHAR_DET_INT_RAW This interrupt raw bit turns to high level when receiver detects the configured UART_AT_CMD_CHAR. (R/WTC/SS)

UART_WAKEUP_INT_RAW This interrupt raw bit turns to high level when input RXD edge changes more times than what UART_ACTIVE_THRESHOLD specifies in Light-sleep mode. (R/WTC/SS)

Register 22.4. UART_INT_ST_REG (0x0008)

31	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset
(reserved)		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

UART_WAKEUP_INT_ST
UART_AT_CMD_INT_ST
UART_RS485_CLASH_DET_INT_ST
UART_RS485_FRM_ERR_INT_ST
UART_RS485_TX_DONE_INT_ST
UART_RS485_PARITY_ERR_INT_ST
UART_BRK_IDLE_DONE_INT_ST
UART_BRK_GLITCH_DET_INT_ST
UART_BRK_DONE_INT_ST
UART_SW_XOFF_INT_ST
UART_SW_XON_INT_ST
UART_RXFFO_OVF_INT_ST
UART_DSR_CHG_INT_ST
UART_RXFFO_ERR_INT_ST
UART_RXFFO_EMPTY_INT_ST
UART_RXFFO_FULL_INT_ST

UART_RXFIFO_FULL_INT_ST This is the status bit for UART_RXFIFO_FULL_INT_RAW when UART_RXFIFO_FULL_INT_ENA is set to 1. (RO)

UART_TXFIFO_EMPTY_INT_ST This is the status bit for UART_TXFIFO_EMPTY_INT_RAW when UART_TXFIFO_EMPTY_INT_ENA is set to 1. (RO)

UART_PARITY_ERR_INT_ST This is the status bit for UART_PARITY_ERR_INT_RAW when UART_PARITY_ERR_INT_ENA is set to 1. (RO)

UART_FRM_ERR_INT_ST This is the status bit for UART_FRM_ERR_INT_RAW when UART_FRM_ERR_INT_ENA is set to 1. (RO)

UART_RXFIFO_OVF_INT_ST This is the status bit for UART_RXFIFO_OVF_INT_RAW when UART_RXFIFO_OVF_INT_ENA is set to 1. (RO)

UART_DSR_CHG_INT_ST This is the status bit for UART_DSR_CHG_INT_RAW when UART_DSR_CHG_INT_ENA is set to 1. (RO)

UART_CTS_CHG_INT_ST This is the status bit for UART_CTS_CHG_INT_RAW when UART_CTS_CHG_INT_ENA is set to 1. (RO)

UART_BRK_DET_INT_ST This is the status bit for UART_BRK_DET_INT_RAW when UART_BRK_DET_INT_ENA is set to 1. (RO)

UART_RXFIFO_TOUT_INT_ST This is the status bit for UART_RXFIFO_TOUT_INT_RAW when UART_RXFIFO_TOUT_INT_ENA is set to 1. (RO)

UART_SW_XON_INT_ST This is the status bit for UART_SW_XON_INT_RAW when UART_SW_XON_INT_ENA is set to 1. (RO)

UART_SW_XOFF_INT_ST This is the status bit for UART_SW_XOFF_INT_RAW when UART_SW_XOFF_INT_ENA is set to 1. (RO)

UART_GLITCH_DET_INT_ST This is the status bit for UART_GLITCH_DET_INT_RAW when UART_GLITCH_DET_INT_ENA is set to 1. (RO)

UART_TX_BRK_DONE_INT_ST This is the status bit for UART_TX_BRK_DONE_INT_RAW when UART_TX_BRK_DONE_INT_ENA is set to 1. (RO)

Continued on the next page...

Register 22.4. UART_INT_ST_REG (0x0008)

Continued from the previous page...

UART_TX_BRK_IDLE_DONE_INT_ST This is the status bit for UART_TX_BRK_IDLE_DONE_INT_RAW when UART_TX_BRK_IDLE_DONE_INT_ENA is set to 1. (RO)

UART_TX_DONE_INT_ST This is the status bit for UART_TX_DONE_INT_RAW when UART_TX_DONE_INT_ENA is set to 1. (RO)

UART_RS485_PARITY_ERR_INT_ST This is the status bit for UART_RS485_PARITY_ERR_INT_RAW when UART_RS485_PARITY_INT_ENA is set to 1. (RO)

UART_RS485_FRM_ERR_INT_ST This is the status bit for UART_RS485_FRM_ERR_INT_RAW when UART_RS485_FRM_ERR_INT_ENA is set to 1. (RO)

UART_RS485_CLASH_INT_ST This is the status bit for UART_RS485_CLASH_INT_RAW when UART_RS485_CLASH_INT_ENA is set to 1. (RO)

UART_AT_CMD_CHAR_DET_INT_ST This is the status bit for UART_AT_CMD_CHAR_DET_INT_RAW when UART_AT_CMD_CHAR_DET_INT_ENA is set to 1. (RO)

UART_WAKEUP_INT_ST This is the status bit for UART_WAKEUP_INT_RAW when UART_WAKEUP_INT_ENA is set to 1. (RO)

Register 22.5. UART_INT_ENA_REG (0x000C)

UART_RXFIFO_FULL_INT_ENA This is the enable bit for **UART_RXFIFO_FULL_INT_ST** register.

(R/W)

UART_TXFIFO_EMPTY_INT_ENA This is the enable bit for UART_TXFIFO_EMPTY_INT_ST register.

(R/W)

UART_PARITY_ERR_INT_ENA This is the enable bit for UART_PARITY_ERR_INT_ST register. (R/W)

UART_FRM_ERR_INT_ENA This is the enable bit for UART_FRM_ERR_INT_ST register. (R/W)

UART_RXFIFO_OVF_INT_ENA This is the enable bit for UART_RXFIFO_OVF_INT_ST register. (R/W)

UART_DSR_CHG_INT_ENA This is the enable bit for UART_DSR_CHG_INT_ST register. (R/W)

UART_CTS_CHG_INT_ENA This is the enable bit for UART_CTS_CHG_INT_ST register. (R/W)

UART_BRK_DET_INT_ENA This is the enable bit for UART_BRK_DET_INT_ST register. (R/W)

UART_RXFIFO_TOUT_INT_ENA This is the enable bit for UART_RXFIFO_TOUT_INT_ST register.
(R/W)

UART_SW_XON_INT_ENA This is the enable bit for UART_SW_XON_INT_ST register. (R/W)

UART_SW_XOFF_INT_ENA This is the enable bit for UART_SW_XOFF_INT_ST register. (R/W)

UART_GLITCH_DET_INT_ENA This is the enable bit for UART_GLITCH_DET_INT_ST register. (R/W)

UART_TX_BRK_DONE_INT_ENA This is the enable bit for UART_TX_BRK_DONE_INT_ST register.
(R/W)

UART_TX_BRK_IDLE_DONE_INT_ENA This is the enable bit for the
UART_TX_BRK_IDLE_DONE_INT_ST register. (R/W)

UART_TX_DONE_INT_ENA This is the enable bit for UART_TX_DONE_INT_ST register. (R/W)

Continued on the next page...

Register 22.5. UART_INT_ENA_REG (0x000C)

Continued from the previous page...

UART_RS45_PARITY_ERR_INT_ENA This is the enable bit for UART_RS45_PARITY_ERR_INT_ST register. (R/W)

UART_RS45_FRM_ERR_INT_ENA This is the enable bit for UART_RS45_FRM_ERR_INT_ST register. (R/W)

UART_RS45_CLASH_INT_ENA This is the enable bit for UART_RS45_CLASH_INT_ST register. (R/W)

UART_AT_CMD_CHAR_DET_INT_ENA This is the enable bit for UART_AT_CMD_CHAR_DET_INT_ST register. (R/W)

UART_WAKEUP_INT_ENA This is the enable bit for UART_WAKEUP_INT_ST register. (R/W)

PRELIMINARY

Register 22.6. UART_INT_CLR_REG (0x0010)

UART_RXFIFO_FULL_INT_CLR Set this bit to clear UART_THE_RXFIFO_FULL_INT_RAW interrupt.

(WT)

UART_TXFIFO_EMPTY_INT_CLR Set this bit to clear UART_TXFIFO_EMPTY_INT_RAW interrupt.

(WT)

UART_PARITY_ERR_INT_CLR Set this bit to clear UART_PARITY_ERR_INT_RAW interrupt. (WT)

UART_FRM_ERR_INT_CLR Set this bit to clear UART_FRM_ERR_INT_RAW interrupt. (WT)

UART_RXFIFO_OVF_INT_CLR Set this bit to clear UART_RXFIFO_OVF_INT_RAW interrupt.

(WT)

UART_DSR_CHG_INT_CLR Set this bit to clear UART_DSR_CHG_INT_RAW interrupt. (WT)

UART_CTS_CHG_INT_CLR Set this bit to clear UART_CTS_CHG_INT_RAW interrupt. (WT)

UART_BRK_DET_INT_CLR Set this bit to clear UART_BRK_DET_INT_RAW interrupt. (WT)

UART_RXFIFO_TOUT_INT_CLR Set this bit to clear UART_RXFIFO_TOUT_INT_RAW interrupt. (WT)

UART_SW_XON_INT_CLR Set this bit to clear UART_SW_XON_INT_RAW interrupt. (WT)

UART_SW_XOFF_INT_CLR Set this bit to clear UART_SW_XOFF_INT_RAW interrupt. (WT)

UART_GLITCH_DET_INT_CLR Set this bit to clear UART_GLITCH_DET_INT_RAW interrupt. (WT)

UART_TX_BRK_DONE_INT_CLR Set this bit to clear UART_TX_BRK_DONE_INT_RAW interrupt.
(WT)

UART_TX_BRK_IDLE_DONE_INT_CLR Set this bit to clear UART_TX_BRK_IDLE_DONE_INT_RAW interrupt. (WT)

UART_TX_DONE_INT_CLR Set this bit to clear UART_TX_DONE_INT_RAW interrupt. (WT)

UART_RS485_PARITY_ERR_INT_CLR Set this bit to clear UART_RS485_PARITY_ERR_INT_RAW interrupt. (WT)

Continued on the next page...

Register 22.6. UART_INT_CLR_REG (0x0010)

Continued from the previous page...

UART_RS485_FRM_ERR_INT_CLR Set this bit to clear UART_RS485_FRM_ERR_INT_RAW interrupt. (WT)

UART_RS485_CLASH_INT_CLR Set this bit to clear UART_RS485_CLASH_INT_RAW interrupt. (WT)

UART_AT_CMD_CHAR_DET_INT_CLR Set this bit to clear UART_AT_CMD_CHAR_DET_INT_RAW interrupt. (WT)

UART_WAKEUP_INT_CLR Set this bit to clear UART_WAKEUP_INT_RAW interrupt. (WT)

Register 22.7. UART_CLKDIV_REG (0x0014)

UART_CLKDIV							
UART_CLKDIV_FRAG				UART_CLKDIV			
(reserved)				(reserved)			
31	24	23	20	19	12	11	0
0	0	0	0	0	0	0	0x2b6
Reset							

UART_CLKDIV The integral part of the frequency divisor. (R/W)

UART_CLKDIV_FRAG The decimal part of the frequency divisor. (R/W)

Register 22.8. UART_RX_FILT_REG (0x0018)

UART_GLITCH_FLT							
UART_GLITCH_FLT_EN				UART_GLITCH_FLT			
(reserved)				(reserved)			
31	24	23	20	19	12	11	0
0	0	0	0	0	0	0	0x8
Reset							

UART_GLITCH_FLT When input pulse width is lower than this value, the pulse is ignored. (R/W)

UART_GLITCH_FLT_EN Set this bit to enable RX signal filter. (R/W)

Register 22.9. UART_CONF0_REG (0x0020)

	(reserved)	UART_MEM_CLK_EN	UART_AUTOBAUD_EN	UART_ERR_WR_MASK	UART_CLK_EN	UART_DTR_INV	UART_RTS_INV	UART_TXD_INV	UART_DSR_INV	UART_CTS_INV	UART_RXD_INV	UART_RXFIFO_RST	UART_RXFIFO_RST	UART_TX_FLOW_EN	UART_LOOPBACK	UART_RXDA_EN	UART_RXDA_WCTL	UART_RXDA_TX_INV	UART_RXDA_TX_EN	UART_RXDA_DPLX	UART_RXD_BRK	UART_SW_DTR	UART_STOP_BIT_NUM	UART_BIT_NUM	UART_PARITY_EN	UART_PARITY				
31	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	3	0	0	Reset	

UART_PARITY This register is used to configure the parity check mode. (R/W)

UART_PARITY_EN Set this bit to enable UART parity check. (R/W)

UART_BIT_NUM This register is used to set the length of data. (R/W)

UART_STOP_BIT_NUM This register is used to set the length of stop bit. (R/W)

UART_SW_RTS This register is used to configure the software RTS signal which is used in software flow control. (R/W)

UART_SW_DTR This register is used to configure the software DTR signal which is used in software flow control. (R/W)

UART_TXD_BRK Set this bit to enable transmitter to send NULL when the process of sending data is done. (R/W)

UART_IRDA_DPLX Set this bit to enable IrDA loopback mode. (R/W)

UART_IRDA_TX_EN This is the start enable bit for IrDA transmitter. (R/W)

UART_IRDA_WCTL 1'h1: The IrDA transmitter's 11th bit is the same as 10th bit. 1'h0: Set IrDA transmitter's 11th bit to 0. (R/W)

UART_IRDA_TX_INV Set this bit to invert the level of IrDA transmitter. (R/W)

UART_IRDA_RX_INV Set this bit to invert the level of IrDA receiver. (R/W)

UART_LOOPBACK Set this bit to enable UART loopback test mode. (R/W)

UART_TX_FLOW_EN Set this bit to enable flow control function for transmitter. (R/W)

UART_IRDA_EN Set this bit to enable IrDA protocol. (R/W)

UART_RXFIFO_RST Set this bit to reset the UART RX FIFO. (R/W)

UART_TXFIFO_RST Set this bit to reset the UART TX FIFO. (R/W)

UART_RXD_INV Set this bit to inverse the level value of UART RXD signal. (R/W)

UART_CTS_INV Set this bit to inverse the level value of UART CTS signal. (R/W)

UART_DSR_INV Set this bit to inverse the level value of UART DSR signal. (R/W)

Continued on the next page...

Register 22.9. UART_CONF0_REG (0x0020)

Continued from the previous page...

UART_TXD_INV Set this bit to inverse the level value of UART TXD signal. (R/W)

UART_RTS_INV Set this bit to inverse the level value of UART RTS signal. (R/W)

UART_DTR_INV Set this bit to inverse the level value of UART DTR signal. (R/W)

UART_CLK_EN 1'h1: Force clock on for register. 1'h0: Support clock only when application writes registers. (R/W)

UART_ERR_WR_MASK 1'h1: Receiver stops storing data into FIFO when data is wrong. 1'h0: Receiver stores the data even if the received data is wrong. (R/W)

UART_AUTOBAUD_EN This is the enable bit for detecting baud rate. (R/W)

UART_MEM_CLK_EN UART memory clock gate enable signal. (R/W)

Register 22.10. UART_CONF1_REG (0x0024)

(reserved)	22	21	20	19	18	17	9	8	0
0 0 0 0 0 0 0 0 0 0	0	0	0	0	0	0	0x60	0x60	Reset

UART_RXFIFO_FULL_THRHD It will produce UART_RXFIFO_FULL_INT interrupt when receiver receives more data than this register value. (R/W)

UART_TXFIFO_EMPTY_THRHD It will produce UART_TXFIFO_EMPTY_INT interrupt when the data amount in TX FIFO is less than this register value. (R/W)

UART_DIS_RX_DAT_OVF Disable UART RX data overflow detection. (R/W)

UART_RX_TOUT_FLOW_DIS Set this bit to stop accumulating idle_cnt when hardware flow control works. (R/W)

UART_RX_FLOW_EN This is the flow enable bit for UART receiver. (R/W)

UART_RX_TOUT_EN This is the enable bit for UART receiver's timeout function. (R/W)

Register 22.11. UART_FLOW_CONF_REG (0x0034)

								UART_FLOW_CONF_REG							
								Bit Description							
								6	5	4	3	2	1	0	
31	24	23	22	21	20	19	18	UART_SEND_XOFF	UART_SEND_XON	UART_FORCE_XOFF	UART_FORCE_XON	UART_XONOFF_DEL	UART_SW_FLOW_CON_EN	Reset	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

UART_SW_FLOW_CON_EN Set this bit to enable software flow control. It is used with register SW_XON or SW_XOFF. (R/W)

UART_XONOFF_DEL Set this bit to remove flow control char from the received data. (R/W)

UART_FORCE_XON Set this bit to enable the transmitter to go on sending data. (R/W)

UART_FORCE_XOFF Set this bit to stop the transmitter from sending data. (R/W)

UART_SEND_XON Set this bit to send XON character. It is cleared by hardware automatically. (R/W/SS/SC)

UART_SEND_XOFF Set this bit to send XOFF character. It is cleared by hardware automatically. (R/W/SS/SC)

Register 22.12. UART_SLEEP_CONF_REG (0x0038)

								UART_SLEEP_CONF_REG										
								Bit Description										
								10	9	8	7	6	5	4	3	2	1	0
31	24	23	22	21	20	19	18	UART_ACTIVE_THRESHOLD	0	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
																	0xf0	Reset

UART_ACTIVE_THRESHOLD The UART is activated from light-sleep mode when the input RXD edge changes more times than this register value. (R/W)

Register 22.13. UART_SWFC_CONF0_REG (0x003C)

The diagram shows the bit field layout of Register 22.13. The register is 32 bits wide. Bits 31 to 17 are labeled '(reserved)'. Bits 16 to 9 are labeled 'UART_XOFF_CHAR' and have a value of 0x13. Bits 8 to 0 are labeled 'UART_XOFF_THRESHOLD' and have a value of 0xe0. A 'Reset' label is at the bottom right.

31	17	16	9	8	0
0	0	0	0	0	0xe0

Reset

UART_XOFF_THRESHOLD When the data amount in RX FIFO is more than this register value with UART_SW_FLOW_CON_EN set to 1, it will send a XOFF character. (R/W)

UART_XOFF_CHAR This register stores the XOFF flow control character. (R/W)

Register 22.14. UART_SWFC_CONF1_REG (0x0040)

The diagram shows the bit field layout of Register 22.14. The register is 32 bits wide. Bits 31 to 17 are labeled '(reserved)'. Bits 16 to 9 are labeled 'UART_XON_CHAR' and have a value of 0x11. Bits 8 to 0 are labeled 'UART_XON_THRESHOLD' and have a value of 0x0. A 'Reset' label is at the bottom right.

31	17	16	9	8	0
0	0	0	0	0	0x0

Reset

UART_XON_THRESHOLD When the data amount in RX FIFO is less than this register value with UART_SW_FLOW_CON_EN set to 1, it will send a XON character. (R/W)

UART_XON_CHAR This register stores the XON flow control character. (R/W)

Register 22.15. UART_TXBRK_CONF_REG (0x0044)

The diagram shows the bit field layout of Register 22.15. The register is 32 bits wide. Bits 31 to 17 are labeled '(reserved)'. Bits 16 to 8 are labeled 'UART_TX_BRK_NUM' and have a value of 0xa. Bits 7 to 0 are labeled '0'. A 'Reset' label is at the bottom right.

31	17	16	9	8	0
0	0	0	0	0	0xa

Reset

UART_TX_BRK_NUM This register is used to configure the number of 0 to be sent after the process of sending data is done. It is active when txd_brk is set to 1. (R/W)

Register 22.16. UART_IDLE_CONF_REG (0x0048)

UART_IDLE_CONF_REG (0x0048)									
31		20	19		10	9		0	
0	0	0	0	0	0	0	0	0	Reset

UART_RX_IDLE_THRHD It will produce frame end signal when receiver takes more time to receive one byte data than this register value, in the unit of bit time (the time it takes to transfer one bit). (R/W)

UART_TX_IDLE_NUM This register is used to configure the duration time between transfers, in the unit of bit time (the time it takes to transfer one bit). (R/W)

Register 22.17. UART_RS485_CONF_REG (0x004C)

UART_RS485_CONF_REG (0x004C)									
31					10	9			
0	0	0	0	0	0	0	0	0	Reset

Register 22.18. UART_CLK_CONF_REG (0x0078)

(reserved)	UART_RX_SCLK_EN	UART_TX_SCLK_EN	UART_RST_CORE	UART_SCLK_SEL	UART_SCLK_DIV_NUM	UART_SCLK_DIV_A	UART_SCLK_DIV_B	Reset						
31	26	25	24	23	22	21	20	19	12	11	6	5	0	
0	0	0	0	0	0	1	1	0	1	3	0x1	0x0	0x0	Reset

UART_SCLK_DIV_B The denominator of the frequency divisor. (R/W)

UART_SCLK_DIV_A The numerator of the frequency divisor. (R/W)

UART_SCLK_DIV_NUM The integral part of the frequency divisor. (R/W)

UART_SCLK_SEL UART clock source select. 1: APB_CLK; 2: FOSC_CLK; 3: XTAL_CLK. (R/W)

UART_SCLK_EN Set this bit to enable UART TX/RX clock. (R/W)

UART_RST_CORE Write 1 and then write 0 to this bit, to reset UART TX/RX. (R/W)

UART_TX_SCLK_EN Set this bit to enable UART TX clock. (R/W)

UART_RX_SCLK_EN Set this bit to enable UART RX clock. (R/W)

Register 22.19. UART_STATUS_REG (0x001C)

UART_TXD	UART_RTSN	UART_DTRN	(reserved)	UART_TXFIFO_CNT	UART_RXD	UART_CTSN	UART_DSRN	(reserved)	UART_RXFIFO_CNT	0	0	0	0	0
31	30	29	28	26	25	16	15	14	13	12	10	9	0	0
1	1	1	0	0	0	0	1	1	0	0	0	0	0	0

UART_RXFIFO_CNT Stores the byte number of valid data in RX FIFO. (RO)

UART_DSRN The register represent the level value of the internal UART DSR signal. (RO)

UART_CTSN This register represent the level value of the internal UART CTS signal. (RO)

UART_RXD This register represent the level value of the internal UART RXD signal. (RO)

UART_TXFIFO_CNT Stores the byte number of data in TX FIFO. (RO)

UART_DTRN This bit represents the level of the internal UART DTR signal. (RO)

UART_RTSN This bit represents the level of the internal UART RTS signal. (RO)

UART_TXD This bit represents the level of the internal UART TXD signal. (RO)

Register 22.20. UART_MEM_TX_STATUS_REG (0x0064)

UART_MEM_TX_STATUS_REG (0x0064)									
(reserved)									
UART_TX_RADDR									
(reserved)									
UART_APB_TX_WADDR									
31	21	20		11	10	9		0	
0	0	0	0	0	0	0	0	0	Reset
0x0									
0									
0x0									

UART_APB_TX_WADDR This register stores the offset address in TX FIFO when software writes TX FIFO via APB. (RO)

UART_TX_RADDR This register stores the offset address in TX FIFO when TX FSM reads data via Tx_FIFO_Ctrl. (RO)

Register 22.21. UART_MEM_RX_STATUS_REG (0x0068)

UART_MEM_RX_STATUS_REG (0x0068)									
(reserved)									
UART_RX_WADDR									
(reserved)									
UART_APB_RX_RADDR									
31	21	20		11	10	9		0	
0	0	0	0	0	0	0	0	0	Reset
0x100									
0									
0x100									

UART_APB_RX_RADDR This register stores the offset address in RX FIFO when software reads data from RX FIFO via APB. UART0 is 10'h100. UART1 is 10'h180. (RO)

UART_RX_WADDR This register stores the offset address in RX FIFO when Rx_FIFO_Ctrl writes RX FIFO. (RO)

Register 22.22. UART_FSM_STATUS_REG (0x006C)

UART_FSM_STATUS_REG (0x006C)									
(reserved)									
UART_ST_UTX_OUT									
UART_ST_URX_OUT									
31	21	20		11	7	4	3	0	
0	0	0	0	0	0	0	0	0	Reset
0									
0									

UART_ST_UTX_OUT This is the status register of transmitter. (RO)

UART_ST_URX_OUT This is the status register of receiver. (RO)

Register 22.23. UART_LOWPULSE_REG (0x0028)

UART_LOWPULSE_MIN_CNT This register stores the value of the minimum duration time of the low level pulse, in the unit of APB_CLK cycles. It is used in baud rate detection. (RO)

Register 22.24. UART_HIGHPULSE_REG (0x002C)

The diagram shows the memory map for the **UART_HIGHPULSE_MIN_CNT** register. It consists of a horizontal bar divided into four sections by vertical lines. The first section, from address 31 to 24, is labeled **(reserved)**. The second section, from address 23 to 12, contains the **UART_HIGHPULSE_MIN_CNT** value, which is currently set to **0xffff**. The third section, from address 11 to 0, is also labeled **(reserved)**. The fourth section, from address 0 to 0, is labeled **Reset**.

UART_HIGHPULSE_MIN_CNT This register stores the value of the maximum duration time for the high level pulse, in the unit of APB_CLK cycles. It is used in baud rate detection. (RO)

Register 22.25. UART RXD CNT REG (0x0030)

UART_RXD_EDGE_CNT This register stores the count of RXD edge change. It is used in baud rate detection. (RO)

Register 22.26. UART_POSPULSE_REG (0x0070)

(reserved)												UART_POSEDGE_MIN_CNT			
31												12	11	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0xffff Reset

UART_POSEDGE_MIN_CNT This register stores the minimal input clock count between two positive edges. It is used in baud rate detection. (RO)

Register 22.27. UART_NEGPULSE_REG (0x0074)

(reserved)												UART_NEGEDGE_MIN_CNT			
31												12	11	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0xffff Reset

UART_NEGEDGE_MIN_CNT This register stores the minimal input clock count between two negative edges. It is used in baud rate detection. (RO)

Register 22.28. UART_AT_CMD_PRECNT_REG (0x0050)

(reserved)												UART_PRE_IDLE_NUM			
31												16	15	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x901 Reset

UART_PRE_IDLE_NUM This register is used to configure the idle duration time before the first AT_CMD is received by receiver, in the unit of bit time (the time it takes to transfer one bit). (R/W)

Register 22.29. UART_AT_CMD_POSTCNT_REG (0x0054)

31	16	15	0
0	0	0	0

0x901 Reset

UART_POST_IDLE_NUM This register is used to configure the duration time between the last AT_CMD and the next data, in the unit of bit time (the time it takes to transfer one bit). (R/W)

Register 22.30. UART_AT_CMD_GAPTOUT_REG (0x0058)

31	16	15	0
0	0	0	0

11 Reset

UART_RX_GAP_TOUT This register is used to configure the duration time between the AT_CMD chars, in the unit of bit time (the time it takes to transfer one bit). (R/W)

Register 22.31. UART_AT_CMD_CHAR_REG (0x005C)

31	16	15	8	7	0
0	0	0	0	0	0

0x3 0x2b Reset

UART_AT_CMD_CHAR This register is used to configure the content of AT_CMD character. (R/W)

UART_CHAR_NUM This register is used to configure the number of continuous AT_CMD chars received by receiver. (R/W)

Register 22.32. UART_DATE_REG (0x007C)

UART_DATE	
31	0
0x2008270	Reset

UART_DATE This is the version control register. (R/W)

Register 22.33. UART_ID_REG (0x0080)

UART_ID	
31	0
30	29
0	1
0x000500	Reset

UART_ID This register is used to configure the UART_ID. (R/W)

UART_UPDATE_CTRL This bit used to control register synchronization mode. This register must be cleared before write 1 to UART_REG_UPDATE to synchronize configure value to UART core clock. (R/W)

UART_REG_UPDATE Software write 1 would synchronize registers into UART Core clock domain and would be cleared by hardware after synchronization is done. (R/W/SC)

Register 22.34. UHCI_CONF0_REG (0x0000)

	31	12	11	10	9	8	7	6	5	4	3	2	1	0	
(reserved)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

UHCI_UART_RX_BRK_EOF_EN
UHCI_CLK_EN
UHCI_ENCODE_CRC_EN
UHCI_LEN_EOF_EN
UHCI_UART_IDLE_EOF_EN
UHCI_CRC_REC_EN
UHCI_HEAD_EN
(reserved)
UHCI_UART1_CE
UHCI_UART0_CE
UHCI_RX_RST
UHCI_TX_RST

UHCI_TX_RST Write 1, then write 0 to this bit to reset decode state machine. (R/W)

UHCI_RX_RST Write 1, then write 0 to this bit to reset encode state machine. (R/W)

UHCI_UART0_CE Set this bit to link up HCI and UART0. (R/W)

UHCI_UART1_CE Set this bit to link up HCI and UART1. (R/W)

UHCI_SEPER_EN Set this bit to separate the data frame using a special char. (R/W)

UHCI_HEAD_EN Set this bit to encode the data packet with a formatting header. (R/W)

UHCI_CRC_REC_EN Set this bit to enable UHCI to receive the 16 bit CRC. (R/W)

UHCI_UART_IDLE_EOF_EN If this bit is set to 1, UHCI will end the payload receiving process when UART has been in idle state. (R/W)

UHCI_LEN_EOF_EN If this bit is set to 1, UHCI decoder receiving payload data is end when the receiving byte count has reached the specified value. The value is payload length indicated by UHCI packet header when UHCI_HEAD_EN is 1 or the value is configuration value when UHCI_HEAD_EN is 0. If this bit is set to 0, UHCI decoder receiving payload data is end when 0xc0 is received. (R/W)

UHCI_ENCODE_CRC_EN Set this bit to enable data integrity checking by appending a 16 bit CCITT-CRC to end of the payload. (R/W)

UHCI_CLK_EN 1'b1: Force clock on for register. 1'b0: Support clock only when application writes registers. (R/W)

UHCI_UART_RX_BRK_EOF_EN If this bit is set to 1, UHCI will end payload receive process when NULL frame is received by UART. (R/W)

Register 22.35. UHCI_CONF1_REG (0x0014)

	UHCI_CONF1_REG (0x0014)									
	Bit Description									
	(reserved)									
31										
0	0	0	0	0	0	0	0	0	0	Reset
	9	8	7	6	5	4	3	2	1	0

UHCI_CHECK_SUM_EN This is the enable bit to check header checksum when UHCl receives a data packet. (R/W)

UHCI_CHECK_SEQ_EN This is the enable bit to check sequence number when UHCl receives a data packet. (R/W)

UHCI_CRC_DISABLE Set this bit to support CRC calculation. Data Integrity Check Present bit in UHCl packet frame should be 1. (R/W)

UHCI_SAVE_HEAD Set this bit to save the packet header when HCI receives a data packet. (R/W)

UHCI_TX_CHECK_SUM_RE Set this bit to encode the data packet with a checksum. (R/W)

UHCI_TX_ACK_NUM_RE Set this bit to encode the data packet with an acknowledgment when a reliable packet is to be transmit. (R/W)

UHCI_WAIT_SW_START The uhci-encoder will jump to ST_SW_WAIT status if this register is set to 1. (R/W)

UHCI_SW_START If current UHCl_ENCODE_STATE is ST_SW_WAIT, the UHCl will start to send data packet out when this bit is set to 1. (R/W/SC)

Register 22.36. UHCI_ESCAPE_CONF_REG (0x0020)

(reserved)										UHCI_RX_C0_ESC_EN	UHCI_RX_DB_ESC_EN	UHCI_RX_11_ESC_EN	UHCI_RX_13_ESC_EN	UHCI_TX_C0_ESC_EN	UHCI_TX_DB_ESC_EN	UHCI_TX_11_ESC_EN	UHCI_TX_13_ESC_EN	UHCI_RX_C0_ESC_EN	UHCI_RX_DB_ESC_EN	UHCI_RX_11_ESC_EN	UHCI_RX_13_ESC_EN	UHCI_TX_C0_ESC_EN	UHCI_TX_DB_ESC_EN	UHCI_TX_11_ESC_EN	UHCI_TX_13_ESC_EN
31	8	7	6	5	4	3	2	1	0	0	0	1	1	0	0	1	1	Reset							
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0								

UHCI_TX_C0_ESC_EN Set this bit to enable decoding char 0xc0 when DMA receives data. (R/W)

UHCI_TX_DB_ESC_EN Set this bit to enable decoding char 0xdb when DMA receives data. (R/W)

UHCI_TX_11_ESC_EN Set this bit to enable decoding flow control char 0x11 when DMA receives data. (R/W)

UHCI_TX_13_ESC_EN Set this bit to enable decoding flow control char 0x13 when DMA receives data. (R/W)

UHCI_RX_C0_ESC_EN Set this bit to enable replacing 0xc0 by special char when DMA sends data. (R/W)

UHCI_RX_DB_ESC_EN Set this bit to enable replacing 0xdb by special char when DMA sends data. (R/W)

UHCI_RX_11_ESC_EN Set this bit to enable replacing flow control char 0x11 by special char when DMA sends data. (R/W)

UHCI_RX_13_ESC_EN Set this bit to enable replacing flow control char 0x13 by special char when DMA sends data. (R/W)

Register 22.37. UHCI_HUNG_CONF_REG (0x0024)

(reserved)	UHCI_RXFIFO_TIMEOUT_ENA	UHCI_RXFIFO_TIMEOUT_SHIFT	UHCI_RXFIFO_TIMEOUT	UHCI_TXFIFO_TIMEOUT_ENA	UHCI_TXFIFO_TIMEOUT_SHIFT	UHCI_TXFIFO_TIMEOUT
31 0 0 0 0 0 0 0 0	24 1	23 0	22 0x10	20 1	19 0	12 0x10
21 0	20 0	19 0	18 0	17 0	16 0	15 0
14 0	13 0	12 0	11 0	10 0	9 0	8 0
7 0	6 0	5 0	4 0	3 0	2 0	1 0
0 0						0 Reset

UHCI_TXFIFO_TIMEOUT This register stores the timeout value. It will produce the UHCI_RX_HUNG_INT interrupt when DMA takes more time to receive data. (R/W)

UHCI_TXFIFO_TIMEOUT_SHIFT This register is used to configure the tick count maximum value. (R/W)

UHCI_RXFIFO_TIMEOUT_ENA This is the enable bit for Tx-FIFO receive-data timeout. (R/W)

UHCI_RXFIFO_TIMEOUT This register stores the timeout value. It will produce the UHCI_RX_HUNG_INT interrupt when DMA takes more time to read data from RAM. (R/W)

UHCI_RXFIFO_TIMEOUT_SHIFT This register is used to configure the tick count maximum value. (R/W)

UHCI_RXFIFO_TIMEOUT_ENA This is the enable bit for DMA send-data timeout. (R/W)

Register 22.38. UHCI_ACK_NUM_REG (0x0028)

(reserved)	UHCI_ACK_NUM_LOAD	UHCI_ACK_NUM
31 0 0 0 0 0 0 0 0	4 0	3 0
24 0 0 0 0 0 0 0 0	2 0	1 0x0
23 0 0 0 0 0 0 0 0	0 Reset	0 0
22 0 0 0 0 0 0 0 0		
21 0 0 0 0 0 0 0 0		
20 0 0 0 0 0 0 0 0		
19 0 0 0 0 0 0 0 0		
18 0 0 0 0 0 0 0 0		
17 0 0 0 0 0 0 0 0		
16 0 0 0 0 0 0 0 0		
15 0 0 0 0 0 0 0 0		
14 0 0 0 0 0 0 0 0		
13 0 0 0 0 0 0 0 0		
12 0 0 0 0 0 0 0 0		
11 0 0 0 0 0 0 0 0		
10 0 0 0 0 0 0 0 0		
9 0 0 0 0 0 0 0 0		
8 0 0 0 0 0 0 0 0		
7 0 0 0 0 0 0 0 0		
6 0 0 0 0 0 0 0 0		
5 0 0 0 0 0 0 0 0		
4 0 0 0 0 0 0 0 0		
3 0 0 0 0 0 0 0 0		
2 0 0 0 0 0 0 0 0		
1 0 0 0 0 0 0 0 0		
0 0 0 0 0 0 0 0 0		

UHCI_ACK_NUM This ACK number used in software flow control. (R/W)

UHCI_ACK_NUM_LOAD Set this bit to 1, the value configured by UHCI_ACK_NUM would be loaded. (WT)

Register 22.39. UHCI_QUICK_SENT_REG (0x0030)

(reserved)								8	7	6	4	3	2	0	
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

UHCI_SINGLE_SEND_NUM This register is used to specify the single_send register. (R/W)

UHCI_SINGLE_SEND_EN Set this bit to enable single_send mode to send short packet. (R/W/SC)

UHCI_ALWAYS_SEND_NUM This register is used to specify the always_send register. (R/W)

UHCI_ALWAYS_SEND_EN Set this bit to enable always_send mode to send short packet. (R/W)

Register 22.40. UHCI_REG_Q0_WORD0_REG (0x0034)

31	0
0x000000	Reset

UHCI_SEND_Q0_WORD0 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.41. UHCI_REG_Q0_WORD1_REG (0x0038)

31	0
0x000000	Reset

UHCI_SEND_Q0_WORD1 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.42. UHCI_REG_Q1_WORD0_REG (0x003C)

UHCI_SEND_Q1_WORD0	
31	0
0x000000	Reset

UHCI_SEND_Q1_WORD0 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.43. UHCI_REG_Q1_WORD1_REG (0x0040)

UHCI_SEND_Q1_WORD1	
31	0
0x000000	Reset

UHCI_SEND_Q1_WORD1 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.44. UHCI_REG_Q2_WORD0_REG (0x0044)

UHCI_SEND_Q2_WORD0	
31	0
0x000000	Reset

UHCI_SEND_Q2_WORD0 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.45. UHCI_REG_Q2_WORD1_REG (0x0048)

UHCI_SEND_Q2_WORD1	
31	0
0x000000	Reset

UHCI_SEND_Q2_WORD1 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.46. UHCI_REG_Q3_WORD0_REG (0x004C)

UHCI_SEND_Q3_WORD0	
31	0
0x000000	Reset

UHCI_SEND_Q3_WORD0 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.47. UHCI_REG_Q3_WORD1_REG (0x0050)

UHCI_SEND_Q3_WORD1	
31	0
0x000000	Reset

UHCI_SEND_Q3_WORD1 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.48. UHCI_REG_Q4_WORD0_REG (0x0054)

UHCI_SEND_Q4_WORD0	
31	0
0x000000	Reset

UHCI_SEND_Q4_WORD0 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.49. UHCI_REG_Q4_WORD1_REG (0x0058)

UHCI_SEND_Q4_WORD1	
31	0
0x000000	Reset

UHCI_SEND_Q4_WORD1 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.50. UHCI_REG_Q5_WORD0_REG (0x005C)

UHCI_SEND_Q5_WORD0	
31	0
0x000000	Reset

UHCI_SEND_Q5_WORD0 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.51. UHCI_REG_Q5_WORD1_REG (0x0060)

UHCI_SEND_Q5_WORD1	
31	0
0x000000	Reset

UHCI_SEND_Q5_WORD1 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.52. UHCI_REG_Q6_WORD0_REG (0x0064)

UHCI_SEND_Q6_WORD0	
31	0
0x000000	Reset

UHCI_SEND_Q6_WORD0 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.53. UHCI_REG_Q6_WORD1_REG (0x0068)

UHCI_SEND_Q6_WORD1	
31	0
0x000000	Reset

UHCI_SEND_Q6_WORD1 This register is used as a quick_sent register when specified by UHCI_ALWAYS_SEND_NUM or UHCI_SINGLE_SEND_NUM. (R/W)

Register 22.54. UHCI_ESC_CONF0_REG (0x006C)

UHCI_ESC_CONF0_REG (0x006C)							
Bitfield Descriptions:							
31	24	23	16	15	8	7	0
0 0 0 0 0 0 0 0		0xdc		0xdb		0xc0	Reset

UHCI_SEPER_CHAR This register is used to define the separate char that need to be encoded, default is 0xc0. (R/W)

UHCI_SEPER_ESC_CHAR0 This register is used to define the first char of slip escape sequence when encoding the separate char, default is 0xdb. (R/W)

UHCI_SEPER_ESC_CHAR1 This register is used to define the second char of slip escape sequence when encoding the separate char, default is 0xdc. (R/W)

Register 22.55. UHCI_ESC_CONF1_REG (0x0070)

UHCI_ESC_CONF1_REG (0x0070)							
Bitfield Descriptions:							
31	24	23	16	15	8	7	0
0 0 0 0 0 0 0 0		0xdd		0xdb		0xdb	Reset

UHCI_ESC_SEQ0 This register is used to define a char that need to be encoded, default is 0xdb that used as the first char of slip escape sequence. (R/W)

UHCI_ESC_SEQ0_CHAR0 This register is used to define the first char of slip escape sequence when encoding the UHCI_ESC_SEQ0, default is 0xdb. (R/W)

UHCI_ESC_SEQ0_CHAR1 This register is used to define the second char of slip escape sequence when encoding the UHCI_ESC_SEQ0, default is 0xdd. (R/W)

Register 22.56. UHCI_ESC_CONF2_REG (0x0074)

UHCI_ESC_SEQ1							
(reserved)				UHCI_ESC_SEQ1_CHAR1		UHCI_ESC_SEQ1_CHAR0	
31	24	23	16	15	8	7	0
0	0	0	0	0	0	0	0x11

Reset

UHCI_ESC_SEQ1 This register is used to define a char that need to be encoded, default is 0x11 that used as flow control char. (R/W)

UHCI_ESC_SEQ1_CHAR0 This register is used to define the first char of slip escape sequence when encoding the UHCI_ESC_SEQ1, default is 0xdb. (R/W)

UHCI_ESC_SEQ1_CHAR1 This register is used to define the second char of slip escape sequence when encoding the UHCI_ESC_SEQ1, default is 0xde. (R/W)

Register 22.57. UHCI_ESC_CONF3_REG (0x0078)

UHCI_ESC_SEQ2							
(reserved)				UHCI_ESC_SEQ2_CHAR1		UHCI_ESC_SEQ2_CHAR0	
31	24	23	16	15	8	7	0
0	0	0	0	0	0	0	0x13

Reset

UHCI_ESC_SEQ2 This register is used to define a char that need to be decoded, default is 0x13 that used as flow control char. (R/W)

UHCI_ESC_SEQ2_CHAR0 This register is used to define the first char of slip escape sequence when encoding the UHCI_ESC_SEQ2, default is 0xdb. (R/W)

UHCI_ESC_SEQ2_CHAR1 This register is used to define the second char of slip escape sequence when encoding the UHCI_ESC_SEQ2, default is 0xdf. (R/W)

Register 22.58. UHCI_PKT_THRES_REG (0x007C)

31	12	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0x80	Reset

UHCI_PKT_THRS This register is used to configure the maximum value of the packet length when UHCI_HEAD_EN is 0. (R/W)

Register 22.59. UHCI_INT_RAW_REG (0x0004)

31	9	8	7	6	5	4	3	2	1	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0	Reset								

UHCI_RX_START_INT_RAW This is the interrupt raw bit. Triggered when a separator char has been sent. (R/WTC/SS)

UHCI_TX_START_INT_RAW This is the interrupt raw bit. Triggered when UHCI detects a separator char. (R/WTC/SS)

UHCI_RX_HUNG_INT_RAW This is the interrupt raw bit. Triggered when UHCI takes more time to receive data than configure value. (R/WTC/SS)

UHCI_TX_HUNG_INT_RAW This is the interrupt raw bit. Triggered when UHCI takes more time to read data from RAM than the configured value. (R/WTC/SS)

UHCI_SEND_S_REG_Q_INT_RAW This is the interrupt raw bit. Triggered when UHCI has sent out a short packet using single_send registers. (R/WTC/SS)

UHCI_SEND_A_REG_Q_INT_RAW This is the interrupt raw bit. Triggered when UHCI has sent out a short packet using always_send registers. (R/WTC/SS)

UHCI_OUT_EOF_INT_RAW This is the interrupt raw bit. Triggered when there are some errors in EOF in the transmit data. (R/WTC/SS)

UHCI_APP_CTRL0_INT_RAW This is the interrupt raw bit. Triggered when set this bit to 1. Clear it when write 0 to this bit. (R/W)

UHCI_APP_CTRL1_INT_RAW This is the interrupt raw bit. Triggered when set this bit to 1. Clear it when write 0 to this bit. (R/W)

Register 22.60. UHCI_INT_ST_REG (0x0008)

(reserved)										UHCI_APP_CTRL1_INT_ST UHCI_APP_CTRL0_INT_ST UHCI_OUTLINK_EOF_ERR_INT_ST UHCI_SEND_A_REQ_Q_INT_ST UHCI_SEND_S_REG_Q_INT_ST UHCI_TX_HUNG_INT_ST UHCI_RX_HUNG_INT_ST UHCI_TX_START_INT_ST UHCI_RX_START_INT_ST											
31	9	8	7	6	5	4	3	2	1	0	Reset										
0	0	0	0	0	0	0	0	0	0	0	0										

UHCI_RX_START_INT_ST This is the masked interrupt bit for UHCI_RX_START_INT interrupt when UHCI_RX_START_INT_ENA is set to 1. (RO)

UHCI_TX_START_INT_ST This is the masked interrupt bit for UHCI_TX_START_INT interrupt when UHCI_TX_START_INT_ENA is set to 1. (RO)

UHCI_RX_HUNG_INT_ST This is the masked interrupt bit for UHCI_RX_HUNG_INT interrupt when UHCI_RX_HUNG_INT_ENA is set to 1. (RO)

UHCI_TX_HUNG_INT_ST This is the masked interrupt bit for UHCI_TX_HUNG_INT interrupt when UHCI_TX_HUNG_INT_ENA is set to 1. (RO)

UHCI_SEND_S_REG_Q_INT_ST This is the masked interrupt bit for UHCI_SEND_S_REQ_Q_INT interrupt when UHCI_SEND_S_REQ_Q_INT_ENA is set to 1. (RO)

UHCI_SEND_A_REG_Q_INT_ST This is the masked interrupt bit for UHCI_SEND_A_REQ_Q_INT interrupt when UHCI_SEND_A_REQ_Q_INT_ENA is set to 1. (RO)

UHCI_OUTLINK_EOF_ERR_INT_ST This is the masked interrupt bit for UHCI_OUTLINK_EOF_ERR_INT interrupt when UHCI_OUTLINK_EOF_ERR_INT_ENA is set to 1. (RO)

UHCI_APP_CTRL0_INT_ST This is the masked interrupt bit for UHCI_APP_CTRL0_INT interrupt when UHCI_APP_CTRL0_INT_ENA is set to 1. (RO)

UHCI_APP_CTRL1_INT_ST This is the masked interrupt bit for UHCI_APP_CTRL1_INT interrupt when UHCI_APP_CTRL1_INT_ENA is set to 1. (RO)

Register 22.61. UHCl_INT_ENA_REG (0x000C)

										UHCl_APP_CTRL1_INT_ENA	UHCl_APP_CTRL0_INT_ENA	UHCl_OUTLINK_EOF_ERR_INT_ENA	UHCl_SEND_A_REG_Q_INT_ENA	UHCl_SEND_S_REG_Q_INT_ENA	UHCl_TX_HUNG_INT_ENA	UHCl_RX_HUNG_INT_ENA	UHCl_RX_START_INT_ENA	UHCl_RX_START_INT_ENA	
										9	8	7	6	5	4	3	2	1	0
(reserved)										0	0	0	0	0	0	0	0	0	0
										0	0	0	0	0	0	0	0	0	0

UHCl_RX_START_INT_ENA This is the interrupt enable bit for UHCl_RX_START_INT interrupt. (R/W)

UHCl_TX_START_INT_ENA This is the interrupt enable bit for UHCl_TX_START_INT interrupt. (R/W)

UHCl_RX_HUNG_INT_ENA This is the interrupt enable bit for UHCl_RX_HUNG_INT interrupt. (R/W)

UHCl_TX_HUNG_INT_ENA This is the interrupt enable bit for UHCl_TX_HUNG_INT interrupt. (R/W)

UHCl_SEND_S_REG_Q_INT_ENA This is the interrupt enable bit for UHCl_SEND_S_REG_Q_INT interrupt. (R/W)

UHCl_SEND_A_REG_Q_INT_ENA This is the interrupt enable bit for UHCl_SEND_A_REG_Q_INT interrupt. (R/W)

UHCl_OUTLINK_EOF_ERR_INT_ENA This is the interrupt enable bit for UHCl_OUTLINK_EOF_ERR_INT interrupt. (R/W)

UHCl_APP_CTRL0_INT_ENA This is the interrupt enable bit for UHCl_APP_CTRL0_INT interrupt. (R/W)

UHCl_APP_CTRL1_INT_ENA This is the interrupt enable bit for UHCl_APP_CTRL1_INT interrupt. (R/W)

Register 22.62. UHCI_INT_CLR_REG (0x0010)

										UHCI_APP_CTRL1_INT_CLR UHCI_APP_CTRL0_INT_CLR UHCI_OUTLINK_EOF_ERR_INT_CLR UHCI_SEND_A_REG_Q_INT_CLR UHCI_SEND_S_REG_Q_INT_CLR UHCI_RX_HUNG_INT_CLR UHCI_TX_HUNG_INT_CLR UHCI_RX_START_INT_CLR UHCI_TX_START_INT_CLR UHCI_RX_START_INT_CLR									
(reserved)																			
31										9 8 7 6 5 4 3 2 1 0									
0 0										Reset									

UHCI_RX_START_INT_CLR Set this bit to clear UHCI_RX_START_INT interrupt. (WT)

UHCI_TX_START_INT_CLR Set this bit to clear UHCI_TX_START_INT interrupt. (WT)

UHCI_RX_HUNG_INT_CLR Set this bit to clear UHCI_RX_HUNG_INT interrupt. (WT)

UHCI_TX_HUNG_INT_CLR Set this bit to clear UHCI_TX_HUNG_INT interrupt. (WT)

UHCI_SEND_S_REG_Q_INT_CLR Set this bit to clear UHCI_SEND_S_REQ_Q_INT interrupt. (WT)

UHCI_SEND_A_REG_Q_INT_CLR Set this bit to clear UHCI_SEND_A_REQ_Q_INT interrupt. (WT)

UHCI_OUTLINK_EOF_ERR_INT_CLR Set this bit to clear UHCI_OUTLINK_EOF_ERR_INT interrupt.
(WT)

UHCI_APP_CTRL0_INT_CLR Set this bit to clear UHCI_APP_CTRL0_INT interrupt. (WT)

UHCI_APP_CTRL1_INT_CLR Set this bit to clear UHCI_APP_CTRL1_INT interrupt. (WT)

Register 22.63. UHCI_STATE0_REG (0x0018)

										UHCI_RX_ERR_CAUSE UHCI_DECODE_STATE			
(reserved)													
31										6 5 3 2 0			
0 0										Reset			

UHCI_RX_ERR_CAUSE This register indicates the error type when DMA has received a packet with error. 3'b001: Checksum error in HCI packet; 3'b010: Sequence number error in HCI packet; 3'b011: CRC bit error in HCI packet; 3'b100: 0xc0 is found but received HCI packet is not end; 3'b101: 0xc0 is not found when receiving HCI packet is end; 3'b110: CRC check error. (RO)

UHCI_DECODE_STATE UHCI decoder status. (RO)

Register 22.64. UHCI_STATE1_REG (0x001C)

UHCI_ENCODE_STATE UHCI encoder status. (RO)

Register 22.65. UHCI_RX_HEAD_REG (0x002C)

31	UHCL_RX_HEAD	0
	0x000000	Reset

UHCI_RX_HEAD This register stores the header of the current received packet. (RO)

Register 22.66. UHCI_DATE_REG (0x0080)

31		0
	0x2007170	Reset

UHCI_DATE This is the version control register. (R/W)

23 I2C Controller (I2C)

The I2C (Inter-Integrated Circuit) bus allows ESP32-C3 to communicate with multiple external devices. These external devices can share one bus.

23.1 Overview

The I2C bus has two lines, namely a serial data line (SDA) and a serial clock line (SCL). Both SDA and SCL lines are open-drain. The I2C bus can be connected to a single or multiple master devices and a single or multiple slave devices. However, only one master device can access a slave at a time via the bus.

The master initiates communication by generating a START condition: pulling the SDA line low while SCL is high, and sending nine clock pulses via SCL. The first eight pulses are used to transmit a 7-bit address followed by a read/write (R/\bar{W}) bit. If the address of an I2C slave matches the 7-bit address transmitted, this matching slave can respond by pulling SDA low on the ninth clock pulse. The master and the slave can send or receive data according to the R/\bar{W} bit. Whether to terminate the data transfer or not is determined by the logic level of the acknowledge (ACK) bit. During data transfer, SDA changes only when SCL is low. Once finishing communication, the master sends a STOP condition: pulling SDA up while SCL is high. If a master both reads and writes data in one transfer, then it should send a RSTART condition, a slave address and a R/\bar{W} bit before changing its operation. The RSTART condition is used to change the transfer direction and the mode of the devices (master mode or slave mode).

23.2 Features

The I2C controller has the following features:

- Master mode and slave mode
- Communication between multiple slaves
- Standard mode (100 Kbit/s)
- Fast mode (400 Kbit/s)
- 7-bit addressing and 10-bit addressing
- Continuous data transfer achieved by pulling SCL low
- Programmable digital noise filtering
- Double addressing mode, which uses slave address and slave memory or register address

23.3 I2C Architecture

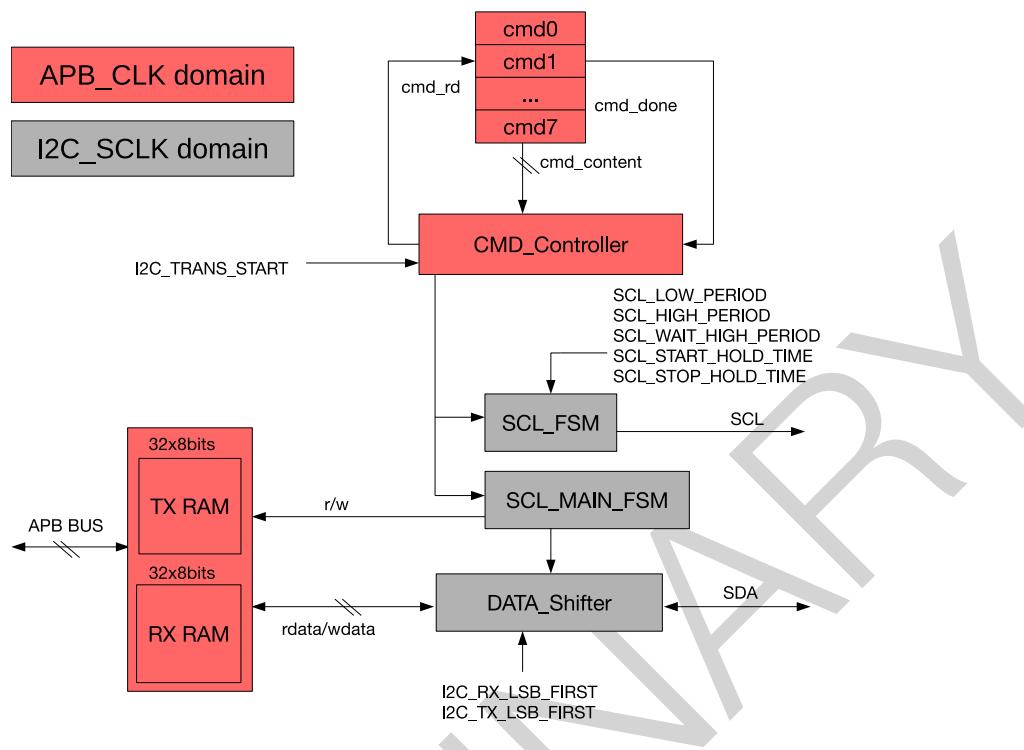


Figure 23-1. I2C Master Architecture

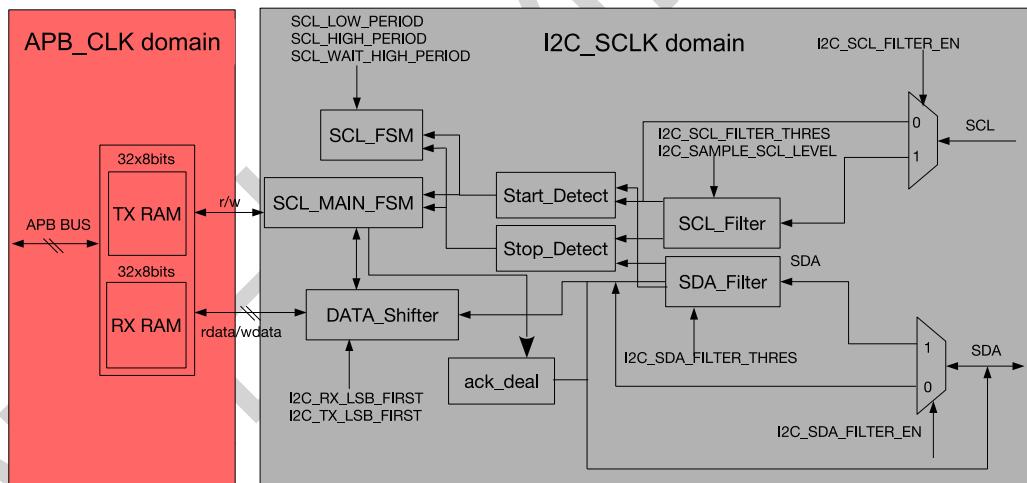


Figure 23-2. I2C Slave Architecture

The I2C controller runs either in master mode or slave mode, which is determined by [I2C_MS_MODE](#). Figure 23-1 shows the architecture of a master, while Figure 23-2 shows that of a slave. The I2C controller has the following main parts:

- transmit and receive memory (TX/RX RAM)
- command controller (CMD_Controller)
- SCL clock controller (SCL_FSM)
- SDA data controller (SCL_MAIN_FSM)

- serial/parallel data converter (DATA_Shifter)
- filter for SCL (SCL_Filter)
- filter for SDA (SDA_Filter)

Besides, the I2C controller also has a clock module which generates I2C clocks, and a synchronization module which synchronizes the APB bus and the I2C controller.

The clock module is used to select clock sources, turn on and off clocks, and divide clocks. SCL_Filter and SDA_Filter remove noises on SCL input signals and SDA input signals respectively. The synchronization module synchronizes signal transfer between different clock domains.

Figure 23-3 and Figure 23-4 are the timing diagram and corresponding parameters of the I2C protocol. SCL_FSM generates the timing sequence conforming to the I2C protocol.

SCL_MAIN_FSM controls the execution of I2C commands and the sequence of the SDA line. CMD_Controller is used for an I2C master to generate (R)START, STOP, WRITE, READ and END commands. TX RAM and RX RAM store data to be transmitted and data received respectively. DATA_Shifter shifts data between serial and parallel form.

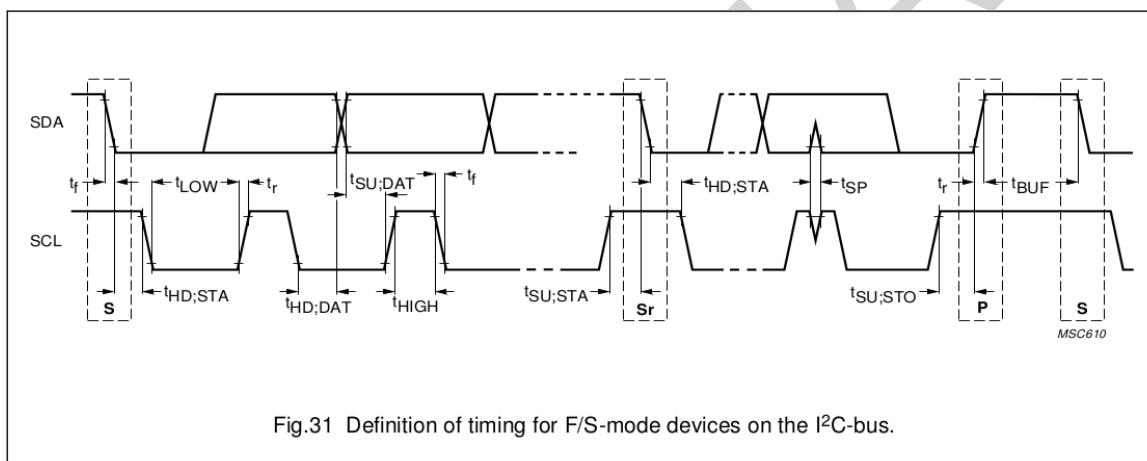


Figure 23-3. I2C Protocol Timing (Cited from Fig.31 in [The I2C-bus specification Version 2.1](#))

PARAMETER	SYMBOL	STANDARD-MODE		FAST-MODE		UNIT
		MIN.	MAX.	MIN.	MAX.	
SCL clock frequency	f_{SCL}	0	100	0	400	kHz
Hold time (repeated) START condition. After this period, the first clock pulse is generated	$t_{HD;STA}$	4.0	—	0.6	—	μs
LOW period of the SCL clock	t_{LOW}	4.7	—	1.3	—	μs
HIGH period of the SCL clock	t_{HIGH}	4.0	—	0.6	—	μs
Set-up time for a repeated START condition	$t_{SU;STA}$	4.7	—	0.6	—	μs
Data hold time: for CBUS compatible masters (see NOTE, Section 10.1.3) for I ² C-bus devices	$t_{HD;DAT}$	5.0 0 ⁽²⁾	— 3.45 ⁽³⁾	— 0 ⁽²⁾	— 0.9 ⁽³⁾	μs μs
Data set-up time	$t_{SU;DAT}$	250	—	100 ⁽⁴⁾	—	ns
Rise time of both SDA and SCL signals	t_r	—	1000	20 + 0.1C _b ⁽⁵⁾	300	ns
Fall time of both SDA and SCL signals	t_f	—	300	20 + 0.1C _b ⁽⁵⁾	300	ns
Set-up time for STOP condition	$t_{SU;STO}$	4.0	—	0.6	—	μs
Bus free time between a STOP and START condition	t_{BUF}	4.7	—	1.3	—	μs

Figure 23-4. I2C Timing Parameters (Cited from Table 5 in [The I2C-bus specification Version 2.1](#))

23.4 Functional Description

Note that operations may differ between the I2C controller in ESP32-C3 and other masters or slaves on the bus. Please refer to datasheets of individual I2C devices for specific information.

23.4.1 Clock Configuration

Registers, TX RAM, and RX RAM are configured and accessed in the APB_CLK clock domain, whose frequency is 1 ~ 80 MHz. The main logic of the I2C controller, including SCL_FSM, SCL_MAIN_FSM, SCL_FILTER, SDA_FILTER, and DATA_SHIFTER, are in the I2C_SCLK clock domain.

You can choose the clock source for I2C_SCLK from XTAL_CLK or FOSC_CLK via [I2C_SCLK_SEL](#). When [I2C_SCLK_SEL](#) is cleared, the clock source is XTAL_CLK. When [I2C_SCLK_SEL](#) is set, the clock source is FOSC_CLK. The clock source is enabled by configuring [I2C_SCLK_ACTIVE](#) as high level, and then passes through a fractional divider to generate I2C_SCLK according to the following equation:

$$\text{Divisor} = \text{I2C_SCLK_DIV_NUM} + 1 + \frac{\text{I2C_SCLK_DIV_A}}{\text{I2C_SCLK_DIV_B}}$$

The frequency of XTAL_CLK is 40 MHz, while the frequency of FOSC_CLK is 17.5 MHz. Limited by timing parameters, the derived clock I2C_SCLK should operate at a frequency 20 timers larger than SCL's frequency.

23.4.2 SCL and SDA Noise Filtering

SCL_Filter and SDA_Filter modules are identical and are used to filter signal noises on SCL and SDA, respectively. These filters can be enabled or disabled by configuring [I2C_SCL_FILTER_EN](#) and [I2C_SDA_FILTER_EN](#).

Take SCL_Filter as an example. When enabled, SCL_Filter samples input signals on the SCL line continuously. These input signals are valid only if they remain unchanged for consecutive [I2C_SCL_FILTER_THRES](#) I2C_SCLK

clock cycles. Given that only valid input signals can pass through the filter, SCL_Filter can remove glitches whose pulse width is shorter than `I2C_SCL_FILTER_THRES` I2C_SCLK clock cycles, while SDA_Filter can remove glitches whose pulse width is shorter than `I2C_SDA_FILTER_THRES` I2C_SCLK clock cycles.

23.4.3 SCL Clock Stretching

The I2C controller in slave mode (i.e. slave) can hold the SCL line low in exchange for more time to process data. This function called clock stretching is enabled by setting the `I2C_SLAVE_SCL_STRETCH_EN` bit. The time period to release the SCL line from stretching is configured by setting the `I2C_STRETCH_PROTECT_NUM` field, in order to avoid timing sequence errors. The slave will hold the SCL line low when one of the following four events occurs:

1. Address match: The address of the slave matches the address sent by the master via the SDA line, and the R/W bit is 1.
2. RAM being full: RX RAM of the slave is full. Note that when the slave receives less than 32 bytes, it is not necessary to enable clock stretching; when the slave receives 32 bytes or more, you may interrupt data transmission to wrapped around RAM via the FIFO threshold, or enable clock stretching for more time to process data. When clock stretching is enabled, `I2C_RX_FULL_ACK_LEVEL` must be cleared, otherwise there will be unpredictable consequences.
3. RAM being empty: The slave is sending data, but its TX RAM is empty.
4. Sending an ACK: If `I2C_SLAVE_BYTE_ACK_CTL_EN` is set, the slave pulls SCL low when sending an ACK bit. At this stage, software validates data and configures `I2C_SLAVE_BYTE_ACK_LVL` to control the level of the ACK bit. Note that when RX RAM of the slave is full, the level of the ACK bit to be sent is determined by `I2C_RX_FULL_ACK_LEVEL`, instead of `I2C_SLAVE_BYTE_ACK_LVL`. In this case, `I2C_RX_FULL_ACK_LEVEL` should also be cleared to ensure proper functioning of clock stretching.

After SCL has been stretched low, the cause of stretching can be read from the `I2C_STRETCH_CAUSE` bit. Clock stretching is disabled by setting the `I2C_SLAVE_SCL_STRETCH_CLR` bit.

23.4.4 Generating SCL Pulses in Idle State

Usually when the I2C bus is idle, the SCL line is held high. The I2C controller in ESP32-C3 can be programmed to generate SCL pulses in idle state. This function only works when the I2C controller is configured as master. If the `I2C_SCL_RST_SLV_EN` bit is set, hardware will send `I2C_SCL_RST_SLV_NUM` SCL pulses. When software reads 0 in `I2C_SCL_RST_SLV_EN`, set `I2C_CONF_UPDATE` to stop this function.

23.4.5 Synchronization

I2C registers are configured in APB_CLK domain, whereas the I2C controller is configured in asynchronous I2C_SCLK domain. Therefore, before being used by the I2C controller, register values should be synchronized by first writing configuration registers and then writing 1 to `I2C_CONF_UPDATE`. Registers that need synchronization are listed in Table 23-1.

Table 23-1. I2C Synchronous Registers

Register	Parameter	Address
<code>I2C_CTR_REG</code>	<code>I2C_SLV_TX_AUTO_START_EN</code>	0x0004
	<code>I2C_ADDR_10BIT_RW_CHECK_EN</code>	

	I2C_ADDR_BROADCASTING_EN	
	I2C_SDA_FORCE_OUT	
	I2C_SCL_FORCE_OUT	
	I2C_SAMPLE_SCL_LEVEL	
	I2C_RX_FULL_ACK_LEVEL	
	I2C_MS_MODE	
	I2C_TX_LSB_FIRST	
	I2C_RX_LSB_FIRST	
	I2C_ARBITRATION_EN	
I2C_TO_REG	I2C_TIME_OUT_EN	0x000C
	I2C_TIME_OUT_VALUE	
I2C_SLAVE_ADDR_REG	I2C_ADDR_10BIT_EN	0x0010
	I2C_SLAVE_ADDR	
I2C_FIFO_CONF_REG	I2C_FIFO_ADDR_CFG_EN	0x0018
I2C_SCL_SP_CONF_REG	I2C_SDA_PD_EN	0x0080
	I2C_SCL_PD_EN	
	I2C_SCL_RST_SLV_NUM	
	I2C_SCL_RST_SLV_EN	
I2C_SCL_STRETCH_CONF_REG	I2C_SLAVE_BYTE_ACK_CTL_EN	0x0084
	I2C_SLAVE_BYTE_ACK_LVL	
	I2C_SLAVE_SCL_STRETCH_EN	
	I2C_STRETCH_PROTECT_NUM	
I2C_SCL_LOW_PERIOD_REG	I2C_SCL_LOW_PERIOD	0x0000
I2C_SCL_HIGH_PERIOD_REG	I2C_WAIT_HIGH_PERIOD	0x0038
	I2C_HIGH_PERIOD	
I2C_SDA_HOLD_REG	I2C_SDA_HOLD_TIME	0x0030
I2C_SDA_SAMPLE_REG	I2C_SDA_SAMPLE_TIME	0x0034
I2C_SCL_START_HOLD_REG	I2C_SCL_START_HOLD_TIME	0x0040
I2C_SCL_RSTART_SETUP_REG	I2C_SCL_RSTART_SETUP_TIME	0x0044
I2C_SCL_STOP_HOLD_REG	I2C_SCL_STOP_HOLD_TIME	0x0048
I2C_SCL_STOP_SETUP_REG	I2C_SCL_STOP_SETUP_TIME	0x004C
I2C_SCL_ST_TIME_OUT_REG	I2C_SCL_ST_TO_I2C	0x0078
I2C_SCL_MAIN_ST_TIME_OUT_REG	I2C_SCL_MAIN_ST_TO_I2C	0x007C
I2C_FILTER_CFG_REG	I2C_SCL_FILTER_EN	0x0050
	I2C_SCL_FILTER_THRES	
	I2C_SDA_FILTER_EN	
	I2C_SDA_FILTER_THRES	

23.4.6 Open-Drain Output

SCL and SDA output drivers must be configured as open drain. There are two ways to achieve this:

1. Set `I2C_SCL_FORCE_OUT` and `I2C_SDA_FORCE_OUT`, and configure `GPIO_PINn_PAD_DRIVER` for corresponding SCL and SDA pads as open-drain.
2. Clear `I2C_SCL_FORCE_OUT` and `I2C_SDA_FORCE_OUT`.

Because these lines are configured as open-drain, the low-to-high transition time of each line is longer,

determined together by the pull-up resistor and the line capacitance. The output duty cycle of I2C is limited by the SDA and SCL line's pull-up speed, mainly SCL's speed.

In addition, when `I2C_SCL_FORCE_OUT` and `I2C_SCL_PD_EN` are set to 1, SCL can be forced low; when `I2C_SDA_FORCE_OUT` and `I2C_SDA_PD_EN` are set to 1, SDA can be forced low.

23.4.7 Timing Parameter Configuration

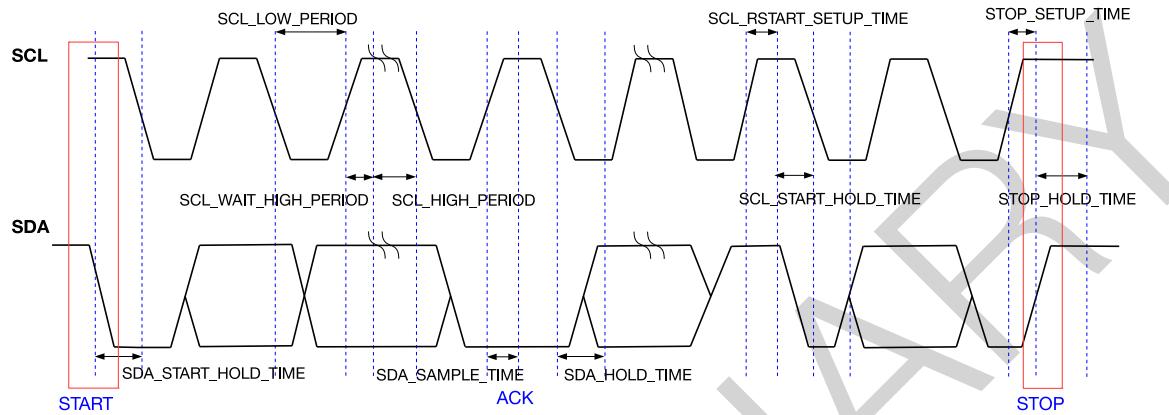


Figure 23-5. I2C Timing Diagram

Figure 23-5 shows the timing diagram of an I2C master. This figure also specifies registers used to configure the START bit, STOP bit, data hold time, data sample time, waiting time on the rising SCL edge, etc. Timing parameters are calculated as follows in I2C_SCLK clock cycles:

1. $t_{LOW} = (I2C_SCL_LOW_PERIOD + 1) \cdot T_{I2C_SCLK}$
2. $t_{HIGH} = (I2C_SCL_HIGH_PERIOD + 1) \cdot T_{I2C_SCLK}$
3. $t_{SU:STA} = (I2C_SCL_RSTART_SETUP_TIME + 1) \cdot T_{I2C_SCLK}$
4. $t_{HD:STA} = (I2C_SCL_START_HOLD_TIME + 1) \cdot T_{I2C_SCLK}$
5. $t_r = (I2C_SCL_WAIT_HIGH_PERIOD + 1) \cdot T_{I2C_SCLK}$
6. $t_{SU:STO} = (I2C_SCL_STOP_SETUP_TIME + 1) \cdot T_{I2C_SCLK}$
7. $t_{BUF} = (I2C_SCL_STOP_HOLD_TIME + 1) \cdot T_{I2C_SCLK}$
8. $t_{HD:DAT} = (I2C_SDA_HOLD_TIME + 1) \cdot T_{I2C_SCLK}$
9. $t_{SU:DAT} = (I2C_SCL_LOW_PERIOD - I2C_SDA_HOLD_TIME) \cdot T_{I2C_SCLK}$

Timing registers below are divided into two groups, depending on the mode in which these registers are active:

- Master mode only:

1. `I2C_SCL_START_HOLD_TIME`: Specifies the interval between pulling SDA low and pulling SCL low when the master generates a START condition. This interval is (`I2C_SCL_START_HOLD_TIME` + 1) in I2C_SCLK cycles. This register is active only when the I2C controller works in master mode.
2. `I2C_SCL_LOW_PERIOD`: Specifies the low period of SCL. This period lasts (`I2C_SCL_LOW_PERIOD` + 1) in I2C_SCLK cycles. However, it could be extended when SCL is pulled low by peripheral devices

or by an END command executed by the I2C controller, or when the clock is stretched. This register is active only when the I2C controller works in master mode.

3. **I2C_SCL_WAIT_HIGH_PERIOD**: Specifies time for SCL to go high in I2C_SCLK cycles. Please make sure that SCL could be pulled high within this time period. Otherwise, the high period of SCL may be incorrect. This register is active only when the I2C controller works in master mode.
4. **I2C_SCL_HIGH_PERIOD**: Specifies the high period of SCL in I2C_SCLK cycles. This register is active only when the I2C controller works in master mode. When SCL goes high within $(I2C_SCL_WAIT_HIGH_PERIOD + 1)$ in I2C_SCLK cycles, its frequency is:

$$f_{scl} = \frac{f_{I2C_SCLK}}{I2C_SCL_LOW_PERIOD + I2C_SCL_HIGH_PERIOD + I2C_SCL_WAIT_HIGH_PERIOD + 3}$$

- Master mode and slave mode:

1. **I2C_SDA_SAMPLE_TIME**: Specifies the interval between the rising edge of SCL and the level sampling time of SDA. It is advised to set a value in the middle of SCL's high period, so as to correctly sample the level of SCL. This register is active both in master mode and slave mode.
2. **I2C_SDA_HOLD_TIME**: Specifies the interval between changing the SDA output level and the falling edge of SCL. This register is active both in master mode and slave mode.

Timing parameters limits corresponding register configuration.

1. $\frac{f_{I2C_SCLK}}{f_{SCL}} > 20$
2. $3 \times f_{I2C_SCLK} \leq (I2C_SDA_HOLD_TIME - 4) \times f_{APB_CLK}$
3. $I2C_SDA_HOLD_TIME + I2C_SCL_START_HOLD_TIME > SDA_FILTER_THRES + 3$
4. $I2C_SCL_WAIT_HIGH_PERIOD < I2C_SDA_SAMPLE_TIME < I2C_SCL_HIGH_PERIOD$
5. $I2C_SDA_SAMPLE_TIME < I2C_SCL_WAIT_HIGH_PERIOD + I2C_SCL_START_HOLD_TIME + I2C_SCL_RSTART_SETUP_TIME$
6. $I2C_STRETCH_PROTECT_NUM + I2C_SDA_HOLD_TIME > I2C_SCL_LOW_PERIOD$

23.4.8 Timeout Control

The I2C controller has three types of timeout control, namely timeout control for SCL_FSM, for SCL_MAIN_FSM, and for the SCL line. The first two are always enabled, while the third is configurable.

When SCL_FSM remains unchanged for more than $2^{I2C_SCL_ST_TO_I2C}$ clock cycles, an I2C_SCL_ST_TO_INT interrupt is triggered, and then SCL_FSM goes to idle state. The value of **I2C_SCL_ST_TO_I2C** should be less than or equal to 22, which means SCL_FSM could remain unchanged for 2^{22} I2C_SCLK clock cycles at most before the interrupt is generated.

When SCL_MAIN_FSM remains unchanged for more than $2^{I2C_SCL_MAIN_ST_TO_I2C}$ clock cycles, an I2C_SCL_MAIN_ST_TO_INT interrupt is triggered, and then SCL_MAIN_FSM goes to idle state. The value of **I2C_SCL_MAIN_ST_TO_I2C** should be less than or equal to 22, which means SCL_MAIN_FSM could remain unchanged for 2^{22} I2C_SCLK clock cycles at most before the interrupt is generated.

Timeout control for SCL is enabled by setting **I2C_TIME_OUT_EN**. When the level of SCL remains unchanged for more than **I2C_TIME_OUT_VALUE** clock cycles, an I2C_TIME_OUT_INT interrupt is triggered, and then the I2C bus goes to idle state.

23.4.9 Command Configuration

When the I2C controller works in master mode, CMD_Controller reads commands from 8 sequential command registers and controls SCL_FSM and SCL_MAIN_FSM accordingly.

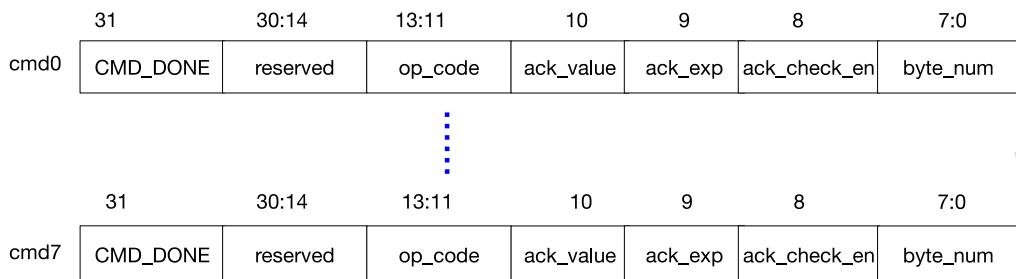


Figure 23-6. Structure of I2C Command Registers

Command registers, whose structure is illustrated in Figure 23-6, are active only when the I2C controller works in master mode. Fields of command registers are:

1. **CMD_DONE**: Indicates that a command has been executed. After each command has been executed, the CMD_DONE bit in the corresponding command register is set to 1 by hardware. By reading this bit, software can tell if the command has been executed. When writing new commands, this bit must be cleared by software.
2. **op_code**: Indicates the command. The I2C controller supports five commands:
 - **RSTART**: op_code = 6. The I2C controller sends a START bit or a RSTART bit defined by the I2C protocol.
 - **WRITE**: op_code = 1. The I2C controller sends a slave address, a register address (only in double addressing mode) and data to the slave.
 - **READ**: op_code = 3. The I2C controller reads data from the slave.
 - **STOP**: op_code = 2. The I2C controller sends a STOP bit defined by the I2C protocol. This code also indicates that the command sequence has been executed, and the CMD_Controller stops reading commands. After restarted by software, the CMD_Controller resumes reading commands from command register 0.
 - **END**: op_code = 4. The I2C controller pulls the SCL line down and suspends I2C communication. This code also indicates that the command sequence has completed, and the CMD_Controller stops executing commands. Once software refreshes data in command registers and the RAM, the CMD_Controller can be restarted to execute commands from command register 0 again.
3. **ack_value**: Used to configure the level of the ACK bit sent by the I2C controller during a read operation. This bit is ignored in RSTART, STOP, END and WRITE conditions.
4. **ack_exp**: Used to configure the level of the ACK bit expected by the I2C controller during a write operation. This bit is ignored during RSTART, STOP, END and READ conditions.
5. **ack_check_en**: Used to enable the I2C controller during a write operation to check whether the ACK level sent by the slave matches ack_exp in the command. If this bit is set and the level received does not match ack_exp in the WRITE command, the master will generate an I2C_NACK_INT interrupt and a STOP

condition for data transfer. If this bit is cleared, the controller will not check the ACK level sent by the slave. This bit is ignored during RSTART, STOP, END and READ conditions.

6. byte_num: Specifies the length of data (in bytes) to be read or written. Can range from 1 to 255 bytes. This bit is ignored during RSTART, STOP and END conditions.

Each command sequence is executed starting from command register 0 and terminated by a STOP or an END. Therefore, there must be a STOP or an END command in one command sequence.

A complete data transfer on the I2C bus should be initiated by a START and terminated by a STOP. The transfer process may be completed using multiple sequences, separated by END commands. Each sequence may differ in the direction of data transfer, clock frequency, slave addresses, data length, etc. This allows efficient use of available peripheral RAM and also achieves more flexible I2C communication.

23.4.10 TX/RX RAM Data Storage

Both TX RAM and RX RAM are 32×8 bits, and can be accessed in FIFO or non-FIFO mode. If [I2C_NONFIFO_EN](#) bit is cleared, both RAMs are accessed in FIFO mode; if [I2C_NONFIFO_EN](#) bit is set, both RAMs are accessed in non-FIFO mode.

TX RAM stores data that the I2C controller needs to send. During communication, when the I2C controller needs to send data (except acknowledgement bits), it reads data from TX RAM and sends them sequentially via SDA. When the I2C controller works in master mode, all data must be stored in TX RAM in the order they will be sent to slaves. The data stored in TX RAM include slave addresses, read/write bits, register addresses (only in double addressing mode) and data to be sent. When the I2C controller works in slave mode, TX RAM only stores data to be sent.

TX RAM can be read and written by the CPU. The CPU writes to TX RAM either in FIFO mode or in non-FIFO mode (direct address). In FIFO mode, the CPU writes to TX RAM via the fixed address [I2C_DATA_REG](#), with addresses for writing in TX RAM incremented automatically by hardware. In non-FIFO mode, the CPU accesses TX RAM directly via address fields ([I2C Base Address + 0x100](#)) ~([I2C Base Address + 0x17C](#)). Each byte in TX RAM occupies an entire word in the address space. Therefore, the address of the first byte is [I2C Base Address + 0x100](#), the second byte is [I2C Base Address + 0x104](#), the third byte is [I2C Base Address + 0x108](#), and so on. The CPU can only read TX RAM via direct addresses. Addresses for reading TX RAM are the same with addresses for writing TX RAM.

RX RAM stores data the I2C controller receives during communication. When the I2C controller works in slave mode, neither slave addresses sent by the master nor register addresses (only in double addressing mode) will be stored into RX RAM. Values of RX RAM can be read by software after I2C communication completes.

RX RAM can only be read by the CPU. The CPU reads RX RAM either in FIFO mode or in non-FIFO mode (direct address). In FIFO mode, the CPU reads RX RAM via the fixed address [I2C_DATA_REG](#), with addresses for reading RX RAM incremented automatically by hardware. In non-FIFO mode, the CPU accesses TX RAM directly via address fields ([I2C Base Address + 0x180](#)) ~([I2C Base Address + 0x1FC](#)). Each byte in RX RAM occupies an entire word in the address space. Therefore, the address of the first byte is [I2C Base Address + 0x180](#), the second byte is [I2C Base Address + 0x184](#), the third byte is [I2C Base Address + 0x188](#) and so on.

In FIFO mode, TX RAM of a master may wrap around to send data larger than 32 bytes. Set [I2C_FIFO_PRT_EN](#). If the size of data to be sent is smaller than [I2C_TXFIFO_WM_THRHD](#) (master), an [I2C_TXFIFO_WM_INT](#) (master) interrupt is generated. After receiving the interrupt, software continues writing to [I2C_DATA_REG](#) (master).

Please ensure that software writes to or refreshes TX RAM before the master sends data, otherwise it may result

in unpredictable consequences.

In FIFO mode, RX RAM of a slave may also wrap around to receive data larger than 32 bytes. Set `I2C_FIFO_PRT_EN` and clear `I2C_RX_FULL_ACK_LEVEL`. If data already received (to be overwritten) is larger than `I2C_RXFIFO_WL_THRHD` (slave), an `I2C_RXFIFO_WL_INT` (slave) interrupt is generated. After receiving the interrupt, software continues reading from `I2C_DATA_REG` (slave).

23.4.11 Data Conversion

`DATA_Shifter` is used for serial/parallel conversion, converting byte data in TX RAM to an outgoing serial bitstream or an incoming serial bitstream to byte data in RX RAM. `I2C_RX_LSB_FIRST` and `I2C_TX_LSB_FIRST` can be used to select LSB- or MSB-first storage and transmission of data.

23.4.12 Addressing Mode

Besides 7-bit addressing, the ESP32-C3 I2C controller also supports 10-bit addressing and double addressing. 10-bit addressing can be mixed with 7-bit addressing.

Define the slave address as `SLV_ADDR`. In 7-bit addressing mode, the slave address is `SLV_ADDR[6:0]`; in 10-bit addressing mode, the slave address is `SLV_ADDR[9:0]`.

In 7-bit addressing mode, the master only needs to send one byte of address, which comprises `SLV_ADDR[6:0]` and a R/\bar{W} bit. In 7-bit addressing mode, there is a special case called general call addressing (broadcast). It is enabled by setting `I2C_ADDR_BROADCASTING_EN` in a slave. When the slave receives the general call address (0x00) from the master and the R/\bar{W} bit followed is 0, it responds to the master regardless of its own address.

In 10-bit addressing mode, the master needs to send two bytes of address. The first byte is `slave_addr_first_7bits` followed by a R/\bar{W} bit, and `slave_addr_first_7bits` should be configured as (0x78 | `SLV_ADDR[9:8]`). The second byte is `slave_addr_second_byte`, which should be configured as `SLV_ADDR[7:0]`. The slave can enable 10-bit addressing by configuring `I2C_ADDR_10BIT_EN`. `I2C_SLAVE_ADDR` is used to configure I2C slave address. Specifically, `I2C_SLAVE_ADDR[14:7]` should be configured as `SLV_ADDR[7:0]`, and `I2C_SLAVE_ADDR[6:0]` should be configured as (0x78 | `SLV_ADDR[9:8]`). Since a 10-bit slave address has one more byte than a 7-bit address, `byte_num` of the WRITE command and the number of bytes in the RAM increase by one.

When working in slave mode, the I2C controller supports double addressing, where the first address is the address of an I2C slave, and the second one is the slave's memory address. When using double addressing, RAM must be accessed in non-FIFO mode. Double addressing is enabled by setting `I2C_FIFO_ADDR_CFG_EN`.

23.4.13 R/\bar{W} Bit Check in 10-bit Addressing Mode

In 10-bit addressing mode, when `I2C_ADDR_10BIT_RW_CHECK_EN` is set to 1, the I2C controller performs a check on the first byte, which consists of `slave_addr_first_7bits` and a R/\bar{W} bit. When the R/\bar{W} bit does not indicate a WRITE operation, i.e. not in line with the I2C protocol, the data transfer ends. If the check feature is not enabled, when the R/\bar{W} bit does not indicate a WRITE, the data transfer still continues, but transfer failure may occur.

23.4.14 To Start the I2C Controller

To start the I2C controller in master mode, after configuring the controller to master mode and command registers, write 1 to `I2C_TRANS_START` in order that the master starts to parse and execute command sequences. The master always executes a command sequence starting from command register 0 to a STOP or an END at the end. To execute another command sequence starting from command register 0, refresh commands by writing 1 again to `I2C_TRANS_START`.

To start the I2C controller in slave mode, there are two ways:

- Set `I2C_SLV_TX_AUTO_START_EN`, and the slave starts automatic transfer upon an address match;
- Clear `I2C_SLV_TX_AUTO_START_EN`, and always set `I2C_TRANS_START` before transfer.

23.5 Programming Example

This section provides programming examples for typical communication scenarios. ESP32-C3 has one I2C controller. For the convenience of description, I2C masters and slaves in all subsequent figures are ESP32-C3 I2C controllers. I2C master is referred to as $I2C_{\text{master}}$, and I2C slave is referred to as $I2C_{\text{slave}}$.

23.5.1 $I2C_{\text{master}}$ Writes to $I2C_{\text{slave}}$ with a 7-bit Address in One Command Sequence

23.5.1.1 Introduction

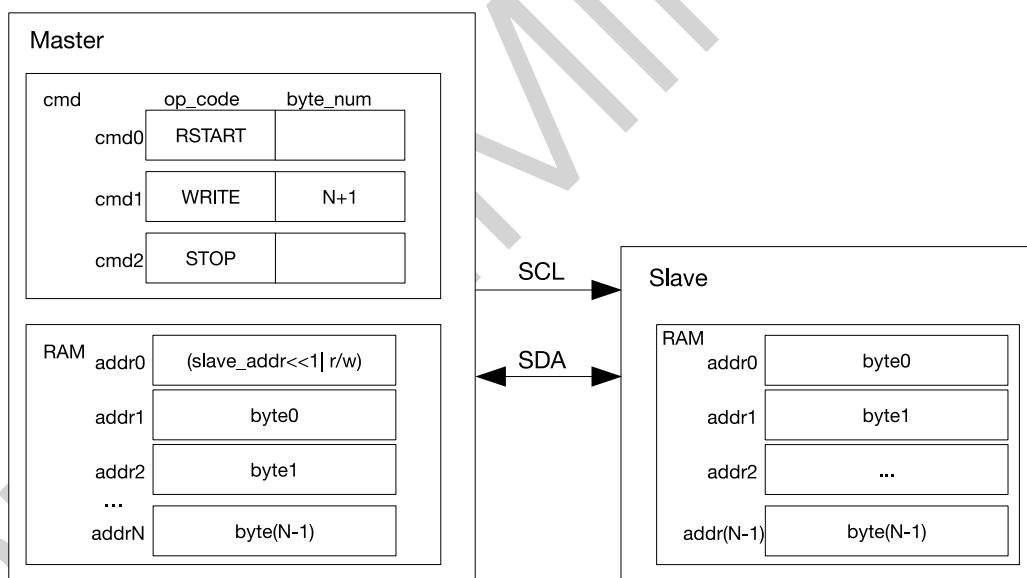


Figure 23-7. $I2C_{\text{master}}$ Writing to $I2C_{\text{slave}}$ with a 7-bit Address

Figure 23-7 shows how $I2C_{\text{master}}$ writes N bytes of data to $I2C_{\text{slave}}$'s RAM using 7-bit addressing. As shown in figure 23-7, the first byte in the RAM of $I2C_{\text{master}}$ is a 7-bit $I2C_{\text{slave}}$ address followed by a R/\overline{W} bit. When the R/\overline{W} bit is 0, it indicates a WRITE operation. The remaining bytes are used to store data ready for transfer. The cmd box contains related command sequences.

After the command sequence is configured and data in RAM is ready, $I2C_{\text{master}}$ enables the controller and initiates data transfer by setting the `I2C_TRANS_START` bit. The controller has four steps to take:

1. Wait for SCL to go high, to avoid SCL being used by other masters or slaves.

2. Execute a RSTART command and send a START bit.
3. Execute a WRITE command by taking N+1 bytes from the RAM in order and send them to I2C_{slave} in the same order. The first byte is the address of I2C_{slave}.
4. Send a STOP. Once the I2C_{master} transfers a STOP bit, an I2C_TRANS_COMPLETE_INT interrupt is generated.

23.5.1.2 Configuration Example

1. Set I2C_MS_MODE (master) to 1, and I2C_MS_MODE (slave) to 0.
2. Write 1 to I2C_CONF_UPDATE (master) and I2C_CONF_UPDATE (slave) to synchronize registers.
3. Configure command registers of I2C_{master}.

Command register	op_code	ack_value	ack_exp	ack_check_en	byte_num
I2C_COMMAND0 (master)	RSTART	—	—	—	—
I2C_COMMAND1 (master)	WRITE	ack_value	ack_exp	1	N+1
I2C_COMMAND2 (master)	STOP	—	—	—	—

4. Write I2C_{slave} address and data to be sent to TX RAM of I2C_{master} in either FIFO mode or non-FIFO mode according to Section 23.4.10.
5. Write address of I2C_{slave} to I2C_SLAVE_ADDR (slave) in I2C_SLAVE_ADDR_REG (slave) register.
6. Write 1 to I2C_CONF_UPDATE (master) and I2C_CONF_UPDATE (slave) to synchronize registers.
7. Write 1 to I2C_TRANS_START (master) and I2C_TRANS_START (slave) to start transfer.
8. I2C_{slave} compares the slave address sent by I2C_{master} with its own address in I2C_SLAVE_ADDR (slave). When ack_check_en (master) in I2C_{master}'s WRITE command is 1, I2C_{master} checks ACK value each time it sends a byte. When ack_check_en (master) is 0, I2C_{master} does not check ACK value and take I2C_{slave} as a matching slave by default.
 - Match: If the received ACK value matches ack_exp (master) (the expected ACK value), I2C_{master} continues data transfer.
 - Not match: If the received ACK value does not match ack_exp, I2C_{master} generates an I2C_NACK_INT (master) interrupt and stops data transfer.
9. I2C_{master} sends data, and checks ACK value or not according to ack_check_en (master).
10. If data to be sent (N) is larger than 32 bytes, TX RAM of I2C_{master} may wrap around in FIFO mode. For details, please refer to Section 23.4.10.
11. If data to be received (N) is larger than 32 bytes, RX RAM of I2C_{slave} may wrap around in FIFO mode. For details, please refer to Section 23.4.10.

If data to be received (N) is larger than 32 bytes, the other way is to enable clock stretching by setting the I2C_SLAVE_SCL_STRETCH_EN (slave), and clearing I2C_RX_FULL_ACK_LEVEL. When RX RAM is full, an I2C_SLAVE_STRETCH_INT (slave) interrupt is generated. In this way, I2C_{slave} can hold SCL low, in exchange for more time to read data. After software has finished reading, you can set I2C_SLAVE_STRETCH_INT_CLR (slave) to 1 to clear interrupt, and set I2C_SLAVE_SCL_STRETCH_CLR (slave) to release the SCL line.

12. After data transfer completes, I2C_{master} executes the STOP command, and generates an I2C_TRANS_COMPLETE_INT (master) interrupt.

23.5.2 I2C_{master} Writes to I2C_{slave} with a 10-bit Address in One Command Sequence

23.5.2.1 Introduction

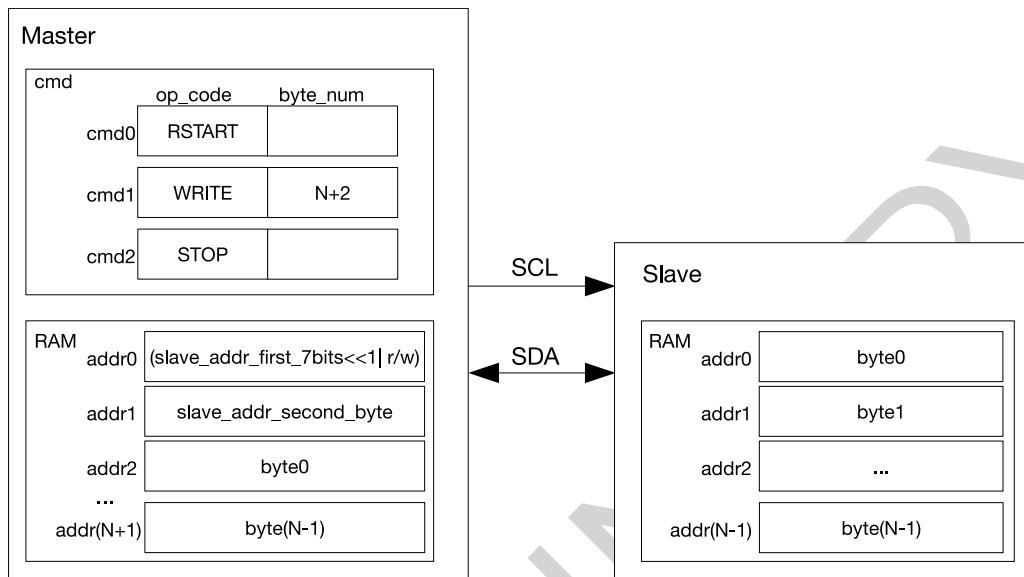


Figure 23-8. I2C_{master} Writing to a Slave with a 10-bit Address

Figure 23-8 shows how I2C_{master} writes N bytes of data using 10-bit addressing to an I2C slave. The configuration and transfer process is similar to what is described in 23.5.1, except that a 10-bit I2C_{slave} address is formed from two bytes. Since a 10-bit I2C_{slave} address has one more byte than a 7-bit I2C_{slave} address, byte_num and length of data in TX RAM increase by 1 accordingly.

23.5.2.2 Configuration Example

- Set I2C_MS_MODE (master) to 1, and I2C_MS_MODE (slave) to 0.
- Write 1 to I2C_CONF_UPDATE (master) and I2C_CONF_UPDATE (slave) to synchronize registers.
- Configure command registers of I2C_{master}.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
I2C_COMMAND0 (master)	RSTART	—	—	—	—
I2C_COMMAND1 (master)	WRITE	ack_value	ack_exp	1	N+2
I2C_COMMAND2 (master)	STOP	—	—	—	—

- Configure I2C_SLAVE_ADDR (slave) in I2C_SLAVE_ADDR_REG (slave) as I2C_{slave}'s 10-bit address, and set I2C_ADDR_10BIT_EN (slave) to 1 to enable 10-bit addressing.
- Write I2C_{slave} address and data to be sent to TX RAM of I2C_{master}. The first byte of I2C_{slave} address comprises ((0x78 | I2C_SLAVE_ADDR[9:8])<<1) and a R/W bit. The second byte of I2C_{slave} address is I2C_SLAVE_ADDR[7:0]. These two bytes are followed by data to be sent in FIFO or non-FIFO mode.

6. Write 1 to `I2C_CONF_UPGATE` (master) and `I2C_CONF_UPGATE` (slave) to synchronize registers.
7. Write 1 to `I2C_TRANS_START` (master) and `I2C_TRANS_START` (slave) to start transfer.
8. $I2C_{\text{slave}}$ compares the slave address sent by $I2C_{\text{master}}$ with its own address in `I2C_SLAVE_ADDR` (slave). When `ack_check_en` (master) in $I2C_{\text{master}}$'s WRITE command is 1, $I2C_{\text{master}}$ checks ACK value each time it sends a byte. When `ack_check_en` (master) is 0, $I2C_{\text{master}}$ does not check ACK value and take $I2C_{\text{slave}}$ as matching slave by default.
 - Match: If the received ACK value matches `ack_exp` (master) (the expected ACK value), $I2C_{\text{master}}$ continues data transfer.
 - Not match: If the received ACK value does not match `ack_exp`, $I2C_{\text{master}}$ generates an `I2C_NACK_INT` (master) interrupt and stops data transfer.
9. $I2C_{\text{master}}$ sends data, and checks ACK value or not according to `ack_check_en` (master).
10. If data to be sent is larger than 32 bytes, TX RAM of $I2C_{\text{master}}$ may wrap around in FIFO mode. For details, please refer to Section 23.4.10.
11. If data to be received is larger than 32 bytes, RX RAM of $I2C_{\text{slave}}$ may wrap around in FIFO mode. For details, please refer to Section 23.4.10.

If data to be received is larger than 32 bytes, the other way is to enable clock stretching by setting `I2C_SLAVE_SCL_STRETCH_EN` (slave), and clearing `I2C_RX_FULL_ACK_LEVEL` to 0. When RX RAM is full, an `I2C_SLAVE_STRETCH_INT` (slave) interrupt is generated. In this way, $I2C_{\text{slave}}$ can hold SCL low, in exchange for more time to read data. After software has finished reading, you can set `I2C_SLAVE_STRETCH_INT_CLR` (slave) to 1 to clear interrupt, and set `I2C_SLAVE_SCL_STRETCH_CLR` (slave) to release the SCL line.
12. After data transfer completes, $I2C_{\text{master}}$ executes the STOP command, and generates an `I2C_TRANS_COMPLETE_INT` (master) interrupt.

23.5.3 I2C_{master} Writes to I2C_{slave} with Two 7-bit Addresses in One Command Sequence

23.5.3.1 Introduction

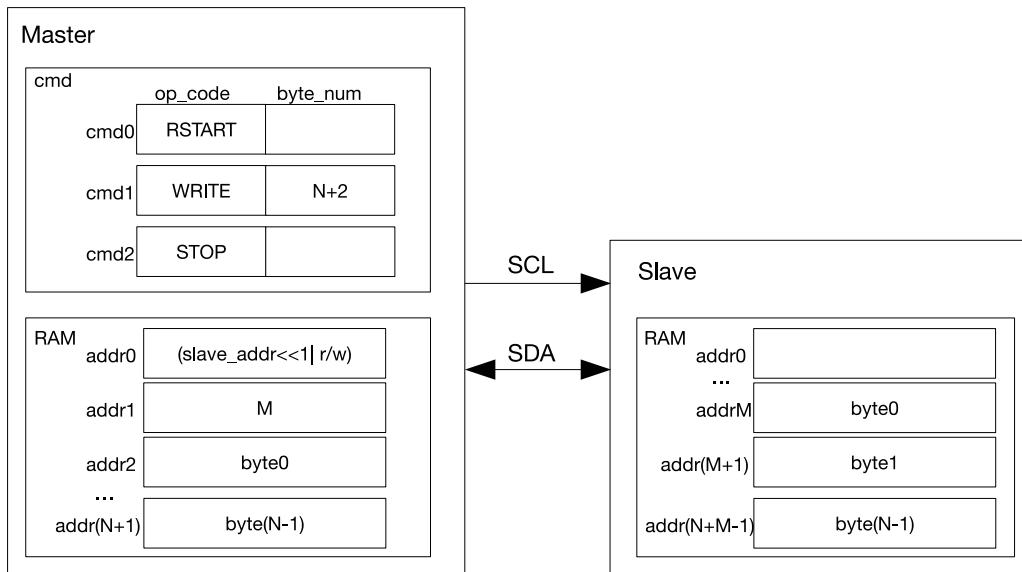


Figure 23-9. I2C_{master} Writing to I2C_{slave} with Two 7-bit Addresses

Figure 23-9 shows how I2C_{master} writes N bytes of data to I2C_{slave}'s RAM using 7-bit double addressing. The configuration and transfer process is similar to what is described in Section 23.5.1, except that in 7-bit double addressing mode I2C_{master} sends two 7-bit addresses. The first address is the address of an I2C slave, and the second one is I2C_{slave}'s memory address (i.e. addrM in Figure 23-9). When using double addressing, RAM must be accessed in non-FIFO mode. The I2C slave put received byte0 ~ byte(N-1) into its RAM in an order starting from addrM. The RAM is overwritten every 32 bytes.

23.5.3.2 Configuration Example

1. Set `I2C_MS_MODE` (master) to 1, and `I2C_MS_MODE` (slave) to 0.
2. Set `I2C_FIFO_ADDR_CFG_EN` (slave) to 1 to enable double addressing mode.
3. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
4. Configure command registers of I2C_{master}.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
<code>I2C_COMMAND0</code> (master)	RSTART	—	—	—	—
<code>I2C_COMMAND1</code> (master)	WRITE	ack_value	ack_exp	1	N+2
<code>I2C_COMMAND2</code> (master)	STOP	—	—	—	—

5. Write I2C_{slave} address and data to be sent to TX RAM of I2C_{master} in FIFO or non-FIFO mode.
6. Write address of I2C_{slave} to `I2C_SLAVE_ADDR` (slave) in `I2C_SLAVE_ADDR_REG` (slave) register.
7. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
8. Write 1 to `I2C_TRANS_START` (master) and `I2C_TRANS_START` (slave) to start transfer.

9. I₂C_{slave} compares the slave address sent by I₂C_{master} with its own address in I₂C_SLAVE_ADDR (slave). When ack_check_en (master) in I₂C_{master}'s WRITE command is 1, I₂C_{master} checks ACK value each time it sends a byte. When ack_check_en (master) is 0, I₂C_{master} does not check ACK value and take I₂C_{slave} as matching slave by default.

- Match: If the received ACK value matches ack_exp (master) (the expected ACK value), I₂C_{master} continues data transfer.
- Not match: If the received ACK value does not match ack_exp, I₂C_{master} generates an I₂C_NACK_INT (master) interrupt and stops data transfer.

10. I₂C_{slave} receives the RX RAM address sent by I₂C_{master} and adds the offset.

11. I₂C_{master} sends data, and checks ACK value or not according to ack_check_en (master).

12. If data to be sent is larger than 32 bytes, TX RAM of I₂C_{master} may wrap around in FIFO mode. For details, please refer to Section 23.4.10.

13. If data to be received is larger than 32 bytes, you may enable clock stretching by setting I₂C_SLAVE_SCL_STRETCH_EN (slave), and clearing I₂C_RX_FULL_ACK_LEVEL to 0. When RX RAM is full, an I₂C_SLAVE_STRETCH_INT (slave) interrupt is generated. In this way, I₂C_{slave} can hold SCL low, in exchange for more time to read data. After software has finished reading, you can set I₂C_SLAVE_STRETCH_INT_CLR (slave) to 1 to clear interrupt, and set I₂C_SLAVE_SCL_STRETCH_CLR (slave) to release the SCL line.

14. After data transfer completes, I₂C_{master} executes the STOP command, and generates an I₂C_TRANS_COMPLETE_INT (master) interrupt.

23.5.4 I2C_{master} Writes to I2C_{slave} with a 7-bit Address in Multiple Command Sequences

23.5.4.1 Introduction

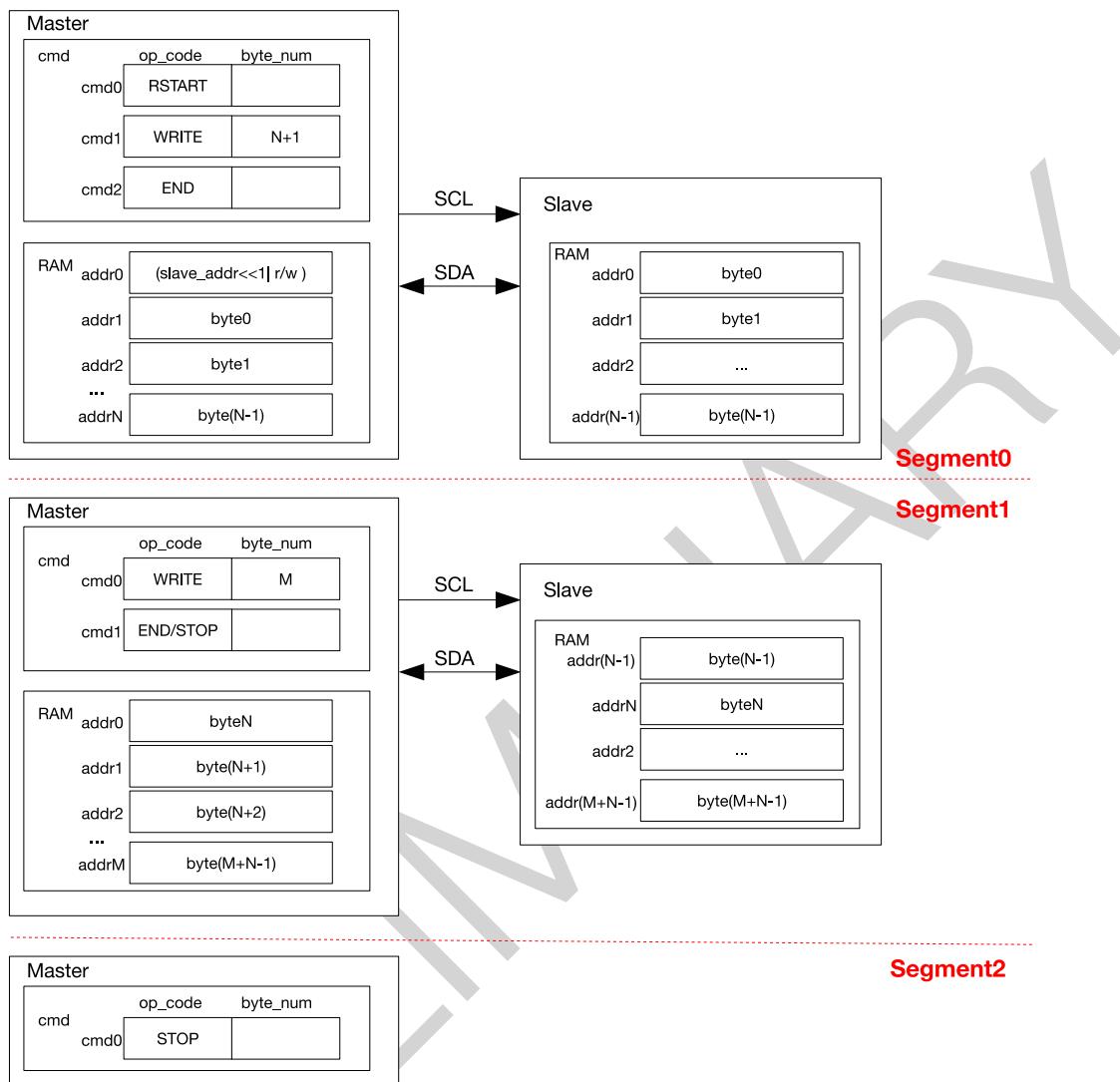


Figure 23-10. I2C_{master} Writing to I2C_{slave} with a 7-bit Address in Multiple Sequences

Given that the I2C Controller RAM holds only 32 bytes, when data are too large to be processed even by the wrapped RAM, it is advised to transmit them in multiple command sequences. At the end of every command sequence is an END command. When the controller executes this END command to pull SCL low, software refreshes command sequence registers and the RAM for next the transfer.

Figure 23-10 shows how I2C_{master} writes to an I2C slave in two or three segments as an example. For the first segment, the CMD_Controller registers are configured as shown in Segment0. Once data in I2C_{master}'s RAM is ready and [I2C_TRANS_START](#) is set, I2C_{master} initiates data transfer. After executing the END command, I2C_{master} turns off the SCL clock and pulls SCL low to reserve the bus. Meanwhile, the controller generates an [I2C_END_DETECT_INT](#) interrupt.

For the second segment, after detecting the [I2C_END_DETECT_INT](#) interrupt, software refreshes the CMD_Controller registers, reloads the RAM and clears this interrupt, as shown in Segment1. If cmd1 in the second segment is a STOP, then data is transmitted to I2C_{slave} in two segments. I2C_{master} resumes data transfer

after `I2C_TRANS_START` is set, and terminates the transfer by sending a STOP bit.

For the third segment, after the second data transfer finishes and an `I2C_END_DETECT_INT` is detected, the `CMD_Controller` registers of $I2C_{master}$ are configured as shown in Segment2. Once `I2C_TRANS_START` is set, $I2C_{master}$ generates a STOP bit and terminates the transfer.

Note that other $I2C_{master}$ s will not transact on the bus between two segments. The bus is only released after a STOP signal is sent. The I2C controller can be reset by setting `I2C_FSM_RST` field at any time. This field will later be cleared automatically by hardware.

23.5.4.2 Configuration Example

1. Set `I2C_MS_MODE` (master) to 1, and `I2C_MS_MODE` (slave) to 0.
2. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
3. Configure command registers of $I2C_{master}$.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
<code>I2C_COMMAND0</code> (master)	RSTART	—	—	—	—
<code>I2C_COMMAND1</code> (master)	WRITE	ack_value	ack_exp	1	N+1
<code>I2C_COMMAND2</code> (master)	END	—	—	—	—

4. Write $I2C_{slave}$ address and data to be sent to TX RAM of $I2C_{master}$ in either FIFO mode or non-FIFO mode according to Section 23.4.10.
5. Write address of $I2C_{slave}$ to `I2C_SLAVE_ADDR` (slave) in `I2C_SLAVE_ADDR_REG` (slave) register
6. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
7. Write 1 to `I2C_TRANS_START` (master) and `I2C_TRANS_START` (slave) to start transfer.
8. $I2C_{slave}$ compares the slave address sent by $I2C_{master}$ with its own address in `I2C_SLAVE_ADDR` (slave). When `ack_check_en` (master) in $I2C_{master}$'s WRITE command is 1, $I2C_{master}$ checks ACK value each time it sends a byte. When `ack_check_en` (master) is 0, $I2C_{master}$ does not check ACK value and take $I2C_{slave}$ as matching slave by default.
 - Match: If the received ACK value matches `ack_exp` (master) (the expected ACK value), $I2C_{master}$ continues data transfer.
 - Not match: If the received ACK value does not match `ack_exp`, $I2C_{master}$ generates an `I2C_NACK_INT` (master) interrupt and stops data transfer.
9. $I2C_{master}$ sends data, and checks ACK value or not according to `ack_check_en` (master).
10. After the `I2C_END_DETECT_INT` (master) interrupt is generated, set `I2C_END_DETECT_INT_CLR` (master) to 1 to clear this interrupt.
11. Update $I2C_{master}$'s command registers.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
<code>I2C_COMMAND0</code> (master)	WRITE	ack_value	ack_exp	1	M
<code>I2C_COMMAND1</code> (master)	END/STOP	—	—	—	—

12. Write M bytes of data to be sent to TX RAM of I2C_{master} in FIFO or non-FIFO mode.
13. Write 1 to I2C_TRANS_START (master) bit to start transfer and repeat step 9.
14. If the command is a STOP, I2C stops transfer and generates an I2C_TRANS_COMPLETE_INT (master) interrupt.
15. If the command is an END, repeat step 10.
16. Update I2C_{master}'s command registers.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
I2C_COMMAND1 (master)	STOP	—	—	—	—

17. Write 1 to I2C_TRANS_START (master) bit to start transfer.
18. I2C_{master} executes the STOP command and generates an I2C_TRANS_COMPLETE_INT (master) interrupt.

23.5.5 I2C_{master} Reads I2C_{slave} with a 7-bit Address in One Command Sequence

23.5.5.1 Introduction

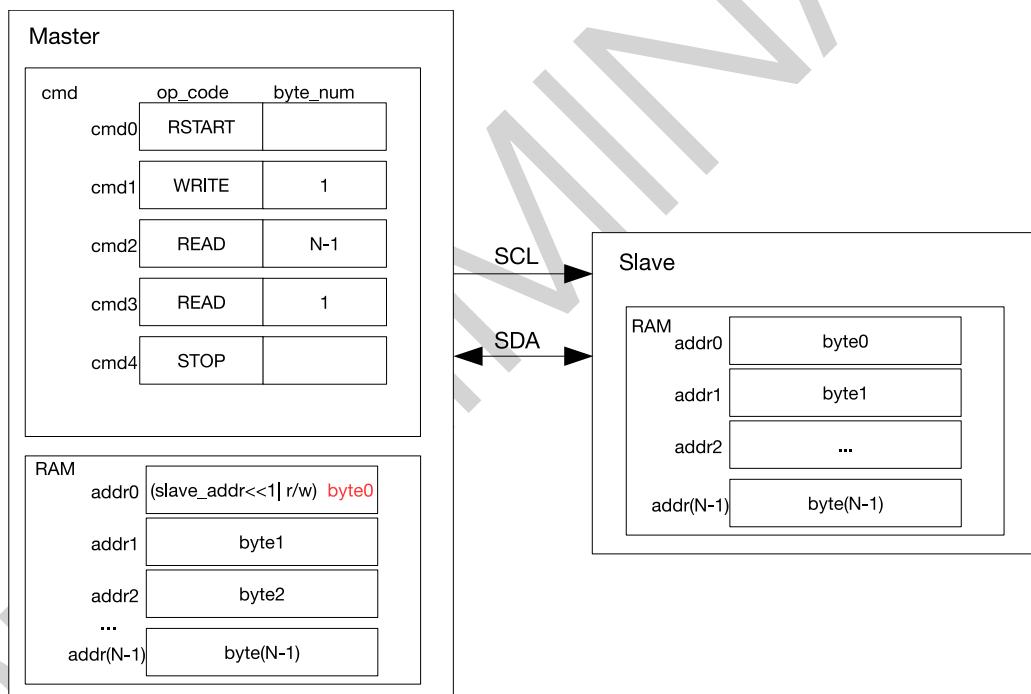


Figure 23-11. I2C_{master} Reading I2C_{slave} with a 7-bit Address

Figure 23-11 shows how I2C_{master} reads N bytes of data from an I2C slave using 7-bit addressing. cmd1 is a WRITE command, and when this command is executed I2C_{master} sends I2C_{slave} address. The byte sent comprises a 7-bit I2C_{slave} address and a *R/W* bit. When the *R/W* bit is 1, it indicates a READ operation. If the address of an I2C slave matches the sent address, this matching slave starts sending data to I2C_{master}. I2C_{master} generates acknowledgements according to ack_value defined in the READ command upon receiving a byte.

As illustrated in Figure 23-11, I2C_{master} executes two READ commands: it generates ACKs for (N-1) bytes of data in cmd2, and a NACK for the last byte of data in cmd 3. This configuration may be changed as required.

$I2C_{master}$ writes received data into the controller RAM from $addr0$, whose original content (a $I2C_{slave}$ address and a R/\overline{W} bit) is overwritten by byte0 marked red in Figure 23-11.

23.5.5.2 Configuration Example

1. Set `I2C_MS_MODE` (master) to 1, and `I2C_MS_MODE` (slave) to 0.
2. We recommend setting `I2C_SLAVE_SCL_STRETCH_EN` (slave) to 1, so that SCL can be held low for more processing time when $I2C_{slave}$ needs to send data. If this bit is not set, software should write data to be sent to $I2C_{slave}$'s TX RAM before $I2C_{master}$ initiates transfer. Configuration below is applicable to scenario where `I2C_SLAVE_SCL_STRETCH_EN` (slave) is 1.
3. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
4. Configure command registers of $I2C_{master}$.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
<code>I2C_COMMAND0</code> (master)	RSTART	—	—	—	—
<code>I2C_COMMAND1</code> (master)	WRITE	0	0	1	1
<code>I2C_COMMAND2</code> (master)	READ	0	0	1	N-1
<code>I2C_COMMAND3</code> (master)	READ	1	0	1	1
<code>I2C_COMMAND4</code> (master)	STOP	—	—	—	—

5. Write $I2C_{slave}$ address to TX RAM of $I2C_{master}$ in either FIFO mode or non-FIFO mode according to Section 23.4.10.
6. Write address of $I2C_{slave}$ to `I2C_SLAVE_ADDR` (slave) in `I2C_SLAVE_ADDR_REG` (slave) register.
7. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
8. Write 1 to `I2C_TRANS_START` (master) bit to start $I2C_{master}$'s transfer.
9. Start $I2C_{slave}$'s transfer according to Section 23.4.14.
10. $I2C_{slave}$ compares the slave address sent by $I2C_{master}$ with its own address in `I2C_SLAVE_ADDR` (slave). When `ack_check_en` (master) in $I2C_{master}$'s WRITE command is 1, $I2C_{master}$ checks ACK value each time it sends a byte. When `ack_check_en` (master) is 0, $I2C_{master}$ does not check ACK value and take $I2C_{slave}$ as matching slave by default.
 - Match: If the received ACK value matches `ack_exp` (master) (the expected ACK value), $I2C_{master}$ continues data transfer.
 - Not match: If the received ACK value does not match `ack_exp`, $I2C_{master}$ generates an `I2C_NACK_INT` (master) interrupt and stops data transfer.
11. After `I2C_SLAVE_STRETCH_INT` (slave) is generated, the `I2C_STRETCH_CAUSE` bit is 0. The $I2C_{slave}$ address matches the address sent over SDA, and $I2C_{slave}$ needs to send data.
12. Write data to be sent to TX RAM of $I2C_{slave}$ according to Section 23.4.10.
13. Set `I2C_SLAVE_SCL_STRETCH_CLR` (slave) to 1 to release SCL.
14. $I2C_{slave}$ sends data, and $I2C_{master}$ checks ACK value or not according to `ack_check_en` (master) in the READ command.

15. If data to be read by I2C_{master} is larger than 32 bytes, an I2C_SLAVE_STRETCH_INT (slave) interrupt will be generated when TX RAM of I2C_{slave} becomes empty. In this way, I2C_{slave} can hold SCL low, so that software has more time to pad data in TX RAM of I2C_{slave} and read data in RX RAM of I2C_{master}. After software has finished reading, you can set I2C_SLAVE_STRETCH_INT_CLR (slave) to 1 to clear interrupt, and set I2C_SLAVE_SCL_STRETCH_CLR (slave) to release the SCL line.
16. After I2C_{master} has received the last byte of data, set ack_value (master) to 1. I2C_{slave} will stop transfer once receiving the I2C_NACK_INT interrupt.
17. After data transfer completes, I2C_{master} executes the STOP command, and generates an I2C_TRANS_COMPLETE_INT (master) interrupt.

23.5.6 I2C_{master} Reads I2C_{slave} with a 10-bit Address in One Command Sequence

23.5.6.1 Introduction

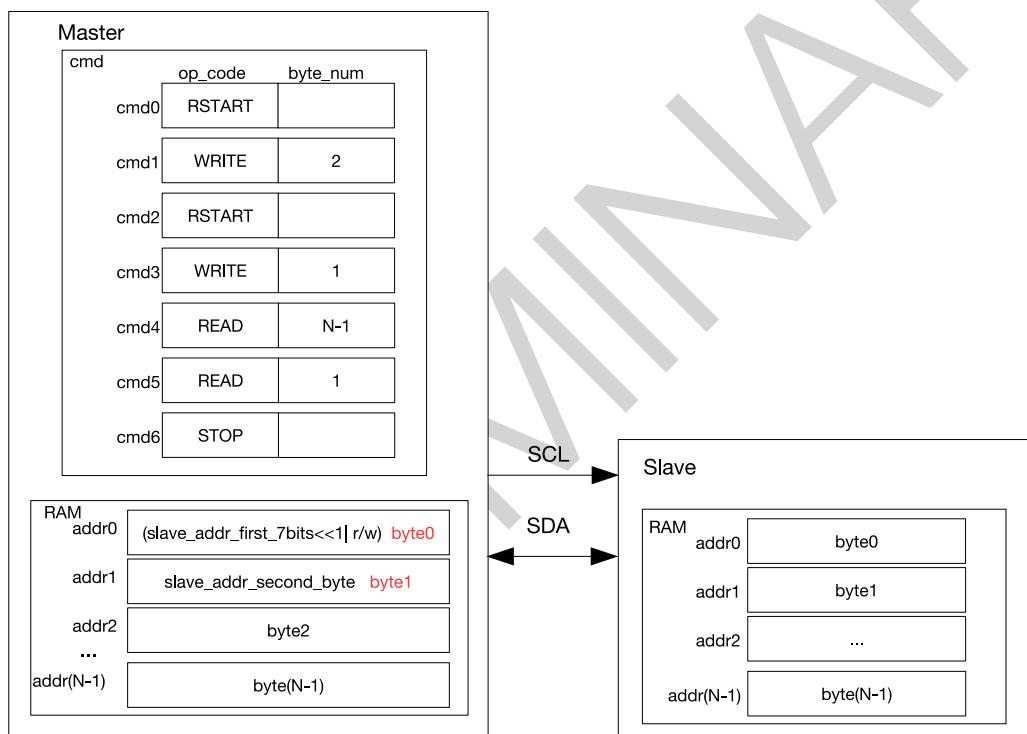


Figure 23-12. I2C_{master} Reading I2C_{slave} with a 10-bit Address

Figure 23-12 shows how I2C_{master} reads data from an I2C slave using 10-bit addressing. Unlike 7-bit addressing, in 10-bit addressing the WRITE command of the I2C_{master} is formed from two bytes, and correspondingly TX RAM of this master stores a 10-bit address of two bytes. The R/\overline{W} bit in the first byte is 0, which indicates a WRITE operation. After a RSTART condition, I2C_{master} sends the first byte of address again to read data from I2C_{slave}, but the R/\overline{W} bit is 1, which indicates a READ operation. The two address bytes can be configured as described in Section 23.5.2.

23.5.6.2 Configuration Example

1. Set I2C_MS_MODE (master) to 1, and I2C_MS_MODE (slave) to 0.

2. We recommend setting `I2C_SLAVE_SCL_STRETCH_EN` (slave) to 1, so that SCL can be held low for more processing time when I2C_{slave} needs to send data. If this bit is not set, software should write data to be sent to I2C_{slave}'s TX RAM before I2C_{master} initiates transfer. Configuration below is applicable to scenario where `I2C_SLAVE_SCL_STRETCH_EN` (slave) is 1.
3. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
4. Configure command registers of I2C_{master}.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
<code>I2C_COMMAND0</code> (master)	RSTART	—	—	—	—
<code>I2C_COMMAND1</code> (master)	WRITE	0	0	1	2
<code>I2C_COMMAND2</code> (master)	RSTART	—	—	—	—
<code>I2C_COMMAND3</code> (master)	WRITE	0	0	1	1
<code>I2C_COMMAND4</code> (master)	READ	0	0	1	N-1
<code>I2C_COMMAND5</code> (master)	READ	1	0	1	1
<code>I2C_COMMAND6</code> (master)	STOP	—	—	—	—

5. Configure I2C_{SLAVE_ADDR} (slave) in `I2C_SLAVE_ADDR_REG` (slave) as I2C_{slave}'s 10-bit address, and set `I2C_ADDR_10BIT_EN` (slave) to 1 to enable 10-bit addressing.
6. Write I2C_{slave} address and data to be sent to TX RAM of I2C_{master} in either FIFO or non-FIFO mode. The first byte of address comprises ((0x78 | `I2C_SLAVE_ADDR`[9:8])«1) and a *R/W* bit, which is 1 and indicates a WRITE operation. The second byte of address is `I2C_SLAVE_ADDR`[7:0]. The third byte is ((0x78 | `I2C_SLAVE_ADDR`[9:8])«1) and a *R/W* bit, which is 1 and indicates a READ operation.
7. Write 1 to `I2C_CONF_UPDATE` (master) and `I2C_CONF_UPDATE` (slave) to synchronize registers.
8. Write 1 to `I2C_TRANS_START` (master) to start I2C_{master}'s transfer.
9. Start I2C_{slave}'s transfer according to Section 23.4.14.
10. I2C_{slave} compares the slave address sent by I2C_{master} with its own address in `I2C_SLAVE_ADDR` (slave). When `ack_check_en` (master) in I2C_{master}'s WRITE command is 1, I2C_{master} checks ACK value each time it sends a byte. When `ack_check_en` (master) is 0, I2C_{master} does not check ACK value and take I2C_{slave} as matching slave by default.
 - Match: If the received ACK value matches `ack_exp` (master) (the expected ACK value), I2C_{master} continues data transfer.
 - Not match: If the received ACK value does not match `ack_exp`, I2C_{master} generates an `I2C_NACK_INT` (master) interrupt and stops data transfer.
11. I2C_{master} sends a RSTART and the third byte in TX RAM, which is ((0x78 | `I2C_SLAVE_ADDR`[9:8])«1) and a *R/W* bit that indicates READ.
12. I2C_{slave} repeats step 10. If its address matches the address sent by I2C_{master}, I2C_{slave} proceed on to the next steps.
13. After `I2C_SLAVE_STRETCH_INT` (slave) is generated, the `I2C_STRETCH_CAUSE` bit is 0. The I2C_{slave} address matches the address sent over SDA, and I2C_{slave} needs to send data.
14. Write data to be sent to TX RAM of I2C_{slave} in either FIFO mode or non-FIFO mode according to Section 23.4.10.

15. Set `I2C_SLAVE_SCL_STRETCH_CLR` (slave) to 1 to release SCL.
16. $I2C_{slave}$ sends data, and $I2C_{master}$ checks ACK value or not according to `ack_check_en` (master) in the READ command.
17. If data to be read by $I2C_{master}$ is larger than 32 bytes, an `I2C_SLAVE_STRETCH_INT` (slave) interrupt will be generated when TX RAM of $I2C_{slave}$ becomes empty. In this way, $I2C_{slave}$ can hold SCL low, so that software has more time to pad data in TX RAM of $I2C_{slave}$ and read data in RX RAM of $I2C_{master}$. After software has finished reading, you can set `I2C_SLAVE_STRETCH_INT_CLR` (slave) to 1 to clear interrupt, and set `I2C_SLAVE_SCL_STRETCH_CLR` (slave) to release the SCL line.
18. After $I2C_{master}$ has received the last byte of data, set `ack_value` (master) to 1. $I2C_{slave}$ will stop transfer once receiving the `I2C_NACK_INT` interrupt.
19. After data transfer completes, $I2C_{master}$ executes the STOP command, and generates an `I2C_TRANS_COMPLETE_INT` (master) interrupt.

23.5.7 $I2C_{master}$ Reads $I2C_{slave}$ with Two 7-bit Addresses in One Command Sequence

23.5.7.1 Introduction

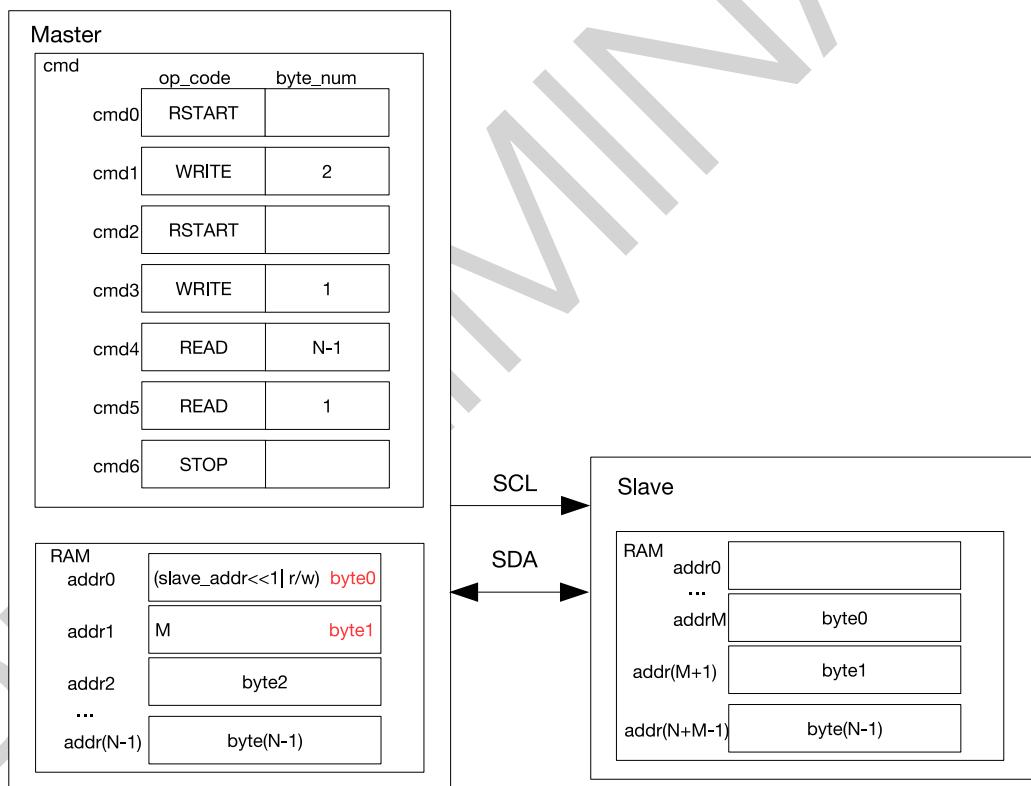


Figure 23-13. $I2C_{master}$ Reading N Bytes of Data from $addrM$ of $I2C_{slave}$ with a 7-bit Address

Figure 23-13 shows how $I2C_{master}$ reads data from specified addresses in an I2C slave. $I2C_{master}$ sends two bytes of addresses: the first byte is a 7-bit $I2C_{slave}$ address followed by a R/\overline{W} bit, which is 0 and indicates a WRITE; the second byte is $I2C_{slave}$'s memory address. After a RSTART condition, $I2C_{master}$ sends the first byte of address again, but the R/\overline{W} bit is 1 which indicates a READ. Then, $I2C_{master}$ reads data starting from $addrM$.

23.5.7.2 Configuration Example

1. Set `I2C_MS_MODE` (master) to 1, and `I2C_MS_MODE` (slave) to 0.
2. We recommend setting `I2C_SLAVE_SCL_STRETCH_EN` (slave) to 1, so that SCL can be held low for more processing time when $I2C_{\text{slave}}$ needs to send data. If this bit is not set, software should write data to be sent to $I2C_{\text{slave}}$'s TX RAM before $I2C_{\text{master}}$ initiates transfer. Configuration below is applicable to scenario where `I2C_SLAVE_SCL_STRETCH_EN` (slave) is 1.
3. Set `I2C_FIFO_ADDR_CFG_EN` (slave) to 1 to enable double addressing mode.
4. Write 1 to `I2C_CONF_UPGATE` (master) and `I2C_CONF_UPGATE` (slave) to synchronize registers.
5. Configure command registers of $I2C_{\text{master}}$.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
<code>I2C_COMMAND0</code> (master)	RSTART	—	—	—	—
<code>I2C_COMMAND1</code> (master)	WRITE	0	0	1	2
<code>I2C_COMMAND2</code> (master)	RSTART	—	—	—	—
<code>I2C_COMMAND3</code> (master)	WRITE	0	0	1	1
<code>I2C_COMMAND4</code> (master)	READ	0	0	1	N-1
<code>I2C_COMMAND5</code> (master)	READ	1	0	1	1
<code>I2C_COMMAND6</code> (master)	STOP	—	—	—	—

6. Configure `I2C_SLAVE_ADDR` (slave) in `I2C_SLAVE_ADDR_REG` (slave) register as $I2C_{\text{slave}}$'s 7-bit address, and set `I2C_ADDR_10BIT_EN` (slave) to 0 to enable 7-bit addressing.
7. Write $I2C_{\text{slave}}$ address and data to be sent to TX RAM of $I2C_{\text{master}}$ in either FIFO or non-FIFO mode according to Section 23.4.10. The first byte of address comprises (`I2C_SLAVE_ADDR[6:0]»1`) and a R/\overline{W} bit, which is 0 and indicates a WRITE. The second byte of address is memory address M of $I2C_{\text{slave}}$. The third byte is (`I2C_SLAVE_ADDR[6:0]»1`) and a R/\overline{W} bit, which is 1 and indicates a READ.
8. Write 1 to `I2C_CONF_UPGATE` (master) and `I2C_CONF_UPGATE` (slave) to synchronize registers.
9. Write 1 to `I2C_TRANS_START` (master) and `I2C_TRANS_START` (slave) to start $I2C_{\text{master}}$'s transfer.
10. Start $I2C_{\text{slave}}$'s transfer according to Section 23.4.14.
11. $I2C_{\text{slave}}$ compares the slave address sent by $I2C_{\text{master}}$ with its own address in `I2C_SLAVE_ADDR` (slave). When `ack_check_en` (master) in $I2C_{\text{master}}$'s WRITE command is 1, $I2C_{\text{master}}$ checks ACK value each time it sends a byte. When `ack_check_en` (master) is 0, $I2C_{\text{master}}$ does not check ACK value and take $I2C_{\text{slave}}$ as matching slave by default.
 - Match: If the received ACK value matches `ack_exp` (master) (the expected ACK value), $I2C_{\text{master}}$ continues data transfer.
 - Not match: If the received ACK value does not match `ack_exp`, $I2C_{\text{master}}$ generates an `I2C_NACK_INT` (master) interrupt and stops data transfer.
12. $I2C_{\text{slave}}$ receives memory address sent by $I2C_{\text{master}}$ and adds the offset.
13. $I2C_{\text{master}}$ sends a RSTART and the third byte in TX RAM, which is ((0x78 | `I2C_SLAVE_ADDR[9:8]»1`) and a R bit.

14. I_{2C}_{slave} repeats step 11. If its address matches the address sent by I_{2C}_{master}, I_{2C}_{slave} proceed on to the next steps.
15. After I_{2C_SLAVE_STRETCH_INT} (slave) is generated, the I_{2C_STRETCH_CAUSE} bit is 0. The I_{2C}_{slave} address matches the address sent over SDA, and I_{2C}_{slave} needs to send data.
16. Write data to be sent to TX RAM of I_{2C}_{slave} in either FIFO mode or non-FIFO mode according to Section 23.4.10.
17. Set I_{2C_SLAVE_SCL_STRETCH_CLR} (slave) to 1 to release SCL.
18. I_{2C}_{slave} sends data, and I_{2C}_{master} checks ACK value or not according to ack_check_en (master) in the READ command.
19. If data to be read by I_{2C}_{master} is larger than 32 bytes, an I_{2C_SLAVE_STRETCH_INT} (slave) interrupt will be generated when TX RAM of I_{2C}_{slave} becomes empty. In this way, I_{2C}_{slave} can hold SCL low, so that software has more time to pad data in TX RAM of I_{2C}_{slave} and read data in RX RAM of I_{2C}_{master}. After software has finished reading, you can set I_{2C_SLAVE_STRETCH_INT_CLR} (slave) to 1 to clear interrupt, and set I_{2C_SLAVE_SCL_STRETCH_CLR} (slave) to release the SCL line.
20. After I_{2C}_{master} has received the last byte of data, set ack_value (master) to 1. I_{2C}_{slave} will stop transfer once receiving the I_{2C_NACK_INT} interrupt.
21. After data transfer completes, I_{2C}_{master} executes the STOP command, and generates an I_{2C_TRANS_COMPLETE_INT} (master) interrupt.

23.5.8 I2C_{master} Reads I2C_{slave} with a 7-bit Address in Multiple Command Sequences

23.5.8.1 Introduction

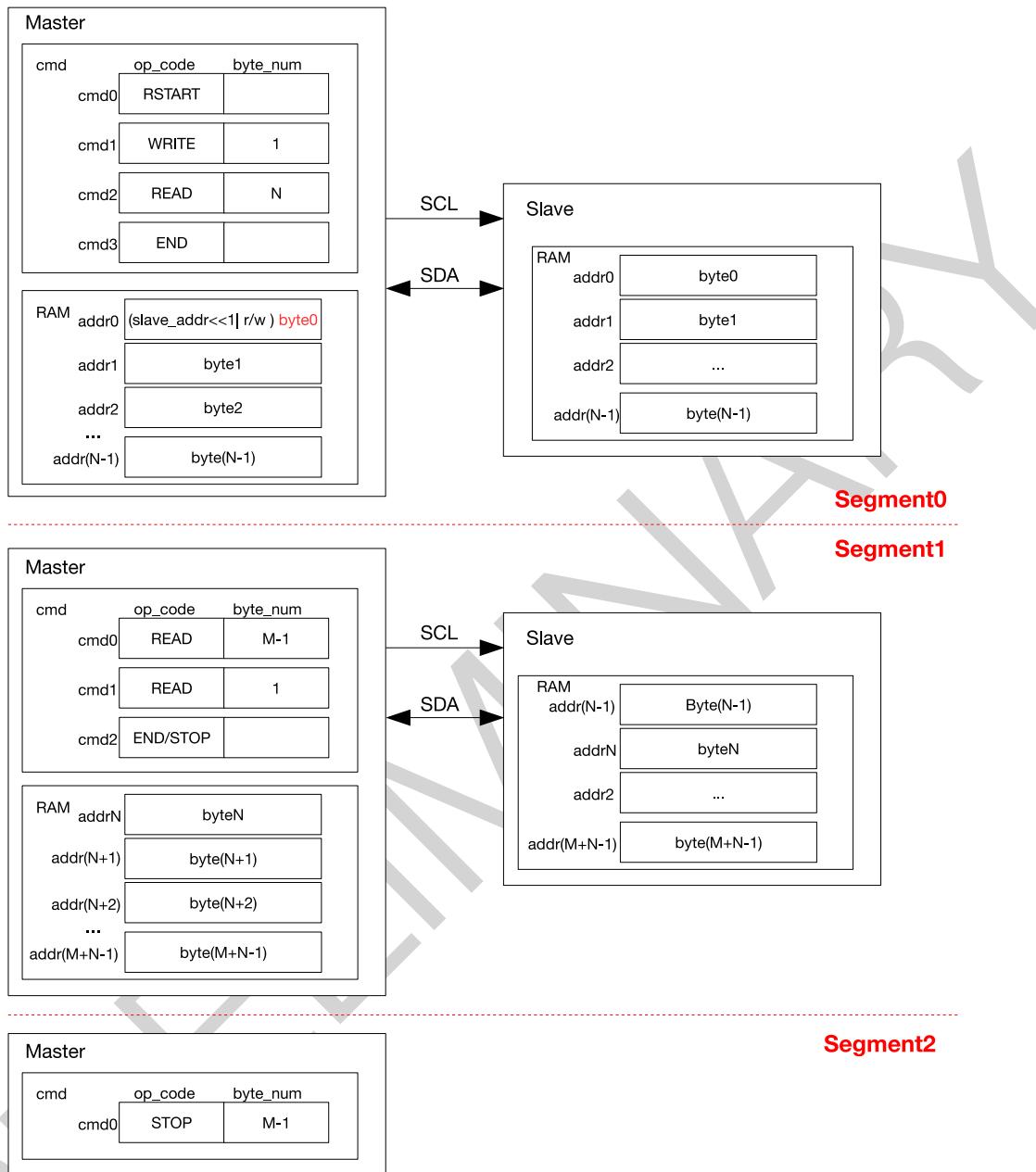


Figure 23-14. I2C_{master} Reading I2C_{slave} with a 7-bit Address in Segments

Figure 23-14 shows how I2C_{master} reads (N+M) bytes of data from an I2C slave in two/three segments separated by END commands. Configuration procedures are described as follows:

1. The procedures for Segment0 is similar to 23-11, except that the last command is an END.
2. Prepare data in the TX RAM of I2C_{slave}, and set `I2C_TRANS_START` to start data transfer. After executing the END command, I2C_{master} refreshes command registers and the RAM as shown in Segment1, and clears the corresponding `I2C_END_DETECT_INT` interrupt. If cmd2 in Segment1 is a STOP, then data is read from I2C_{slave} in two segments. I2C_{master} resumes data transfer by setting `I2C_TRANS_START` and terminates the transfer by sending a STOP bit.

3. If cmd2 in Segment1 is an END, then data is read from I₂C_{slave} in three segments. After the second data transfer finishes and an I2C_END_DETECT_INT interrupt is detected, the cmd box is configured as shown in Segment2. Once I2C_TRANS_START is set, I2C_{master} terminates the transfer by sending a STOP bit.

23.5.8.2 Configuration Example

1. Set I2C_MS_MODE (master) to 1, and I2C_MS_MODE (slave) to 0.
2. We recommend setting I2C_SLAVE_SCL_STRETCH_EN (slave) to 1, so that SCL can be held low for more processing time when I2C_{slave} needs to send data. If this bit is not set, software should write data to be sent to I2C_{slave}'s TX RAM before I2C_{master} initiates transfer. Configuration below is applicable to scenario where I2C_SLAVE_SCL_STRETCH_EN (slave) is 1.
3. Write 1 to I2C_CONF_UPDATE (master) and I2C_CONF_UPDATE (slave) to synchronize registers.
4. Configure command registers of I2C_{master}.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
I2C_COMMAND0 (master)	RSTART	—	—	—	—
I2C_COMMAND1 (master)	WRITE	0	0	1	1
I2C_COMMAND2 (master)	READ	0	0	1	N
I2C_COMMAND4 (master)	END	—	—	—	—

5. Write I2C_{slave} address to TX RAM of I2C_{master} in FIFO or non-FIFO mode.
6. Write address of I2C_{slave} to I2C_SLAVE_ADDR (slave) in I2C_SLAVE_ADDR_REG (slave) register.
7. Write 1 to I2C_CONF_UPDATE (master) and I2C_CONF_UPDATE (slave) to synchronize registers.
8. Write 1 to I2C_TRANS_START (master) to start I2C_{master}'s transfer.
9. Start I2C_{slave}'s transfer according to Section 23.4.14.
10. I2C_{slave} compares the slave address sent by I2C_{master} with its own address in I2C_SLAVE_ADDR (slave). When ack_check_en (master) in I2C_{master}'s WRITE command is 1, I2C_{master} checks ACK value each time it sends a byte. When ack_check_en (master) is 0, I2C_{master} does not check ACK value and take I2C_{slave} as matching slave by default.
 - Match: If the received ACK value matches ack_exp (master) (the expected ACK value), I2C_{master} continues data transfer.
 - Not match: If the received ACK value does not match ack_exp, I2C_{master} generates an I2C_NACK_INT (master) interrupt and stops data transfer.
11. After I2C_SLAVE_STRETCH_INT (slave) is generated, the I2C_STRETCH_CAUSE bit is 0. The I2C_{slave} address matches the address sent over SDA, and I2C_{slave} needs to send data.
12. Write data to be sent to TX RAM of I2C_{slave} in either FIFO mode or non-FIFO mode according to Section 23.4.10.
13. Set I2C_SLAVE_SCL_STRETCH_CLR (slave) to 1 to release SCL.
14. I2C_{slave} sends data, and I2C_{master} checks ACK value or not according to ack_check_en (master) in the READ command.

15. If data to be read by I2C_{master} in one READ command (N or M) is larger than 32 bytes, an I2C_SLAVE_STRETCH_INT (slave) interrupt will be generated when TX RAM of I2C_{slave} becomes empty. In this way, I2C_{slave} can hold SCL low, so that software has more time to pad data in TX RAM of I2C_{slave} and read data in RX RAM of I2C_{master}. After software has finished reading, you can set I2C_SLAVE_STRETCH_INT_CLR (slave) to 1 to clear interrupt, and set I2C_SLAVE_SCL_STRETCH_CLR (slave) to release the SCL line.
16. Once finishing reading data in the first READ command, I2C_{master} executes the END command and triggers an I2C_END_DETECT_INT (master) interrupt, which is cleared by setting I2C_END_DETECT_INT_CLR (master) to 1.
17. Update I2C_{master}'s command registers using one of the following two methods:

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
I2C_COMMAND0 (master)	READ	ack_value	ack_exp	1	M
I2C_COMMAND1 (master)	END	—	—	—	—

Or

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
I2C_COMMAND0 (master)	READ	0	0	1	M-1
I2C_COMMAND0 (master)	READ	1	0	1	1
I2C_COMMAND1 (master)	STOP	—	—	—	—

18. Write M bytes of data to be sent to TX RAM of I2C_{slave}. If M is larger than 32, then repeat step 14 in FIFO or non-FIFO mode.
19. Write 1 to I2C_TRANS_START (master) bit to start transfer and repeat step 14.
20. If the last command is a STOP, then set ack_value (master) to 1 after I2C_{master} has received the last byte of data. I2C_{slave} stops transfer upon the I2C_NACK_INT interrupt. I2C_{master} executes the STOP command to stop transfer and generates an I2C_TRANS_COMPLETE_INT (master) interrupt.
21. If the last command is an END, then repeat step 16 and proceed on to the next steps.
22. Update I2C_{master}'s command registers.

Command registers	op_code	ack_value	ack_exp	ack_check_en	byte_num
I2C_COMMAND1 (master)	STOP	—	—	—	—

23. Write 1 to I2C_TRANS_START (master) bit to start transfer.
24. I2C_{master} executes the STOP command to stop transfer, and generates an I2C_TRANS_COMPLETE_INT (master) interrupt.

23.6 Interrupts

- I2C_SLAVE_STRETCH_INT: Generated when one of the four stretching events occurs in slave mode.
- I2C_DET_START_INT: Triggered when the master or the slave detects a START bit.

- I2C_SCL_MAIN_ST_TO_INT: Triggered when the main state machine SCL_MAIN_FSM remains unchanged for over `I2C_SCL_MAIN_ST_TO_I2C[23:0]` clock cycles.
- I2C_SCL_ST_TO_INT: Triggered when the state machine SCL_FSM remains unchanged for over `I2C_SCL_ST_TO_I2C[23:0]` clock cycles.
- I2C_RXFIFO_UDF_INT: Triggered when the I2C controller reads RX FIFO via the APB bus, but RX FIFO is empty.
- I2C_TXFIFO_OVF_INT: Triggered when the I2C controller writes TX FIFO via the APB bus, but TX FIFO is full.
- I2C_NACK_INT: Triggered when the ACK value received by the master is not as expected, or when the ACK value received by the slave is 1.
- I2C_TRANS_START_INT: Triggered when the I2C controller sends a START bit.
- I2C_TIME_OUT_INT: Triggered when SCL stays high or low for more than `I2C_TIME_OUT_VALUE` clock cycles during data transfer.
- I2C_TRANS_COMPLETE_INT: Triggered when the I2C controller detects a STOP bit.
- I2C_MST_TXFIFO_UDF_INT: Triggered when TX FIFO of the master underflows.
- I2C_ARBITRATION_LOST_INT: Triggered when the SDA's output value does not match its input value while the master's SCL is high.
- I2C_BYTE_TRANS_DONE_INT: Triggered when the I2C controller sends or receives a byte.
- I2C_END_DETECT_INT: Triggered when op_code of the master indicates an END command and an END condition is detected.
- I2C_RXFIFO_OVF_INT: Triggered when RX FIFO of the I2C controller overflows.
- I2C_TXFIFO_WM_INT: I2C TX FIFO watermark interrupt. Triggered when `I2C_FIFO_PRT_EN` is 1 and the pointers of TX FIFO are less than `I2C_TXFIFO_WM_THRHD[4:0]`.
- I2C_RXFIFO_WM_INT: I2C RX FIFO watermark interrupt. Triggered when `I2C_FIFO_PRT_EN` is 1 and the pointers of RX FIFO are greater than `I2C_RXFIFO_WM_THRHD[4:0]`.

23.7 Register Summary

The addresses in this section are relative to **I2C Controller** base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Timing registers			
I2C_SCL_LOW_PERIOD_REG	Configures the low level width of SCL	0x0000	R/W
I2C_SDA_HOLD_REG	Configures the hold time after a negative SCL edge	0x0030	R/W
I2C_SDA_SAMPLE_REG	Configures the sample time after a positive SCL edge	0x0034	R/W
I2C_SCL_HIGH_PERIOD_REG	Configures the high level width of SCL	0x0038	R/W
I2C_SCL_START_HOLD_REG	Configures the delay between the SDA and SCL negative edge for a START condition	0x0040	R/W
I2C_SCL_RSTART_SETUP_REG	Configures the delay between the positive edge of SCL and the negative edge of SDA	0x0044	R/W
I2C_SCL_STOP_HOLD_REG	Configures the delay after the SCL clock edge for a STOP condition	0x0048	R/W
I2C_SCL_STOP_SETUP_REG	Configures the delay between the SDA and SCL positive edge for a STOP condition	0x004C	R/W
I2C_SCL_ST_TIME_OUT_REG	SCL status timeout register	0x0078	R/W
I2C_SCL_MAIN_ST_TIME_OUT_REG	SCL main status timeout register	0x007C	R/W
Configuration registers			
I2C_CTR_REG	Transmission configuration register	0x0004	varies
I2C_TO_REG	Timeout control register	0x000C	R/W
I2C_SLAVE_ADDR_REG	Slave address configuration register	0x0010	R/W
I2C_FIFO_CONF_REG	FIFO configuration register	0x0018	R/W
I2C_FILTER_CFG_REG	SCL and SDA filter configuration register	0x0050	R/W
I2C_CLK_CONF_REG	I2C clock configuration register	0x0054	R/W
I2C_SCL_SP_CONF_REG	Power configuration register	0x0080	varies
I2C_SCL_STRETCH_CONF_REG	Configures SCL clock stretching	0x0084	varies
Status registers			
I2C_SR_REG	Describes I2C work status	0x0008	RO
I2C_FIFO_ST_REG	FIFO status register	0x0014	RO
I2C_DATA_REG	Stores value of RX FIFO data	0x001C	RO
Interrupt registers			
I2C_INT_RAW_REG	Raw interrupt status	0x0020	R/SS/WTC
I2C_INT_CLR_REG	Interrupt clear bits	0x0024	WT
I2C_INT_ENA_REG	Interrupt enable bits	0x0028	R/W
I2C_INT_STATUS_REG	Status of captured I2C communication events	0x002C	RO
Command registers			
I2C_COMD0_REG	I2C command register 0	0x0058	varies
I2C_COMD1_REG	I2C command register 1	0x005C	varies
I2C_COMD2_REG	I2C command register 2	0x0060	varies

Name	Description	Address	Access
I2C_COMD3_REG	I2C command register 3	0x0064	varies
I2C_COMD4_REG	I2C command register 4	0x0068	varies
I2C_COMD5_REG	I2C command register 5	0x006C	varies
I2C_COMD6_REG	I2C command register 6	0x0070	varies
I2C_COMD7_REG	I2C command register 7	0x0074	varies
Version register			
I2C_DATE_REG	Version control register	0x00F8	R/W

PRELIMINARY

23.8 Registers

The addresses in this section are relative to **I2C Controller** base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 23.1. I2C_SCL_LOW_PERIOD_REG (0x0000)

(reserved)																																
31																																
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

I2C_SCL_LOW_PERIOD This field is used to configure how long SCL remains low in master mode, in I2C module clock cycles. (R/W)

Register 23.2. I2C_SDA_HOLD_REG (0x0030)

(reserved)																																			
31																																			
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		

I2C_SDA_HOLD_TIME This field is used to configure the time to hold the data after the falling edge of SCL, in I2C module clock cycles. (R/W)

Register 23.3. I2C_SDA_SAMPLE_REG (0x0034)

(reserved)																																				
31																																				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			

I2C_SDA_SAMPLE_TIME This field is used to configure how long SDA is sampled, in I2C module clock cycles. (R/W)

Register 23.4. I2C_SCL_HIGH_PERIOD_REG (0x0038)

(reserved)																I2C_SCL_WAIT_HIGH_PERIOD								I2C_SCL_HIGH_PERIOD									
31 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																16	15 0	9 0	8 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

I2C_SCL_HIGH_PERIOD This field is used to configure how long SCL remains high in master mode, in I2C module clock cycles. (R/W)

I2C_SCL_WAIT_HIGH_PERIOD This field is used to configure the SCL_FSM's waiting period for SCL high level in master mode, in I2C module clock cycles. (R/W)

Register 23.5. I2C_SCL_START_HOLD_REG (0x0040)

(reserved)																I2C_SCL_START_HOLD_TIME																	
31 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																16	15 0	9 0	8 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

I2C_SCL_START_HOLD_TIME This field is used to configure the time between the falling edge of SDA and the falling edge of SCL for a START condition, in I2C module clock cycles. (R/W)

Register 23.6. I2C_SCL_RSTART_SETUP_REG (0x0044)

(reserved)																I2C_SCL_RSTART_SETUP_TIME																	
31 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																16	15 0	9 0	8 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

I2C_SCL_RSTART_SETUP_TIME This field is used to configure the time between the rising edge of SCL and the falling edge of SDA for a RSTART condition, in I2C module clock cycles. (R/W)

Register 23.7. I2C_SCL_STOP_HOLD_REG (0x0048)

(reserved)										I2C_SCL_STOP_HOLD_TIME	
31									9	8	0
0	0	0	0	0	0	0	0	0	0	0	Reset

I2C_SCL_STOP_HOLD_TIME This field is used to configure the delay after the STOP condition, in I2C module clock cycles. (R/W)

Register 23.8. I2C_SCL_STOP_SETUP_REG (0x004C)

(reserved)										I2C_SCL_STOP_SETUP_TIME	
31									9	8	0
0	0	0	0	0	0	0	0	0	0	0	Reset

I2C_SCL_STOP_SETUP_TIME This field is used to configure the time between the rising edge of SCL and the rising edge of SDA, in I2C module clock cycles. (R/W)

Register 23.9. I2C_SCL_ST_TIME_OUT_REG (0x0078)

(reserved)										I2C_SCL_ST_TO_I2C	
31									5	4	0
0	0	0	0	0	0	0	0	0	0	0	0x10 Reset

I2C_SCL_ST_TO_I2C The maximum time that SCL_FSM remains unchanged. It should be no more than 23. (R/W)

Register 23.10. I2C_SCL_MAIN_ST_TIME_OUT_REG (0x007C)

(reserved)																				
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	4	0	0x10	Reset

I2C_SCL_MAIN_ST_TO_I2C The maximum time that SCL_MAIN_FSM remains unchanged. It should be no more than 23. (R/W)

Register 23.11. I2C_CTR_REG (0x0004)

(reserved)	31	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1

I2C_RX_FULL_ACK_LEVEL
I2C_SDA_FORCE_OUT
I2C_SCL_FORCE_OUT
I2C_SAMPLE_SCL_LEVEL
I2C_CLK_EN
I2C_ARBITRATION_EN
I2C_FSM_RST
I2C_CONF_UPDATE
I2C_SLV_TX_AUTO_START_EN
I2C_ADDR_10BIT_RW_CHECK_EN
I2C_ADDR_BROADCASTING_EN

I2C_SDA_FORCE_OUT 0: direct output; 1: open-drain output. (R/W)

I2C_SCL_FORCE_OUT 0: direct output; 1: open-drain output. (R/W)

I2C_SAMPLE_SCL_LEVEL This bit is used to select the sampling mode. 0: samples SDA data on the SCL high level; 1: samples SDA data on the SCL low level. (R/W)

I2C_RX_FULL_ACK_LEVEL This bit is used to configure the ACK value that need to be sent by master when I2C_RXFIFO_CNT has reached the threshold. (R/W)

I2C_MS_MODE Set this bit to configure the I2C controller as an I2C Master. Clear this bit to configure the I2C controller as a slave. (R/W)

I2C_TRANS_START Set this bit to start sending the data in TX FIFO. (WT)

I2C_TX_LSB_FIRST This bit is used to control the order to send data. 0: sends data from the most significant bit; 1: sends data from the least significant bit. (R/W)

I2C_RX_LSB_FIRST This bit is used to control the order to receive data. 0: receives data from the most significant bit; 1: receives data from the least significant bit. (R/W)

I2C_CLK_EN This field controls APB_CLK clock gating. 0: APB_CLK is gated to save power; 1: APB_CLK is always on. (R/W)

I2C_ARBITRATION_EN This is the enable bit for I2C bus arbitration function. (R/W)

I2C_FSM_RST This bit is used to reset the SCL_FSM. (WT)

I2C_CONF_UPDATE Synchronization bit. (WT)

I2C_SLV_TX_AUTO_START_EN This is the enable bit for slave to send data automatically. (R/W)

I2C_ADDR_10BIT_RW_CHECK_EN This is the enable bit to check if the R/W bit of 10-bit addressing is consistent with the I2C protocol. (R/W)

I2C_ADDR_BROADCASTING_EN This is the enable bit for 7-bit general call addressing. (R/W)

Register 23.12. I2C_TO_REG (0x000C)

The diagram shows the bit field layout of Register 23.12. I2C_TO_REG (0x000C). It consists of a 32-bit register with the following bit descriptions:

- I2C_TIME_OUT_VALUE**: This field is used to configure the timeout for receiving a data bit in APB clock cycles. (R/W)
- I2C_TIME_OUT_EN**: This is the enable bit for timeout control. (R/W)
- (reserved)**: A group of reserved bits from bit 31 down to bit 0.
- Reset**: A reset value of 0x10.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

I2C_TIME_OUT_VALUE This field is used to configure the timeout for receiving a data bit in APB clock cycles. (R/W)

I2C_TIME_OUT_EN This is the enable bit for timeout control. (R/W)

Register 23.13. I2C_SLAVE_ADDR_REG (0x0010)

The diagram shows the bit field layout of Register 23.13. I2C_SLAVE_ADDR_REG (0x0010). It consists of a 32-bit register with the following bit descriptions:

- I2C_SLAVE_ADDR**: When the I2C controller is in slave mode, this field is used to configure the slave address. (R/W)
- I2C_ADDR_10BIT_EN**: This field is used to enable the 10-bit addressing mode in master mode. (R/W)
- (reserved)**: A group of reserved bits from bit 31 down to bit 0.
- Reset**: A reset value of 0.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

I2C_SLAVE_ADDR When the I2C controller is in slave mode, this field is used to configure the slave address. (R/W)

I2C_ADDR_10BIT_EN This field is used to enable the 10-bit addressing mode in master mode. (R/W)

Register 23.14. I2C_FIFO_CONF_REG (0x0018)

(reserved)															I2C_RXFIFO_WM_THRHD		
31	15	14	13	12	11	10	9	5	4	0	I2C_RXFIFO_WM_THRHD		I2C_TXFIFO_WM_THRHD				
0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0x4	0xb	Reset

I2C_RXFIFO_WM_THRHD The watermark threshold of RX FIFO in non-FIFO mode. When I2C_FIFO_PRT_EN is 1 and RX FIFO counter is bigger than I2C_RXFIFO_WM_THRHD[4:0], I2C_RXFIFO_WI_INT_RAW bit is valid. (R/W)

I2C_TXFIFO_WM_THRHD The watermark threshold of TX FIFO in non-FIFO mode. When I2C_FIFO_PRT_EN is 1 and TX FIFO counter is smaller than I2C_TXFIFO_WM_THRHD[4:0], I2C_TXFIFO_WI_INT_RAW bit is valid. (R/W)

I2C_NONFIFO_EN Set this bit to enable APB non-FIFO mode. (R/W)

I2C_FIFO_ADDR_CFG_EN When this bit is set to 1, the byte received after the I2C address byte represents the offset address in the I2C Slave RAM. (R/W)

I2C_RX_FIFO_RST Set this bit to reset RX FIFO. (R/W)

I2C_TX_FIFO_RST Set this bit to reset TX FIFO. (R/W)

I2C_FIFO_PRT_EN The control enable bit of FIFO pointer in non-FIFO mode. This bit controls the valid bits and TX/RX FIFO overflow, underflow, full and empty interrupts. (R/W)

Register 23.15. I2C_FILTER_CFG_REG (0x0050)

(reserved)															I2C_SDA_FILTER_EN		I2C_SCL_FILTER_EN	
31	10	9	8	7	4	3	0	10	9	8	7	4	3	0	10	9	8	7
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0

I2C_SCL_FILTER_THRES When a pulse on the SCL input has smaller width than the value of this field in I2C module clock cycles, the I2C controller ignores that pulse. (R/W)

I2C_SDA_FILTER_THRES When a pulse on the SDA input has smaller width than the value of this field in I2C module clock cycles, the I2C controller ignores that pulse. (R/W)

I2C_SCL_FILTER_EN This is the filter enable bit for SCL. (R/W)

I2C_SDA_FILTER_EN This is the filter enable bit for SDA. (R/W)

Register 23.16. I2C_CLK_CONF_REG (0x0054)

	(reserved)	I2C_SCLK_ACTIVE	I2C_SCLK_SEL	I2C_SCLK_DIV_B	I2C_SCLK_DIV_A	I2C_SCLK_DIV_NUM					
31		22	21	20	19	14	13	8	7	0	0
0	0	0	0	0	0	1	0	0	0	0	Reset

I2C_SCLK_DIV_NUM The integral part of the divisor. (R/W)

I2C_SCLK_DIV_A The numerator of the divisor's fractional part. (R/W)

I2C_SCLK_DIV_B The denominator of the divisor's fractional part. (R/W)

I2C_SCLK_SEL The clock selection bit for the I2C controller. 0: XTAL_CLK; 1: FOSC_CLK. (R/W)

I2C_SCLK_ACTIVE The clock switch bit for the I2C controller. (R/W)

Register 23.17. I2C_SCL_SP_CONF_REG (0x0080)

	(reserved)	I2C_SDA_PD_EN	I2C_SCL_PD_EN	I2C_SCL_RST_SLV_NUM	I2C_SCL_RST_SLV_EN		
31		8	7	6	5	1	0
0	0	0	0	0	0	0	0

I2C_SCL_RST_SLV_EN When the master is idle, set this bit to send out SCL pulses. The number of pulses equals to I2C_SCL_RST_SLV_NUM[4:0]. (R/W/SC)

I2C_SCL_RST_SLV_NUM Configures the pulses of SCL generated in master mode. Valid when I2C_SCL_RST_SLV_EN is 1. (R/W)

I2C_SCL_PD_EN The power down enable bit for the I2C output SCL line. 0: Not power down; 1: Power down. Set I2C_SCL_FORCE_OUT and I2C_SCL_PD_EN to 1 to stretch SCL low. (R/W)

I2C_SDA_PD_EN The power down enable bit for the I2C output SDA line. 0: Not power down; 1: Power down. Set I2C_SDA_FORCE_OUT and I2C_SDA_PD_EN to 1 to stretch SDA low. (R/W)

Register 23.18. I2C_SCL_STRETCH_CONF_REG (0x0084)

I2C_STRETCH_PROTECT_NUM Configures the time period to release the SCL line from stretching to avoid timing violation. Usually it should be larger than the SDA steep time. (R/W)

I2C_SLAVE_SCL_STRETCH_EN The enable bit for SCL clock stretching. 0: Disable; 1: Enable. The SCL output line will be stretched low when I2C_SLAVE_SCL_STRETCH_EN is 1 and one of the four stretching events occurs. The cause of stretching can be seen in I2C_STRETCH_CAUSE.
(R/W)

I2C_SLAVE_SCL_STRETCH_CLR Set this bit to clear SCL clock stretching. (WT)

I2C_SLAVE_BYTE_ACK_CTL_EN The enable bit for slave to control the level of the ACK bit. (R/W)

I2C_SLAVE_BYTE_ACK_LVL Set the level of the ACK bit when I2C_SLAVE_BYTE_ACK_CTL_EN is set. (R/W)

Register 23.19. I2C_SR_REG (0x0008)

	(reserved)	I2C_SCL_STATE_LAST	(reserved)	I2C_SCL_MAIN_STATE_LAST	I2C_TXFIFO_CNT	(reserved)	I2C_STRETCH_CAUSE	I2C_RXFIFO_CNT	(reserved)	I2C_SLAVE_ADDRESSED	(reserved)	I2C_BUS_BUSY	(reserved)	I2C_ARB_LOST	(reserved)	I2C_SLAVE_RW	(reserved)	I2C_RESP_REC			
31	30	28	27	26	24	23	18	17	16	15	14	13	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0x3	0	0	0	0	0	0	0	0	0	0	0	0	Reset

I2C_RESP_REC The received ACK value in master mode or slave mode. 0: ACK; 1: NACK. (RO)

I2C_SLAVE_RW When in slave mode, 0: master writes to slave; 1: master reads from slave. (RO)

I2C_ARB_LOST When the I2C controller loses control of the SCL line, this bit changes to 1. (RO)

I2C_BUS_BUSY 0: the I2C bus is in idle state; 1: the I2C bus is busy transferring data. (RO)

I2C_SLAVE_ADDRESSED When the I2C controller is in slave mode, and the address sent by the master matches the address of the slave, this bit is at high level. (RO)

I2C_RXFIFO_CNT This field represents the number of data bytes to be sent. (RO)

I2C_STRETCH_CAUSE The cause of SCL clock stretching in slave mode. 0: stretching SCL low when the master starts to read data; 1: stretching SCL low when TX FIFO is empty in slave mode; 2: stretching SCL low when RX FIFO is full in slave mode. (RO)

I2C_TXFIFO_CNT This field stores the number of data bytes received in RAM. (RO)

I2C_SCL_MAIN_STATE_LAST This field indicates the status of the state machine. 0: idle; 1: address shift; 2: ACK address; 3: receive data; 4: transmit data; 5: send ACK; 6: wait for ACK. (RO)

I2C_SCL_STATE_LAST This field indicates the status of the state machine used to produce SCL. 0: idle; 1: start; 2: falling edge; 3: low; 4: rising edge; 5: high; 6: stop. (RO)

Register 23.20. I2C_FIFO_ST_REG (0x0014)

(reserved)		I2C_SLAVE_RW_POINT		(reserved)		I2C_TXFIFO_WADDR		I2C_TXFIFO_RADDR		I2C_RXFIFO_WADDR		I2C_RXFIFO_RADDR		
31	30	29		22	21	20	19	15	14	10	9	5	4	0
0	0		0	0	0	0	0	0	0	0	1	0	0	Reset

I2C_RXFIFO_RADDR This is the offset address of the APB reading from RX FIFO. (RO)

I2C_RXFIFO_WADDR This is the offset address of the I2C controller receiving data and writing to RX FIFO. (RO)

I2C_TXFIFO_RADDR This is the offset address of the I2C controller reading from TX FIFO. (RO)

I2C_TXFIFO_WADDR This is the offset address of APB bus writing to TX FIFO. (RO)

I2C_SLAVE_RW_POINT The received data in I2C slave mode. (RO)

Register 23.21. I2C_DATA_REG (0x001C)

I2C_FIFO_RDATA															
31															
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

I2C_FIFO_RDATA Data read from RX FIFO. (RO)

Register 23.22. I2C_INT_RAW_REG (0x0020)

31	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0

(reserved) | I2C_GENERAL_CALL_INT_RAW
 | I2C_SLAVE_STRETCH_INT_RAW
 | I2C_DET_START_INT_RAW
 | I2C_SCL_MAIN_ST_TO_INT_RAW
 | I2C_SCL_ST_TO_INT_RAW
 | I2C_RXFIFO_UDF_INT_RAW
 | I2C_RXFIFO_OVF_INT_RAW
 | I2C_NACK_INT_RAW
 | I2C_TRANS_START_INT_RAW
 | I2C_TRANS_COMPLETE_INT_RAW
 | I2C_MST_TXFIFO_UDF_INT_RAW
 | I2C_ARBITRATION_LOST_INT_RAW
 | I2C_BYTETRANS_DONE_INT_RAW
 | I2C_END_DETECT_INT_RAW
 | I2C_RXFIFO_WM_INT_RAW
 | I2C_RXFIFO_WM_INT_RAW

I2C_RXFIFO_WM_INT_RAW The raw interrupt bit for the I2C_RXFIFO_WM_INT interrupt.
(R/SS/WTC)

I2C_TXFIFO_WM_INT_RAW The raw interrupt bit for the I2C_TXFIFO_WM_INT interrupt.
(R/SS/WTC)

I2C_RXFIFO_OVF_INT_RAW The raw interrupt bit for the I2C_RXFIFO_OVF_INT interrupt.
(R/SS/WTC)

I2C_END_DETECT_INT_RAW The raw interrupt bit for the I2C_END_DETECT_INT interrupt.
(R/SS/WTC)

I2C_BYTE_TRANS_DONE_INT_RAW The raw interrupt bit for the I2C_END_DETECT_INT interrupt.
(R/SS/WTC)

I2C_ARBITRATION_LOST_INT_RAW The raw interrupt bit for the I2C_ARBITRATION_LOST_INT interrupt. (R/SS/WTC)

I2C_MST_TXFIFO_UDF_INT_RAW The raw interrupt bit for the I2C_TRANS_COMPLETE_INT interrupt. (R/SS/WTC)

I2C_TRANS_COMPLETE_INT_RAW The raw interrupt bit for the I2C_TRANS_COMPLETE_INT interrupt. (R/SS/WTC)

I2C_TIME_OUT_INT_RAW The raw interrupt bit for the I2C_TIME_OUT_INT interrupt. (R/SS/WTC)

I2C_TRANS_START_INT_RAW The raw interrupt bit for the I2C_TRANS_START_INT interrupt.
(R/SS/WTC)

I2C_NACK_INT_RAW The raw interrupt bit for the I2C_SLAVE_STRETCH_INT interrupt. (R/SS/WTC)

I2C_TXFIFO_OVF_INT_RAW The raw interrupt bit for the I2C_RXFIFO_OVF_INT interrupt.
(R/SS/WTC)

I2C_RXFIFO_UDF_INT_RAW The raw interrupt bit for the I2C_RXFIFO_UDF_INT interrupt.
(R/SS/WTC)

Continued on the next page...

Register 23.22. I2C_INT_RAW_REG (0x0020)

Continued from the previous page...

I2C_SCL_ST_TO_INT_RAW The raw interrupt bit for the I2C_SCL_ST_TO_INT interrupt.
(R/SS/WTC)

I2C_SCL_MAIN_ST_TO_INT_RAW The raw interrupt bit for the I2C_SCL_MAIN_ST_TO_INT interrupt. (R/SS/WTC)

I2C_DET_START_INT_RAW The raw interrupt bit for the I2C_DET_START_INT interrupt.
(R/SS/WTC)

I2C_SLAVE_STRETCH_INT_RAW The raw interrupt bit for the I2C_SLAVE_STRETCH_INT interrupt.
(R/SS/WTC)

I2C_GENERAL_CALL_INT_RAW The raw interrupt bit for the I2C_GENARAL_CALL_INT interrupt.
(R/SS/WTC)

PRELIMINARY

Register 23.23. I2C_INT_CLR_REG (0x0024)

31	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

I2C_RXFIFO_WM_INT_CLR Set this bit to clear the I2C_RXFIFO_WM_INT interrupt. (WT)

I2C_TXFIFO_WM_INT_CLR Set this bit to clear the I2C_TXFIFO_WM_INT interrupt. (WT)

I2C_RXFIFO_OVF_INT_CLR Set this bit to clear the I2C_RXFIFO_OVF_INT interrupt. (WT)

I2C_END_DETECT_INT_CLR Set this bit to clear the I2C_END_DETECT_INT interrupt. (WT)

I2C_BYTE_TRANS_DONE_INT_CLR Set this bit to clear the I2C_END_DETECT_INT interrupt. (WT)

I2C_ARBITRATION_LOST_INT_CLR Set this bit to clear the I2C_ARBITRATION_LOST_INT interrupt. (WT)

I2C_MST_TXFIFO_UDF_INT_CLR Set this bit to clear the I2C_TRANS_COMPLETE_INT interrupt. (WT)

I2C_TRANS_COMPLETE_INT_CLR Set this bit to clear the I2C_TRANS_COMPLETE_INT interrupt. (WT)

I2C_TIME_OUT_INT_CLR Set this bit to clear the I2C_TIME_OUT_INT interrupt. (WT)

I2C_TRANS_START_INT_CLR Set this bit to clear the I2C_TRANS_START_INT interrupt. (WT)

I2C_NACK_INT_CLR Set this bit to clear the I2C_SLAVE_STRETCH_INT interrupt. (WT)

I2C_TXFIFO_OVF_INT_CLR Set this bit to clear the I2C_TXFIFO_OVF_INT interrupt. (WT)

I2C_RXFIFO_UDF_INT_CLR Set this bit to clear the I2C_RXFIFO_UDF_INT interrupt. (WT)

I2C_SCL_ST_TO_INT_CLR Set this bit to clear the I2C_SCL_ST_TO_INT interrupt. (WT)

I2C_SCL_MAIN_ST_TO_INT_CLR Set this bit to clear the I2C_SCL_MAIN_ST_TO_INT interrupt. (WT)

I2C_DET_START_INT_CLR Set this bit to clear the I2C_DET_START_INT interrupt. (WT)

I2C_SLAVE_STRETCH_INT_CLR Set this bit to clear the I2C_SLAVE_STRETCH_INT interrupt. (WT)

I2C_GENERAL_CALL_INT_CLR Set this bit for the I2C_GENARAL_CALL_INT interrupt. (WT)

Register 23.24. I2C_INT_ENA_REG (0x0028)

(reserved)	31	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

I2C_RXFIFO_WM_INT_ENA The interrupt enable bit for the I2C_RXFIFO_WM_INT interrupt. (R/W)

I2C_TXFIFO_WM_INT_ENA The interrupt enable bit for the I2C_TXFIFO_WM_INT interrupt. (R/W)

I2C_RXFIFO_OVF_INT_ENA The interrupt enable bit for the I2C_RXFIFO_OVF_INT interrupt. (R/W)

I2C_END_DETECT_INT_ENA The interrupt enable bit for the I2C_END_DETECT_INT interrupt. (R/W)

I2C_BYTE_TRANS_DONE_INT_ENA The interrupt enable bit for the I2C_END_DETECT_INT interrupt. (R/W)

I2C_ARBITRATION_LOST_INT_ENA The interrupt enable bit for the I2C_ARBITRATION_LOST_INT interrupt. (R/W)

I2C_MST_TXFIFO_UDF_INT_ENA The interrupt enable bit for the I2C_TRANS_COMPLETE_INT interrupt. (R/W)

I2C_TRANS_COMPLETE_INT_ENA The interrupt enable bit for the I2C_TRANS_COMPLETE_INT interrupt. (R/W)

I2C_TIME_OUT_INT_ENA The interrupt enable bit for the I2C_TIME_OUT_INT interrupt. (R/W)

I2C_TRANS_START_INT_ENA The interrupt enable bit for the I2C_TRANS_START_INT interrupt. (R/W)

I2C_NACK_INT_ENA The interrupt enable bit for the I2C_SLAVE_STRETCH_INT interrupt. (R/W)

I2C_TXFIFO_OVF_INT_ENA The interrupt enable bit for the I2C_TXFIFO_OVF_INT interrupt. (R/W)

I2C_RXFIFO_UDF_INT_ENA The interrupt enable bit for the I2C_RXFIFO_UDF_INT interrupt. (R/W)

I2C_SCL_ST_TO_INT_ENA The interrupt enable bit for the I2C_SCL_ST_TO_INT interrupt. (R/W)

I2C_SCL_MAIN_ST_TO_INT_ENA The interrupt enable bit for the I2C_SCL_MAIN_ST_TO_INT interrupt. (R/W)

I2C_DET_START_INT_ENA The interrupt enable bit for the I2C_DET_START_INT interrupt. (R/W)

I2C_SLAVE_STRETCH_INT_ENA The interrupt enable bit for the I2C_SLAVE_STRETCH_INT interrupt. (R/W)

I2C_GENERAL_CALL_INT_ENA The interrupt enable bit for the I2C_GENERAL_CALL_INT interrupt. (R/W)

Register 23.25. I2C_INT_STATUS_REG (0x002C)

	I2C_GENERAL_CALL_INT_ST																														
	I2C_SLAVE_STRETCH_INT_ST																														
	I2C_DET_START_INT_ST																														
	I2C_SCL_MAIN_ST_TO_INT_ST																														
	I2C_SCL_ST_TO_INT_ST																														
	I2C_RXFIFO_UDF_INT_ST																														
	I2C_RXFIFO_OVF_INT_ST																														
	I2C_TRANS_START_INT_ST																														
	I2C_TIME_OUT_INT_ST																														
	I2C_MST_TXFIFO_UDF_INT_ST																														
	I2C_ARBITRATION_LOST_INT_ST																														
	I2C_BYTETRANS_DONE_INT_ST																														
(reserved)	31	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0											
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset
I2C_RXFIFO_WM_INT_ST	The masked interrupt status bit for the I2C_RXFIFO_WM_INT interrupt.																														
(RO)																															
I2C_TXFIFO_WM_INT_ST	The masked interrupt status bit for the I2C_TXFIFO_WM_INT interrupt.																														
(RO)																															
I2C_RXFIFO_OVF_INT_ST	The masked interrupt status bit for the I2C_RXFIFO_OVF_INT interrupt.																														
(RO)																															
I2C_END_DETECT_INT_ST	The masked interrupt status bit for the I2C_END_DETECT_INT interrupt.																														
(RO)																															
I2C_BYTETRANS_DONE_INT_ST	The masked interrupt status bit for the I2C_BYTETRANS_DONE_INT interrupt.																														
(RO)																															
I2C_ARBITRATION_LOST_INT_ST	The masked interrupt status bit for the I2C_ARBITRATION_LOST_INT interrupt.																														
(RO)																															
I2C_TRANS_COMPLETE_INT_ST	The masked interrupt status bit for the I2C_TRANS_COMPLETE_INT interrupt.																														
(RO)																															
I2C_TIME_OUT_INT_ST	The masked interrupt status bit for the I2C_TIME_OUT_INT interrupt.																														
(RO)																															
I2C_TRANS_START_INT_ST	The masked interrupt status bit for the I2C_TRANS_START_INT interrupt.																														
(RO)																															
I2C_NACK_INT_ST	The masked interrupt status bit for the I2C_SLAVE_STRETCH_INT interrupt.																														
(RO)																															
I2C_TXFIFO_OVF_INT_ST	The masked interrupt status bit for the I2C_TXFIFO_OVF_INT interrupt.																														
(RO)																															
I2C_RXFIFO_UDF_INT_ST	The masked interrupt status bit for the I2C_RXFIFO_UDF_INT interrupt.																														
(RO)																															

Continued on the next page...

Register 23.25. I2C_INT_STATUS_REG (0x002C)

Continued from the previous page...

I2C_SCL_ST_TO_INT_ST The masked interrupt status bit for the I2C_SCL_ST_TO_INT interrupt. (RO)

I2C_SCL_MAIN_ST_TO_INT_ST The masked interrupt status bit for the I2C_SCL_MAIN_ST_TO_INT interrupt. (RO)

I2C_DET_START_INT_ST The masked interrupt status bit for the I2C_DET_START_INT interrupt. (RO)

I2C_SLAVE_STRETCH_INT_ST The masked interrupt status bit for the I2C_SLAVE_STRETCH_INT interrupt. (RO)

I2C_GENERAL_CALL_INT_ST The masked interrupt status bit for the I2C_GENERAL_CALL_INT interrupt. (RO)

Register 23.26. I2C_COMMAND0_REG (0x0058)

I2C_COMMAND0_DONE		(reserved)										I2C_COMMAND0	
31	30	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

I2C_COMMAND0 This is the content of command register 0. It consists of three parts:

- op_code is the command. 0: RSTART; 1: WRITE; 2: READ; 3: STOP; 4: END.
- Byte_num represents the number of bytes that need to be sent or received.
- ack_check_en, ack_exp and ack are used to control the ACK bit. For more information, see Section 23.4.9.

(R/W)

I2C_COMMAND0_DONE When command 0 has been executed in master mode, this bit changes to high level. (R/W/SS)

Register 23.27. I2C_COMD1_REG (0x005C)

31	30	(reserved)		14	13	0	
0	0	0	0	0	0	0	0

Reset

I2C_COMMAND1 This is the content of command register 1. It is the same as that of [I2C_COMMAND0](#). (R/W)

I2C_COMMAND1_DONE When command 1 has been executed in master mode, this bit changes to high level. (R/W/SS)

Register 23.28. I2C_COMD2_REG (0x0060)

31	30	(reserved)		14	13	0	
0	0	0	0	0	0	0	0

Reset

I2C_COMMAND2 This is the content of command register 2. It is the same as that of [I2C_COMMAND0](#). (R/W)

I2C_COMMAND2_DONE When command 2 has been executed in master mode, this bit changes to high Level. (R/W/SS)

Register 23.29. I2C_COMD3_REG (0x0064)

31	30	(reserved)		14	13	0	
0	0	0	0	0	0	0	0

Reset

I2C_COMMAND3 This is the content of command register 3. It is the same as that of [I2C_COMMAND0](#). (R/W)

I2C_COMMAND3_DONE When command 3 has been executed in master mode, this bit changes to high level. (R/W/SS)

Register 23.30. I2C_COMD4_REG (0x0068)

31	30	(reserved)	14	13	0
0	0	0 0	0	0	Reset

I2C_COMMAND4 This is the content of command register 4. It is the same as that of [I2C_COMMAND0](#). (R/W)

I2C_COMMAND4_DONE When command 4 has been executed in master mode, this bit changes to high level. (R/W/SS)

Register 23.31. I2C_COMD5_REG (0x006C)

31	30	(reserved)	14	13	0
0	0	0 0	0	0	Reset

I2C_COMMAND5 This is the content of command register 5. It is the same as that of [I2C_COMMAND0](#). (R/W)

I2C_COMMAND5_DONE When command 5 has been executed in master mode, this bit changes to high level. (R/W/SS)

Register 23.32. I2C_COMD6_REG (0x0070)

31	30	(reserved)	14	13	0
0	0	0 0	0	0	Reset

I2C_COMMAND6 This is the content of command register 6. It is the same as that of [I2C_COMMAND0](#). (R/W)

I2C_COMMAND6_DONE When command 6 has been executed in master mode, this bit changes to high level. (R/W/SS)

Register 23.33. I2C_COMMAND7_REG (0x0074)

I2C_COMMAND7													
(reserved)													
31	30							14	13				0
0	0	0	0	0	0	0	0	0	0	0	0	0	0
													Reset

I2C_COMMAND7 This is the content of command register 7. It is the same as that of **I2C_COMMAND0**. (R/W)

I2C_COMMAND7_DONE When command 7 has been executed in master mode, this bit changes to high level. (R/W/SS)

Register 23.34. I2C_DATE_REG (0x00F8)

I2C_DATE	
31	0
0x20070201	Reset

I2C_DATE This is the version control register. (R/W)

24 USB Serial/JTAG Controller (USB_SERIAL_JTAG)

The ESP32-C3 contains an USB Serial/JTAG Controller. This unit can be used to program the SoC's flash, read program output, as well as attach a debugger to the running program. All of these are possible for any computer with a USB host ('host' in the rest of this text) without any active external components.

24.1 Overview

The workflow of developing on previous versions of Espressif chips generally use two methods of communication with the SoC: one is a serial port and the other is the JTAG debugging port. The serial port is a two-wire interface traditionally used to push new firmware-under-development to the chip ('programming'). As most modern computers do not have a compatible serial port anymore, interfacing to this serial port requires an USB-to-serial converter IC or board. After programming is finished, the port is used to monitor any debugging output from the program, in order to keep an eye on the general state of program execution. When program execution is not what the developer expects (i.e. the program crashes), the JTAG debugging port is then used to inspect the state of the program and its variables and set break- and watchpoints. This requires interfacing with the JTAG debug port, which generally requires an external JTAG adapter.

All these external interfaces take up six pins in total, which cannot be used for other purposes while debugging. Especially on devices with small packages, like the ESP32-C3, not being able to use these pins can be limiting to a design.

In order to alleviate this issue, as well as to negate the need for external devices, the ESP32-C3 contains an USB Serial/JTAG Controller, which integrates the functionality of both an USB-to-serial converter as well as those of an USB-to-JTAG adapter. As this device directly interfaces to an external USB host using only the two data lines required by USB1.1, debugging the ESP32-C3 only requires two pins to be dedicated to this functionality.

24.2 Features

- USB Full-speed device.
- Fixed function device, hardwired for CDC-ACM (Communication Device Class - Abstract Control Model) and JTAG adapter functionality.
- 2 OUT Endpoints, 3 IN Endpoints in addition to Control Endpoint 0; Up to 64-byte data payload size.
- Internal PHY, so no or very few external components needed to connect to a host computer.
- CDC-ACM adherent serial port emulation is plug-and-play on most modern OSes.
- JTAG interface allows fast communication with CPU debug core using a compact representation of JTAG instructions.
- CDC-ACM supports host controllable chip reset and entry into download mode.

As shown in Figure 24-1, the USB Serial/JTAG Controller consists of an USB PHY, a USB device interface, a JTAG command processor and a response capture unit, as well as the CDC-ACM registers. The PHY and part of the device interface are clocked from a 48 MHz clock derived from the main PLL, the rest of the logic is clocked from APB_CLK. The JTAG command processor is connected to the JTAG debug unit of the main processor; the CDC-ACM registers are connected to the APB bus and as such can be read from and written to by software running on the main CPU.

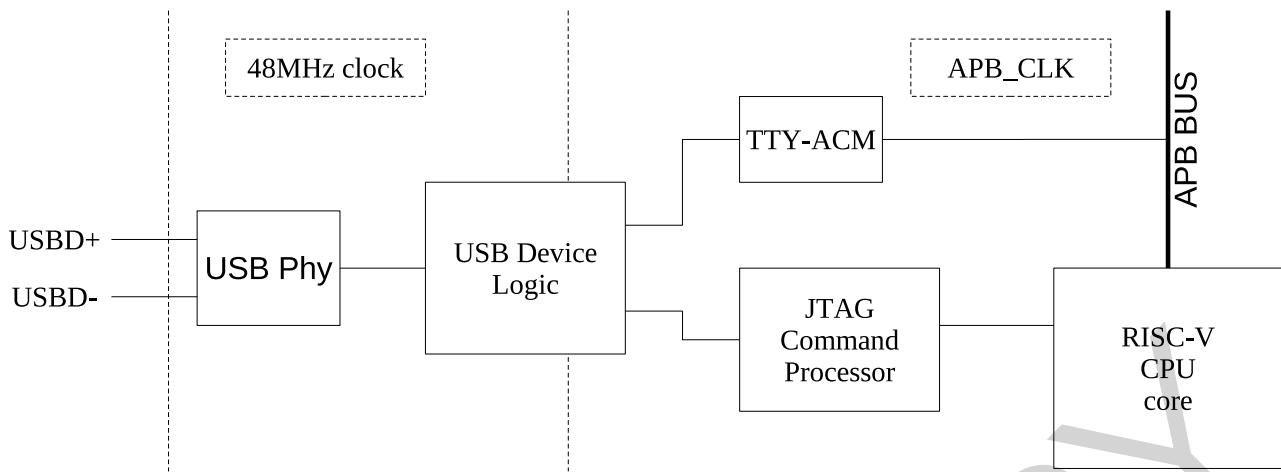


Figure 24-1. USB Serial/JTAG High Level Diagram

Note that while the USB Serial/JTAG device is a USB 2.0 device, it only supports Full-speed (12 Mbps) and not the High-speed (480 Mbps) mode the USB2.0 standard introduced.

Figure 24-2 shows the internal details of the USB Serial/JTAG controller on the USB side. The USB Serial/JTAG Controller consists of an USB 2.0 Full Speed device. It contains a control endpoint, a dummy interrupt endpoint, two bulk input endpoints as well as two bulk output endpoints. Together, these form an USB Composite device, which consists of an CDC-ACM USB class device as well as a vendor-specific device implementing the JTAG interface. On the SoC side, the JTAG interface is directly connected to the RISC-V CPU's debugging interface, allowing debugging of programs running on that core. Meanwhile, the CDC-ACM device is exposed as a set of registers, allowing a program on the CPU to read and write from this. Additionally, the ROM startup code of the SoC contains code allowing the user to reprogram attached flash memory using this interface.

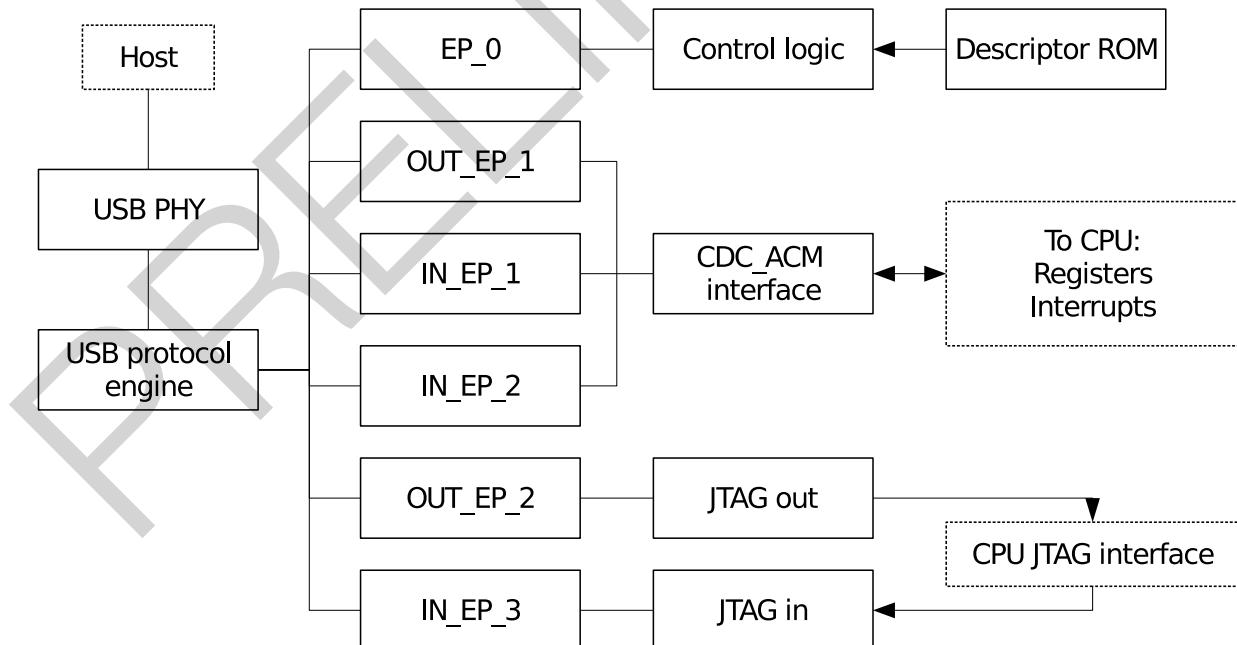


Figure 24-2. USB Serial/JTAG Block Diagram

24.3 Functional Description

The USB Serial/JTAG Controller interfaces with an USB host processor on one side, and the CPU debug hardware as well as the software running on the USB port on the other side.

24.3.1 CDC-ACM USB Interface Functional Description

The CDC-ACM interface adheres to the standard USB CDC-ACM class for serial port emulation. It contains a dummy interrupt endpoint (which will never send any events, as they are not implemented nor needed) and a Bulk IN as well as a Bulk OUT endpoint for the host's received and sent serial data respectively. These endpoints can handle 64-byte packets at a time, allowing for high throughput. As CDC-ACM is a standard USB device class, a host generally does not need any special installation procedures for it to function: when the USB debugging device is properly connected to a host, the operating system should show a new serial port moments later.

The CDC-ACM interface accepts the following standard CDC-ACM control requests:

Table 24-1. Standard CDC-ACM Control Requests

Command	Action
SEND_BREAK	Accepted but ignored (dummy)
SET_LINE_CODING	Accepted but ignored (dummy)
GET_LINE_CODING	Always returns 9600 baud, no parity, 8 databits, 1 stopbit
SET_CONTROL_LINE_STATE	Set the state of the RTS/DTR lines, see Table 24-2

Aside from general-purpose communication, the CDC-ACM interface also can be used to reset the ESP32-C3 and optionally make it go into download mode in order to flash new firmware. This is done by setting the RTS and DTR lines on the virtual serial port.

Table 24-2. CDC-ACM Settings with RTS and DTR

RTS	DTR	Action
0	0	Clear download mode flag
0	1	Set download mode flag
1	0	Reset ESP32-C3
1	1	No action

Note that if the download mode flag is set when the ESP32-C3 is reset, the ESP32-C3 will reboot into download mode. When this flag is cleared and the chip is reset, the ESP32-C3 will boot from flash. For specific sequences, please refer to Section 24.4. All these functions can also be disabled by programming various eFuses, please refer to Chapter 4 eFuse Controller (EFUSE) for more details.

24.3.2 CDC-ACM Firmware Interface Functional Description

As the USB Serial/JTAG Controller is connected to the internal APB bus of the ESP32-C3, the CPU can interact with it. This is mainly used to read and write data from and to the virtual serial port on the attached host.

USB CDC-ACM serial data is sent to and received from the host in packets of 0 to 64 bytes in size. When enough CDC-ACM data has accumulated in the host, the host will send a packet to the CDC-ACM receive endpoint, and when the USB Serial/JTAG Controller has a free buffer, it will accept this packet. Conversely, the

host will check periodically if the USB Serial/JTAG Controller has a packet ready to be sent to the host, and if so, receive this packet.

Firmware can get notified of new data from the host in one of two ways. First of all, the [USB_SERIAL_JTAG_SERIAL_OUT_EP_DATA_AVAIL](#) bit will remain set to one as long as there still is unread host data in the buffer. Secondly, the availability of data will trigger the [USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT](#) interrupt as well.

When data is available, it can be read by firmware by repeatedly reading bytes from [USB_SERIAL_JTAG_EP1_REG](#). The amount of bytes to read can be determined by checking the [USB_REG_SERIAL_OUT_EP_DATA_AVAIL](#) bit after reading each byte to see if there is more data to read. After all data is read, the USB debug device is automatically readied to receive a new data packet from the host.

When the firmware has data to send, it can do so by putting it in the send buffer and triggering a flush, allowing the host to receive the data in a USB packet. In order to do so, there needs to be space available in the send buffer. Firmware can check this by reading [USB_REG_SERIAL_IN_EP_DATA_FREE](#); a one in this register field indicates there is still free room in the buffer. While this is the case, firmware can fill the buffer by writing bytes to the [USB_SERIAL_JTAG_EP1_REG](#) register.

Writing the buffer doesn't immediately trigger sending data to the host. This does not happen until the buffer is flushed; a flush causes the entire buffer to be readied for reception by the USB host at once. A flush can be triggered in two ways: after the 64th byte is written to the buffer, the USB hardware will automatically flush the buffer to the host. Alternatively, firmware can trigger a flush by writing a one to [USB_REG_SERIAL_WR_DONE](#).

Regardless of how a flush is triggered, the send buffer will be unavailable for firmware to write into until it has been fully read by the host. As soon as this happens, the [USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT](#) interrupt will be triggered, indicating the send buffer can receive another 64 bytes.

24.3.3 USB-to-JTAG Interface

The USB-to-JTAG interface uses a vendor-specific class for its implementation. It consists of two endpoints, one to receive commands and one to send responses. Additionally, some less time-sensitive commands can be given as control requests.

24.3.4 JTAG Command Processor

Commands from the host to the JTAG interface are interpreted by the JTAG command processor. Internally, the JTAG command processor implements a full four-wire JTAG bus, consisting of the TCK, TMS and TDI output lines to the RISC-V CPU, as well as the TDO line signalling back from the CPU to the JTAG response capture unit. These signals adhere to the IEEE 1149.1 JTAG standards. Additionally, there is a SRST line to reset the SoC.

The JTAG command processor parses each received nibble (4-bit value) as a command. As USB data is received in 8-bit bytes, this means each byte contains two commands. The USB command processor will execute high-nibble first and low-nibble second. The commands are used to control the TCK, TMS, TDI, and SRST lines of the internal JTAG bus, as well as signal the JTAG response capture unit that the state of the TDO line (which is driven by the CPU debug logic) needs to be captured.

Of this internal JTAG bus, TCK, TMS, TDI and TDO are connected directly to the JTAG debugging logic of the RISC-V CPU. SRST is connected to the reset logic of the digital circuitry in the SoC and a high level on this line

will cause a digital system reset. Note that the USB Serial/JTAG Controller itself is not affected by SRST.

A nibble can contain the following commands:

Table 24-3. Commands of a Nibble

bit	3	2	1	0
CMD_CLK	0	cap	tms	tdi
CMD_RST	1	0	0	srst
CMD_FLUSH	1	0	1	0
CMD_RSV	1	0	1	1
CMD REP	1	1	R1	R0

- CMD_CLK will set the TDI and TMS to the indicated values and emit one clock pulse on TCK. If the CAP bit is 1, it will also instruct the JTAG response capture unit to capture the state of the TDO line. This instruction forms the basis of JTAG communication.
- CMD_RST will set the state of the SRST line to the indicated value. This can be used to reset the ESP32-C3.
- CMD_FLUSH will instruct the JTAG response capture unit to flush the buffer of all bits it collected so the host is able to read them. Note that in some cases, a JTAG transaction will end in an odd number of commands and as such an odd number of nibbles. In this case, it is allowable to repeat the CMD_FLUSH to get an even number of nibbles fitting an integer number of bytes.
- CMD_RSV is reserved in the current implementation. The ESP32-C3 will ignore this command when it receives it.
- CMD REP repeats the last (non-CMD REP) command a certain number of times. It's intended goal is to compress command streams which repeat the same CMD_CLK instruction multiple times. A command like CMD_CLK can be followed by multiple CMD REP commands. The number of repetitions done by one CMD REP can be expressed as $no_repetitions = (R1 \times 2 + R0) \times (4^{cmd_rep_count})$, where cmd_rep_count is how many CMD REP instructions went directly before it. Note that the CMD REP is only intended to repeat a CMD_CLK command. Specifically, using it on a CMD_FLUSH command may lead to an unresponsive USB device, needing an USB reset to recover.

24.3.5 USB-to-JTAG Interface: CMD REP usage example

Here is a list of commands as an illustration of the use of CMD REP. Note each command is a nibble; in this example the bytewise command stream would be 0x0D 0x5E 0xCF.

1. 0x0 (CMD_CLK: cap=0, tdi=0, tms=0)
2. 0xD (CMD REP: R1=0, R0=1)
3. 0x5 (CMD_CLK: cap=1, tdi=0, tms=1)
4. 0xE (CMD REP: R1=1, R0=0)
5. 0xC (CMD REP: R1=0, R0=0)
6. 0xF (CMD REP: R1=1, R0=1)

This is what happens at every step:

1. TCK is clocked with the TDI and TMS lines set to 0. No data is captured.
2. TCK is clocked another $(0 \times 2 + 1) \times (4^2) = 1$ time with the same settings as step 1.
3. TCK is clocked with the TDI and TMS lines set to 0. Data on the TDO line is captured.
4. TCK is clocked another $(1 \times 2 + 0) \times (4^0) = 2$ times with the same settings as step 3.
5. Nothing happens: $(0 \times 2 + 0) \times (4^1) = 0$. Note that this does increase cmd_rep_count for the next step.
6. TCK is clocked another $(1 \times 2 + 1) \times (4^2) = 48$ times with the same settings as step 3.

In other words: This example stream has the same net effect as command 1 twice, then repeating command 3 for 51 times.

24.3.6 USB-to-JTAG Interface: Response Capture Unit

The response capture unit reads the TDO line of the internal JTAG bus and captures its value when the command parser executes a CMD_CLK with cap=1. It puts this bit into an internal shift register, and writes a byte into the USB buffer when 8 bits have been collected. Of these 8 bits, the least significant one is the one that is read from TDO the earliest.

As soon as either 64 bytes (512 bits) have been collected or a CMD_FLUSH command is executed, the response capture unit will make the buffer available for the host to receive. Note that the interface to the USB logic is double-buffered. This way, as long as USB throughput is sufficient, the response capture unit can always receive more data: while one of the buffers is waiting to be sent to the host, the other one can receive more data. When the host has received data from its buffer and the response capture unit flushes its buffer, the two buffers change position.

This also means that a command stream can cause at most 128 bytes of capture data to be generated (less if there are flush commands in the stream) without the host acting to receive the generated data. If more data is generated anyway, the command stream is paused and the device will not accept more commands before the generated capture data is read out.

Note that in general, the logic of the response capture unit tries not to send zero-byte responses: for instance, sending a series of CMD_FLUSH commands will not cause a series of zero-byte USB responses to be sent. However, in the current implementation, some zero-byte responses may be generated in extraordinary circumstances. It's recommended to ignore these responses.

24.3.7 USB-to-JTAG Interface: Control Transfer Requests

Aside from the command processor and the response capture unit, the USB-to-JTAG interface also understands some control requests, as documented in the table below:

Table 24-4. USB-to-JTAG Control Requests

bmRequestType	bRequest	wValue	wIndex	wLength	Data
01000000b	0 (VEND_JTAG_SETDIV)	[divider]	interface	0	None
01000000b	1 (VEND_JTAG_SETIO)	[iobits]	interface	0	None
11000000b	2 (VEND_JTAG_GETTDO)	0	interface	1	[iostate]
10000000b	6 (GET_DESCRIPTOR)	0x2000	0	256	[jtag cap desc]

- VEND_JTAG_SETDIV sets the divider used. This directly affects the duration of a TCK clock pulse. The TCK clock pulses are derived from APB_CLK, which is divided down using an internal divider. This control request allows the host to set this divider. Note that on startup, the divider is set to 2, meaning the TCK clock rate will generally be 40 MHz.
- VEND_JTAG_SETIO can bypass the JTAG command processor to set the internal TDI, TDO, TMS and SRST lines to given values. These values are encoded in the wValue field in the format of 11'b0, srst, trst, tck, tms, tdi.
- VEND_JTAG_GETTDO can bypass the JTAG response capture unit to read the internal TDO signal directly. This request returns one byte of data, of which the least significant bit represents the status of the TDO line.
- GET_DESCRIPTOR is a standard USB request, however it can also be used with a vendor-specific wValue of 0x2000 to get the JTAG capabilities descriptor. This returns a certain amount of bytes representing the following fixed structure, which describes the capabilities of the USB-to-JTAG adapter. This structure allows host software to automatically support future revisions of the hardware without needing an update.

The JTAG capabilities descriptor of the ESP32-C3 is as follows. Note that all 16-bit values are little-endian.

Table 24-5. JTAG Capabilities Descriptor

Byte	Value	Description
0	1	JTAG protocol capabilities structure version
1	10	Total length of JTAG protocol capabilities
2	1	Type of this struct: 1 for speed capabilities struct
3	8	Length of this speed capabilities struct
4 ~ 5	8000	APB_CLK speed in 10 kHz increments. Note that the maximal TCK speed is half of this
6 ~ 7	1	Minimum divisor
8 ~ 9	255	Maximum divisor

24.4 Recommended Operation

There is very little setup needed in order to use the USB Serial/JTAG Device. The USB-to-JTAG hardware itself does not need any setup aside from the standard USB initialization the host operating system already does. The CDC-ACM emulation, on the host side, also is plug-and-play.

On the firmware side, very little initialization should be needed either: the USB hardware is self-initializing and after boot-up, if a host is connected and listening on the CDC-ACM interface, data can be exchanged as described above without any specific setup aside from the firmware optionally setting up an interrupt service handler.

One thing to note is that there may be situations where the host is either not attached or the CDC-ACM virtual port is not opened. In this case, the packets that are flushed to the host will never be picked up and the transmit buffer will never be empty. It is important to detect this and time out, as this is the only way to reliably detect that the port on the host side is closed.

Another thing to note is that the USB device is dependent on both the PLL for the 48 MHz USB PHY clock, as well as APB_CLK. Specifically, an APB_CLK of 40 MHz or more is required for proper USB compliant operation, although the USB device will still function with most hosts with an APB_CLK as low as 10 MHz. Behaviour shown when this happens is dependent on the host USB hardware and drivers, and can include the device being unresponsive and it disappearing when first accessed.

More specifically, the APB_CLK will be affected by clock gating the USB Serial/JTAG Controller, which may happen in Light Sleep. Additionally, the USB serial/JTAG Controller (as well as the attached RISC-V CPU) will be entirely powered down in Deep Sleep mode. If a device needs to be debugged in either of these two modes, it may be preferable to use an external JTAG debugger and serial interface instead.

The CDC-ACM interface can also be used to reset the SoC and take it into or out of download mode. Generating the correct sequence of handshake signals can be a bit complicated: Most operating systems only allow setting or resetting DTR and RTS separately, and not in tandem. Additionally, some drivers (e.g. the standard CDC-ACM driver on Windows) do not set DTR until RTS is set and the user needs to explicitly set RTS in order to 'propagate' the DTR value. These are the recommended procedures:

To reset the SoC into download mode:

Table 24-6. Reset SoC into Download Mode

Action	Internal state	Note
Clear DTR	RTS=? , DTR=0	Initialize to known values
Clear RTS	RTS=0, DTR=0	-
Set DTR	RTS=0, DTR=1	Set download mode flag
Clear RTS	RTS=0, DTR=1	Propagate DTR
Set RTS	RTS=1, DTR=1	-
Clear DTR	RTS=1, DTR=0	Reset SoC
Set RTS	RTS=1, DTR=0	Propagate DTR
Clear RTS	RTS=0, DTR=0	Clear download flag

To reset the SoC into booting from flash:

Table 24-7. Reset SoC into Booting

Action	Internal state	Note
Clear DTR	RTS=? , DTR=0	-
Clear RTS	RTS=0, DTR=0	Clear download flag
Set RTS	RTS=1, DTR=0	Reset SoC
Clear RTS	RTS=0, DTR=0	Exit reset

24.5 Register Summary

The addresses in this section are relative to USB Serial/JTAG Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Configuration Registers			
USB_SERIAL_JTAG_EP1_REG	FIFO access for the CDC-ACM data IN and OUT endpoints	0x0000	R/W
USB_SERIAL_JTAG_CONF0_REG	PHY hardware configuration	0x0018	R/W
USB_SERIAL_JTAG_TEST_REG	Registers used for debugging the PHY	0x001C	R/W
USB_SERIAL_JTAG_MISC_CONF_REG	Clock enable control	0x0044	R/W
USB_SERIAL_JTAG_MEM_CONF_REG	Memory power control	0x0048	R/W
Status Registers			
USB_SERIAL_JTAG_EP1_CONF_REG	Configuration and control registers for the CDC-ACM FIFOs	0x0004	varies
USB_SERIAL_JTAG_JFIFO_ST_REG	JTAG FIFO status and control registers	0x0020	varies
USB_SERIAL_JTAG_FRAM_NUM_REG	Last received SOF frame index register	0x0024	RO
USB_SERIAL_JTAG_IN_EP0_ST_REG	Control IN endpoint status information	0x0028	RO
USB_SERIAL_JTAG_IN_EP1_ST_REG	CDC-ACM IN endpoint status information	0x002C	RO
USB_SERIAL_JTAG_IN_EP2_ST_REG	CDC-ACM interrupt IN endpoint status information	0x0030	RO
USB_SERIAL_JTAG_IN_EP3_ST_REG	JTAG IN endpoint status information	0x0034	RO
USB_SERIAL_JTAG_OUT_EP0_ST_REG	Control OUT endpoint status information	0x0038	RO
USB_SERIAL_JTAG_OUT_EP1_ST_REG	CDC-ACM OUT endpoint status information	0x003C	RO
USB_SERIAL_JTAG_OUT_EP2_ST_REG	JTAG OUT endpoint status information	0x0040	RO
Interrupt Registers			
USB_SERIAL_JTAG_INT_RAW_REG	Interrupt raw status register	0x0008	R/WTC/SS
USB_SERIAL_JTAG_INT_ST_REG	Interrupt status register	0x000C	RO
USB_SERIAL_JTAG_INT_ENA_REG	Interrupt enable status register	0x0010	R/W
USB_SERIAL_JTAG_INT_CLR_REG	Interrupt clear status register	0x0014	WT
Version Registers			
USB_SERIAL_JTAG_DATE_REG	Version register	0x0080	R/W

24.6 Registers

The addresses in this section are relative to USB Serial/JTAG Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 24.1. USB_SERIAL_JTAG_EP1_REG (0x0000)

USB_SERIAL_JTAG_RDWR_BYTE Write and read byte data to/from UART Tx/Rx FIFO through this field. When **USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT** is set then user can write data (up to 64 bytes) into UART Tx FIFO. When **USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT** is set, user can check **USB_SERIAL_JTAG_OUT_EP1_WR_ADDR** and **USB_SERIAL_JTAG_OUT_EP0_RD_ADDR** to know how many data is received, then read that amount of data from UART Rx FIFO. (R/W)

Register 24.2. USB_SERIAL_JTAG_CONF0_REG (0x0018)

	USB SERIAL JTAG Configuration Register															
31	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

(reserved)

USB_SERIAL_JTAG_USB_PAD_ENABLE
 USB_SERIAL_JTAG_DM_PULLUP_VALUE
 USB_SERIAL_JTAG_DM_PULLDOWN
 USB_SERIAL_JTAG_DM_PULLUP
 USB_SERIAL_JTAG_DM_PULLDOWN
 USB_SERIAL_JTAG_DP_PULLUP
 USB_SERIAL_JTAG_DP_PULLDOWN
 USB_SERIAL_JTAG_PAD_PULLUP
 USB_SERIAL_JTAG_VREF_OVERRIDE
 USB_SERIAL_JTAG_VREFH
 USB_SERIAL_JTAG_EXCHG_PINS
 USB_SERIAL_JTAG_EXCHG_PINS_SEL
 USB_SERIAL_JTAG_PHY_SEL
 USB_SERIAL_JTAG_PHY_OVERRIDE

USB_SERIAL_JTAG_PHY_SEL Select internal/external PHY. 1'b0: internal PHY, 1'b1: external PHY.
(R/W)

USB_SERIAL_JTAG_EXCHG_PINS_OVERRIDE Enable software control USB D+ D- exchange.
(R/W)

USB_SERIAL_JTAG_EXCHG_PINS USB D+ D- exchange (R/W)

USB_SERIAL_JTAG_VREFL Control single-end input high threshold. 1.76 V to 2 V, step 80 mV.
(R/W)

USB_SERIAL_JTAG_VREFH Control single-end input low threshold. 0.8 V to 1.04 V, step 80 mV.
(R/W)

USB_SERIAL_JTAG_VREF_OVERRIDE Enable software control input threshold. (R/W)

USB_SERIAL_JTAG_PAD_PULL_OVERRIDE Enable software control USB D+ D- pull-up pull-down. (R/W)

USB_SERIAL_JTAG_DP_PULLUP Control USB D+ pull-up. (R/W)

USB_SERIAL_JTAG_DP_PULLDOWN Control USB D+ pull-down. (R/W)

USB_SERIAL_JTAG_DM_PULLUP Control USB D- pull-up. (R/W)

USB_SERIAL_JTAG_DM_PULLDOWN Control USB D- pull-down. (R/W)

USB_SERIAL_JTAG_PULLUP_VALUE Control pull-up value. (R/W)

USB_SERIAL_JTAG_USB_PAD_ENABLE Enable USB pad function. (R/W)

Register 24.3. USB_SERIAL_JTAG_TEST_REG (0x001C)

USB_SERIAL_JTAG_TEST_ENABLE Enable test of the USB pad. (R/W)

USB_SERIAL_JTAG_TEST_USB_OE USB pad output enable in test. (R/W)

USB_SERIAL_JTAG_TEST_TX_DP USB D+ tx value in test. (R/W)

USB_SERIAL_JTAG_TEST_TX_DM USB D- tx value in test. (R/W)

Register 24.4. USB_SERIAL_JTAG_MISC_CONF_REG (0x0044)

The diagram illustrates the structure of the `USB_SERIAL_JTAG_CLK_EN` register. It consists of a 32-bit wide register divided into four main sections:

- Serial Port Control (Bits 31 to 0):** Contains the `USB_SERIAL_JTAG_CLK_EN` bit (bit 0) and a `Reset` bit (bit 1).
- JTAG Configuration (Bit 29):** Contains the `JTAG_EN` bit.
- Serial Port Configuration (Bit 28):** Contains the `USB_SERIAL_EN` bit.
- Reserved (Bit 27 to 0):** Contains the `(reserved)` field.

USB_SERIAL_JTAG_CLK_EN 1'h1: Force clock on for register. 1'h0: Support clock only when application writes registers. (R/W)

Register 24.5. USB_SERIAL_JTAG_MEM_CONF_REG (0x0048)

(reserved)																																
31																																
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	

USB_SERIAL_JTAG_USB_MEM_PD Set to power down USB memory. (R/W)

USB_SERIAL_JTAG_USB_MEM_CLK_EN Set to force clock-on for USB memory. (R/W)

Register 24.6. USB_SERIAL_JTAG_EP1_CONF_REG (0x0004)

(reserved)																																	
31																																	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0		

USB_SERIAL_JTAG_WR_DONE Set this bit to indicate writing byte data to UART Tx FIFO is done.

This bit then stays 0 until data in UART Tx FIFO is read by the USB Host. (WT)

USB_SERIAL_JTAG_SERIAL_IN_EP_DATA_FREE 1'b1: Indicate UART Tx FIFO is not full and data can be written into in. After writing USB_SERIAL_JTAG_WR_DONE, this will be 1'b0 until the data is sent to the USB Host. (RO)

USB_SERIAL_JTAG_SERIAL_OUT_EP_DATA_AVAIL 1'b1: Indicate there is data in UART Rx FIFO. (RO)

Register 24.7. USB_SERIAL_JTAG_JFIFO_ST_REG (0x0020)

												USB_SERIAL_JTAG_OUT_FIFO_RESET	USB_SERIAL_JTAG_IN_FIFO_RESET	USB_SERIAL_JTAG_OUT_FIFO_FULL	USB_SERIAL_JTAG_IN_FIFO_EMPTY	USB_SERIAL_JTAG_OUT_FIFO_EMPTY	USB_SERIAL_JTAG_IN_FIFO_CNT	USB_SERIAL_JTAG_OUT_FIFO_CNT	USB_SERIAL_JTAG_IN_FIFO_CNT						
												31	10	9	8	7	6	5	4	3	2	1	0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0

USB_SERIAL_JTAG_IN_FIFO_CNT JTAG in FIFO counter. (RO)

USB_SERIAL_JTAG_IN_FIFO_EMPTY Set to indicate JTAG in FIFO is empty. (RO)

USB_SERIAL_JTAG_IN_FIFO_FULL Set to indicate JTAG in FIFO is full. (RO)

USB_SERIAL_JTAG_OUT_FIFO_CNT JTAT out FIFO counter. (RO)

USB_SERIAL_JTAG_OUT_FIFO_EMPTY Set to indicate JTAG out FIFO is empty. (RO)

USB_SERIAL_JTAG_OUT_FIFO_FULL Set to indicate JTAG out FIFO is full. (RO)

USB_SERIAL_JTAG_IN_FIFO_RESET Write 1 to reset JTAG in FIFO. (R/W)

USB_SERIAL_JTAG_OUT_FIFO_RESET Write 1 to reset JTAG out FIFO. (R/W)

Register 24.8. USB_SERIAL_JTAG_FRAM_NUM_REG (0x0024)

												USB_SERIAL_JTAG_SOF_FRAME_INDEX												
												31	11	10	0									
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

USB_SERIAL_JTAG_SOF_FRAME_INDEX Frame index of received SOF frame. (RO)

Register 24.9. USB_SERIAL_JTAG_IN_EP0_ST_REG (0x0028)

The diagram shows the memory layout of the **USB_SERIAL_JTAG_IN_EP0_STATE** register. It consists of a 32-bit register divided into four fields: a 16-bit **(reserved)** field at the top, followed by a 16-bit **USB_SERIAL_JTAG_IN_EP0_RD_ADDR**, a 16-bit **USB_SERIAL_JTAG_IN_EP0_WR_ADDR**, and a 16-bit **USB_SERIAL_JTAG_IN_EP0_STATE** field at the bottom. The **USB_SERIAL_JTAG_IN_EP0_STATE** field contains a **Reset** bit at bit 0.

31	16	15	9	8	2	1	0
0	0	0	0	0	0	0	0
				0		0	1
							Reset

USB_SERIAL_JTAG_IN_EP0_STATE State of IN Endpoint 0. (RO)

USB_SERIAL_JTAG_IN_EP0_WR_ADDR Write data address of IN endpoint 0. (RO)

USB_SERIAL_JTAG_IN_EP0_RD_ADDR Read data address of IN endpoint 0. (RO)

Register 24.10. USB_SERIAL_JTAG_IN_EP1_ST_REG (0x002C)

31						16	15					9	8					2	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

(reserved)

USB_SERIAL_JTAG_IN_EP1_RD_ADDR

USB_SERIAL_JTAG_IN_EP1_WR_ADDR

USB_SERIAL_JTAG_IN_EP1_STATE

Reset

USB_SERIAL_JTAG_IN_EP1_STATE State of IN Endpoint 1. (RO)

USB_SERIAL_JTAG_IN_EP1_WR_ADDR Write data address of IN endpoint 1. (RO)

USB_SERIAL_JTAG_IN_EP1_RD_ADDR Read data address of IN endpoint 1. (RO)

Register 24.11. USB_SERIAL_JTAG_IN_EP2_ST_REG (0x0030)

Register map for USB SERIAL JTAG IN EP2:

31	16	15	9	8	0	2	1	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0				0		1	Reset

(reserved)

USB_SERIAL_JTAG_IN_EP2_RD_ADDR

USB_SERIAL_JTAG_IN_EP2_WR_ADDR

USB_SERIAL_JTAG_IN_EP2_STATE

USB_SERIAL_JTAG_IN_EP2_STATE State of IN Endpoint 2. (RO)

USB_SERIAL_JTAG_IN_EP2_WR_ADDR Write data address of IN endpoint 2. (RO)

USB_SERIAL_JTAG_IN_EP2_RD_ADDR Read data address of IN endpoint 2. (RO)

Register 24.12. USB_SERIAL_JTAG_IN_EP3_ST_REG (0x0034)

31						16	15					9	8					2	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Reset

USB SERIAL JTAG IN EP3 STATE State of IN Endpoint 3. (RO)

USB SERIAL JTAG IN EP3 WR ADDR Write data address of IN endpoint 3. (RO)

USB_SERIAL_JTAG_IN_EP3_RD_ADDR Read data address of IN endpoint 3. (RO)

Register 24.13. USB_SERIAL_JTAG_OUT_EP0_ST_REG (0x0038)

(reserved)																USB_SERIAL_JTAG_OUT_EP0_RD_ADDR		USB_SERIAL_JTAG_OUT_EP0_WR_ADDR		USB_SERIAL_JTAG_OUT_EP0_STATE	
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	16	15	9	8	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

USB_SERIAL_JTAG_OUT_EP0_STATE State of OUT Endpoint 0. (RO)

USB_SERIAL_JTAG_OUT_EP0_WR_ADDR Write data address of OUT Endpoint 0.

When USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT is detected, there are USB_SERIAL_JTAG_OUT_EP0_WR_ADDR - 2 bytes of data in OUT EP0. (RO)

USB_SERIAL_JTAG_OUT_EP0_RD_ADDR Read data address of OUT endpoint 0. (RO)

Register 24.14. USB_SERIAL_JTAG_OUT_EP1_ST_REG (0x003C)

(reserved)																USB_SERIAL_JTAG_OUT_EP1_REC_DATA_CNT		USB_SERIAL_JTAG_OUT_EP1_RD_ADDR		USB_SERIAL_JTAG_OUT_EP1_WR_ADDR		USB_SERIAL_JTAG_OUT_EP1_STATE	
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	23	22	16	15	9	8	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset	

USB_SERIAL_JTAG_OUT_EP1_STATE State of OUT Endpoint 1. (RO)

USB_SERIAL_JTAG_OUT_EP1_WR_ADDR Write data address of OUT Endpoint 1.

When USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT is detected, there are USB_SERIAL_JTAG_OUT_EP1_WR_ADDR - 2 bytes of data in OUT EP1. (RO)

USB_SERIAL_JTAG_OUT_EP1_RD_ADDR Read data address of OUT endpoint 1. (RO)

USB_SERIAL_JTAG_OUT_EP1_REC_DATA_CNT Data count in OUT Endpoint 1 when one packet is received. (RO)

Register 24.15. USB_SERIAL_JTAG_OUT_EP2_ST_REG (0x0040)

										USB_SERIAL_JTAG_OUT_EP2_RD_ADDR		USB_SERIAL_JTAG_OUT_EP2_WR_ADDR		USB_SERIAL_JTAG_OUT_EP2_STATE			
										31	16	15	9	8	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
(reserved)										0		0	0	0	0	0	

USB_SERIAL_JTAG_OUT_EP2_STATE State of OUT Endpoint 2. (RO)

USB_SERIAL_JTAG_OUT_EP2_WR_ADDR Write data address of OUT endpoint 2.

When USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT is detected, there are USB_SERIAL_JTAG_OUT_EP2_WR_ADDR - 2 bytes of data in OUT EP2. (RO)

USB_SERIAL_JTAG_OUT_EP2_RD_ADDR Read data address of OUT endpoint 2. (RO)

Register 24.16. USB_SERIAL_JTAG_INT_RAW_REG (0x0008)

(See note)													
31	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	1	0	0

Reset

USB_SERIAL_JTAG_JTAG_IN_FLUSH_INT_RAW The raw interrupt bit turns to high level when a flush command is received for IN endpoint 2 of JTAG. (R/WTC/SS)

USB_SERIAL_JTAG_SOF_INT_RAW The raw interrupt bit turns to high level when a SOF frame is received. (R/WTC/SS)

USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT_RAW The raw interrupt bit turns to high level when the Serial Port OUT Endpoint received one packet. (R/WTC/SS)

USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT_RAW The raw interrupt bit turns to high level when the Serial Port IN Endpoint is empty. (R/WTC/SS)

USB_SERIAL_JTAG_PID_ERR_INT_RAW The raw interrupt bit turns to high level when a PID error is detected. (R/WTC/SS)

USB_SERIAL_JTAG_CRC5_ERR_INT_RAW The raw interrupt bit turns to high level when a CRC5 error is detected. (R/WTC/SS)

USB_SERIAL_JTAG_CRC16_ERR_INT_RAW The raw interrupt bit turns to high level when a CRC16 error is detected. (R/WTC/SS)

USB_SERIAL_JTAG_STUFF_ERR_INT_RAW The raw interrupt bit turns to high level when a bit stuffing error is detected. (R/WTC/SS)

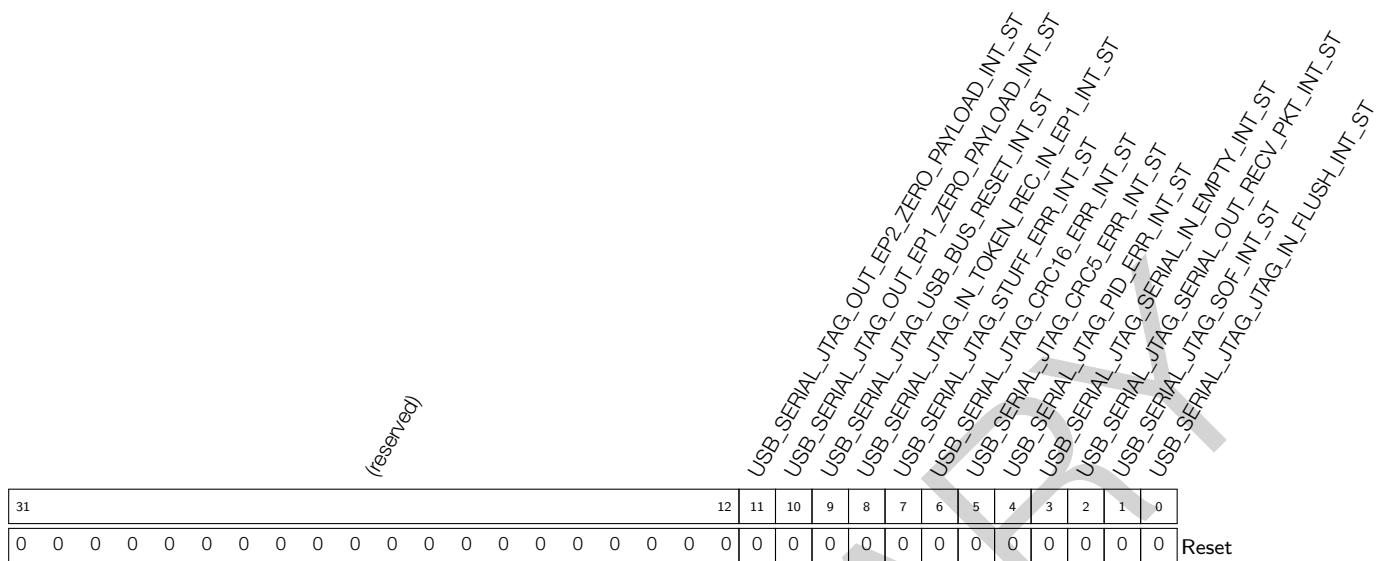
USB_SERIAL_JTAG_IN_TOKEN_REC_IN_EP1_INT_RAW The raw interrupt bit turns to high level when an IN token for IN endpoint 1 is received. (R/WTC/SS)

USB_SERIAL_JTAG_USB_BUS_RESET_INT_RAW The raw interrupt bit turns to high level when a USB bus reset is detected. (R/WTC/SS)

USB_SERIAL_JTAG_OUT_EP1_ZERO_PAYLOAD_INT_RAW The raw interrupt bit turns to high level when OUT endpoint 1 received packet with zero payload. (R/WTC/SS)

USB_SERIAL_JTAG_OUT_EP2_ZERO_PAYLOAD_INT_RAW The raw interrupt bit turns to high level when OUT endpoint 2 received packet with zero payload. (R/WTC/SS)

Register 24.17. USB_SERIAL_JTAG_INT_ST_REG (0x000C)



USB_SERIAL_JTAG_JTAG_IN_FLUSH_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_JTAG_IN_FLUSH_INT interrupt. (RO)

USB_SERIAL_JTAG_SOF_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_SOF_INT interrupt. (RO)

USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT interrupt. (RO)

USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT interrupt. (RO)

USB_SERIAL_JTAG_PID_ERR_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_PID_ERR_INT interrupt. (RO)

USB_SERIAL_JTAG_CRC5_ERR_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_CRC5_ERR_INT interrupt. (RO)

USB_SERIAL_JTAG_CRC16_ERR_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_CRC16_ERR_INT interrupt. (RO)

USB_SERIAL_JTAG_STUFF_ERR_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_STUFF_ERR_INT interrupt. (RO)

USB_SERIAL_JTAG_IN_TOKEN_REC_IN_EP1_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_IN_TOKEN_REC_IN_EP1_INT interrupt. (RO)

USB_SERIAL_JTAG_USB_BUS_RESET_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_USB_BUS_RESET_INT interrupt. (RO)

USB_SERIAL_JTAG_OUT_EP1_ZERO_PAYLOAD_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_OUT_EP1_ZERO_PAYLOAD_INT interrupt. (RO)

USB_SERIAL_JTAG_OUT_EP2_ZERO_PAYLOAD_INT_ST The raw interrupt status bit for the USB_SERIAL_JTAG_OUT_EP2_ZERO_PAYLOAD_INT interrupt. (RO)

Register 24.18. USB_SERIAL_JTAG_INT_ENA_REG (0x0010)

(reserved)															
31	12	11	10	9	8	7	6	5	4	3	2	1	0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

USB_SERIAL_JTAG_JTAG_IN_FLUSH_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_JTAG_IN_FLUSH_INT interrupt. (R/W)

USB_SERIAL_JTAG_SOF_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_SOF_INT interrupt. (R/W)

USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT interrupt. (R/W)

USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT interrupt. (R/W)

USB_SERIAL_JTAG_PID_ERR_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_PID_ERR_INT interrupt. (R/W)

USB_SERIAL_JTAG_CRC5_ERR_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_CRC5_ERR_INT interrupt. (R/W)

USB_SERIAL_JTAG_CRC16_ERR_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_CRC16_ERR_INT interrupt. (R/W)

USB_SERIAL_JTAG_STUFF_ERR_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_STUFF_ERR_INT interrupt. (R/W)

USB_SERIAL_JTAG_IN_TOKEN_REC_IN_EP1_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_IN_TOKEN_REC_IN_EP1_INT interrupt. (R/W)

USB_SERIAL_JTAG_USB_BUS_RESET_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_USB_BUS_RESET_INT interrupt. (R/W)

USB_SERIAL_JTAG_OUT_EP1_ZERO_PAYLOAD_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_OUT_EP1_ZERO_PAYLOAD_INT interrupt. (R/W)

USB_SERIAL_JTAG_OUT_EP2_ZERO_PAYLOAD_INT_ENA The interrupt enable bit for the USB_SERIAL_JTAG_OUT_EP2_ZERO_PAYLOAD_INT interrupt. (R/W)

Register 24.19. USB_SERIAL_JTAG_INT_CLR_REG (0x0014)

(reserved)															
31		12	11	10	9	8	7	6	5	4	3	2	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

USB_SERIAL_JTAG_JTAG_IN_FLUSH_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_JTAG_IN_FLUSH_INT interrupt. (WT)

USB_SERIAL_JTAG_SOF_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_SOF_INT interrupt. (WT)

USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_SERIAL_OUT_RECV_PKT_INT interrupt. (WT)

USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_SERIAL_IN_EMPTY_INT interrupt. (WT)

USB_SERIAL_JTAG_PID_ERR_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_PID_ERR_INT interrupt. (WT)

USB_SERIAL_JTAG_CRC5_ERR_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_CRC5_ERR_INT interrupt. (WT)

USB_SERIAL_JTAG_CRC16_ERR_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_CRC16_ERR_INT interrupt. (WT)

USB_SERIAL_JTAG_STUFF_ERR_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_STUFF_ERR_INT interrupt. (WT)

USB_SERIAL_JTAG_IN_TOKEN_REC_IN_EP1_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_IN_TOKEN_IN_EP1_INT interrupt. (WT)

USB_SERIAL_JTAG_USB_BUS_RESET_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_USB_BUS_RESET_INT interrupt. (WT)

USB_SERIAL_JTAG_OUT_EP1_ZERO_PAYLOAD_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_OUT_EP1_ZERO_PAYLOAD_INT interrupt. (WT)

USB_SERIAL_JTAG_OUT_EP2_ZERO_PAYLOAD_INT_CLR Set this bit to clear the USB_SERIAL_JTAG_OUT_EP2_ZERO_PAYLOAD_INT interrupt. (WT)

Register 24.20. USB_SERIAL_JTAG_DATE_REG (0x0080)

USB_SERIAL_JTAG_DATE	
31	0
0x2007300	Reset

USB_SERIAL_JTAG_DATE Version control register. (R/W)

PRELIMINARY

25 Two-wire Automotive Interface (TWAI)

The Two-wire Automotive Interface (TWAI®) is a multi-master, multi-cast communication protocol with functions such as error detection and signaling and inbuilt message priorities and arbitration. The TWAI protocol is suited for automotive and industrial applications (see Section 25.2 for more details).

ESP32-C3 contains a TWAI controller that can be connected to the TWAI bus via an external transceiver. The TWAI controller contains numerous advanced features, and can be utilized in a wide range of use cases such as automotive products, industrial automation controls, building automation, etc.

25.1 Features

The TWAI controller on ESP32-C3 supports the following features:

- Compatible with ISO 11898-1 protocol (CAN Specification 2.0)
- Supports Standard Frame Format (11-bit ID) and Extended Frame Format (29-bit ID)
- Bit rates from 1 Kbit/s to 1 Mbit/s
- Multiple modes of operation
 - Normal
 - Listen-only (no influence on bus)
 - Self-test (no acknowledgment required during data transmission)
- 64-byte Receive FIFO
- Special transmissions
 - Single-shot transmissions (does not automatically re-transmit upon error)
 - Self Reception (the TWAI controller transmits and receives messages simultaneously)
- Acceptance Filter (supports single and dual filter modes)
- Error detection and handling
 - Error Counters
 - Configurable Error Warning Limit
 - Error Code Capture
 - Arbitration Lost Capture

25.2 Functional Protocol

25.2.1 TWAI Properties

The TWAI protocol connects two or more nodes in a bus network, and allows nodes to exchange messages in a latency bounded manner. A TWAI bus has the following properties.

Single Channel and Non-Return-to-Zero: The bus consists of a single channel to carry bits, and thus communication is half-duplex. Synchronization is also implemented in this channel, so extra channels (e.g., clock

or enable) are not required. The bit stream of a TWAI message is encoded using the Non-Return-to-Zero (NRZ) method.

Bit Values: The single channel can either be in a dominant or recessive state, representing a logical 0 and a logical 1 respectively. A node transmitting data in a dominant state always overrides the other node transmitting data in a recessive state. The physical implementation on the bus is left to the application level to decide (e.g., differential pair or a single wire).

Bit Stuffing: Certain fields of TWAI messages are bit-stuffed. A transmitter that transmits five consecutive bits of the same value (e.g., dominant value or recessive value) should automatically insert a complementary bit. Likewise, a receiver that receives five consecutive bits should treat the next bit as a stuffed bit. Bit stuffing is applied to the following fields: SOF, arbitration field, control field, data field, and CRC sequence (see Section 25.2.2 for more details).

Multi-cast: All nodes receive the same bits as they are connected to the same bus. Data is consistent across all nodes unless there is a bus error (see Section 25.2.3 for more details).

Multi-master: Any node can initiate a transmission. If a transmission is already ongoing, a node will wait until the current transmission is over before initiating a new transmission.

Message Priority and Arbitration: If two or more nodes simultaneously initiate a transmission, the TWAI protocol ensures that one node will win arbitration of the bus. The arbitration field of the message transmitted by each node is used to determine which node will win arbitration.

Error Detection and Signaling: Each node actively monitors the bus for errors, and signals the detected errors by transmitting an error frame.

Fault Confinement: Each node maintains a set of error counters that are incremented/decremented according to a set of rules. When the error counters surpass a certain threshold, the node will automatically eliminate itself from the network by switching itself off.

Configurable Bit Rate: The bit rate for a single TWAI bus is configurable. However, all nodes on the same bus must operate at the same bit rate.

Transmitters and Receivers: At any point in time, a TWAI node can either be a transmitter or a receiver.

- A node generating a message is a transmitter. The node remains a transmitter until the bus is idle or until the node loses arbitration. Please note that nodes that have not lost arbitration can all be transmitters.
- All nodes that are not transmitters are receivers.

25.2.2 TWAI Messages

TWAI nodes use messages to transmit data, and signal errors to other nodes when detecting errors on the bus. Messages are split into various frame types, and some frame types will have different frame formats.

The TWAI protocol has of the following frame types:

- Data frame
- Remote frame
- Error frame
- Overload frame
- Interframe space

The TWAI protocol has the following frame formats:

- Standard Frame Format (SFF) that uses a 11-bit identifier
- Extended Frame Format (EFF) that uses a 29-bit identifier

25.2.2.1 Data Frames and Remote Frames

Data frames are used by nodes to send data to other nodes, and can have a payload of 0 to 8 data bytes.

Remote frames are used for nodes to request a data frame with the same identifier from other nodes, and thus they do not contain any data bytes. However, data frames and remote frames share many fields. Figure 25-1 illustrates the fields and sub-fields of different frames and formats.

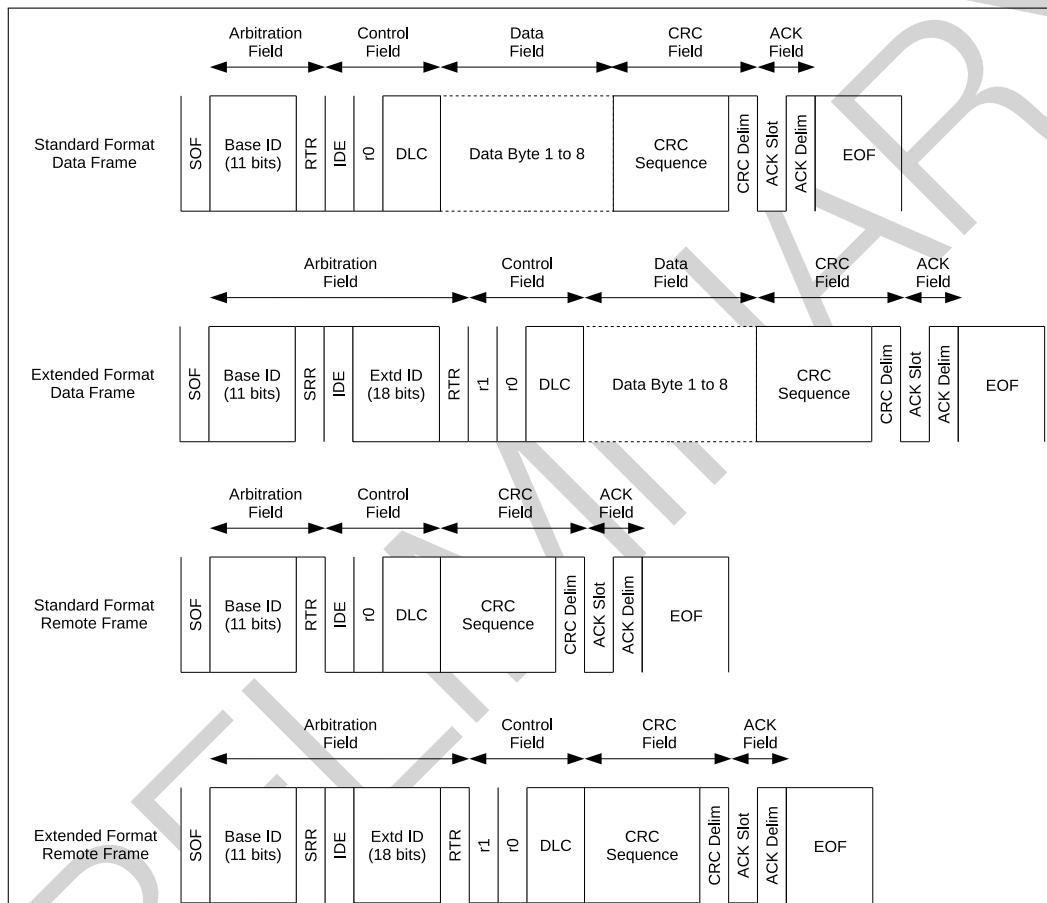


Figure 25-1. Bit Fields in Data Frames and Remote Frames

Arbitration Field

When two or more nodes transmits a data or remote frame simultaneously, the arbitration field is used to determine which node will win arbitration of the bus. In the arbitration field, if a node transmits a recessive bit while detects a dominant bit, this indicates that another node has overridden its recessive bit. Therefore, the node transmitting the recessive bit has lost arbitration of the bus and should immediately switch to be a receiver.

The arbitration field primarily consists of a frame identifier that is transmitted from the most significant bit first. Given that a dominant bit represents a logical 0, and a recessive bit represents a logical 1:

- A frame with the smallest ID value always wins arbitration.
- Given the same ID and format, data frames always prevail over remote frames due to their RTR bits being dominant.

- Given the same first 11 bits of ID, a Standard Format Data Frame always prevails over an Extended Format Data Frame due to its SRR bits being recessive.

Control Field

The control field primarily consists of the DLC (Data Length Code) which indicates the number of payload data bytes for a data frame, or the number of requested data bytes for a remote frame. The DLC is transmitted from the most significant bit first.

Data Field

The data field contains the actual payload data bytes of a data frame. Remote frames do not contain any data field.

CRC Field

The CRC field primarily consists of a CRC sequence. The CRC sequence is a 15-bit cyclic redundancy code calculated from the de-stuffed contents (everything from the SOF to the end of the data field) of a data or remote frame.

ACK Field

The ACK field primarily consists of an ACK Slot and an ACK Delim. The ACK field indicates that the receiver has received an effective message from the transmitter.

Table 25-1. Data Frames and Remote Frames in SFF and EFF

Data/Remote Frames	Description
SOF	The SOF (Start of Frame) is a single dominant bit used to synchronize nodes on the bus.
Base ID	The Base ID (ID.28 to ID.18) is the 11-bit identifier for SFF, or the first 11 bits of the 29-bit identifier for EFF.
RTR	The RTR (Remote Transmission Request) bit indicates whether the message is a data frame (dominant) or a remote frame (recessive). This means that a remote frame will always lose arbitration to a data frame if they have the same ID.
SRR	The SRR (Substitute Remote Request) bit is transmitted in EFF to substitute for the RTR bit at the same position in SFF.
IDE	The IDE (Identifier Extension) bit indicates whether the message is SFF (dominant) or EFF (recessive). This means that a SFF frame will always win arbitration over an EFF frame if they have the same Base ID.
Extd ID	The Extended ID (ID.17 to ID.0) is the remaining 18 bits of the 29-bit identifier for EFF.
r1	The r1 bit (reserved bit 1) is always dominant.
r0	The r0 bit (reserved bit 0) is always dominant.
DLC	The DLC (Data Length Code) is 4-bit long and should contain any value from 0 to 8. Data frames use the DLC to indicate the number of data bytes in the data frame. Remote frames used the DLC to indicate the number of data bytes to request from another node.
Data Bytes	The data payload of data frames. The number of bytes should match the value of DLC. Data byte 0 is transmitted first, and each data byte is transmitted from the most significant bit first.
CRC Sequence	The CRC sequence is a 15-bit cyclic redundancy code.

Data/Remote Frames	Description
CRC Delim	The CRC Delim (CRC Delimiter) is a single recessive bit that follows the CRC sequence.
ACK Slot	The ACK Slot (Acknowledgment Slot) is intended for receiver nodes to indicate that the data or remote frame was received without any issue. The transmitter node will send a recessive bit in the ACK Slot and receiver nodes should override the ACK Slot with a dominant bit if the frame was received without errors.
ACK Delim	The ACK Delim (Acknowledgment Delimiter) is a single recessive bit.
EOF	The EOF (End of Frame) marks the end of a data or remote frame, and consists of seven recessive bits.

25.2.2.2 Error and Overload Frames

Error Frames

Error frames are transmitted when a node detects a bus error. Error frames notably consist of an Error Flag which is made up of six consecutive bits of the same value, thus violating the bit-stuffing rule. Therefore, when a particular node detects a bus error and transmits an error frame, all other nodes will then detect a stuff error and transmit their own error frames in response. This has the effect of propagating the detection of a bus error across all nodes on the bus.

When a node detects a bus error, it will transmit an error frame starting from the next bit. However, if the type of bus error was a CRC error, then the error frame will start at the bit following the ACK Delim (see Section 25.2.3 for more details). The following Figure 25-2 shows different fields of an error frame:

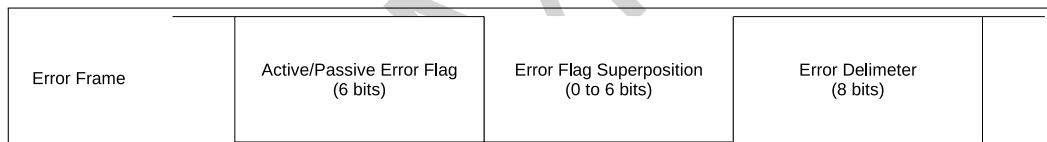


Figure 25-2. Fields of an Error Frame

Table 25-2. Error Frame

Error Frame	Description
Error Flag	The Error Flag has two forms, the Active Error Flag consisting of 6 dominant bits and the Passive Error Flag consisting of 6 recessive bits (unless overridden by dominant bits of other nodes). Active Error Flags are sent by error active nodes, whilst Passive Error Flags are sent by error passive nodes.
Error Flag Superposition	The Error Flag Superposition field meant to allow for other nodes on the bus to transmit their respective Active Error Flags. The superposition field can range from 0 to 6 bits, and ends when the first recessive bit is detected (i.e., the first bit of the Delimiter).
Error Delimiter	The Delimiter field marks the end of the error/overload frame, and consists of 8 recessive bits.

Overload Frames

An overload frame has the same bit fields as an error frame containing an Active Error Flag. The key difference is in the cases that can trigger the transmission of an overload frame. Figure 25-3 below shows the bit fields of an overload frame.

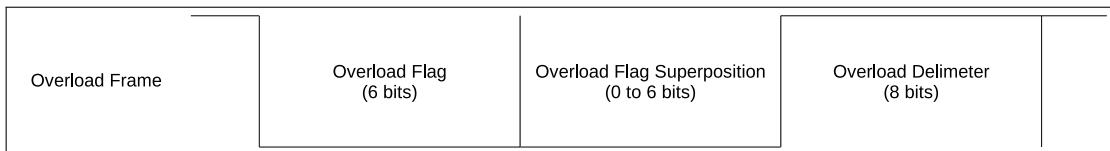


Figure 25-3. Fields of an Overload Frame

Table 25-3. Overload Frame

Overload Flag	Description
Overload Flag	Consists of 6 dominant bits. Same as an Active Error Flag.
Overload Flag Superposition	Allows for the superposition of Overload Flags from other nodes, similar to an Error Flag Superposition.
Overload Delimiter	Consists of 8 recessive bits. Same as an Error Delimiter.

Overload frames will be transmitted under the following cases:

1. A receiver requires a delay of the next data or remote frame.
2. A dominant bit is detected at the first and second bit of intermission.
3. A dominant bit is detected at the eighth (last) bit of an Error Delimiter. Note that in this case, TEC and REC will not be incremented (see Section 25.2.3 for more details).

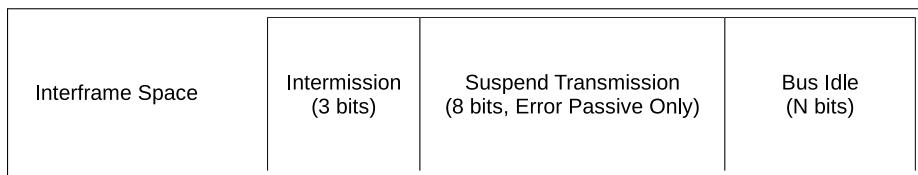
Transmitting an overload frame due to one of the above cases must also satisfy the following rules:

- The start of an overload frame due to case 1 is only allowed to be started at the first bit time of an expected intermission.
- The start of an overload frame due to case 2 and 3 is only allowed to be started one bit after detecting the dominant bit.
- A maximum of two overload frames may be generated in order to delay the transmission of the next data or remote frame.

25.2.2.3 Interframe Space

The Interframe Space acts as a separator between frames. Data frames and remote frames must be separated from preceding frames by an Interframe Space, regardless of the preceding frame's type (data frame, remote frame, error frame, or overload frame). However, error frames and overload frames do not need to be separated from preceding frames.

Figure 25-4 shows the fields within an Interframe Space:

**Figure 25-4. The Fields within an Interframe Space****Table 25-4. Interframe Space**

Interframe Space	Description
Intermission	The Intermission consists of 3 recessive bits.
Suspend Transmission	An Error Passive node that has just transmitted a message must include a Suspend Transmission field. This field consists of 8 recessive bits. Error Active nodes should not include this field.
Bus Idle	The Bus Idle field is of arbitrary length. Bus Idle ends when an SOF is transmitted. If a node has a pending transmission, the SOF should be transmitted at the first bit following Intermission.

25.2.3 TWAI Errors

25.2.3.1 Error Types

Bus Errors in TWAI are categorized into the following types:

Bit Error

A Bit Error occurs when a node transmits a bit value (i.e., dominant or recessive) but the opposite bit is detected (e.g., a dominant bit is transmitted but a recessive is detected). However, if the transmitted bit is recessive and is located in the Arbitration Field or ACK Slot or Passive Error Flag, then detecting a dominant bit will not be considered a Bit Error.

Stuff Error

A stuff error is detected when six consecutive bits of the same value are detected (which violates the bit-stuffing encoding rules).

CRC Error

A receiver of a data or remote frame will calculate CRC based on the bits it has received. A CRC error occurs when the CRC calculated by the receiver does not match the CRC sequence in the received data or remote Frame.

Format Error

A Format Error is detected when a format-fixed bit field of a message contains an illegal bit. For example, the r1 and r0 fields must be dominant.

ACK Error

An ACK Error occurs when a transmitter does not detect a dominant bit at the ACK Slot.

25.2.3.2 Error States

TWAI nodes implement fault confinement by each maintaining two error counters, where the counter values determine the error state. The two error counters are known as the Transmit Error Counter (TEC) and Receive Error Counter (REC). TWAI has the following error states.

Error Active

An Error Active node is able to participate in bus communication and transmit an Active Error Flag when it detects an error.

Error Passive

An Error Passive node is able to participate in bus communication, but can only transmit an Passive Error Flag when it detects an error. Error Passive nodes that have transmitted a data or remote frame must also include the Suspend Transmission field in the subsequent Interframe Space.

Bus Off

A Bus Off node is not permitted to influence the bus in any way (i.e., is not allowed to transmit data).

25.2.3.3 Error Counters

The TEC and REC are incremented/decremented according to the following rules. **Note that more than one rule can apply to a given message transfer.**

1. When a receiver detects an error, the REC is increased by 1, except when the detected error was a Bit Error during the transmission of an Active Error Flag or an Overload Flag.
2. When a receiver detects a dominant bit as the first bit after sending an Error Flag, the REC is increased by 8.
3. When a transmitter sends an Error Flag, the TEC is increased by 8. However, the following scenarios are exempt from this rule:
 - A transmitter is Error Passive since the transmitter generates an Acknowledgment Error because of not detecting a dominant bit in the ACK Slot, while detecting a dominant bit when sending a passive error flag. In this case, the TEC should not be increased.
 - A transmitter transmits an Error Flag due to a Stuff Error during Arbitration. If the stuffed bit should have been recessive but was monitored as dominant, then the TEC should not be increased.
4. If a transmitter detects a Bit Error whilst sending an Active Error Flag or Overload Flag, the TEC is increased by 8.
5. If a receiver detects a Bit Error while sending an Active Error Flag or Overload Flag, the REC is increased by 8.
6. A node can tolerate up to 7 consecutive dominant bits after sending an Active/Passive Error Flag, or Overload Flag. After detecting the 14th consecutive dominant bit (when sending an Active Error Flag or Overload Flag), or the 8th consecutive dominant bit following a Passive Error Flag, a transmitter will increase its TEC by 8 and a receiver will increase its REC by 8. Every additional 8 consecutive dominant bits will also increase the TEC (for transmitters) or REC (for receivers) by 8 as well.
7. When a transmitter has transmitted a message (getting ACK and no errors until the EOF is complete), the TEC is decremented by 1, unless the TEC is already at 0.
8. When a receiver successfully receives a message (no errors before ACK Slot, and successful sending of ACK), the REC is decremented.
 - If the REC is between 1 and 127, the REC will be decremented by 1.
 - If the REC is greater than 127, the REC will be set to 127.
 - If the REC is 0, the REC will remain 0.

9. A node becomes Error Passive when its TEC and/or REC is greater than or equal to 128. Though the node becomes Error Passive, it still sends an Active Error Flag. Note that once the REC has reached to 128, any further increases to its value are invalid until the REC returns to a value less than 128.
10. A node becomes Bus Off when its TEC is greater than or equal to 256.
11. An Error Passive node becomes Error Active when both the TEC and REC are less than or equal to 127.
12. A Bus Off node can become Error Active (with both its TEC and REC reset to 0) after it monitors 128 occurrences of 11 consecutive recessive bits on the bus.

25.2.4 TWAI Bit Timing

25.2.4.1 Nominal Bit

The TWAI protocol allows a TWAI bus to operate at a particular bit rate. However, all nodes within a TWAI bus must operate at the same bit rate.

- **The Nominal Bit Rate** is defined as the number of bits transmitted per second.
- **The Nominal Bit Time** is defined as **1/Nominal Bit Rate**.

A single Nominal Bit Time is divided into multiple segments, and each segment is made up of multiple Time Quanta. A **Time Quantum** is a minimum unit of time, and is implemented as some form of prescaled clock signal in each node. Figure 25-5 illustrates the segments within a single Nominal Bit Time.

TWAI controllers will operate in time steps of one Time Quanta where the state of the TWAI bus is analyzed. If the bus states in two consecutive Time Quantas are different (i.e., recessive to dominant or vice versa), it means an edge is generated. The intersection of PBS1 and PBS2 is considered the Sample Point and the sampled bus value is considered the value of that bit.

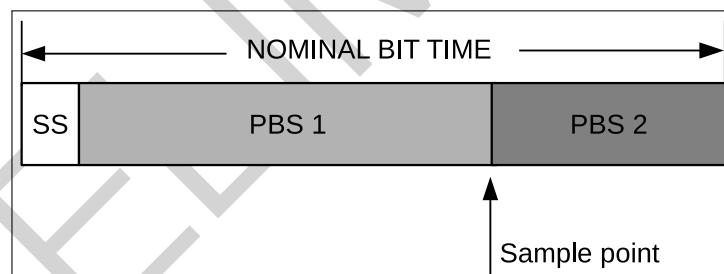


Figure 25-5. Layout of a Bit

Table 25-5. Segments of a Nominal Bit Time

Segment	Description
SS	The SS (Synchronization Segment) is 1 Time Quantum long. If all nodes are perfectly synchronized, the edge of a bit will lie in the SS.
PBS1	PBS1 (Phase Buffer Segment 1) can be 1 to 16 Time Quanta long. PBS1 is meant to compensate for the physical delay times within the network. PBS1 can also be lengthened for synchronization purposes.
PBS2	PBS2 (Phase Buffer Segment 2) can be 1 to 8 Time Quanta long. PBS2 is meant to compensate for the information processing time of nodes. PBS2 can also be shortened for synchronization purposes.

25.2.4.2 Hard Synchronization and Resynchronization

Due to clock skew and jitter, the bit timing of nodes on the same bus may become out of phase. Therefore, a bit edge may come before or after the SS. To ensure that the internal bit timing clocks of each node are kept in phase, TWAI has various methods of synchronization. The **Phase Error “e”** is measured in the number of Time Quanta and relative to the SS.

- A positive Phase Error ($e > 0$) is when the edge lies after the SS and before the Sample Point (i.e., the edge is late).
- A negative Phase Error ($e < 0$) is when the edge lies after the Sample Point of the previous bit and before SS (i.e., the edge is early).

To correct for Phase Errors, there are two forms of synchronization, known as **Hard Synchronization** and **Resynchronization**. **Hard Synchronization** and **Resynchronization** obey the following rules:

- Only one synchronization may occur in a single bit time.
- Synchronizations only occurs on recessive to dominant edges.

Hard Synchronization

Hard Synchronization occurs on the recessive to dominant (i.e., the first SOF bit after Bus Idle) edges when the bus is idle. All nodes will restart their internal bit timings so that the recessive to dominant edge lies within the SS of the restarted bit timing.

Resynchronization

Resynchronization occurs on recessive to dominant edges when the bus is not idle. If the edge has a positive Phase Error ($e > 0$), PBS1 is lengthened by a certain number of Time Quanta. If the edge has a negative Phase Error ($e < 0$), PBS2 will be shortened by a certain number of Time Quanta.

The number of Time Quanta to lengthen or shorten depends on the magnitude of the Phase Error, and is also limited by the Synchronization Jump Width (SJW) value which is programmable.

- When the magnitude of the Phase Error (e) is less than or equal to the SJW, PBS1/PBS2 are lengthened/shortened by the e number of Time Quanta. This has a same effect as Hard Synchronization.
- When the magnitude of the Phase Error is greater to the SJW, PBS1/PBS2 are lengthened/shortened by the SJW number of Time Quanta. This means it may take multiple bits of synchronization before the Phase Error is entirely corrected.

25.3 Architectural Overview

The major functional blocks of the TWAI controller are shown in Figure 25-6.

25.3.1 Registers Block

The ESP32-C3 CPU accesses peripherals using 32-bit aligned words. However, the majority of registers in the TWAI controller only contain useful data at the least significant byte (bits [7:0]). Therefore, in these registers, bits [31:8] are ignored on writes, and return 0 on reads.

Configuration Registers

The configuration registers store various configuration items for the TWAI controller such as bit rates, operation mode, Acceptance Filter, etc. Configuration registers can only be modified whilst the TWAI controller is in Reset Mode (See Section 25.4.1).

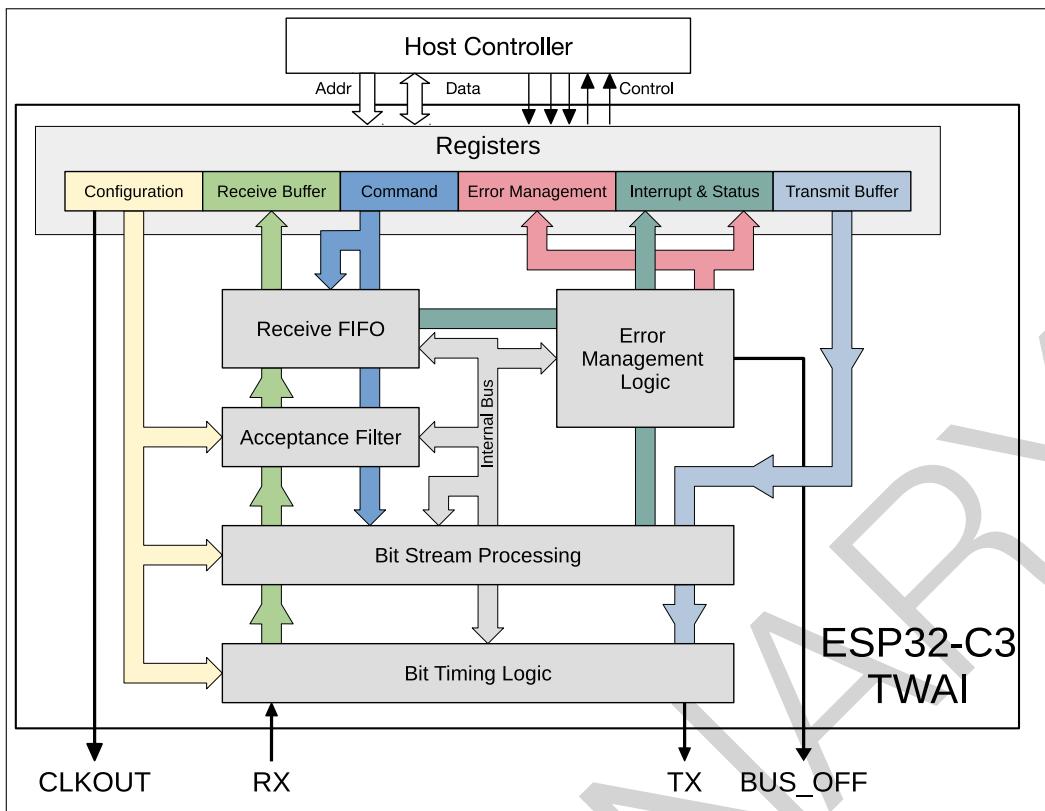


Figure 25-6. TWAI Overview Diagram

Command Registers

The command register is used by the CPU to drive the TWAI controller to initiate certain actions such as transmitting a message or clearing the Receive Buffer. The command register can only be modified when the TWAI controller is in Operation Mode (see section 25.4.1).

Interrupt & Status Registers

The interrupt register indicates what events have occurred in the TWAI controller (each event is represented by a separate bit). The status register indicates the current status of the TWAI controller.

Error Management Registers

The error management registers include error counters and capture registers. The error counter registers represent TEC and REC values. The capture registers will record information about instances where TWAI controller detects a bus error, or when it loses arbitration.

Transmit Buffer Registers

The transmit buffer is a 13-byte buffer used to store a TWAI message to be transmitted.

Receive Buffer Registers

The Receive Buffer is a 13-byte buffer which stores a single message. The Receive Buffer acts as a window of Receive FIFO, whose first message will be mapped into the Receive Buffer.

Note that the Transmit Buffer registers, Receive Buffer registers, and the Acceptance Filter registers share the same address range (offset 0x0040 to 0x0070). Their access is governed by the following rules:

- When the TWAI controller is in Reset Mode, all reads and writes to the address range maps to the Acceptance Filter registers.
- When the TWAI controller is in Operation Mode:

- All reads to the address range maps to the Receive Buffer registers.
- All writes to the address range maps to the Transmit Buffer registers.

25.3.2 Bit Stream Processor

The Bit Stream Processing (BSP) module frames data from the Transmit Buffer (e.g. bit stuffing and additional CRC fields) and generates a bit stream for the Bit Timing Logic (BTL) module. At the same time, the BSP module is also responsible for processing the received bit stream (e.g., de-stuffing and verifying CRC) from the BTL module and placing the message into the Receive FIFO. The BSP will also detect errors on the TWAI bus and report them to the Error Management Logic (EML).

25.3.3 Error Management Logic

The Error Management Logic (EML) module updates the TEC and REC, records error information like error types and positions, and updates the error state of the TWAI controller such that the BSP module generates the correct Error Flags. Furthermore, this module also records the bit position when the TWAI controller loses arbitration.

25.3.4 Bit Timing Logic

The Bit Timing Logic (BTL) module transmits and receives messages at the configured bit rate. The BTL module also handles bit timing synchronization so that communication remains stable. A single bit time consists of multiple programmable segments that allows users to set the length of each segment to account for factors such as propagation delay and controller processing time, etc.

25.3.5 Acceptance Filter

The Acceptance Filter is a programmable message filtering unit that allows the TWAI controller to accept or reject a received message based on the message's ID field. Only accepted messages will be stored in the Receive FIFO. The Acceptance Filter's registers can be programmed to specify a single filter, or two separate filters (dual filter mode).

25.3.6 Receive FIFO

The Receive FIFO is a 64-byte buffer (inside the TWAI controller) that stores received messages accepted by the Acceptance Filter. Messages in the Receive FIFO can vary in size (between 3 to 13-bytes). When the Receive FIFO is full (or does not have enough space to store the next received message in its entirety), the Overrun Interrupt will be triggered, and any subsequent received messages will be lost until adequate space is cleared in the Receive FIFO. The first message in the Receive FIFO will be mapped to the 13-byte Receive Buffer until that message is cleared (using the Release Receive Buffer command bit). After being cleared, the Receive Buffer will map to the next message in the Receive FIFO, and the space occupied by the previous message in the Receive FIFO can be used to receive new messages.

25.4 Functional Description

25.4.1 Modes

The ESP32-C3 TWAI controller has two working modes: Reset Mode and Operation Mode. Reset Mode and Operation Mode are entered by setting or clearing the [TWAI_RESET_MODE](#) bit.

25.4.1.1 Reset Mode

Entering Reset Mode is required in order to modify the various configuration registers of the TWAI controller. When entering Reset Mode, the TWAI controller is essentially disconnected from the TWAI bus. When in Reset Mode, the TWAI controller will not be able to transmit any messages (including error signals). Any transmission in progress is immediately terminated. Likewise, the TWAI controller will not be able to receive any messages either.

25.4.1.2 Operation Mode

In operation mode, the TWAI controller connects to the bus and write-protect all configuration registers to ensure consistency during operation. When in Operation Mode, the TWAI controller can transmit and receive messages (including error signaling) depending on which operation sub-mode the TWAI controller was configured with. The TWAI controller supports the following operation sub-modes:

- **Normal Mode:** The TWAI controller can transmit and receive messages including error signals (such as error and overload Frames).
- **Self-test Mode:** Self-test mode is similar to normal Mode, but the TWAI controller will consider the transmission of a data or RTR frame successful and do not generate an ACK error even if it was not acknowledged. This is commonly used when the TWAI controller does self-test.
- **Listen-only Mode:** The TWAI controller will be able to receive messages, but will remain completely passive on the TWAI bus. Thus, the TWAI controller will not be able to transmit any messages, acknowledgments, or error signals. The error counters will remain frozen. This mode is useful for TWAI bus monitoring.

Note that when exiting Reset Mode (i.e., entering Operation Mode), the TWAI controller must wait for 11 consecutive recessive bits to occur before being able to fully connect the TWAI bus (i.e., be able to transmit or receive).

25.4.2 Bit Timing

The operating bit rate of the TWAI controller must be configured whilst the TWAI controller is in Reset Mode. The bit rate is configured using [TWAI_BUS_TIMING_0_REG](#) and [TWAI_BUS_TIMING_1_REG](#), and the two registers contain the following fields:

The following Table 25-6 illustrates the bit fields of [TWAI_BUS_TIMING_0_REG](#).

Table 25-6. Bit Information of [TWAI_BUS_TIMING_0_REG](#) (0x18)

Bit 31-16	Bit 15	Bit 14	Bit 13	Bit 12	Bit 1	Bit 0
Reserved	SJW.1	SJW.0	Reserved	BRP.12	BRP.1	BRP.0

Notes:

- BRP: The TWAI Time Quanta clock is derived from the APB clock that is usually 80 MHz. The Baud Rate Prescaler (BRP) field is used to define the prescaler according to the equation below, where t_{Tq} is the Time Quanta clock cycle and t_{CLK} is APB clock cycle:

$$t_{Tq} = 2 \times t_{CLK} \times (2^{12} \times BRP.12 + 2^{11} \times BRP.11 + \dots + 2^1 \times BRP.1 + 2^0 \times BRP.0 + 1)$$
- SJW: Synchronization Jump Width (SJW) is configured in SJW.0 and SJW.1 where $SJW = (2 \times SJW.1 + SJW.0 + 1)$

The following Table 25-7 illustrates the bit fields of [TWAI_BUS_TIMING_1_REG](#).

Table 25-7. Bit Information of [TWAI_BUS_TIMING_1_REG](#) (0x1c)

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	SAM	PBS2.2	PBS2.1	PBS2.0	PBS1.3	PBS1.2	PBS1.1	PBS1.0

Notes:

- PBS1: The number of Time Quanta in Phase Buffer Segment 1 is defined according to the following equation: $(8 \times \text{PBS1.3} + 4 \times \text{PBS1.2} + 2 \times \text{PBS1.1} + \text{PBS1.0} + 1)$
- PBS2: The number of Time Quanta in Phase Buffer Segment 2 is defined according to the following equation: $(4 \times \text{PBS2.2} + 2 \times \text{PBS2.1} + \text{PBS2.0} + 1)$
- SAM: Enables triple sampling if set to 1. This is useful for low/medium speed buses to filter spikes on the bus line.

25.4.3 Interrupt Management

The ESP32-C3 TWAI controller provides eight interrupts, each represented by a single bit in the [TWAI_INT_RAW_REG](#). For a particular interrupt to be triggered, the corresponding enable bit in [TWAI_INT_ENA_REG](#) must be set.

The TWAI controller provides the following interrupts:

- Receive Interrupt
- Transmit Interrupt
- Error Warning Interrupt
- Data Overrun Interrupt
- Error Passive Interrupt
- Arbitration Lost Interrupt
- Bus Error Interrupt
- Bus Status Interrupt

The TWAI controller's interrupt signal to the interrupt matrix will be asserted whenever one or more interrupt bits are set in the [TWAI_INT_RAW_REG](#), and deasserted when all bits in [TWAI_INT_RAW_REG](#) are cleared. The majority of interrupt bits in [TWAI_INT_RAW_REG](#) are automatically cleared when the register is read, except for the Receive Interrupt which can only be cleared when all the messages are released by setting the [TWAI_RELEASE_BUF](#) bit.

25.4.3.1 Receive Interrupt (RXI)

The Receive Interrupt (RXI) is asserted whenever the TWAI controller has received messages that are pending to be read from the Receive Buffer (i.e., when [TWAI_RX_MESSAGE_CNT_REG](#) > 0). Pending received messages includes valid messages in the Receive FIFO and also overrun messages. The RXI will not be deasserted until all pending received messages are cleared using the [TWAI_RELEASE_BUF](#) command bit.

25.4.3.2 Transmit Interrupt (TXI)

The Transmit Interrupt (TXI) is triggered whenever Transmit Buffer becomes free, indicating another message can be loaded into the Transmit Buffer to be transmitted. The Transmit Buffer becomes free under the following scenarios:

- A message transmission has completed successfully, i.e., acknowledged without any errors. (Any failed messages will automatically be resent.)
- A single shot transmission has completed (successfully or unsuccessfully, indicated by the [TWAI_TX_COMPLETE](#) bit).
- A message transmission was aborted using the [TWAI_ABORT_TX](#) command bit.

25.4.3.3 Error Warning Interrupt (EWI)

The Error Warning Interrupt (EWI) is triggered whenever there is a change to the [TWAI_ERR_ST](#) and [TWAI_BUS_OFF_ST](#) bits of the [TWAI_STATUS_REG](#) (i.e., transition from 0 to 1 or vice versa). Thus, an EWI could indicate one of the following events, depending on the values [TWAI_ERR_ST](#) and [TWAI_BUS_OFF_ST](#) at the moment when the EWI is triggered.

- If [TWAI_ERR_ST](#) = 0 and [TWAI_BUS_OFF_ST](#) = 0:
 - If the TWAI controller was in the Error Active state, it indicates both the TEC and REC have returned below the threshold value set by [TWAI_ERR_WARNING_LIMIT_REG](#).
 - If the TWAI controller was previously in the Bus Off Recovery state, it indicates that Bus Recovery has completed successfully.
- If [TWAI_ERR_ST](#) = 1 and [TWAI_BUS_OFF_ST](#) = 0: The TEC or REC error counters have exceeded the threshold value set by [TWAI_ERR_WARNING_LIMIT_REG](#).
- If [TWAI_ERR_ST](#) = 1 and [TWAI_BUS_OFF_ST](#) = 1: The TWAI controller has entered the BUS_OFF state (due to the TEC ≥ 256).
- If [TWAI_ERR_ST](#) = 0 and [TWAI_BUS_OFF_ST](#) = 1: The TWAI controller's TEC has dropped below the threshold value set by [TWAI_ERR_WARNING_LIMIT_REG](#) during BUS_OFF recovery.

25.4.3.4 Data Overrun Interrupt (DOI)

The Data Overrun Interrupt (DOI) is triggered whenever the Receive FIFO has overrun. The DOI indicates that the Receive FIFO is full and should be cleared immediately to prevent any further overrun messages.

The DOI is only triggered by the first message that causes the Receive FIFO to overrun (i.e., the transition from the Receive FIFO not being full to the Receive FIFO overrunning). Any subsequent overrun messages will not trigger the DOI again. The DOI could be triggered again when all received messages (valid or overrun) have been cleared.

25.4.3.5 Error Passive Interrupt (EPI)

The Error Passive Interrupt (EPI) is triggered whenever the TWAI controller switches from Error Active to Error Passive, or vice versa.

25.4.3.6 Arbitration Lost Interrupt (ALI)

The Arbitration Lost Interrupt (ALI) is triggered whenever the TWAI controller is attempting to transmit a message and loses arbitration. The bit position where the TWAI controller lost arbitration is automatically recorded in Arbitration Lost Capture register ([TWAI_ARB_LOST_CAP_REG](#)). When the ALI occurs again, the Arbitration Lost Capture register will no longer record new bit location until it is cleared (via CPU reading this register).

25.4.3.7 Bus Error Interrupt (BEI)

The Bus Error Interrupt (BEI) is triggered whenever TWAI controller detects an error on the TWAI bus. When a bus error occurs, the Bus Error type and its bit position are automatically recorded in the Error Code Capture register ([TWAI_ERR_CODE_CAP_REG](#)). When the BEI occurs again, the Error Code Capture register will no longer record new error information until it is cleared (via a read from the CPU).

25.4.3.8 Bus Status Interrupt (BSI)

The Bus Status Interrupt (BSI) is triggered whenever TWAI controller is switching between receive/transmit status and idle status. When a BSI occurs, the current status of TWAI controller can be measured by reading [TWAI_RX_ST](#) and [TWAI_TX_ST](#) in [TWAI_STATUS_REG](#) register.

25.4.4 Transmit and Receive Buffers

25.4.4.1 Overview of Buffers

Table 25-8. Buffer Layout for Standard Frame Format and Extended Frame Format

Standard Frame Format (SFF)		Extended Frame Format (EFF)	
TWAI Address	Content	TWAI Address	Content
0x40	TX/RX frame information	0x40	TX/RX frame information
0x44	TX/RX identifier 1	0x44	TX/RX identifier 1
0x48	TX/RX identifier 2	0x48	TX/RX identifier 2
0x4c	TX/RX data byte 1	0x4c	TX/RX identifier 3
0x50	TX/RX data byte 2	0x50	TX/RX identifier 4
0x54	TX/RX data byte 3	0x54	TX/RX data byte 1
0x58	TX/RX data byte 4	0x58	TX/RX data byte 2
0x5c	TX/RX data byte 5	0x5c	TX/RX data byte 3
0x60	TX/RX data byte 6	0x60	TX/RX data byte 4
0x64	TX/RX data byte 7	0x64	TX/RX data byte 5
0x68	TX/RX data byte 8	0x68	TX/RX data byte 6
0x6c	reserved	0x6c	TX/RX data byte 7
0x70	reserved	0x70	TX/RX data byte 8

Table 25-8 illustrates the layout of the Transmit Buffer and Receive Buffer registers. Both the Transmit and Receive Buffer registers share the same address space and are only accessible when the TWAI controller is in Operation Mode. The CPU accesses Transmit Buffer registers for write operations, and Receive Buffer registers for read operations . Both buffers share the exact same register layout and fields to represent a message

(received or to be transmitted). The Transmit Buffer registers are used to configure a TWAI message to be transmitted. The CPU would write to the Transmit Buffer registers specifying the message's frame type, frame format, frame ID, and frame data (payload). Once the Transmit Buffer is configured, the CPU would then initiate the transmission by setting the [TWAI_TX_REQ](#) bit in [TWAI_CMD_REG](#).

- For a self-reception request, set the [TWAI_SELF_RX_REQ](#) bit instead.
- For a single-shot transmission, set both the [TWAI_TX_REQ](#) and the [TWAI_ABORT_TX](#) simultaneously.

The Receive Buffer registers map the first message in the Receive FIFO. The CPU would read the Receive Buffer registers to obtain the first message's frame type, frame format, frame ID, and frame data (payload). Once the message has been read from the Receive Buffer registers, the CPU can set the [TWAI_RELEASE_BUF](#) bit in [TWAI_CMD_REG](#) to clear the Receive Buffer registers. If there are still messages in the Receive FIFO, the Receive Buffer registers will map the first message again.

25.4.4.2 Frame Information

The frame information is one byte long and specifies a message's frame type, frame format, and length of data. The frame information fields are shown in Table 25-9.

Table 25-9. TX/RX Frame Information (SFF/EFF) TWAI Address 0x40

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	FF ¹	RTR ²	X ³	X ³	DLC.3 ⁴	DLC.2 ⁴	DLC.1 ⁴	DLC.0 ⁴

Notes:

1. FF: The Frame Format (FF) bit specifies whether the message is Extended Frame Format (EFF) or Standard Frame Format (SFF). The message is EFF when FF bit is 1, and SFF when FF bit is 0.
2. RTR: The Remote Transmission Request (RTR) bit specifies whether the message is a data frame or a remote frame. The message is a remote frame when the RTR bit is 1, and a data frame when the RTR bit is 0.
3. X: Don't care, can be any value.
4. DLC: The Data Length Code (DLC) field specifies the number of data bytes for a data frame, or the number of data bytes to request in a remote frame. TWAI data frames are limited to a maximum payload of 8 data bytes, and thus the DLC should range anywhere from 0 to 8.

25.4.4.3 Frame Identifier

The Frame Identifier fields is two-byte (11-bit) long if the message is SFF, and four-byte (29-bit) long if the message is EFF.

The Frame Identifier fields for an SFF (11-bit) message is shown in Table 25-10 ~ 25-11.

Table 25-10. TX/RX Identifier 1 (SFF); TWAI Address 0x44

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	ID.10	ID.9	ID.8	ID.7	ID.6	ID.5	ID.4	ID.3

Table 25-11. TX/RX Identifier 2 (SFF); TWAI Address 0x48

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	ID.2	ID.1	ID.0	X ¹	X ²	X ²	X ²	X ²

Notes:

1. Don't care. Recommended to be compatible with receive buffer (i.e., set to RTR) in case of using the self reception functionality (or together with self-test functionality).
2. Don't care. Recommended to be compatible with receive buffer (i.e., set to 0) in case of using the self reception functionality (or together with self-test functionality).

The Frame Identifier fields for an EFF (29-bits) message is shown in Table 25-12 ~ 25-15.

Table 25-12. TX/RX Identifier 1 (EFF); TWAI Address 0x44

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	ID.28	ID.27	ID.26	ID.25	ID.24	ID.23	ID.22	ID.21

Table 25-13. TX/RX Identifier 2 (EFF); TWAI Address 0x48

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	ID.20	ID.19	ID.18	ID.17	ID.16	ID.15	ID.14	ID.13

Table 25-14. TX/RX Identifier 3 (EFF); TWAI Address 0x4c

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	ID.12	ID.11	ID.10	ID.9	ID.8	ID.7	ID.6	ID.5

Table 25-15. TX/RX Identifier 4 (EFF); TWAI Address 0x50

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	ID.4	ID.3	ID.2	ID.1	ID.0	X ¹	X ²	X ²

Notes:

1. Don't care. Recommended to be compatible with receive buffer (i.e., set to RTR) in case of using the self reception functionality (or together with self-test functionality).
2. Don't care. Recommended to be compatible with receive buffer (i.e., set to 0) in case of using the self reception functionality (or together with self-test functionality).

25.4.4.4 Frame Data

The Frame Data field contains the payloads of transmitted or received data frame, and can range from 0 to eight bytes. The number of valid bytes should be equal to the DLC. However, if the DLC is larger than eight bytes, the number of valid bytes would still be limited to eight. Remote frames do not have data payloads, so their Frame Data fields will be unused.

For example, when transmitting a data frame with five bytes, the CPU should write five to the DLC field, and then write data to the corresponding register of the first to the fifth data field. Likewise, when the CPU receives a data

frame with a DLC of five data bytes, only the first to the fifth data byte will contain valid payload data for the CPU to read.

25.4.5 Receive FIFO and Data OVERRUNS

The Receive FIFO is a 64-byte internal buffer used to store received messages in First In First Out order. A single received message can occupy between 3 to 13 bytes of space in the Receive FIFO, and their endianness is identical to the register layout of the Receive Buffer registers. The Receive Buffer registers are mapped to the bytes of the first message in the Receive FIFO.

When the TWAI controller receives a message, it will increment the value of [TWAI_RX_MESSAGE_COUNTER](#) up to a maximum of 64. If there is adequate space in the Receive FIFO, the message contents will be written into the Receive FIFO. Once a message has been read from the Receive Buffer, the [TWAI_RELEASE_BUF](#) bit should be set. This will decrement [TWAI_RX_MESSAGE_COUNTER](#) and free the space occupied by the first message in the Receive FIFO. The Receive Buffer will then map to the next message in the Receive FIFO.

A data overrun occurs when the TWAI controller receives a message, but the Receive FIFO lacks the adequate free space to store the received message in its entirety (either due to the message contents being larger than the free space in the Receive FIFO, or the Receive FIFO being completely full).

When a data overrun occurs:

- The free space left in the Receive FIFO is filled with the partial contents of the overrun message. If the Receive FIFO is already full, then none of the overrun message's contents will be stored.
- When data in the Receive FIFO overruns for the first time, a Data Overrun Interrupt will be triggered.
- Each overrun message will still increment the [TWAI_RX_MESSAGE_COUNTER](#) up to a maximum of 64.
- The Receive FIFO will internally mark overrun messages as invalid. The [TWAI_MISS_ST](#) bit can be used to determine whether the message currently mapped to by the Receive Buffer is valid or overrun.

To clear an overrun Receive FIFO, the [TWAI_RELEASE_BUF](#) must be called repeatedly until [TWAI_RX_MESSAGE_COUNTER](#) is 0. This has the effect of reading all valid messages in the Receive FIFO and clearing all overrun messages.

25.4.6 Acceptance Filter

The Acceptance Filter allows the TWAI controller to filter out received messages based on their ID (and optionally their first data byte and frame type). Only accepted messages are passed on to the Receive FIFO. The use of Acceptance Filters allows a more lightweight operation of the TWAI controller (e.g., less use of Receive FIFO, fewer Receive Interrupts) since the TWAI Controller only need to handle a subset of messages.

The Acceptance Filter configuration registers can only be accessed whilst the TWAI controller is in Reset Mode, since they share the same address spaces with the Transmit Buffer and Receive Buffer registers.

The configuration registers consist of a 32-bit Acceptance Code Value and a 32-bit Acceptance Mask Value. The Acceptance Code value specifies a bit pattern which each filtered bit of the message must match in order for the message to be accepted. The Acceptance Mask Value is able to mask out certain bits of the Code value (i.e., set as "Don't Care" bits). Each filtered bit of the message must either match the acceptance code or be masked in order for the message to be accepted, as demonstrated in Figure 25-7.

The TWAI controller Acceptance Filter allows the 32-bit Acceptance Code and Mask Values to either define a single filter (i.e., Single Filter Mode), or two filters (i.e., Dual Filter Mode). How the Acceptance Filter interprets the

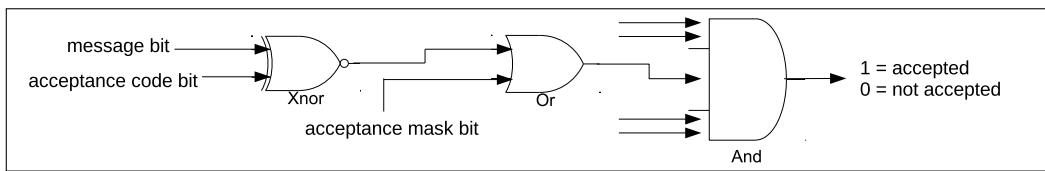


Figure 25-7. Acceptance Filter

32-bit code and mask values is dependent on filter mode and the format of received messages (i.e., SFF or EFF).

25.4.6.1 Single Filter Mode

Single Filter Mode is enabled by setting the `TWAI_RX_FILTER_MODE` bit to 1. This will cause the 32-bit code and mask values to define a single filter. The single filter can filter the following bits of a data or remote frame:

- SFF
 - The entire 11-bit ID
 - RTR bit
 - Data byte 1 and Data byte 2
- EFF
 - The entire 29-bit ID
 - RTR bit

The following Figure 25-8 illustrates how the 32-bit code and mask values will be interpreted under Single Filter Mode.

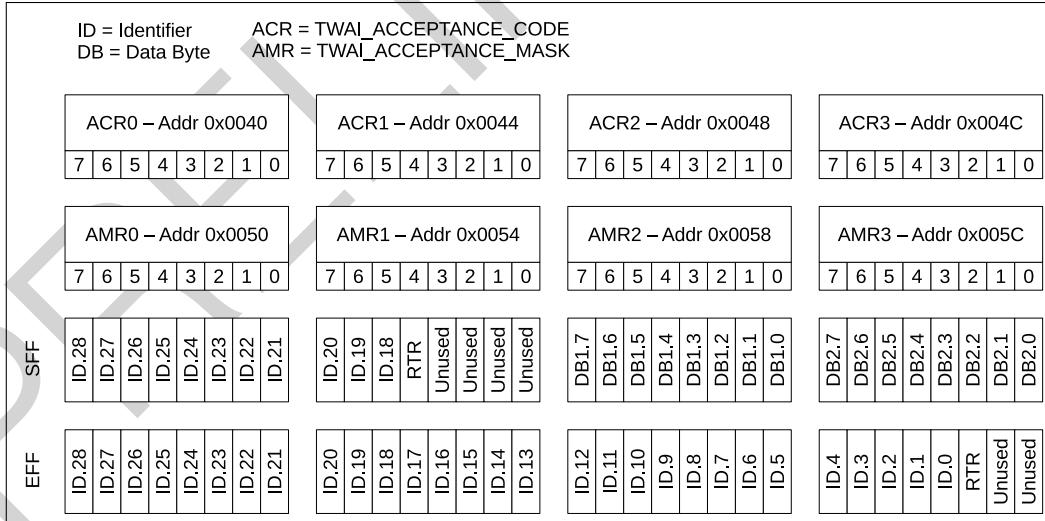


Figure 25-8. Single Filter Mode

25.4.6.2 Dual Filter Mode

Dual Filter Mode is enabled by clearing the `TWAI_RX_FILTER_MODE` bit to 0. This will cause the 32-bit code and mask values to define a two separate filters referred to as filter 1 or filter 2. Under Dual Filter Mode, a message

will be accepted if it is accepted by one of the two filters.

The two filters can filter the following bits of a data or remote frame:

- SFF
 - The entire 11-bit ID
 - RTR bit
 - Data byte 1 (for filter 1 only)
- EFF
 - The first 16 bits of the 29-bit ID

The following Figure 25-9 illustrates how the 32-bit code and mask values will be interpreted in Dual Filter Mode.

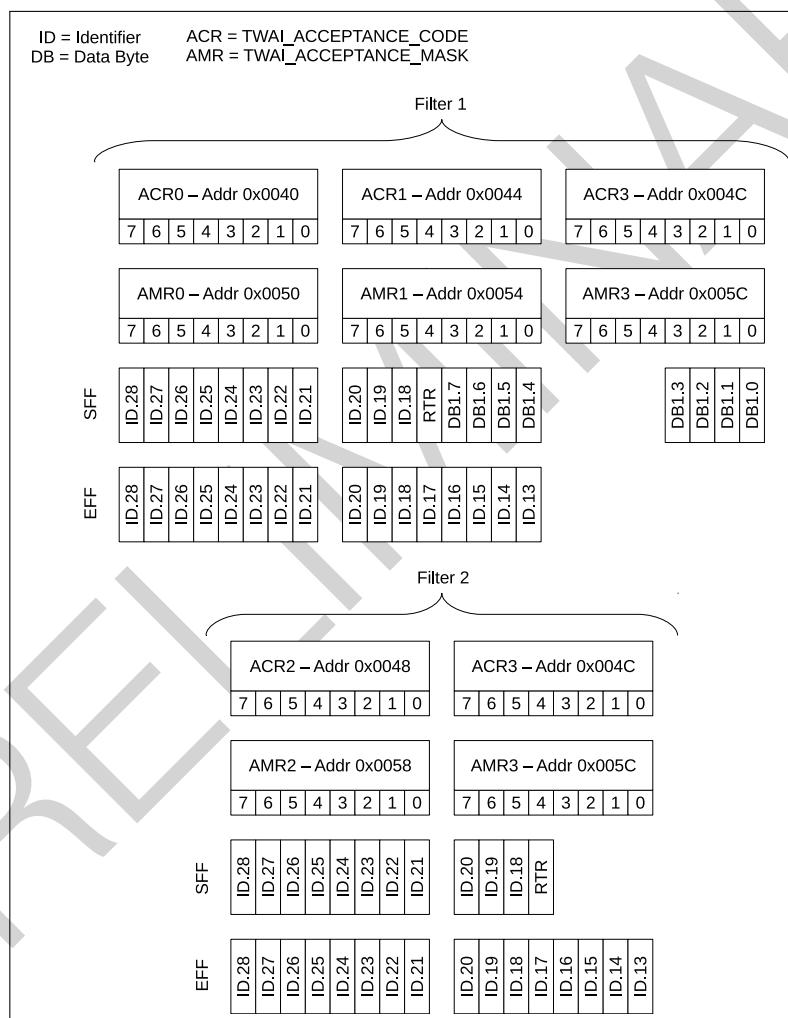


Figure 25-9. Dual Filter Mode

25.4.7 Error Management

The TWAI protocol requires that each TWAI node maintains the Transmit Error Counter (TEC) and Receive Error Counter (REC). The value of both error counters determines the current error state of the TWAI controller (i.e., Error Active, Error Passive, Bus-Off). The TWAI controller stores the TEC and REC values in

[TWAI_TX_ERR_CNT_REG](#) and [TWAI_RX_ERR_CNT_REG](#) respectively, and they can be read by the CPU anytime. In addition to the error states, the TWAI controller also offers an Error Warning Limit (EWL) feature that can warn users of the occurrence of severe bus errors before the TWAI controller enters the Error Passive state.

The current error state of the TWAI controller is indicated via a combination of the following values and status bits: TEC, REC, [TWAI_ERR_ST](#), and [TWAI_BUS_OFF_ST](#). Certain changes to these values and bits will also trigger interrupts, thus allowing the users to be notified of error state transitions (see section 25.4.3). The following figure 25-10 shows the relation between the error states, values and bits, and error state related interrupts.

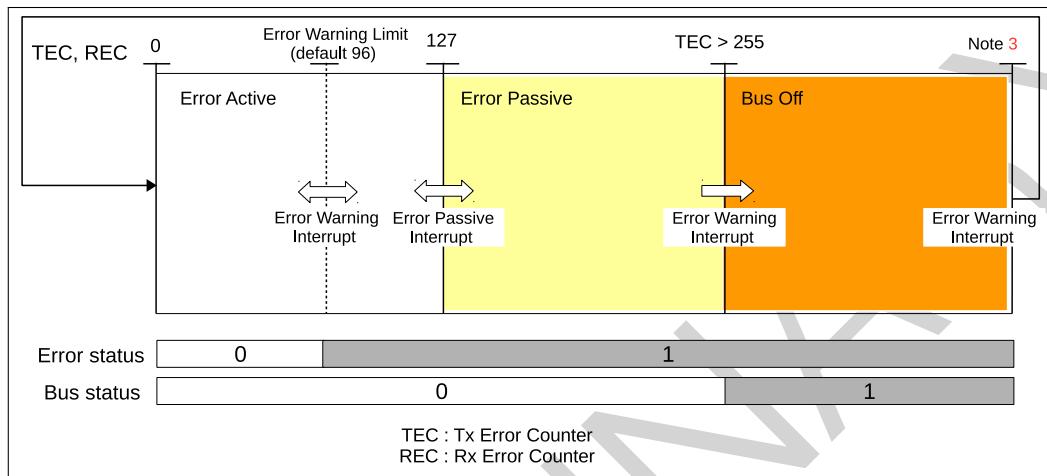


Figure 25-10. Error State Transition

25.4.7.1 Error Warning Limit

The Error Warning Limit (EWL) is a configurable threshold value for the TEC and REC, which will trigger an interrupt when exceeded. The EWL is intended to serve as a warning about severe TWAI bus errors, and is triggered before the TWAI controller enters the Error Passive state. The EWL is configured in [TWAI_ERR_WARNING_LIMIT_REG](#) and can only be configured whilst the TWAI controller is in Reset Mode. The [TWAI_ERR_WARNING_LIMIT_REG](#) has a default value of 96. When the values of TEC and/or REC are larger than or equal to the EWL value, the [TWAI_ERR_ST](#) bit is immediately set to 1. Likewise, when the values of both the TEC and REC are smaller than the EWL value, the [TWAI_ERR_ST](#) bit is immediately reset to 0. The Error Warning Interrupt is triggered whenever the value of the [TWAI_ERR_ST](#) bit (or the [TWAI_BUS_OFF_ST](#)) changes.

25.4.7.2 Error Passive

The TWAI controller is in the Error Passive state when the TEC or REC value exceeds 127. Likewise, when both the TEC and REC are less than or equal to 127, the TWAI controller enters the Error Active state. The Error Passive Interrupt is triggered whenever the TWAI controller transitions from the Error Active state to the Error Passive state or vice versa.

25.4.7.3 Bus-Off and Bus-Off Recovery

The TWAI controller enters the Bus-Off state when the TEC value exceeds 255. On entering the Bus-Off state, the TWAI controller will automatically do the following:

- Set REC to 0

- Set TEC to 127
- Set the [TWAI_BUS_OFF_ST](#) bit to 1
- Enter Reset Mode

The Error Warning Interrupt is triggered whenever the value of the [TWAI_BUS_OFF_ST](#) bit (or the [TWAI_ERR_ST](#) bit) changes.

To return to the Error Active state, the TWAI controller must undergo Bus-Off Recovery. Bus-Off Recovery requires the TWAI controller to observe 128 occurrences of 11 consecutive recessive bits on the bus. To initiate Bus-Off Recovery (after entering the Bus-Off state), the TWAI controller should enter Operation Mode by setting the [TWAI_RESET_MODE](#) bit to 0. The TEC tracks the progress of Bus-Off Recovery by decrementing the TEC each time when the TWAI controller observes 11 consecutive recessive bits. When Bus-Off Recovery has completed (i.e., TEC has decremented from 127 to 0), the [TWAI_BUS_OFF_ST](#) bit will automatically be reset to 0, thus triggering the Error Warning Interrupt.

25.4.8 Error Code Capture

The Error Code Capture (ECC) feature allows the TWAI controller to record the error type and bit position of a TWAI bus error in the form of an error code. Upon detecting a TWAI bus error, the Bus Error Interrupt is triggered and the error code is recorded in [TWAI_ERR_CODE_CAP_REG](#). Subsequent bus errors will trigger the Bus Error Interrupt, but their error codes will not be recorded until the current error code is read from the [TWAI_ERR_CODE_CAP_REG](#).

The following Table 25-16 shows the fields of the [TWAI_ERR_CODE_CAP_REG](#):

Table 25-16. Bit Information of [TWAI_ERR_CODE_CAP_REG](#) (0x30)

Bit 31-8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	ERRC.1 ¹	ERRC.0 ¹	DIR ²	SEG.4 ³	SEG.3 ³	SEG.2 ³	SEG.1 ³	SEG.0 ³

Notes:

- ERRC: The Error Code (ERRC) indicates the type of bus error: 00 for bit error, 01 for format error, 10 for stuff error, and 11 for other types of error.
- DIR: The Direction (DIR) indicates whether the TWAI controller was transmitting or receiving when the bus error occurred: 0 for transmitter, 1 for receiver.
- SEG: The Error Segment (SEG) indicates which segment of the TWAI message (i.e., bit position) the bus error occurred at.

The following Table 25-17 shows how to interpret the SEG.0 to SEG.4 bits.

Table 25-17. Bit Information of Bits SEG.4 - SEG.0

Bit SEG.4	Bit SEG.3	Bit SEG.2	Bit SEG.1	Bit SEG.0	Description
0	0	0	1	1	start of frame
0	0	0	1	0	ID.28 ~ ID.21
0	0	1	1	0	ID.20 ~ ID.18
0	0	1	0	0	bit SRTR
0	0	1	0	1	bit IDE
0	0	1	1	1	ID.17 ~ ID.13

Bit SEG.4	Bit SEG.3	Bit SEG.2	Bit SEG.1	Bit SEG.0	Description
0	1	1	1	1	ID.12 ~ ID.5
0	1	1	1	0	ID.4 ~ ID.0
0	1	1	0	0	bit RTR
0	1	1	0	1	reserved bit 1
0	1	0	0	1	reserved bit 0
0	1	0	1	1	data length code
0	1	0	1	0	data field
0	1	0	0	0	CRC sequence
1	1	0	0	0	CRC delimiter
1	1	0	0	1	ACK slot
1	1	0	1	1	ACK delimiter
1	1	0	1	0	end of frame
1	0	0	1	0	intermission
1	0	0	0	1	active error flag
1	0	1	1	0	passive error flag
1	0	0	1	1	tolerate dominant bits
1	0	1	1	1	error delimiter
1	1	1	0	0	overload flag

Notes:

- Bit SRTR: under Standard Frame Format.
- Bit IDE: Identifier Extension Bit, 0 for Standard Frame Format.

25.4.9 Arbitration Lost Capture

The Arbitration Lost Capture (ALC) feature allows the TWAI controller to record the bit position where it loses arbitration. When the TWAI controller loses arbitration, the bit position is recorded in [TWAI_ARB LOST CAP_REG](#) and the Arbitration Lost Interrupt is triggered.

Subsequent losses in arbitration will trigger the Arbitration Lost Interrupt, but will not be recorded in [TWAI_ARB LOST CAP_REG](#) until the current Arbitration Lost Capture is read from the [TWAI_ERR_CODE_CAP_REG](#).

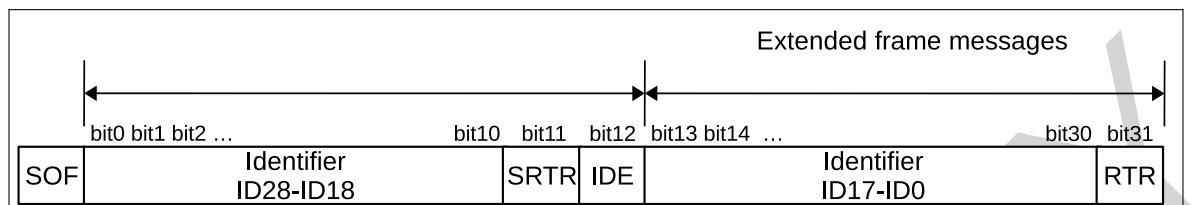
Table 25-18 illustrates bits and fields of [TWAI_ERR_CODE_CAP_REG](#) whilst Figure 25-11 illustrates the bit positions of a TWAI message.

Table 25-18. Bit Information of TWAI_ARB LOST CAP_REG (0x2c)

Bit 31-5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reserved	BITNO.4 ¹	BITNO.3 ¹	BITNO.2 ¹	BITNO.1 ¹	BITNO.0 ¹

Notes:

- BITNO: Bit Number (BITNO) indicates the nth bit of a TWAI message where arbitration was lost.

**Figure 25-11. Positions of Arbitration Lost Bits**

PRELIMINARY

25.5 Register Summary

'I' here means separate line to distinguish between TWAI working modes discussed in Section 25.4.1 Modes.

The left describes the access in Operation Mode. The right belongs to Reset Mode and is marked in red. The addresses in this section are relative to Two-wire Automotive Interface base address provided in Table 3-4 in Chapter 3 System and Memory.

Name	Description	Address	Access
Configuration Registers			
TWAI_MODE_REG	Mode Register	0x0000	R/W
TWAI_BUS_TIMING_0_REG	Bus Timing Register 0	0x0018	RO I R/W
TWAI_BUS_TIMING_1_REG	Bus Timing Register 1	0x001C	RO I R/W
TWAI_ERR_WARNING_LIMIT_REG	Error Warning Limit Register	0x0034	RO I R/W
TWAI_DATA_0_REG	Data Register 0	0x0040	WO I R/W
TWAI_DATA_1_REG	Data Register 1	0x0044	WO I R/W
TWAI_DATA_2_REG	Data Register 2	0x0048	WO I R/W
TWAI_DATA_3_REG	Data Register 3	0x004C	WO I R/W
TWAI_DATA_4_REG	Data Register 4	0x0050	WO I R/W
TWAI_DATA_5_REG	Data Register 5	0x0054	WO I R/W
TWAI_DATA_6_REG	Data Register 6	0x0058	WO I R/W
TWAI_DATA_7_REG	Data Register 7	0x005C	WO I R/W
TWAI_DATA_8_REG	Data Register 8	0x0060	WO I RO
TWAI_DATA_9_REG	Data Register 9	0x0064	WO I RO
TWAI_DATA_10_REG	Data Register 10	0x0068	WO I RO
TWAI_DATA_11_REG	Data Register 11	0x006C	WO I RO
TWAI_DATA_12_REG	Data Register 12	0x0070	WO I RO
TWAI_CLOCK_DIVIDER_REG	Clock Divider Register	0x007C	varies
Control Registers			
TWAI_CMD_REG	Command Register	0x0004	WO
Status Register			
TWAI_STATUS_REG	Status Register	0x0008	RO
TWAI_ARB_LOST_CAP_REG	Arbitration Lost Capture Register	0x002C	RO
TWAI_ERR_CODE_CAP_REG	Error Code Capture Register	0x0030	RO
TWAI_RX_ERR_CNT_REG	Receive Error Counter Register	0x0038	RO I R/W
TWAI_TX_ERR_CNT_REG	Transmit Error Counter Register	0x003C	RO I R/W
TWAI_RX_MESSAGE_CNT_REG	Receive Message Counter Register	0x0074	RO
Interrupt Registers			
TWAI_INT_RAW_REG	Interrupt Register	0x000C	RO
TWAI_INT_ENA_REG	Interrupt Enable Register	0x0010	R/W

25.6 Registers

'I' here means separate line. The left describes the access in Operation Mode. The right belongs to Reset Mode with red color. The addresses in this section are relative to Two-wire Automotive Interface base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 25.1. TWAI_MODE_REG (0x0000)

TWAI_RESET_MODE This bit is used to configure the operation mode of the TWAI Controller. 1: Reset mode; 0: Operation mode (R/W)

TWAI_LISTEN_ONLY_MODE 1: Listen only mode. In this mode the nodes will only receive messages from the bus, without generating the acknowledge signal nor updating the RX error counter. (R/W)

TWAI_SELF_TEST_MODE 1: Self test mode. In this mode the TX nodes can perform a successful transmission without receiving the acknowledge signal. This mode is often used to test a single node with the self reception request command. (R/W)

TWAI_RX_FILTER_MODE This bit is used to configure the filter mode. 0: Dual filter mode; 1: Single filter mode (R/W)

Register 25.2. TWAI BUS TIMING 0 REG (0x0018)

31	16	15	14	13	12	0
0	0	0	0	0	0	0x00
(reserved)	TWAI_SYNC_JUMP_WIDTH	(reserved)		TWAI_BAUD_PRESC		Reset

TWAI_BAUD_PRESC Baud Rate Prescaler value, determines the frequency dividing ratio. (RO | R/W)

TWAI SYNC JUMP WIDTH Synchronization Jump Width (SJW), 1 ~ 14 Tq wide. (RO | R/W)

Register 25.3. TWAI_BUS_TIMING_1_REG (0x001C)

(reserved)								TWAI_TIME_SAMP	TWAI_TIME_SEG2	TWAI_TIME_SEG1
31	8	7	6	4	3	0				
0 0	0	0	0x0		0x0	0				Reset

TWAI_TIME_SEG1 The width of PBS1. (RO | R/W)

TWAI_TIME_SEG2 The width of PBS2. (RO | R/W)

TWAI_TIME_SAMP The number of sample points. 0: the bus is sampled once; 1: the bus is sampled three times (RO | R/W)

Register 25.4. TWAI_ERR_WARNING_LIMIT_REG (0x0034)

(reserved)								8	7	0
31	8	7	0							
0 0	0	0x60	0							Reset

TWAI_ERR_WARNING_LIMIT Error warning threshold. In the case when any of an error counter value exceeds the threshold, or all the error counter values are below the threshold, an error warning interrupt will be triggered (given the enable signal is valid). (RO | R/W)

Register 25.5. TWAI_DATA_0_REG (0x0040)

(reserved)								8	7	0
0	0	0	0	0	0	0	0	0	0	0x0

TWAI_TX_BYTE_0 Stored the 0th byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_CODE_0 Stored the 0th byte of the filter code in reset mode. (R/W)

Register 25.6. TWAI_DATA_1_REG (0x0044)

(reserved)								8	7	0
0	0	0	0	0	0	0	0	0	0	0x0

TWAI_TX_BYTE_1 Stored the 1st byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_CODE_1 Stored the 1st byte of the filter code in reset mode. (R/W)

Register 25.7. TWAI_DATA_2_REG (0x0048)

31		8	7	0
0	0	0	0	0x0

TWAI_TX_BYTE_2 Stored the 2nd byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_CODE_2 Stored the 2nd byte of the filter code in reset mode. (R/W)

Register 25.8. TWAI_DATA_3_REG (0x004C)

31		8	7	0
0	0	0	0	0x0

TWAI_TX_BYTE_3 Stored the 3rd byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_CODE_3 Stored the 3rd byte of the filter code in reset mode. (R/W)

Register 25.9. TWAI_DATA_4_REG (0x0050)

31	(reserved)								8	7	0	
0	0	0	0	0	0	0	0	0	0	0	0x0	Reset

TWAI_TX_BYTE_4 Stored the 4th byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_MASK_0 Stored the 0th byte of the filter code in reset mode. (R/W)

Register 25.10. TWAI_DATA_5_REG (0x0054)

31	(reserved)								8	7	0	
0	0	0	0	0	0	0	0	0	0	0	0x0	Reset

TWAI_TX_BYTE_5 Stored the 5th byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_MASK_1 Stored the 1st byte of the filter code in reset mode. (R/W)

Register 25.11. TWAI_DATA_6_REG (0x0058)

31	(reserv)	8	7	0
0	0	0	0	0x0

TWAI_TX_BYTE_6 Stored the 6th byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_MASK_2 Stored the 2nd byte of the filter code in reset mode. (R/W)

Register 25.12. TWAI_DATA_7_REG (0x005C)

31		8	7	0
0	0	0	0	0x0

TWAI_TX_BYTE_7 Stored the 7th byte information of the data to be transmitted in operation mode.
(WO)

TWAI_ACCEPTANCE_MASK_3 Stored the 3rd byte of the filter code in reset mode. (R/W)

Register 25.13. TWAI_DATA_8_REG (0x0060)

The register is a 32-bit wide register. It consists of a 24-bit data field followed by a 4-bit reserved field and a 4-bit TWAI_TX_BYT_E_8 field.

31	(reserved)																								8	7	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0	Reset

TWAI_TX_BYT_E_8 Stored the 8th byte information of the data to be transmitted in operation mode.
(WO)

Register 25.14. TWAI_DATA_9_REG (0x0064)

The register is a 32-bit wide register. It consists of a 24-bit data field followed by a 4-bit reserved field and a 4-bit TWAI_TX_BYT_E_9 field.

31	(reserved)																								8	7	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0	Reset

TWAI_TX_BYT_E_9 Stored the 9th byte information of the data to be transmitted in operation mode.
(WO)

Register 25.15. TWAI_DATA_10_REG (0x0068)

The register is a 32-bit wide register. It consists of a 24-bit data field followed by a 4-bit reserved field and a 4-bit TWAI_TX_BYT_E_10 field.

31	(reserved)																								8	7	0				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x0	Reset

TWAI_TX_BYT_E_10 Stored the 10th byte information of the data to be transmitted in operation mode.
(WO)

Register 25.16. TWAI_DATA_11_REG (0x006C)

31		7	0
0	0	0	0

0x0 Reset

TWAI_TX_BYTE_11 Stored the 11th byte information of the data to be transmitted in operation mode.
(WO)

Register 25.17. TWAI_DATA_12_REG (0x0070)

31		7	0
0	0	0	0

0x0 Reset

TWAI_TX_BYTE_12 Stored the 12th byte information of the data to be transmitted in operation mode.
(WO)

Register 25.18. TWAI_CLOCK_DIVIDER_REG (0x007C)

31		9	8	7	0
0	0	0	0	0	0

0x0 Reset

TWAI_CD These bits are used to configure the divisor of the external CLKOUT pin. (R/W)

TWAI_CLOCK_OFF This bit can be configured in reset mode. 1: Disable the external CLKOUT pin;
0: Enable the external CLKOUT pin (RO | R/W)

Register 25.19. TWAI_CMD_REG (0x0004)

TWAI_TX_REQ Set the bit to 1 to drive nodes to start transmission. (WO)

TWAI_ABORT_TX Set the bit to 1 to cancel a pending transmission request. (WO)

TWAI_RELEASE_BUF Set the bit to 1 to release the RX buffer. (WO)

TWAI_CLR_OVERRUN Set the bit to 1 to clear the data overrun status bit. (WO)

TWAI_SELF_RX_REQ Self reception request command. Set the bit to 1 to allow a message to be transmitted and received simultaneously. (WO)

Register 25.20. TWAI_STATUS_REG (0x0008)

31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	

Reset

TWAI_RX_BUF_ST 1: The data in the RX buffer is not empty, with at least one received data packet.
(RO)

TWAI_OVERRUN_ST 1: The RX FIFO is full and data overrun has occurred. (RO)

TWAI_TX_BUF_ST 1: The TX buffer is empty, the CPU may write a message into it. (RO)

TWAI_TX_COMPLETE 1: The TWAI controller has successfully received a packet from the

For more information about the study, please contact Dr. John Smith at (555) 123-4567 or via email at john.smith@researchinstitute.org.

TWAI_RX_ST: The TWAI controller is receiving a message from the bus. (RQ)

TWAI_TX_SI 1: The TWAI Controller is transmitting a message to the bus. (RU)

TWAI_ERR_ST: At least one of the RX/TX error counter has reached or exceeded the limit.

TWAI_BUS_OFF_ST 1: In bus-off status, the TWAI Controller is no longer involved in bus activities.

TWAI_MISS_ST This bit reflects whether the data packet in the RX FIFO is complete. 1: The current

Register 25.21. TWAI_ARB_LOST_CAP_REG (0x002C)

The diagram shows the bit field layout of Register 25.21. TWAI_ARB_LOST_CAP_REG. The register is 32 bits wide, with bit 31 labeled '(reserved)'. Bits 4 and 0 are labeled 'TWAI_ARB_LOST_CAP'. A 'Reset' value of 0x0 is shown at the bottom right.

31		4	0
0	0	0	0

TWAI_ARB_LOST_CAP
Reset

TWAI_ARB_LOST_CAP This register contains information about the bit position of lost arbitration.
(RO)

Register 25.22. TWAI_ERR_CODE_CAP_REG (0x0030)

The diagram shows the bit field layout of Register 25.22. TWAI_ERR_CODE_CAP_REG. The register is 32 bits wide, with bit 31 labeled '(reserved)'. Bits 8, 7, 6, 5, and 4 are labeled 'TWAI_ECC_TYPE', 'TWAI_ECC_DIRECTION', and 'TWAI_ECC_SEGMENT'. A 'Reset' value of 0x0 is shown at the bottom right.

31		8	7	6	5	4	0
0	0	0	0	0	0	0	0

TWAI_ECC_TYPE
TWAI_ECC_DIRECTION
TWAI_ECC_SEGMENT
Reset

TWAI_ECC_SEGMENT This register contains information about the location of errors, see Table 25-16 for details. (RO)

TWAI_ECC_DIRECTION This register contains information about transmission direction of the node when error occurs. 1: Error occurs when receiving a message; 0: Error occurs when transmitting a message (RO)

TWAI_ECC_TYPE This register contains information about error types: 00: bit error; 01: form error; 10: stuff error; 11: other type of error (RO)

Register 25.23. TWAI_RX_ERR_CNT_REG (0x0038)

The diagram shows the bit field layout of Register 25.23. TWAI_RX_ERR_CNT_REG. The register is 32 bits wide, with bit 31 labeled '(reserved)'. Bits 8 and 7 are labeled 'TWAI_RX_ERR_CNT'. A 'Reset' value of 0x0 is shown at the bottom right.

31		8	7	0
0	0	0	0	0

TWAI_RX_ERR_CNT
Reset

TWAI_RX_ERR_CNT The RX error counter register, reflects value changes in reception status. (RO | R/W)

Register 25.24. TWAI_TX_ERR_CNT_REG (0x003C)

(reserved)																TWAI_TX_ERR_CNT	
31 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																7 0 0x0	Reset

TWAI_TX_ERR_CNT The TX error counter register, reflects value changes in transmission status. (RO | R/W)

Register 25.25. TWAI_RX_MESSAGE_CNT_REG (0x0074)

(reserved)																TWAI_RX_MESSAGE_COUNTER	
31 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0																7 6 0 0x0	Reset

TWAI_RX_MESSAGE_COUNTER This register reflects the number of messages available within the RX FIFO. (RO)

Register 25.26. TWAI_INT_RAW_REG (0x000C)

										TWAI_BUS_STATE_INT_ST	TWAI_BUS_ERR_INT_ST	TWAI_ARB_LOST_INT_ST	TWAI_ERR_PASSIVE_INT_ST	TWAI_OVERRUN_INT_ST	TWAI_ERR_WARN_INT_ST	TWAI_TX_INT_ST	TWAI_RX_INT_ST		
										(reserved)									
31	0	0	0	0	0	0	0	0	0	9	8	7	6	5	4	3	2	1	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TWAI_RX_INT_ST Receive interrupt. If this bit is set to 1, it indicates there are messages to be handled in the RX FIFO. (RO)

TWAI_TX_INT_ST Transmit interrupt. If this bit is set to 1, it indicates the message transmission is finished and a new transmission is able to start. (RO)

TWAI_ERR_WARN_INT_ST Error warning interrupt. If this bit is set to 1, it indicates the error status signal and the bus-off status signal of Status register have changed (e.g., switched from 0 to 1 or from 1 to 0). (RO)

TWAI_OVERRUN_INT_ST Data overrun interrupt. If this bit is set to 1, it indicates a data overrun interrupt is generated in the RX FIFO. (RO)

TWAI_ERR_PASSIVE_INT_ST Error passive interrupt. If this bit is set to 1, it indicates the TWAI Controller is switched between error active status and error passive status due to the change of error counters. (RO)

TWAI_ARB_LOST_INT_ST Arbitration lost interrupt. If this bit is set to 1, it indicates an arbitration lost interrupt is generated. (RO)

TWAI_BUS_ERR_INT_ST Error interrupt. If this bit is set to 1, it indicates an error is detected on the bus. (RO)

TWAI_BUS_STATE_INT_ST Bus state interrupt. If this bit is set to 1, it indicates the status of TWAI controller has changed. (RO)

Register 25.27. TWAI_INT_ENA_REG (0x0010)

31	9	8	7	6	5	4	3	2	1	0	
0 0 0 0 0 0 0 0 0 0 0 0	0	0	0	0	0	0	0	0	0	0	Reset

(reserved)

TWAI_RX_INT_ENA
TWAI_TX_INT_ENA
TWAI_ERR_WARN_INT_ENA
TWAI_OVERRUN_INT_ENA
TWAI_ERR_PASSIVE_INT_ENA
TWAI_ARB_LOST_INT_ENA
TWAI_BUS_STATE_INT_ENA
TWAI_BUS_ERR_INT_ENA
(reserved) TWAI_BUS_STATE_INT_ENA
TWAI_ARB_LOST_INT_ENA
TWAI_ERR_PASSIVE_INT_ENA
TWAI_OVERRUN_INT_ENA
TWAI_ERR_WARN_INT_ENA
TWAI_TX_INT_ENA
TWAI_RX_INT_ENA

TWAI_RX_INT_ENA Set this bit to 1 to enable receive interrupt. (R/W)

TWAI_TX_INT_ENA Set this bit to 1 to enable transmit interrupt. (R/W)

TWAI_ERR_WARN_INT_ENA Set this bit to 1 to enable error warning interrupt. (R/W)

TWAI_OVERRUN_INT_ENA Set this bit to 1 to enable data overrun interrupt. (R/W)

TWAI_ERR_PASSIVE_INT_ENA Set this bit to 1 to enable error passive interrupt. (R/W)

TWAI_ARB_LOST_INT_ENA Set this bit to 1 to enable arbitration lost interrupt. (R/W)

TWAI_BUS_ERR_INT_ENA Set this bit to 1 to enable bus error interrupt. (R/W)

TWAI_BUS_STATE_INT_ENA Set this bit to 1 to enable bus state interrupt. (R/W)

26 LED PWM Controller (LEDC)

26.1 Overview

The LED PWM Controller is a peripheral designed to generate PWM signals for LED control. It has specialized features such as automatic duty cycle fading. However, the LED PWM Controller can also be used to generate PWM signals for other purposes.

26.2 Features

The LED PWM Controller has the following features:

- Six independent PWM generators (i.e. six channels)
- Four independent timers that support division by fractions
- Automatic duty cycle fading (i.e. gradual increase/decrease of a PWM's duty cycle without interference from the processor) with interrupt generation on fade completion
- Adjustable phase of PWM signal output
- PWM signal output in low-power mode (Light-sleep mode)
- Maximum PWM resolution: 14 bits

Note that the four timers are identical regarding their features and operation. The following sections refer to the timers collectively as Timer x (where x ranges from 0 to 3). Likewise, the six PWM generators are also identical in features and operation, and thus are collectively referred to as PWM n (where n ranges from 0 to 5).

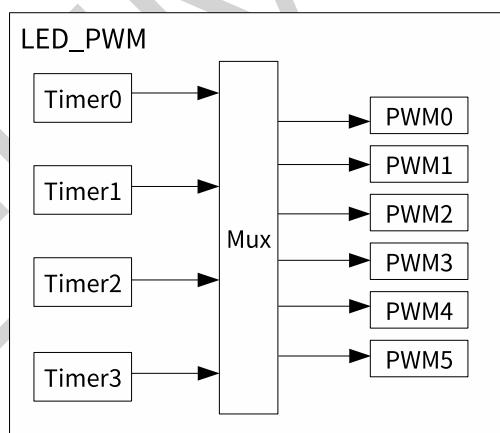


Figure 26-1. LED PWM Architecture

26.3 Functional Description

26.3.1 Architecture

Figure 26-1 shows the architecture of the LED PWM Controller.

The four timers can be independently configured (i.e. configurable clock divider, and counter overflow value) and each internally maintains a timebase counter (i.e. a counter that counts on cycles of a reference clock). Each

PWM generator selects one of the timers and uses the timer's counter value as a reference to generate its PWM signal.

Figure 26-2 illustrates the main functional blocks of the timer and the PWM generator.

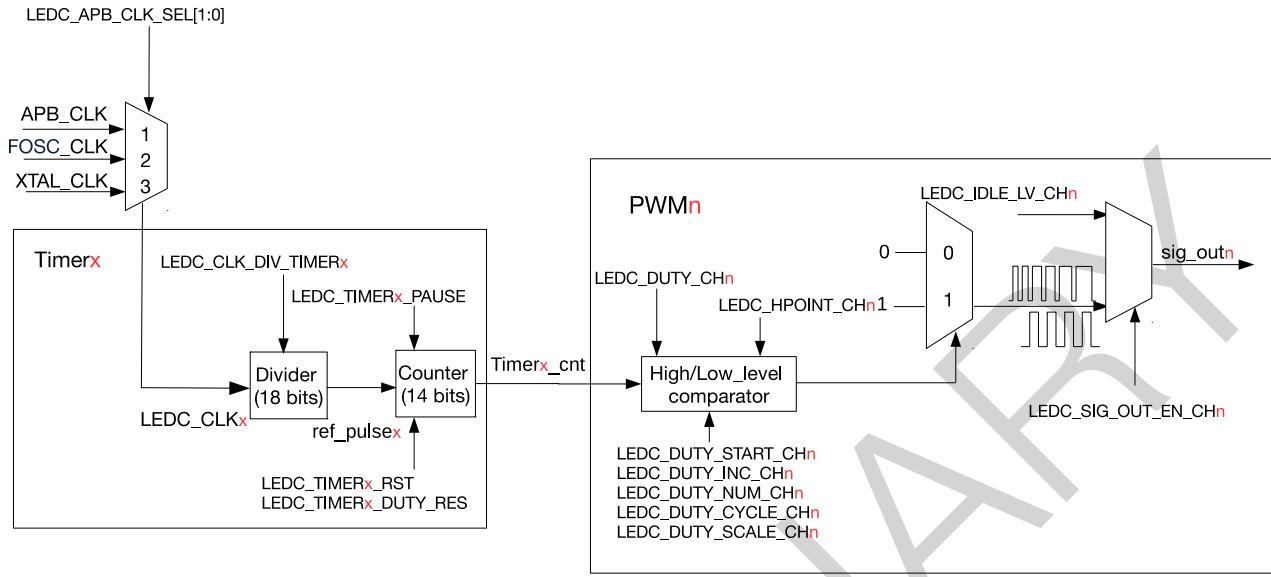


Figure 26-2. LED PWM Generator Diagram

26.3.2 Timers

Each timer in LED PWM Controller internally maintains a timebase counter. Referring to Figure 26-2, this clock signal used by the timebase counter is named `ref_pulsex`. All timers use the same clock source `LEDC_CLKx`, which is then passed through a clock divider to generate `ref_pulsex` for the counter.

26.3.2.1 Clock Source

Software configuring registers for LED PWM is clocked by APB_CLK. For more information about APB_CLK, see Chapter 6 *Reset and Clock*. To use the LED PWM peripheral, the APB_CLK signal to the LED PWM has to be enabled. The APB_CLK signal to LED PWM can be enabled by setting the `SYSTEM_LED_Clk_EN` field in the register `SYSTEM_PERIP_CLK_EN0_REG` and be reset via software by setting the `SYSTEM_LED_RST` field in the register `SYSTEM_PERIP_RST_EN0_REG`. For more information, please refer to Table 13-1 in Chapter 13 *System Registers (SYSREG)*.

Timers in the LED PWM Controller choose their common clock source from one of the following clock signals: APB_CLK, FOSC_CLK and XTAL_CLK (see Chapter 6 *Reset and Clock* for more details about each clock signal). The procedure for selecting a clock source signal for `LEDC_CLKx` is described below:

- APB_CLK: Set `LEDC_APB_CLK_SEL[1:0]` to 1
- FOSC_CLK: Set `LEDC_APB_CLK_SEL[1:0]` to 2
- XTAL_CLK: Set `LEDC_APB_CLK_SEL[1:0]` to 3

The `LEDC_CLKx` signal will then be passed through the clock divider.

26.3.2.2 Clock Divider Configuration

The `LEDC_CLKx` signal is passed through a clock divider to generate the `ref_pulsex` signal for the counter. The frequency of `ref_pulsex` is equal to the frequency of `LEDC_CLKx` divided by the `LEDC_CLK_DIV_TIMERx` divider value (see Figure 26-2).

The `LEDC_CLK_DIV_TIMERx` divider value is a fractional clock divider. Thus, it supports non-integer divider values. `LEDC_CLK_DIV_TIMERx` is configured via the `LEDC_CLK_DIV_TIMERx` field according to the following equation.

$$\text{LEDC_CLK_DIV_TIMER}_x = A + \frac{B}{256}$$

- A corresponds to the most significant 10 bits of `LEDC_CLK_DIV_TIMERx` (i.e. `LEDC_TIMERx_CONF_REG[21:12]`)
- The fractional part B corresponds to the least significant 8 bits of `LEDC_CLK_DIV_TIMERx` (i.e. `LEDC_TIMERx_CONF_REG[11:4]`)

When the fractional part B is zero, `LEDC_CLK_DIV_TIMERx` is equivalent to an integer divider value (i.e. an integer prescaler). In other words, a `ref_pulsex` clock pulse is generated after every A number of `LEDC_CLKx` clock pulses.

However, when B is nonzero, `LEDC_CLK_DIV_TIMERx` becomes a non-integer divider value. The clock divider implements non-integer frequency division by alternating between A and $(A+1)$ `LEDC_CLKx` clock pulses per `ref_pulsex` clock pulse. This will result in the average frequency of `ref_pulsex` clock pulse being the desired frequency (i.e. the non-integer divided frequency). For every 256 `ref_pulsex` clock pulses:

- A number of B `ref_pulsex` clock pulses will consist of $(A+1)$ `LEDC_CLKx` clock pulses
- A number of $(256-B)$ `ref_pulsex` clock pulses will consist of A `LEDC_CLKx` clock pulses
- The `ref_pulsex` clock pulses consisting of $(A+1)$ pulses are evenly distributed amongst those consisting of A pulses

Figure 26-3 illustrates the relation between `LEDC_CLKx` clock pulses and `ref_pulsex` clock pulses when dividing by a non-integer `LEDC_CLK_DIV_TIMERx`.

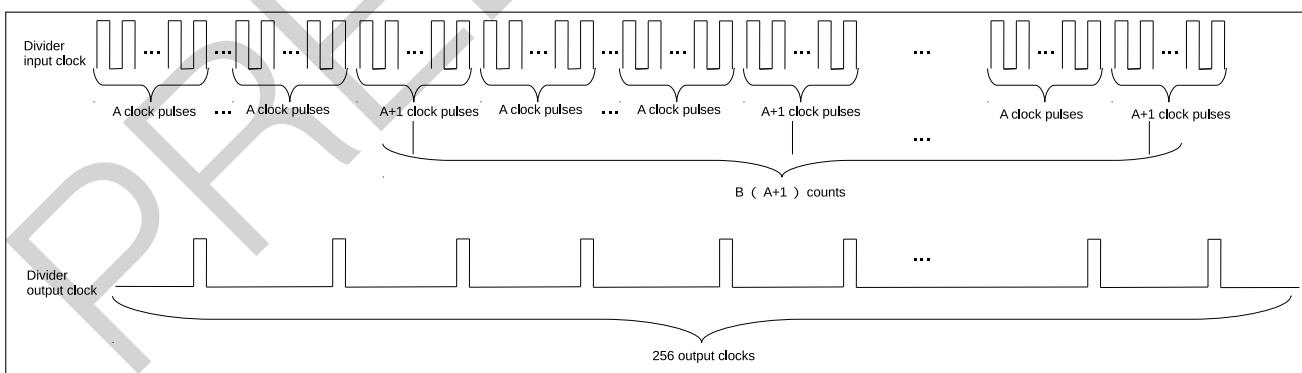


Figure 26-3. Frequency Division When `LEDC_CLK_DIV_TIMERx` is a Non-Integer Value

To change the timer's clock divider value at runtime, first set the `LEDC_CLK_DIV_TIMERx` field, and then set the `LEDC_TIMERx_PARA_UP` field to apply the new configuration. This will cause the newly configured values to take effect upon the next overflow of the counter. The `LEDC_TIMERx_PARA_UP` field will be automatically cleared by hardware.

26.3.2.3 14-bit Counter

Each timer contains a 14-bit timebase counter that uses `ref_pulsex` as its reference clock (see Figure 26-2). The `LEDC_TIMERx_DUTY_RES` field configures the overflow value of this 14-bit counter. Hence, the maximum resolution of the PWM signal is 14 bits. The counter counts up to $2^{\text{LEDC_TIMERx_DUTY_RES}} - 1$, overflows and begins counting from 0 again. The counter's value can be read, reset, and suspended by software.

The counter can trigger `LEDC_TIMERx_OVF_INT` interrupt (generated automatically by hardware without configuration) every time the counter overflows. It can also be configured to trigger `LEDC_OVF_CNT_CHn_INT` interrupt after the counter overflows $\text{LEDC_OVF_NUM_CHn} + 1$ times. To configure `LEDC_OVF_CNT_CHn_INT` interrupt, please:

1. Configure `LEDC_TIMER_SEL_CHn` as the counter for the PWM generator
2. Enable the counter by setting `LEDC_OVF_CNT_EN_CHn`
3. Set `LEDC_OVF_NUM_CHn` to the number of counter overflows to generate an interrupt, minus 1
4. Enable the overflow interrupt by setting `LEDC_OVF_CNT_CHn_INT_ENA`
5. Set `LEDC_TIMERx_DUTY_RES` to enable the timer and wait for a `LEDC_OVF_CNT_CHn_INT` interrupt

Referring to Figure 26-2, the frequency of a PWM generator output signal (`sig_outn`) is dependent on the frequency of the timer's clock source (`LEDC_CLKx`), the clock divider value (`LEDC_CLK_DIV_TIMERx`), and the range of the counter (`LEDC_TIMERx_DUTY_RES`):

$$f_{\text{PWM}} = \frac{f_{\text{LEDC_CLKx}}}{\text{LEDC_CLK_DIV}_x \cdot 2^{\text{LEDC_TIMERx_DUTY_RES}}}$$

To change the overflow value at runtime, first set the `LEDC_TIMERx_DUTY_RES` field, and then set the `LEDC_TIMERx_PARA_UP` field. This will cause the newly configured values to take effect upon the next overflow of the counter. If `LEDC_OVF_CNT_EN_CHn` field is reconfigured, `LEDC_TIMERx_PARA_UP` should also be set to apply the new configuration. In summary, these configuration values need to be updated by setting `LEDC_TIMERx_PARA_UP`. `LEDC_TIMERx_PARA_UP` field will be automatically cleared by hardware.

26.3.3 PWM Generators

To generate a PWM signal, a PWM generator (`PWMn`) selects a timer (`Timerx`). Each PWM generator can be configured separately by setting `LEDC_TIMER_SEL_CHn` to use one of four timers to generate the PWM output.

As shown in Figure 26-2, each PWM generator has a comparator and two multiplexers. A PWM generator compares the timer's 14-bit counter value (`Timerx_cnt`) to two trigger values `Hpointn` and `Lpointn`. When the timer's counter value is equal to `Hpointn` or `Lpointn`, the PWM signal is high or low, respectively, as described below:

- If `Timerx_cnt == Hpointn`, `sig_outn` is 1.
- If `Timerx_cnt == Lpointn`, `sig_outn` is 0.

Figure 26-4 illustrates how `Hpointn` or `Lpointn` are used to generate a fixed duty cycle PWM output signal.

For a particular PWM generator (`PWMn`), its `Hpointn` is sampled from the `LEDC_HPOINT_CHn` field each time the selected timer's counter overflows. Likewise, `Lpointn` is also sampled on every counter overflow and is calculated from the sum of the `LEDC_DUTY_CHn[18:4]` and `LEDC_HPOINT_CHn` fields. By setting `Hpointn` and `Lpointn` via

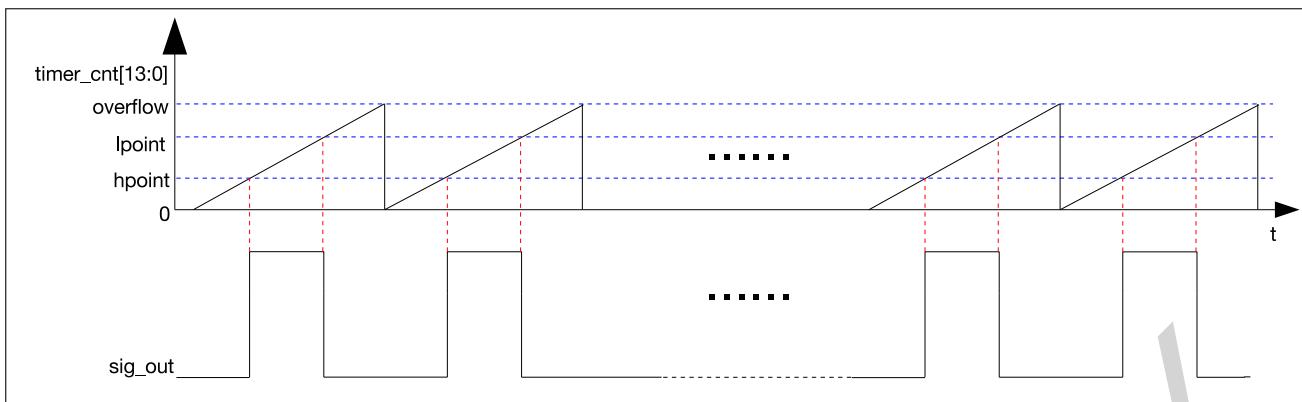


Figure 26-4. LED_PWM Output Signal Diagram

the `LEDC_HPOINT_CHn` and `LEDC_DUTY_CHn[18:4]` fields, the relative phase and duty cycle of the PWM output can be set.

The PWM output signal (`sig_outn`) is enabled by setting `LEDC_SIG_OUT_EN_CHn`. When `LEDC_SIG_OUT_EN_CHn` is cleared, PWM signal output is disabled, and the output signal (`sig_outn`) will output a constant level as specified by `LEDC_IDLE_LV_CHn`.

The bits `LEDC_DUTY_CHn[3:0]` are used to dither the duty cycles of the PWM output signal (`sig_outn`) by periodically altering the duty cycle of `sig_outn`. When `LEDC_DUTY_CHn[3:0]` is set to a non-zero value, then for every 16 cycles of `sig_outn`, `LEDC_DUTY_CHn[3:0]` of those cycles will have PWM pulses that are one timer tick longer than the other (16- `LEDC_DUTY_CHn[3:0]`) cycles. For instance, if `LEDC_DUTY_CHn[18:4]` is set to 10 and `LEDC_DUTY_CHn[3:0]` is set to 5, then 5 of 16 cycles will have a PWM pulse with a duty value of 11 and the rest of the 16 cycles will have a PWM pulse with a duty value of 10. The average duty cycle after 16 cycles is 10.3125.

If fields `LEDC_TIMER_SEL_CHn`, `LEDC_HPOINT_CHn`, `LEDC_DUTY_CHn[18:4]` and `LEDC_SIG_OUT_EN_CHn` are reconfigured, `LEDC_PARA_UP_CHn` must be set to apply the new configuration. This will cause the newly configured values to take effect upon the next overflow of the counter. `LEDC_PARA_UP_CHn` field will be automatically cleared by hardware.

26.3.4 Duty Cycle Fading

The PWM generators can fade the duty cycle of a PWM output signal (i.e. gradually change the duty cycle from one value to another). If Duty Cycle Fading is enabled, the value of `Lpointn` will be incremented/decremented after a fixed number of counter overflows has occurred. Figure 26-5 illustrates Duty Cycle Fading.

Duty Cycle Fading is configured using the following register fields:

- `LEDC_DUTY_CHn` is used to set the initial value of `Lpointn`
- `LEDC_DUTY_START_CHn` will enable/disable duty cycle fading when set/cleared
- `LEDC_DUTY_CYCLE_CHn` sets the number of counter overflow cycles for every `Lpointn` increment/decrement. In other words, `Lpointn` will be incremented/decremented after `LEDC_DUTY_CYCLE_CHn` counter overflows.
- `LEDC_DUTY_INC_CHn` configures whether `Lpointn` is incremented/decremented if set/cleared
- `LEDC_DUTY_SCALE_CHn` sets the amount that `Lpointn` is incremented/decremented

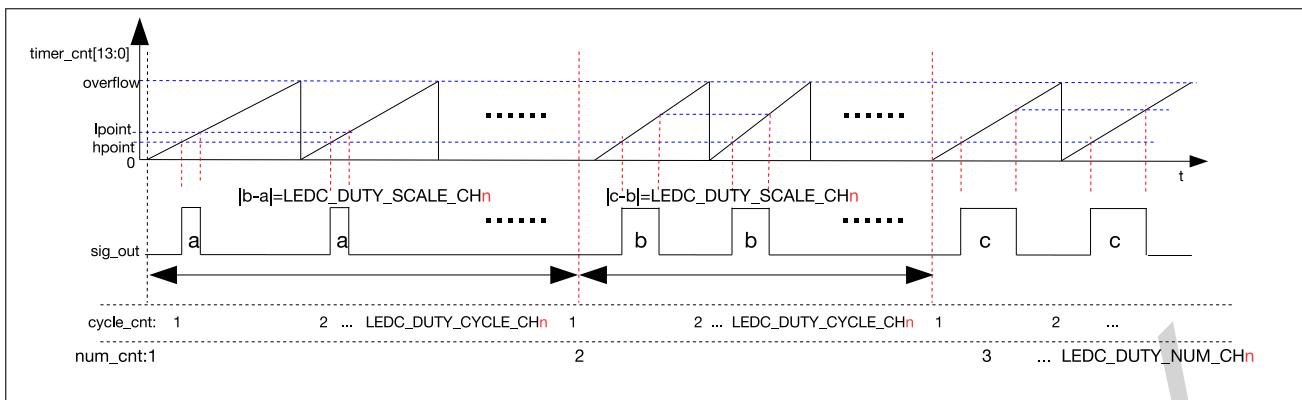


Figure 26-5. Output Signal Diagram of Fading Duty Cycle

- `LEDC_DUTY_NUM_CHn` sets the maximum number of increments/decrements before duty cycle fading stops.

If the fields `LEDC_DUTY_CHn`, `LEDC_DUTY_START_CHn`, `LEDC_DUTY_CYCLE_CHn`, `LEDC_DUTY_INC_CHn`, `LEDC_DUTY_SCALE_CHn`, and `LEDC_DUTY_NUM_CHn` are reconfigured, `LEDC_PARA_UP_CHn` must be set to apply the new configuration. After this field is set, the values for duty cycle fading will take effect at once. `LEDC_PARA_UP_CHn` field will be automatically cleared by hardware.

26.3.5 Interrupts

- `LEDC_OVF_CNT_CHn_INT`: Triggered when the timer counter overflows for (`LEDC_OVF_NUM_CHn` + 1) times and the register `LEDC_OVF_CNT_EN_CHn` is set to 1.
- `LEDC_DUTY_CHNG_END_CHn_INT`: Triggered when a fade on an LED PWM generator has finished.
- `LEDC_TIMERx_OVF_INT`: Triggered when an LED PWM timer has reached its maximum counter value.

26.4 Register Summary

The addresses in this section are relative to the LED PWM Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Configuration Register			
LEDC_CH0_CONF0_REG	Configuration register 0 for channel 0	0x0000	varies
LEDC_CH0_CONF1_REG	Configuration register 1 for channel 0	0x000C	varies
LEDC_CH1_CONF0_REG	Configuration register 0 for channel 1	0x0014	varies
LEDC_CH1_CONF1_REG	Configuration register 1 for channel 1	0x0020	varies
LEDC_CH2_CONF0_REG	Configuration register 0 for channel 2	0x0028	varies
LEDC_CH2_CONF1_REG	Configuration register 1 for channel 2	0x0034	varies
LEDC_CH3_CONF0_REG	Configuration register 0 for channel 3	0x003C	varies
LEDC_CH3_CONF1_REG	Configuration register 1 for channel 3	0x0048	varies
LEDC_CH4_CONF0_REG	Configuration register 0 for channel 4	0x0050	varies
LEDC_CH4_CONF1_REG	Configuration register 1 for channel 4	0x005C	varies
LEDC_CH5_CONF0_REG	Configuration register 0 for channel 5	0x0064	varies
LEDC_CH5_CONF1_REG	Configuration register 1 for channel 5	0x0070	varies
LEDC_CONF_REG	Global ledc configuration register	0x00D0	R/W
Hpoint Register			
LEDC_CH0_HPOINT_REG	High point register for channel 0	0x0004	R/W
LEDC_CH1_HPOINT_REG	High point register for channel 1	0x0018	R/W
LEDC_CH2_HPOINT_REG	High point register for channel 2	0x002C	R/W
LEDC_CH3_HPOINT_REG	High point register for channel 3	0x0040	R/W
LEDC_CH4_HPOINT_REG	High point register for channel 4	0x0054	R/W
LEDC_CH5_HPOINT_REG	High point register for channel 5	0x0068	R/W
Duty Cycle Register			
LEDC_CH0_DUTY_REG	Initial duty cycle for channel 0	0x0008	R/W
LEDC_CH0_DUTY_R_REG	Current duty cycle for channel 0	0x0010	RO
LEDC_CH1_DUTY_REG	Initial duty cycle for channel 1	0x001C	R/W
LEDC_CH1_DUTY_R_REG	Current duty cycle for channel 1	0x0024	RO
LEDC_CH2_DUTY_REG	Initial duty cycle for channel 2	0x0030	R/W
LEDC_CH2_DUTY_R_REG	Current duty cycle for channel 2	0x0038	RO
LEDC_CH3_DUTY_REG	Initial duty cycle for channel 3	0x0044	R/W
LEDC_CH3_DUTY_R_REG	Current duty cycle for channel 3	0x004C	RO
LEDC_CH4_DUTY_REG	Initial duty cycle for channel 4	0x0058	R/W
LEDC_CH4_DUTY_R_REG	Current duty cycle for channel 4	0x0060	RO
LEDC_CH5_DUTY_REG	Initial duty cycle for channel 5	0x006C	R/W
LEDC_CH5_DUTY_R_REG	Current duty cycle for channel 5	0x0074	RO
Timer Register			
LEDC_TIMER0_CONF_REG	Timer 0 configuration	0x00A0	varies
LEDC_TIMER0_VALUE_REG	Timer 0 current counter value	0x00A4	RO
LEDC_TIMER1_CONF_REG	Timer 1 configuration	0x00A8	varies
LEDC_TIMER1_VALUE_REG	Timer 1 current counter value	0x00AC	RO

Name	Description	Address	Access
LEDC_TIMER2_CONF_REG	Timer 2 configuration	0x00B0	varies
LEDC_TIMER2_VALUE_REG	Timer 2 current counter value	0x00B4	RO
LEDC_TIMER3_CONF_REG	Timer 3 configuration	0x00B8	varies
LEDC_TIMER3_VALUE_REG	Timer 3 current counter value	0x00BC	RO
Interrupt Register			
LEDC_INT_RAW_REG	Raw interrupt status	0x00C0	R/WTC/SS
LEDC_INT_ST_REG	Masked interrupt status	0x00C4	RO
LEDC_INT_ENA_REG	Interrupt enable bits	0x00C8	R/W
LEDC_INT_CLR_REG	Interrupt clear bits	0x00CC	WT
Version Register			
LEDC_DATE_REG	Version control register	0x00FC	R/W

26.5 Registers

The addresses in this section are relative to LED PWM Controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 26.1. LEDC_CH n _CONF0_REG (n : 0-5) (0x0000+20* n)

31					17	16	15	14					5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

LEDC_TIMER_SEL_CH n This field is used to select one of the timers for channel n .

0: select Timer0; 1: select Timer1; 2: select Timer2; 3: select Timer3 (R/W)

LEDC_SIG_OUT_EN_CH n Set this bit to enable signal output on channel n . (R/W)

LEDC_IDLE_LV_CH n This bit is used to control the output value when channel n is inactive (when LEDC_SIG_OUT_EN_CH n is 0). (R/W)

LEDC_PARA_UP_CH n This bit is used to update the listed fields below for channel n , and will be automatically cleared by hardware. (WT)

- LEDC_HPOINT_CH n
- LEDC_DUTY_START_CH n
- LEDC_SIG_OUT_EN_CH n
- LEDC_TIMER_SEL_CH n
- LEDC_DUTY_NUM_CH n
- LEDC_DUTY_CYCLE_CH n
- LEDC_DUTY_SCALE_CH n
- LEDC_DUTY_INC_CH n
- LEDC_OVF_CNT_EN_CH n

LEDC_OVF_NUM_CH n This field is used to configure the maximum times of overflow minus 1.

The LEDC_OVF_CNT_CH n _INT interrupt will be triggered when channel n overflows for (LEDC_OVF_NUM_CH n + 1) times. (R/W)

LEDC_OVF_CNT_EN_CH n This bit is used to count the number of times when the timer selected by channel n overflows. (R/W)

LEDC_OVF_CNT_RESET_CH n Set this bit to reset the timer-overflow counter of channel n . (WT)

Register 26.2. LEDC_CH_n_CONF1_REG (n : 0-5) (0x000C+20* n)

31	30	29	20	19	10	9	0
0	1	0x0		0x0		0x0	Reset

LEDC_DUTY_SCALE_CH_n This field configures the step size of the duty cycle change during fading. (R/W)

LEDC_DUTY_CYCLE_CH_n The duty will change every LEDC_DUTY_CYCLE_CH_n cycle on channel n . (R/W)

LEDC_DUTY_NUM_CH_n This field controls the number of times the duty cycle will be changed. (R/W)

LEDC_DUTY_INC_CH_n This bit determines whether the duty cycle of the output signal on channel n increases or decreases. 1: Increase; 0: Decrease. (R/W)

LEDC_DUTY_START_CH_n If this bit is set to 1, other configured fields in LEDC_CH_n_CONF1_REG will take effect upon the next timer overflow. (R/W/SC)

Register 26.3. LEDC_CONF_REG (0x00D0)

31	30						2	1	0
0	0	0	0	0	0	0	0	0	0

LEDC_APB_CLK_SEL This field is used to select the common clock source for all the 4 timers.

1: APB_CLK; 2: FOSC_CLK; 3: XTAL_CLK. (R/W)

LEDC_CLK_EN This bit is used to control the clock.

1: Force clock on for register. 0: Support clock only when application writes registers. (R/W)

Register 26.4. LEDC_CH n _HPOINT_REG (n : 0-5) (0x0004+20* n)

31	14	13	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		0x00	Reset

LEDC_HPOINT_CH n The output value changes to high when the selected timer for this channel has reached the value specified by this field. (R/W)

Register 26.5. LEDC_CH n _DUTY_REG (n : 0-5) (0x0008+20* n)

31	19	18	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		0x000	Reset

LEDC_DUTY_CH n This field is used to change the output duty by controlling the Lpoint. The output value turns to low when the selected timer for this channel has reached the Lpoint. (R/W)

Register 26.6. LEDC_CH n _DUTY_R_REG (n : 0-5) (0x0010+20* n)

31	19	18	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		0x000	Reset

LEDC_DUTY_R_CH n This field stores the current duty cycle of the output signal on channel n . (RO)

Register 26.7. LEDC_TIMER_x_CONF_REG ($x: 0-3$) (0x00A0+8*x)

31	26	25	24	23	22	21	4	3	0
0	0	0	0	0	0	0	1	0	0x000 0x0 Reset

LEDC_TIMER_x_DUTY_RES This field is used to control the range of the counter in timer x . (R/W)

LEDC_CLK_DIV_TIMER_x This field is used to configure the divisor for the divider in timer x . The least significant eight bits represent the fractional part. (R/W)

LEDC_TIMER_x_PAUSE This bit is used to suspend the counter in timer x . (R/W)

LEDC_TIMER_x_RST This bit is used to reset timer x . The counter will show 0 after reset. (R/W)

LEDC_TIMER_x_PARA_UP Set this bit to update LEDC_CLK_DIV_TIMER_x and LEDC_TIMER_x_DUTY_RES. (WT)

Register 26.8. LEDC_TIMER_x_VALUE_REG ($x: 0-3$) (0x00A4+8*x)

31	14	13	0
0	0	0	0

LEDC_TIMER_x_CNT This field stores the current counter value of timer x . (RO)

Register 26.9. LEDC_INT_RAW_REG (0x00C0)

(reserved)																														
31	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0													
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

LEDC_TIMER_x_OVF_INT_RAW Triggered when the timer_x has reached its maximum counter value.
(R/WTC/SS)

LEDC_DUTY_CHNG_END_CH_n_INT_RAW Interrupt raw bit for channel _n. Triggered when the gradual change of duty has finished. (R/WTC/SS)

LEDC_OVF_CNT_CH_n_INT_RAW Interrupt raw bit for channel _n. Triggered when the ovf_cnt has reached the value specified by LEDC_OVF_NUM_CH_n. (R/WTC/SS)

Register 26.10. LEDC_INT_ST_REG (0x00C4)

(reserved)																														
31	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0													
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

LEDC_TIMER_x_OVF_INT_ST This is the masked interrupt status bit for the LEDC_TIMER_x_OVF_INT interrupt when LEDC_TIMER_x_OVF_INT_ENA is set to 1. (RO)

LEDC_DUTY_CHNG_END_CH_n_INT_ST This is the masked interrupt status bit for the LEDC_DUTY_CHNG_END_CH_n_INT interrupt when LEDC_DUTY_CHNG_END_CH_n_INT_ENA is set to 1. (RO)

LEDC_OVF_CNT_CH_n_INT_ST This is the masked interrupt status bit for the LEDC_OVF_CNT_CH_n_INT interrupt when LEDC_OVF_CNT_CH_n_INT_ENA is set to 1. (RO)

Register 26.11. LEDC_INT_ENA_REG (0x00C8)

(reserved)																																
31	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

LEDC_TIMER x _OVF_INT_ENA The interrupt enable bit for the LEDC_TIMER x _OVF_INT interrupt. (R/W)

LEDC_DUTY_CHNG_END_CH n _INT_ENA The interrupt enable bit for the LEDC_DUTY_CHNG_END_CH n _INT interrupt. (R/W)

LEDC_OVF_CNT_CH n _INT_ENA The interrupt enable bit for the LEDC_OVF_CNT_CH n _INT interrupt. (R/W)

Register 26.12. LEDC_INT_CLR_REG (0x00CC)

(reserved)																																
31	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

LEDC_TIMER x _OVF_INT_CLR Set this bit to clear the LEDC_TIMER x _OVF_INT interrupt. (WT)

LEDC_DUTY_CHNG_END_CH n _INT_CLR Set this bit to clear the LEDC_DUTY_CHNG_END_CH n _INT interrupt. (WT)

LEDC_OVF_CNT_CH n _INT_CLR Set this bit to clear the LEDC_OVF_CNT_CH n _INT interrupt. (WT)

Register 26.13. LEDC_DATE_REG (0x00FC)

LEDC.LEDC_DATE	
31	0
0x19061700	Reset

LEDC.LEDC_DATE This is the version control register. (R/W)

PRELIMINARY

27 Remote Control Peripheral (RMT)

27.1 Overview

The RMT (Remote Control) module is designed to send and receive infrared remote control signals. A variety of remote control protocols are supported. The RMT module converts pulse codes stored in the module's built-in RAM into output signals, or converts input signals into pulse codes and stores them back in RAM. Optionally, the RMT module modulates its output signals with a carrier wave, or demodulates and filters its input signals.

The RMT module has four channels, numbered from zero to three. Channels 0 ~ 1 (TX channels) are dedicated to transmit signals, and channels 2 ~ 3 (RX channels) to receive signals. Each TX/RX channel has the same functionality controlled by a dedicated set of registers and is able to independently either transmit or receive data. TX channels are indicated by *n* which is used as a placeholder for the channel number, and by *m* for RX channels.

27.2 Features

- Two TX channels
- Two RX channels
- Support multiple channels (programmable) transmitting data simultaneously
- Four channels share a 192 x 32-bit RAM
- Support modulation on TX pulses
- Support filtering and demodulation on RX pulses
- Wrap TX mode
- Wrap RX mode
- Continuous TX mode

27.3 Functional Description

27.3.1 RMT Architecture

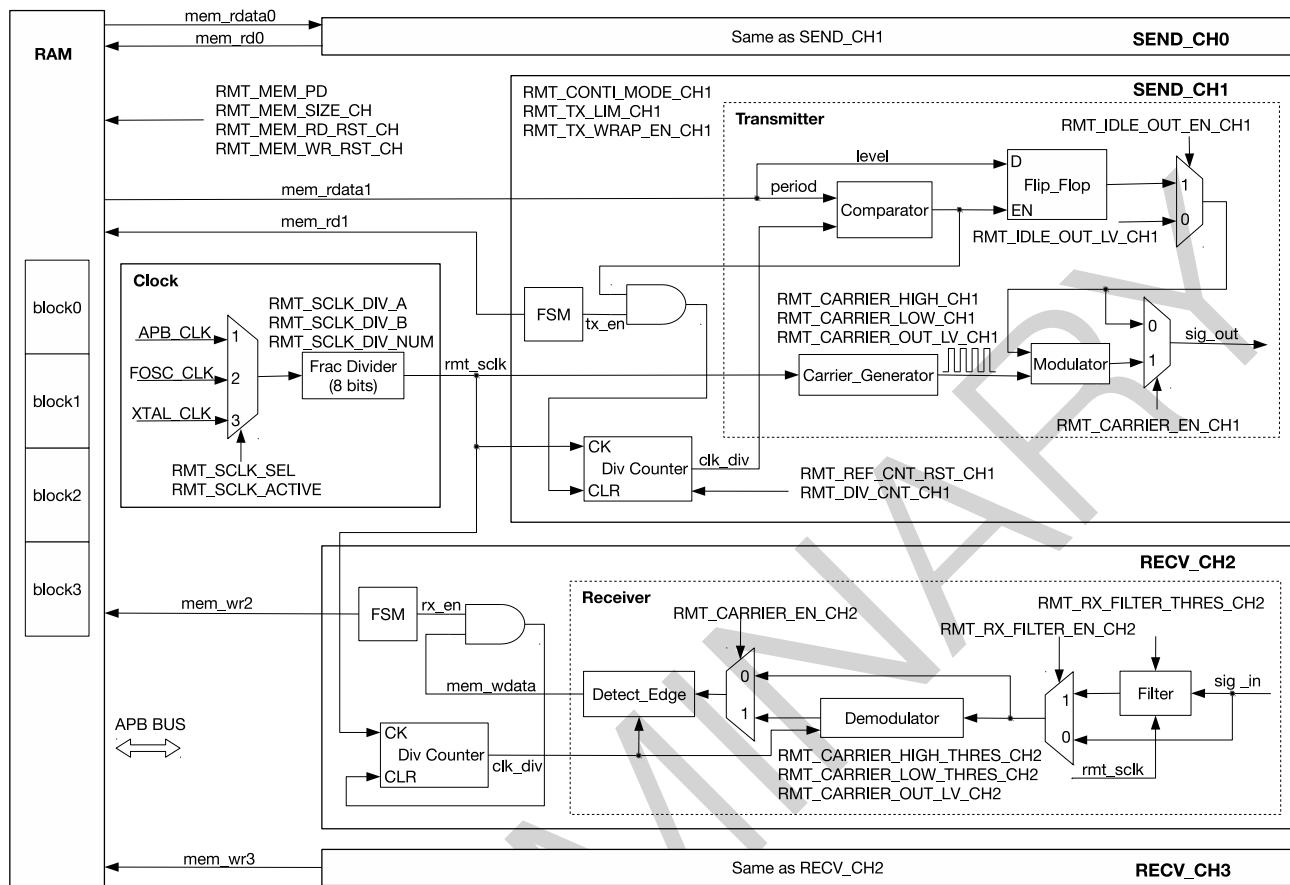


Figure 27-1. RMT Architecture

The RMT module has four independent channels, two of which are TX channels and the other two are RX channels. Each TX channel has its own clock-divider counter, state machine, and transmitter. Each RX channel also has its own clock-divider counter, state machine, and receiver. The four channels share a 192 x 32-bit RAM.

27.3.2 RMT RAM

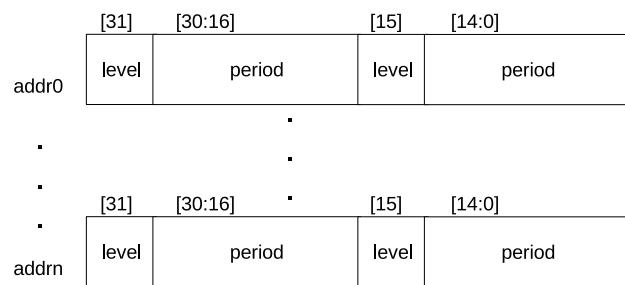


Figure 27-2. Format of Pulse Code in RAM

Figure 27-2 shows the format of pulse code in RAM. Each pulse code contains a 16-bit entry with two fields, level and period.

- Level (0 or 1): indicates a low-/high-level value was received or is going to be sent.
- Period: points out how many clk_div clock cycles the level lasts for, see Figure 27-1.

A zero (0) period is interpreted as a transmission end-marker. If the period is not an end-marker, its value is limited by APB clock and RMT clock:

$$3 \times T_{apb_clk} + 5 \times T_{rmt_sclk} < period \times T_{clk_div}(1)$$

The RAM is divided into four 48×32 -bit blocks. By default, each channel uses one block, block zero for channel zero, block one for channel one, and so on.

If the data size of one single transfer is larger than this block size of TX channel n or RX channel m , users can configure the channel

- to enable wrap mode by setting RMT_MEM_TX_WRAP_EN_CH n/m .
- or to use more blocks by configuring RMT_MEM_SIZE_CH n/m .

Setting RMT_MEM_SIZE_CH $n/m > 1$ allows channel n/m to use the memory of subsequent channels, block $(n/m) \sim$ block $(n/m + RMT_MEM_SIZE_CHn/m - 1)$. If so, the subsequent channels $n/m + 1 \sim n/m + RMT_MEM_SIZE_CHn/m - 1$ can not be used once their RAM blocks are occupied.

Note that the RAM used by each channel is mapped from low address to high address. In such mode, channel 0 is able to use the RAM blocks for channels 1, 2 and 3 by setting RMT_MEM_SIZE_CH0, but channel 3 can not use the blocks for channels 0, 1, or 2. Therefore, the maximum value of RMT_MEM_SIZE_CH n should not exceed $(4 - n)$ and the maximum value of RMT_MEM_SIZE_CH m should not exceed $(2 - m)$.

The RMT RAM can be accessed via APB bus, or read by the transmitter and written by the receiver. To avoid any possible access conflict between the receiver and the APB bus, RMT can be configured to designate the RAM block's owner, be it the receiver or the APB bus, by configuring RMT_MEM_OWNER_CH m . If this ownership is violated, a flag signal RMT_CH m _OWNER_ERR will be generated.

APB bus is able to access RAM in FIFO mode and in Direct Address (NONFIFO) mode, depending on the configuration of RMT_FIFO_MASK:

- 1: use NONFIFO mode;
- 0: use FIFO mode.

In FIFO mode, the APB reads data from or writes data to RAM via a fixed address stored in RMT_CH n/m DATA_REG. In NONFIFO mode, the APB writes data to or reads data from a continuous address range. The write-starting address of TX channel n is: RMT base address + 0x800 + $(n - 1) \times 48$. The access address for the second data and the following data are RMT base address + 0x800 + $(n - 1) \times 48 + 0x4$, and so on, incremented by 0x4. The read-starting address of RX channel m is: RMT base address + 0x860 + $(m - 1) \times 48$. The access address for the second data and the following data are RMT base address + 0x860 + $(m - 1) \times 48 + 0x4$, and so on, incremented by 0x4.

When the RMT module is inactive, the RAM can be put into low-power mode by setting RMT_MEM_FORCE_PD.

27.3.3 Clock

The clock source of RMT can be APB_CLK, FOSC_CLK or XTAL_CLK, depending on the configuration of RMT_SCLK_SEL. RMT clock can be enabled by setting RMT_SCLK_ACTIVE. RMT working clock (`rmt_sclk`) is obtained by dividing the selected clock source with a fractional divider, see Figure 27-1. The divider is:

$$RMT_SCLK_DIV_NUM + 1 + RMT_SCLK_DIV_A/RMT_SCLK_DIV_B$$

For more information, please check Chapter [6 Reset and Clock](#).

`RMT_DIV_CNT_CHn/m` is used to configure the divider coefficient of internal clock divider for RMT channels. The coefficient is normally equal to the value of `RMT_DIV_CNT_CHn/m`, except value 0 that represents coefficient 256. The clock divider can be reset by clearing `RMT_REF_CNT_RST_CHn/m`. The clock generated from the divider can be used by the counter (see Figure 27-1).

27.3.4 Transmitter

27.3.4.1 Normal TX Mode

When `RMT_TX_START_CHn` is set, the transmitter of channel n starts reading and sending pulse codes from the starting address of its RAM block. The codes are sent starting from low-address entry.

When an end-marker (a zero period) is encountered, the transmitter stops the transmission, returns to idle state and generates an `RMT_CHn_TX_END_INT` interrupt. Setting `RMT_TX_STOP_CHn` to 1 also stops the transmission and immediately sets the transmitter back to idle.

The output level of a transmitter in idle state is determined by the “level” field of the end-marker or by the content of `RMT_IDLE_OUT_LV_CHn`, depending on the configuration of `RMT_IDLE_OUT_EN_CHn`.

To implement the above-mentioned configurations, please set `RMT_CONF_UPDATE_CHn` first. For more information, see Section [27.3.6](#).

27.3.4.2 Wrap TX Mode

To transmit more pulse codes than can be fitted in the channel’s RAM, users can enable wrap TX mode by setting `RMT_MEM_TX_WRAP_EN_CHn`. In this mode, the transmitter sends the data from RAM in loops till an end-marker is encountered.

For example, if `RMT_MEM_SIZE_CHn` = 1, the transmitter starts sending data from the address $48 * n$, and then the data from higher RAM address. Once the transmitter finishes sending the data from $(48 * (n + 1) - 1)$, it continues sending data from $48 * n$ again till an end-marker is encountered. Wrap mode is also applicable for `RMT_MEM_SIZE_CHn > 1`.

When the size of transmitted pulse codes is larger than or equal to the value set by `RMT_TX_LIM_CHn`, an `RMT_CHn_TX_THR_EVENT_INT` interrupt is triggered. In wrap mode, `RMT_TX_LIM_CHn` can be set to a half or a fraction of the size of the channel’s RAM block. When an `RMT_CHn_TX_THR_EVENT_INT` interrupt is detected by software, the already used RAM region can be updated with new pulse codes. In this way the transmitter can seamlessly send unlimited pulse codes in wrap mode.

To update the configuration of `RMT_MEM_TX_WRAP_EN_CHn`, `RMT_MEM_SIZE_CHn`, and `RMT_TX_LIM_CHn`, please set `RMT_CONF_UPDATE_CHn` first. For more information, see Section [27.3.6](#).

27.3.4.3 TX Modulation

Transmitter output can be modulated with a carrier wave by setting `RMT_CARRIER_EN_CHn`. The carrier waveform is configurable.

In a carrier cycle, high level lasts for $(RMT_CARRIER_HIGH_CHn + 1)$ rmt_sclk cycles, while low level lasts for $(RMT_CARRIER_LOW_CHn + 1)$ rmt_sclk cycles. When `RMT_CARRIER_OUT_LV_CHn` is set, carrier wave is added on the high-level of output signals; while `RMT_CARRIER_OUT_LV_CHn` is cleared, carrier wave is added on the low-level of output signals.

Carrier wave can be added on all output signals during modulation, or just added on valid pulse codes (the data stored in RAM), depending on the configuration of `RMT_CARRIER_EFF_EN_CHn`:

- 0: add carrier wave on all output signals;
- 1: add carrier wave only on valid signals.

To implement the modulation configuration, please set `RMT_CONF_UPDATE_CHn` first. For more information, see Section 27.3.6.

27.3.4.4 Continuous TX Mode

This continuous TX mode can be enabled by setting `RMT_TX_CONTI_MODE_CHn`. In this mode, the transmitter sends the pulse codes from RAM in loops.

- If an end-marker is encountered, the transmitter starts transmitting the first data again.
- If no end-marker is encountered, the transmitter starts transmitting the first data again after the last data is transmitted.

If `RMT_TX_LOOP_CNT_EN_CHn` is set, the loop counting is incremented by 1 each time an end-marker is encountered. If the counting reaches the value set in `RMT_TX_LOOP_NUM_CHn`, an `RMT_CHn_TX_LOOP_INT` is generated.

In an end-marker, if its period[14:0] is 0, then the period of the previous data must satisfy the following requirement:

$$6 \times T_{apb_clk} + 12 \times T_{rmt_sclk} < period \times T_{clk_div}(2)$$

The period of the other data only need to satisfy relation (1).

To implement the above-mentioned configuration, please set `RMT_CONF_UPDATE_CHn` first. For more information, see Section 27.3.6.

27.3.4.5 Simultaneous TX Mode

RMT module supports multiple channels transmitting data simultaneously. To use this function, follow the steps below.

1. Configure `RMT_TX_SIM_CHn` to choose which multiple channels are used to transmit data simultaneously.
2. Set `RMT_TX_SIM_EN` to enable this transmission mode.
3. Set `RMT_TX_START_CHn` for each selected channel, to start data transmitting.

Once the last channel is configured, these channels start transmitting data simultaneously. Due to hardware limitations, there is no guarantee that two channels can start sending data exactly at the same time. The interval between two channels starting transmitting data is within $3 \times T_{clk_div}$.

To configure RMT_TX_SIM_EN, please set RMT_CONF_UPDATE_CH n first. For more information, see Section 27.3.6.

27.3.5 Receiver

27.3.5.1 Normal RX Mode

The receiver of channel m is controlled by RMT_RX_EN_CH m :

- RMT_RX_EN_CH m = 1, the receiver starts working.
- RMT_RX_EN_CH m = 0, the receiver stops receiving data.

When the receiver becomes active, it starts counting from the first edge of the signal, detecting signal levels and counting clock cycles the level lasts for. Each cycle count is then written back to RAM.

When the receiver detects no change in a signal level for a number of clock cycles more than the value set by RMT_IDLE_THRES_CH m , the receiver will stop receiving data, return to idle state, and generate an RMT_CH m _RX_END_INT interrupt.

Please note that RMT_IDLE_THRES_CH m should be configured to a maximum value according to your application, otherwise a valid received level may be mistaken as a level in idle state.

If RAM block of this RX channel is used up by the received data, the receiver will stop receiving data, and generate an RMT_CH n _ERR_INT interrupt triggered by RAM FULL event.

To implement configuration above, please set RMT_CONF_UPDATE_CH m first. For more information, see Section 27.3.6.

27.3.5.2 Wrap RX Mode

To receive more pulse codes than can be fitted in the channel's RAM, users can enable wrap RX mode for channel m by configuring RMT_MEM_RX_WRAP_EN_CH m . In wrap mode, the receiver stores the received data to RAM block of this channel in loops.

Receiving ends, when the receiver detects no change in a signal level for a number of clock cycles more than the value set by RMT_IDLE_THRES_CH m . The receiver then returns to idle state and generates an RMT_CH m _RX_END_INT interrupt.

For example, if RMT_MEM_SIZE_CH m is set to 1, the receiver starts receiving data and stores the data to address $48 * m$, and then to higher RAM address. When the receiver finishes storing the received data to address $(48 * (m + 1) - 1)$, the receiver continues receiving data and storing data to the address $48 * m$ again, till no change is detected on a signal level for more than RMT_IDLE_THRES_CH m clock cycles. Wrap mode is also applicable for RMT_MEM_SIZE_CH m > 1.

An RMT_CH m _RX_THR_EVENT_INT is generated when the size of received pulse codes is larger than or equal to the value set by RMT_RX_LIM_CH m . In wrap mode, RMT_RX_LIM_CH M can be set to a half or a fraction of the size of the channel's RAM block. When an RMT_CH m _RX_THR_EVENT_INT interrupt is detected by software, the system will be notified to copy out data stored in already used RMT RAM region, and then the region can be updated by subsequent data. In this way an arbitrary amount of data can be seamlessly received.

To implement the configuration above, please set RMT_CONF_UPDATE_CH m first. For more information, see Section 27.3.6.

27.3.5.3 RX Filtering

Users can enable the receiver to filter input signals by setting RMT_RX_FILTER_EN_CH m for each channel. The filter samples input signals continuously, and detects the signals which remain unchanged for a continuous RMT_RX_FILTER_THRES_CH m rmt_sclk cycles as valid, otherwise, the signals are rejected. Only the valid signals can pass through this filter. The filter removes pulses with a length of less than RMT_RX_FILTER_THRES_CH n rmt_sclk cycles.

To implement the configuration above, please set RMT_CONF_UPDATE_CH m first. For more information, see Section 27.3.6.

27.3.5.4 RX Demodulation

Users can enable demodulation function on input signals or on filtered output signals by setting RMT_CARRIER_EN_CH m . RX demodulation can be applied to high-level carrier wave or low-level carrier wave, depending on the configuration of RMT_CARRIER_OUT_LV_CH m :

- 1: demodulate high-level carrier wave
- 0: demodulate low-level carrier wave

Users can configure RMT_CARRIER_HIGH_THRES_CH m and RMT_CARRIER_LOW_THRES_CH m to set the thresholds to demodulate high-level carrier wave or low-level carrier wave.

If the high-level of a signal lasts for less than RMT_CARRIER_HIGH_THRES_CH m clk_div cycles, or the low-level lasts for less than RMT_CARRIER_LOW_THRES_CH m clk_div cycles, such level is detected as a carrier wave and then is filtered out.

To implement the configuration above, please set RMT_CONF_UPDATE_CH m first. For more information, see Section 27.3.6.

27.3.6 Configuration Update

To update RMT registers configuration, please set RMT_CONF_UPDATE_CH n/m for each channel first.

All the bits/fields listed in the second column of Table 27-1 should follow this rule.

Table 27-1. Configuration Update

Register	Bit/Field Configuration Update
TX Channels	
RMT_CH n CONF0_REG	RMT_CARRIER_OUT_LV_CH n RMT_CARRIER_EN_CH n RMT_CARRIER_EFF_EN_CH n RMT_DIV_CNT_CH n RMT_TX_STOP_CH n RMT_IDLE_OUT_EN_CH n RMT_IDLE_OUT_LV_CH n RMT_TX_CONTI_MODE_CH n

Register	Bit/Field Configuration Update
RMT_CH n CARRIER_DUTY_REG	RMT_CARRIER_HIGH_CH n
	RMT_CARRIER_LOW_CH n
RMT_CH n _TX_LIM_REG	RMT_TX_LOOP_CNT_EN_CH n
	RMT_TX_LOOP_NUM_CH n
	RMT_TX_LIM_CH n
RMT_CH n _TX_SIM_REG	RMT_TX_SIM_EN
RX Channels	
RMT_CH m CONF0_REG	RMT_CARRIER_OUT_LV_CH m
	RMT_CARRIER_EN_CH m
	RMT_IDLE_THRES_CH m
	RMT_DIV_CNT_CH m
RMT_CH m CONF1_REG	RMT_RX_FILTER_THRES_CH m
	RMT_RX_EN_CH m
RMT_CH m _RX_CARRIER_RM_REG	RMT_CARRIER_HIGH_THRES_CH m
	RMT_CARRIER_LOW_THRES_CH m
RMT_CH m _RX_LIM_REG	RMT_RX_LIM_CH m
RMT_REF_CNT_RST_REG	RMT_REF_CNT_RST_CH m

27.3.7 Interrupts

- RMT_CH n/m _ERR_INT: triggered when channel n/m does not read or write data correctly. For example, if the transmitter still tries to read data from RAM when the RAM is empty, or the receiver still tries to write data into RAM when the RAM is full, this interrupt will be triggered.
- RMT_CH n _TX_THR_EVENT_INT: triggered when the amount of data the transmitter has sent matches the value of [RMT_CH \$n\$ _TX_LIM_REG](#).
- RMT_CH m _RX_THR_EVENT_INT: triggered each time when the amount of data received by the receiver reaches the value set in [RMT_CH \$m\$ _RX_LIM_REG](#).
- RMT_CH n _TX_END_INT: Triggered when the transmitter has finished transmitting signals.
- RMT_CH m _RX_END_INT: Triggered when the receiver has finished receiving signals.
- RMT_CH n _TX_LOOP_INT: Triggered when the loop counting reaches the value set by [RMT_TX_LOOP_NUM_CH \$n\$](#) .

27.4 Register Summary

The addresses in this section are relative to RMT base address provided in Table 3-4 in Chapter 3 *System and Memory*.

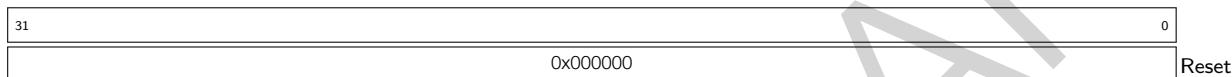
Name	Description	Address	Access
FIFO R/W Registers			
RMT_CH0DATA_REG	The read and write data register for channel 0 by APB FIFO access.	0x0000	RO
RMT_CH1DATA_REG	The read and write data register for channel 1 by APB FIFO access.	0x0004	RO
RMT_CH2DATA_REG	The read and write data register for channel 2 by APB FIFO access.	0x0008	RO
RMT_CH3DATA_REG	The read and write data register for channel 3 by APB FIFO access.	0x000C	RO
Configuration Registers			
RMT_CH0CONF0_REG	Configuration register 0 for channel 0	0x0010	varies
RMT_CH1CONF0_REG	Configuration register 0 for channel 1	0x0014	varies
RMT_CH2CONF0_REG	Configuration register 0 for channel 2	0x0018	R/W
RMT_CH2CONF1_REG	Configuration register 1 for channel 2	0x001C	varies
RMT_CH3CONF0_REG	Configuration register 0 for channel 3	0x0020	R/W
RMT_CH3CONF1_REG	Configuration register 1 for channel 3	0x0024	varies
RMT_SYS_CONF_REG	Configuration register for RMT APB	0x0068	R/W
RMT_REF_CNT_RST_REG	Reset register for RMT clock divider	0x0070	WT
Status Registers			
RMT_CH0STATUS_REG	Channel 0 status register	0x0028	RO
RMT_CH1STATUS_REG	Channel 1 status register	0x002C	RO
RMT_CH2STATUS_REG	Channel 2 status register	0x0030	RO
RMT_CH3STATUS_REG	Channel 3 status register	0x0034	RO
Interrupt Registers			
RMT_INT_RAW_REG	Raw interrupt status	0x0038	R/WTC/SS
RMT_INT_ST_REG	Masked interrupt status	0x003C	RO
RMT_INT_ENA_REG	Interrupt enable bits	0x0040	R/W
RMT_INT_CLR_REG	Interrupt clear bits	0x0044	WT
Carrier Wave Duty Cycle Registers			
RMT_CH0CARRIER_DUTY_REG	Duty cycle configuration register for channel 0	0x0048	R/W
RMT_CH1CARRIER_DUTY_REG	Duty cycle configuration register for channel 1	0x004C	R/W
RMT_CH2_RX_CARRIER_RM_REG	Carrier remove register for channel 2	0x0050	R/W
RMT_CH3_RX_CARRIER_RM_REG	Carrier remove register for channel 3	0x0054	R/W
TX Event Configuration Registers			
RMT_CH0_TX_LIM_REG	Configuration register for channel 0 TX event	0x0058	varies
RMT_CH1_TX_LIM_REG	Configuration register for channel 1 TX event	0x005C	varies
RMT_TX_SIM_REG	RMT TX synchronous register	0x006C	R/W
RX Event Configuration Registers			
RMT_CH2_RX_LIM_REG	Configuration register for channel 2 RX event	0x0060	R/W

Name	Description	Address	Access
RMT_CH3_RX_LIM_REG	Configuration register for channel 3 RX event	0x0064	R/W
Version Register			
RMT_DATE_REG	Version control register	0x00CC	R/W

27.5 Registers

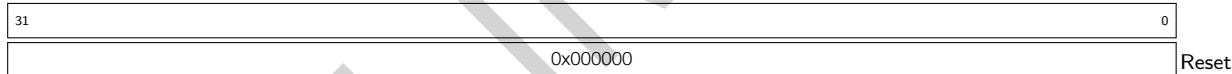
The addresses in this section are relative to RMT base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 27.1. RMT_CH n DATA_REG ($n = 0, 1$) (0x0000, 0x0004)



RMT_CH n DATA Read and write data for channel n via APB FIFO. (RO)

Register 27.2. RMT_CH m DATA_REG ($m = 2, 3$) (0x0008, 0x000C)



RMT_CH m DATA Read and write data for channel m via APB FIFO. (RO)

Register 27.3. RMT_CH n CONF0_REG ($n = 0, 1$) (0x0010, 0x0014)

31	25	24	23	22	21	20	19	18	16	15	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	1	1	1	0	0x2	0	0	0	0	0	0	Reset

Bit descriptions:

- RMT_CONF_UPDATE_CH n (bit 25): Set this bit to update configuration for channel n . (WT)
- (reserved) (bits 24-21): Reserved.
- RMT_CARRIER_OUT_LV_CH n (bit 20): Set this bit to enable carrier output level for channel n . (WT)
- RMT_CARRIER_EN_CH n (bit 19): Set this bit to enable carrier for channel n . (WT)
- (reserved) (bit 18): Reserved.
- RMT_MEM_SIZE_CH n (bit 16): Set this bit to define RAM size for channel n . (WT)
- RMT_DIV_CNT_CH n (bit 15): Set this bit to define RAM division count for channel n . (WT)
- RMT_TX_STOP_CH n (bit 8): Set this bit to stop the transmitter of channel n sending data out. (R/W/SC)
- RMT_IDLE_OUT_LV_CH n (bit 7): This bit configures the level of output signal for channel n when the transmitter is in idle state. (R/W)
- RMT_IDLE_OUT_EN_CH n (bit 6): This is the output enable-bit for channel n in idle state. (R/W)
- RMT_MEM_TX_WRAP_EN_CH n (bit 5): Set this bit to enable wrap TX mode for channel n . In this mode, if the TX data size is larger than the channel's RAM block size, the transmitter continues transmitting the first data to the last data in loops. (R/W)
- RMT_TX_CONTI_MODE_CH n (bit 4): Set this bit to enable continuous TX mode for channel n . (R/W)
- RMT_APB_MEM_RST_CH n (bit 3): Set this bit to reset RAM W/R address accessed by APB FIFO for channel n . (WT)
- RMT_MEM_RD_RST_CH n (bit 2): Set this bit to reset RAM read address accessed by the transmitter for channel n . (WT)
- RMT_TX_START_CH n (bit 1): Set this bit to start sending data in channel n . (WT)
- Reset (bit 0): Reset the register.

RMT_TX_START_CH n Set this bit to start sending data in channel n . (WT)

RMT_MEM_RD_RST_CH n Set this bit to reset RAM read address accessed by the transmitter for channel n . (WT)

RMT_APB_MEM_RST_CH n Set this bit to reset RAM W/R address accessed by APB FIFO for channel n . (WT)

RMT_TX_CONTI_MODE_CH n Set this bit to enable continuous TX mode for channel n . (R/W)

In this mode, the transmitter starts its transmission from the first data, and in the following transmission:

- if an end-marker is encountered, the transmitter starts transmitting data from the first data again;
- if no end-marker is encountered, the transmitter starts transmitting the first data again when the last data is transmitted.

RMT_MEM_TX_WRAP_EN_CH n Set this bit to enable wrap TX mode for channel n . In this mode, if the TX data size is larger than the channel's RAM block size, the transmitter continues transmitting the first data to the last data in loops. (R/W)

RMT_IDLE_OUT_LV_CH n This bit configures the level of output signal for channel n when the transmitter is in idle state. (R/W)

RMT_IDLE_OUT_EN_CH n This is the output enable-bit for channel n in idle state. (R/W)

RMT_TX_STOP_CH n Set this bit to stop the transmitter of channel n sending data out. (R/W/SC)

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Register 27.3. RMT_CH n CONF0_REG ($n = 0, 1$) (0x0010, 0x0014)

Continued from the previous page...

RMT_DIV_CNT_CH n This field is used to configure the divider for clock of channel n . (R/W)

RMT_MEM_SIZE_CH n This register is used to configure the maximum number of memory blocks allocated to channel n . (R/W)

RMT_CARRIER_EFF_EN_CH n 1: Add carrier modulation on the output signal only at data-sending state for channel n . 0: Add carrier modulation on the output signal at data-sending state and idle state for channel n . Only valid when RMT_CARRIER_EN_CH n is 1. (R/W)

RMT_CARRIER_EN_CH n This is the carrier modulation enable-bit for channel n . 1: Add carrier modulation on the output signal. 0: No carrier modulation is added on output signal. (R/W)

RMT_CARRIER_OUT_LV_CH n This bit is used to configure the position of carrier wave for channel n . (R/W)

1'h0: add carrier wave on low level.

1'h1: add carrier wave on high level.

RMT_CONF_UPDATE_CH n Synchronization bit for channel n (WT)

Register 27.4. RMT_CH m CONF0_REG ($m = 2, 3$) (0x0018, 0x0020)

(reserved)	RMT_CARRIER_OUT_LV_CH m	RMT_CARRIER_EN_CH m	(reserved)	RMT_MEM_SIZE_CH m	RMT_IDLE_THRES_CH m	RMT_DIV_CNT_CH m	Reset				
31 0	30 0	29 1	28 0	27 0	26 0	25 0x1	23 0x7fff	22 0x2	8 0	7 0	0 Reset

RMT_DIV_CNT_CH m This field is used to configure the clock divider of channel m . (R/W)

RMT_IDLE_THRES_CH m This field is used to configure RX threshold. When no edge is detected on the input signal for continuous clock cycles longer than this field value, the receiver stops receiving data. (R/W)

RMT_MEM_SIZE_CH m This field is used to configure the maximum number of memory blocks allocated to channel m . (R/W)

RMT_CARRIER_EN_CH m This is the carrier modulation enable-bit for channel m . 1: Add carrier modulation on output signal. 0: No carrier modulation is added on output signal. (R/W)

RMT_CARRIER_OUT_LV_CH m This bit is used to configure the position of carrier wave for channel m . (R/W)

1'h0: add carrier wave on low level.

1'h1: add carrier wave on high level.

Register 27.5. RMT_CH m CONF1_REG($m = 2, 3$) (0x001C, 0x0024)

The diagram illustrates the bit field layout of Register 27.5. The register is 32 bits wide, with bit 31 being the most significant bit and bit 0 being the least significant bit. The bit fields are as follows:

- (reserved)**: Bits 31 to 24.
- RMT_CONF_UPDATE_CH m** : Bit 23.
- (reserved)**: Bits 22 to 16.
- RMT_MEM_RX_WRAP_EN_CH m** : Bit 15.
- RMT_RX_FILTER_THRES_CH m** : Bits 14 to 12.
- RMT_RX_FILTER_EN_CH m** : Bit 11.
- RMT_APB_MEM_RST_CH m** : Bit 10.
- RMT_MEM_OWNER_CH m** : Bit 9.
- RMT_APB_MEM_RST_CH m** : Bit 8.
- RMT_MEM_WR_RST_CH m** : Bit 7.
- RMT_RX_EN_CH m** : Bit 6.
- 0xf**: Bits 5 to 4.
- Reset**: Bits 3 to 0.

31	16	15	14	13	12	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0

RMT_RX_EN_CH m Set this bit to enable the receiver to start receiving data in channel m . (R/W)

RMT_MEM_WR_RST_CH m Set this bit to reset RAM write address accessed by the receiver for channel m . (WT)

RMT_APB_MEM_RST_CH m Set this bit to reset RAM W/R address accessed by APB FIFO for channel m . (WT)

RMT_MEM_OWNER_CH m This bit marks the ownership of channel m 's RAM block. (R/W/SC)

1'h1: Receiver is using the RAM.

1'h0: APB bus is using the RAM.

RMT_RX_FILTER_EN_CH m Set this bit to enable the receiver's filter for channel m . (R/W)

RMT_RX_FILTER_THRES_CH m When receiving data, the receiver ignores the input pulse when its width is shorter than this register value in units of rmt_sclk cycles. (R/W)

RMT_MEM_RX_WRAP_EN_CH m Set this bit to enable wrap RX mode for channel m . In this mode, if the RX data size is larger than channel m 's RAM block size, the receiver stores the RX data from the first address to the last address in loops. (R/W)

RMT_CONF_UPDATE_CH m Synchronization bit for channel m . (WT)

Register 27.6. RMT_SYS_CONF_REG (0x0068)

RMT_CLK_EN	(reserved)	RMT_SCLK_ACTIVE	RMT_SCLK_SEL	RMT_SCLK_DIV_B	RMT_SCLK_DIV_A	RMT_SCLK_DIV_NUM	RMT_MEM_FORCE_PU	RMT_MEM_FORCE_PD	RMT_APB_FIFO_MASK							
31	30	27	26	25	24	23	18	17	12	11	4	3	2	1	0	Reset
0	0	0	0	0	1	0x1	0x0	0x0	0x0	0x1	0	0	0	0	0	Reset

RMT_APB_FIFO_MASK 1'h1: Access memory directly. 1'h0: Access memory by FIFO. (R/W)

RMT_MEM_CLK_FORCE_ON Set this bit to enable the clock for RMT memory. (R/W)

RMT_MEM_FORCE_PD Set this bit to power down RMT memory. (R/W)

RMT_MEM_FORCE_PU 1: Disable the power-down function of RMT memory in Light-sleep. 0: Power down RMT memory when RMT is in Light-sleep mode. (R/W)

RMT_SCLK_DIV_NUM The integral part of the fractional divider. (R/W)

RMT_SCLK_DIV_A The numerator of the fractional part of the fractional divider. (R/W)

RMT_SCLK_DIV_B The denominator of the fractional part of the fractional divider. (R/W)

RMT_SCLK_SEL Choose the clock source of rmt_sclk. 1: APB_CLK; 2: RTC20M_CLK; 3: XTAL_CLK. (R/W)

RMT_SCLK_ACTIVE rmt_sclk switch. (R/W)

RMT_CLK_EN The enable signal of RMT register clock gate. 1: Power up the drive clock of registers. 0: Power down the drive clock of registers. (R/W)

Register 27.7. RMT_REF_CNT_RST_REG (0x0070)

(reserved)	RMT_REF_CNT_RST_CH0	RMT_REF_CNT_RST_CH1	RMT_REF_CNT_RST_CH2	RMT_REF_CNT_RST_CH3													
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

RMT_REF_CNT_RST_CH0 This bit is used to reset the clock divider of channel 0. (WT)

RMT_REF_CNT_RST_CH1 This bit is used to reset the clock divider of channel 1. (WT)

RMT_REF_CNT_RST_CH2 This bit is used to reset the clock divider of channel 2. (WT)

RMT_REF_CNT_RST_CH3 This bit is used to reset the clock divider of channel 3. (WT)

Register 27.8. RMT_CH n STATUS_REG ($n = 0, 1$) (0x0028, 0x002C)

RMT_APB_MEM_PADDR_CH n	RMT_APB_MEM_WR_ERR_CH n	RMT_MEM_EMPTY_CH n	RMT_APB_MEM_RD_ERR_CH n	RMT_APB_MEM_WADDR_CH n	RMT_STATE_CH n	RMT_MEM_RADDR_EX_CH n	0				
31 0x0	24 0	23 0	22 0	21 0	20 0	12 0	11 0	9 0	8 0	0	Reset

RMT_MEM_RADDR_EX_CH n This field records the memory address offset when transmitter of channel n is using the RAM. (RO)

RMT_STATE_CH n This field records the FSM status of channel n . (RO)

RMT_APB_MEM_WADDR_CH n This field records the memory address offset when writes RAM over APB bus. (RO)

RMT_APB_MEM_RD_ERR_CH n This status bit will be set if the offset address is out of memory size (overflows) when reads RAM via APB bus. (RO)

RMT_MEM_EMPTY_CH n This status bit will be set when the TX data size is larger than the memory size and the wrap TX mode is disabled. (RO)

RMT_APB_MEM_WR_ERR_CH n This status bit will be set if the offset address is out of memory size (overflows) when writes via APB bus. (RO)

RMT_APB_MEM_RADDR_CH n This field records the memory address offset when reads RAM over APB bus. (RO)

Register 27.9. RMT_CH m STATUS_REG ($m = 2, 3$) (0x0030, 0x0034)

The diagram shows the bitfield layout of the RMT_CH m STATUS_REG register. It consists of two rows of bits. The top row contains bits 31 to 20, and the bottom row contains bits 19 to 0. Red labels indicate specific fields: RMT_APB_MEM_RD_ERR_CH m , RMT_MEM_FULL_CH m , RMT_MEM_OWNER_ERR_CH m , RMT_STATE_CH m , RMT_APB_MEM_RADDR_CH m , and RMT_MEM_WADDR_EX_CH m . Most fields are labeled '(reserved)'. A 'Reset' bit is located at the far right.

31	28	27	26	25	24	22	21	20	12	11	9	8	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0

RMT_MEM_WADDR_EX_CH m This field records the memory address offset when the receiver of channel m is using the RAM. (RO)

RMT_APB_MEM_RADDR_CH m This field records the memory address offset when reads RAM over APB bus. (RO)

RMT_STATE_CH m This field records the FSM status of channel m . (RO)

RMT_MEM_OWNER_ERR_CH m This status bit will be set when the ownership of memory block is wrong. (RO)

RMT_MEM_FULL_CH m This status bit will be set if the receiver receives more data than the memory can fit. (RO)

RMT_APB_MEM_RD_ERR_CH m This status bit will be set if the offset address is out of memory size (overflows) when reads RAM via APB bus. (RO)

Register 27.10. RMT_INT_RAW_REG (0x0038)

(reserved)															
31	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

RMT_CH0_TX_END_INT_RAW The interrupt raw bit of [RMT_CH0_TX_END_INT](#). (R/WTC/SS)

RMT_CH1_TX_END_INT_RAW The interrupt raw bit of [RMT_CH1_TX_END_INT](#). (R/WTC/SS)

RMT_CH2_RX_END_INT_RAW The interrupt raw bit of [RMT_CH2_RX_END_INT](#). (R/WTC/SS)

RMT_CH3_RX_END_INT_RAW The interrupt raw bit of [RMT_CH3_RX_END_INT](#). (R/WTC/SS)

RMT_CH0_ERR_INT_RAW The interrupt raw bit of [RMT_CH0_ERR_INT](#). (R/WTC/SS)

RMT_CH1_ERR_INT_RAW The interrupt raw bit of [RMT_CH1_ERR_INT](#). (R/WTC/SS)

RMT_CH2_ERR_INT_RAW The interrupt raw bit of [RMT_CH2_ERR_INT](#). (R/WTC/SS)

RMT_CH3_ERR_INT_RAW The interrupt raw bit of [RMT_CH3_ERR_INT](#). (R/WTC/SS)

RMT_CH0_TX_THR_EVENT_INT_RAW The interrupt raw bit of [RMT_CH0_TX_THR_EVENT_INT](#). (R/WTC/SS)

RMT_CH1_TX_THR_EVENT_INT_RAW The interrupt raw bit of [RMT_CH0_TX_THR_EVENT_INT](#). (R/WTC/SS)

RMT_CH2_RX_THR_EVENT_INT_RAW The interrupt raw bit of [RMT_CH2_RX_THR_EVENT_INT](#). (R/WTC/SS)

RMT_CH3_RX_THR_EVENT_INT_RAW The interrupt raw bit of [RMT_CH3_RX_THR_EVENT_INT](#). (R/WTC/SS)

RMT_CH0_TX_LOOP_INT_RAW The interrupt raw bit of [RMT_CH0_TX_LOOP_INT](#). (R/WTC/SS)

RMT_CH1_TX_LOOP_INT_RAW The interrupt raw bit of [RMT_CH1_TX_LOOP_INT](#). (R/WTC/SS)

Register 27.11. RMT_INT_ST_REG (0x003C)

RMT_CH0_TX_END_INT_ST The masked interrupt status bit for **RMT_CH0_TX_END_INT**. (RO)

RMT_CH1_TX_END_INT_ST The masked interrupt status bit for RMT_CH1_TX_END_INT. (RO)

RMT_CH2_RX_END_INT_ST The masked interrupt status bit for RMT_CH2_RX_END_INT. (RO)

RMT_CH3_RX_END_INT_ST The masked interrupt status bit for **RMT_CH3_RX_END_INT**. (RO)

RMT_CH0_ERR_INT_ST The masked interrupt status bit for [RMT_CH0_ERR_INT](#). (RO)

RMT_CH1_ERR_INT_ST The masked interrupt status bit for [RMT_CH1_ERR_INT](#). (RO)

RMT_CH2_ERR_INT_ST The masked interrupt status bit for [RMT_CH2_ERR_INT](#). (RO)

RMT_CH3_ERR_INT_ST The masked interrupt status bit for RMT_CH3_ERR_INT. (RO)

RMT_CH0_TX_THR_EVENT_INT_ST The masked interrupt status bit for RMT_CH0_TX_THR_EVENT_INT. (RO)

RMT_CH1_TX_THR_EVENT_INT_ST The masked interrupt status bit for [RMT_CH1_TX_THR_EVENT_INT](#). (RO)

RMT_CH2_RX_THR_EVENT_INT_ST The masked interrupt status bit for RMT_CH2_RX_THR_EVENT_INT. (RO)

RMT_CH3_RX_THR_EVENT_INT_ST The masked interrupt status bit for RMT CH3 RX THR EVENT INT. (RO)

RMT CH0 TX LOOP INT ST The masked interrupt status bit for RMT CH0 TX LOOP INT. (RO)

RMT_CH1_TX_LOOP_INT_ST The masked interrupt status bit for RMT_CH1_TX_LOOP_INT. (RO)

Register 27.12. RMT_INT_ENA_REG (0x0040)

	Interrupt Enable Bits															Reset	
31	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	Reset	
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	RMT_CH1_TX_LOOP_INT_ENA	RMT_CH0_TX_LOOP_INT_ENA	RMT_CH3_RX_THR_EVENT_INT_ENA	RMT_CH2_RX_THR_EVENT_INT_ENA	RMT_CH1_RX_THR_EVENT_INT_ENA	RMT_CH0_RX_THR_EVENT_INT_ENA	RMT_CH3_ERR_INT_ENA	RMT_CH2_ERR_INT_ENA	RMT_CH1_ERR_INT_ENA	RMT_CH0_RX_END_INT_ENA	RMT_CH2_RX_END_INT_ENA	RMT_CH1_RX_END_INT_ENA	RMT_CH0_RX_END_INT_ENA	RMT_CH1_RX_LOOP_INT_ENA	RMT_CH2_RX_LOOP_INT_ENA	RMT_CH3_RX_LOOP_INT_ENA	RMT_CH0_RX_LOOP_INT_ENA

RMT_CH0_TX_END_INT_ENA The interrupt enable bit for [RMT_CH0_TX_END_INT](#). (R/W)

RMT_CH1_TX_END_INT_ENA The interrupt enable bit for [RMT_CH1_TX_END_INT](#). (R/W)

RMT_CH2_RX_END_INT_ENA The interrupt enable bit for [RMT_CH2_RX_END_INT](#). (R/W)

RMT_CH3_RX_END_INT_ENA The interrupt enable bit for [RMT_CH3_RX_END_INT](#). (R/W)

RMT_CH0_ERR_INT_ENA The interrupt enable bit for [RMT_CH0_ERR_INT](#). (R/W)

RMT_CH1_ERR_INT_ENA The interrupt enable bit for [RMT_CH1_ERR_INT](#). (R/W)

RMT_CH2_ERR_INT_ENA The interrupt enable bit for [RMT_CH2_ERR_INT](#). (R/W)

RMT_CH3_ERR_INT_ENA The interrupt enable bit for [RMT_CH3_ERR_INT](#). (R/W)

RMT_CH0_TX THR_EVENT_INT_ENA The interrupt enable bit for [RMT_CH0_TX_THR_EVENT_INT](#). (R/W)

RMT_CH1_TX THR_EVENT_INT_ENA The interrupt enable bit for [RMT_CH1_TX_THR_EVENT_INT](#). (R/W)

RMT_CH2_RX THR_EVENT_INT_ENA The interrupt enable bit for [RMT_CH2_RX_THR_EVENT_INT](#). (R/W)

RMT_CH3_RX THR_EVENT_INT_ENA The interrupt enable bit for [RMT_CH3_RX_THR_EVENT_INT](#). (R/W)

RMT_CH0_TX_LOOP_INT_ENA The interrupt enable bit for [RMT_CH0_TX_LOOP_INT](#). (R/W)

RMT_CH1_TX_LOOP_INT_ENA The interrupt enable bit for [RMT_CH1_TX_LOOP_INT](#). (R/W)

Register 27.13. RMT_INT_CLR_REG (0x0044)

(reserved)															Reset	
31	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

RMT_CH0_TX_END_INT_CLR Set this bit to clear the [RMT_CH0_TX_END_INT](#) interrupt. (WT)

RMT_CH1_TX_END_INT_CLR Set this bit to clear the [RMT_CH1_TX_END_INT](#) interrupt. (WT)

RMT_CH2_RX_END_INT_CLR Set this bit to clear the [RMT_CH2_RX_END_IN](#) interrupt. (WT)

RMT_CH3_RX_END_INT_CLR Set this bit to clear the [RMT_CH3_RX_END_IN](#) interrupt. (WT)

RMT_CH0_ERR_INT_CLR Set this bit to clear the [RMT_CH0_ERR_INT](#) interrupt. (WT)

RMT_CH1_ERR_INT_CLR Set this bit to clear the [RMT_CH1_ERR_INT](#) interrupt. (WT)

RMT_CH2_ERR_INT_CLR Set this bit to clear the [RMT_CH2_ERR_INT](#) interrupt. (WT)

RMT_CH3_ERR_INT_CLR Set this bit to clear the [RMT_CH3_ERR_INT](#) interrupt. (WT)

RMT_CH0_TX_THR_EVENT_INT_CLR Set this bit to clear the [RMT_CH0_TX_THR_EVENT_INT](#) interrupt. (WT)

RMT_CH1_TX_THR_EVENT_INT_CLR Set this bit to clear the [RMT_CH1_TX_THR_EVENT_INT](#) interrupt. (WT)

RMT_CH2_RX_THR_EVENT_INT_CLR Set this bit to clear the [RMT_CH2_RX_THR_EVENT_INT](#) interrupt. (WT)

RMT_CH3_RX_THR_EVENT_INT_CLR Set this bit to clear the [RMT_CH3_RX_THR_EVENT_INT](#) interrupt. (WT)

RMT_CH0_TX_LOOP_INT_CLR Set this bit to clear the [RMT_CH0_TX_LOOP_INT](#) interrupt. (WT)

RMT_CH1_TX_LOOP_INT_CLR Set this bit to clear the [RMT_CH1_TX_LOOP_INT](#) interrupt. (WT)

Register 27.14. RMT_CH n CARRIER_DUTY_REG ($n = 0, 1$) (0x0048, 0x004C)

RMT_CARRIER_HIGH_CH n	RMT_CARRIER_LOW_CH n	Reset
31 0x40	16 15 0x40	0 Reset

RMT_CARRIER_LOW_CH n This field is used to configure carrier wave's low level clock period for channel n . (R/W)

RMT_CARRIER_HIGH_CH n This field is used to configure carrier wave's high level clock period for channel n . (R/W)

Register 27.15. RMT_CH m _RX_CARRIER_RM_REG ($m = 2, 3$) (0x0050, 0x0054)

RMT_CARRIER_HIGH_THRES_CH m	RMT_CARRIER_LOW_THRES_CH m	Reset
31 0x00	16 15 0x00	0 Reset

RMT_CARRIER_LOW_THRES_CH m The low level period in a carrier modulation mode is $(RMT_CARRIER_LOW_THRES_CHm + 1)$ for channel m . (R/W)

RMT_CARRIER_HIGH_THRES_CH m The high level period in a carrier modulation mode is $(RMT_CARRIER_HIGH_THRES_CHm + 1)$ for channel m . (R/W)

Register 27.16. RMT_CH n _TX_LIM_REG ($n = 0, 1$) (0x0058, 0x005C)

The diagram illustrates the bit field layout for Register 27.16. RMT_CH n _TX_LIM_REG. The register is 32 bits wide, with bit 31 being the most significant bit and bit 0 being the least significant bit. The fields are as follows:

31	21	20	19	18	9	8	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0x80					Reset		

- (reserved)**: Bits 31 to 21.
- RMT_LOOP_COUNT_RESET_CH n** : Bit 20.
- RMT_TX_LOOP_CNT_EN_CH n** : Bit 19.
- RMT_TX_LOOP_NUM_CH n** : Bits 18 to 9.
- RMT_TX_LIM_CH n** : Bit 8.
- Reset**: Bit 0.

RMT_TX_LIM_CH n This field is used to configure the maximum entries that channel n can send out.
(R/W)

RMT_TX_LOOP_NUM_CH n This field is used to configure the maximum loop count when continuous TX mode is enabled. (R/W)

RMT_TX_LOOP_CNT_EN_CH n This bit is the enable bit for loop counting. (R/W)

RMT_LOOP_COUNT_RESET_CH n This bit is used to reset the loop count when continuous TX mode is enabled. (WT)

Register 27.17. RMT_TX_SIM_REG (0x006C)

The diagram illustrates the bit field layout for Register 27.17. RMT_TX_SIM_REG. The register is 32 bits wide, with bit 31 being the most significant bit and bit 0 being the least significant bit. The fields are as follows:

31	3	2	1	0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 Reset				

- (reserved)**: Bits 31 to 21.
- RMT_TX_SIM_EN**: Bit 20.
- RMT_TX_SIM_CH1**: Bit 19.
- RMT_TX_SIM_CH0**: Bit 18.
- Reset**: Bit 0.

RMT_TX_SIM_CH0 Set this bit to enable channel 0 to start sending data synchronously with other enabled channels. (R/W)

RMT_TX_SIM_CH1 Set this bit to enable channel 1 to start sending data synchronously with other enabled channels. (R/W)

RMT_TX_SIM_EN This bit is used to enable multiple of channels to start sending data synchronously.
(R/W)

Register 27.18. RMT_CH m _RX_LIM_REG ($m = 2, 3$) (0x0060, 0x0064)

RMT_CH m _RX_LIM_REG																													
(reserved)																													
31																													
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0x80

RMT_RX_LIM_CH m This field is used to configure the maximum entries that channel m can receive.
(R/W)

Register 27.19. RMT_DATE_REG (0x00CC)

RMT_RMT_DATE																														
(reserved)																														
31																													0	
0	0	0	0																										0x2006231	Reset

RMT_DATE Version control register. (R/W)

28 On-Chip Sensor and Analog Signal Processing

28.1 Overview

ESP32-C3 provides the following on-chip sensor and analog signal processing peripherals:

- Two 12-bit Successive Approximation ADCs (SAR ADCs): SAR ADC1 and SAR ADC2, for measuring analog signals from six channels.
- One temperature sensor for measuring the internal temperature of the ESP32-C3 chip.

28.2 SAR ADCs

28.2.1 Overview

ESP32-C3 integrates two 12-bit SAR ADCs, which are able to measure analog signals from up to six pins. It is also possible to measure internal signals, such as vdd33. The SAR ADCs are managed by two dedicated controllers:

- DIG ADC controller: drives [Digital_Reader0](#) and [Digital_Reader1](#) to sample channel voltages of SAR ADC1 and SAR ADC2, respectively. This DIG ADC controller supports high-performance multi-channel scanning and DMA continuous conversion.
- PWDET controller: monitors RF power. Note this controller is only for RF internal use.

28.2.2 Features

- Each SAR ADC has its own ADC Reader module ([Digital_Reader0](#) or [Digital_Reader1](#)), which can be configured and operated separately.
- Support 12-bit sampling resolution
- Support sampling the analog voltages from up to six pins
- DIG ADC controller:
 - Provides separate control modules for one-time sampling and multi-channel scanning.
 - One-time sampling and multi-channel scanning can be run independently on each ADC.
 - Channel scanning sequence in multi-channel scanning mode is user-defined.
 - Provides two filters with configurable filter coefficient.
 - Supports threshold monitoring. An interrupt will be triggered when the sampled value is greater than the pre-set high threshold or less than the pre-set low threshold.
 - Supports DMA
- PWDET controller: monitors RF power (for internal use only)

28.2.3 Functional Description

The major components of SAR ADCs and their interconnections are shown in Figure 28-1.

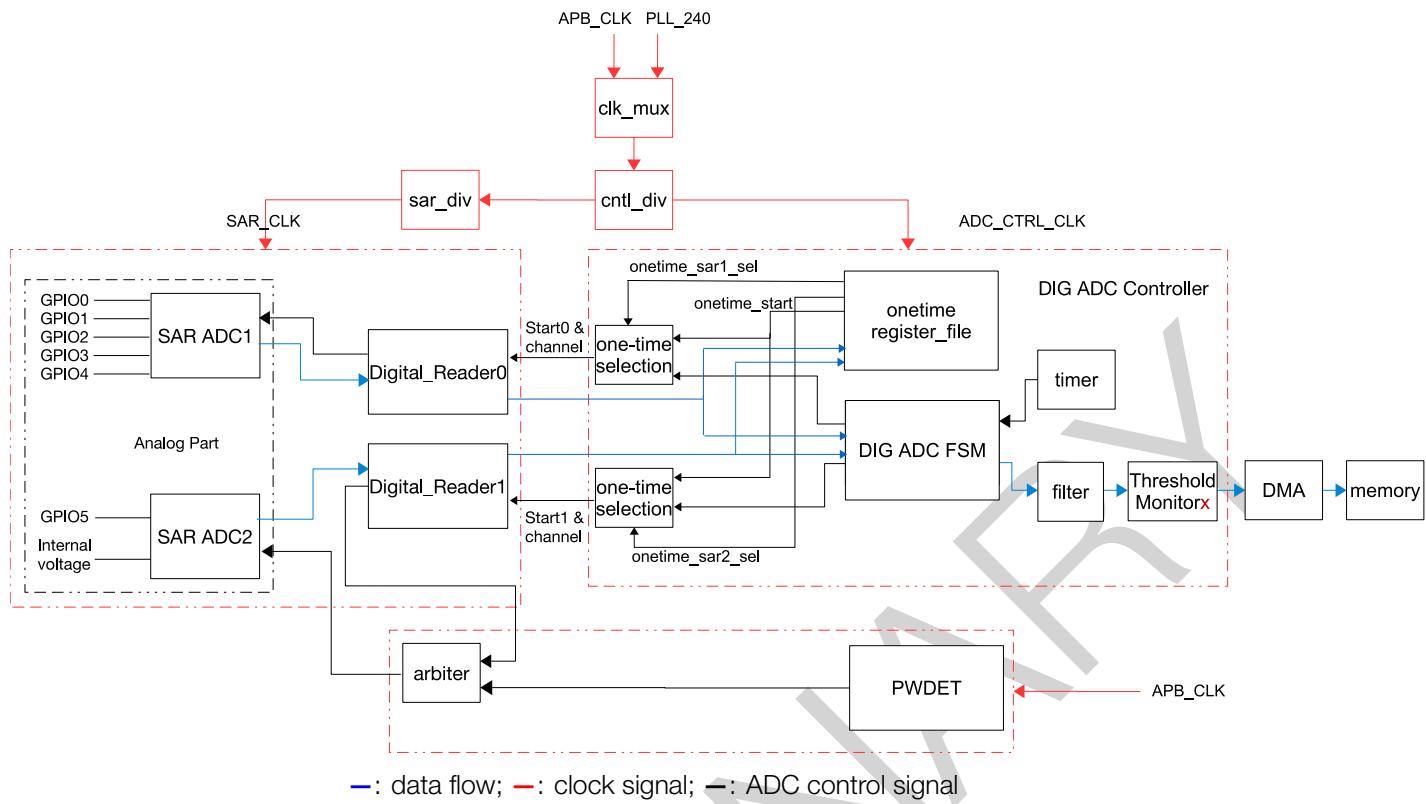


Figure 28-1. SAR ADCs Function Overview

As shown in Figure 28-1, the SAR ADC module consists of the following components:

- SAR ADC1: measures voltages from up to five channels.
- SAR ADC2: measures the voltage from one channel, or measures the internal signals such as vdd33.
- Clock management: selects clock sources and their dividers:
 - Clock sources: can be APB_CLK or PLL_240.
 - Divided Clocks:
 - * SAR_CLK: operating clock for SAR ADC1, SAR ADC2, Digital_Reader0, and Digital_Reader1.
Note that the divider (sar_div) of SAR_ADC must be no less than 2.
 - * ADC_CTRL_CLK: operating clock for DIG ADC FSM.
- Arbiter: this arbiter determines which controller is selected as the ADC2's working controller, DIG ADC controller or PWDET controller.
- Digital_Reader0 (driven by DIG ADC FSM): reads data from SAR ADC1.
- Digital_Reader1 (driven by DIG ADC FSM): reads data from SAR ADC2.
- DIG ADC FSM: generates the signals required throughout the ADC sampling process.
- Threshold monitor_x: threshold monitor 1 and threshold monitor 2. The monitor_x will trigger a interrupt when the sampled value is greater than the pre-set high threshold or less than the pre-set low threshold.

The following sections describe the individual components in details.

28.2.3.1 Input Signals

In order to sample an analog signal, an SAR ADC must first select the analog pin or internal signal to measure via an internal multiplexer. A summary of all the analog signals that may be sent to the SAR ADC module for processing by either ADC1 or ADC2 are presented in Table 28-1.

Table 28-1. SAR ADC Input Signals

Signal	Channel	ADC Selection
GPIO0	0	SAR ADC1
GPIO1	1	
GPIO2	2	
GPIO3	3	
GPIO4	4	
GPIO5	0	SAR ADC2
Internal voltage	n/a	

28.2.3.2 ADC Conversion and Attenuation

When the SAR ADCs convert an analog voltage, the resolution (12-bit) of the conversion spans voltage range from 0 mV to V_{ref} . V_{ref} is the SAR ADC's internal reference voltage. The output value of the conversion (data) is mapped to analog voltage V_{data} using the following formula:

$$V_{data} = \frac{V_{ref}}{4095} \times data$$

In order to convert voltages larger than V_{ref} , input signals can be attenuated before being input into the SAR ADCs. The attenuation can be configured to 0 dB, 2.5 dB, 6 dB, and 12 dB.

28.2.3.3 DIG ADC Controller

The clock of the DIG ADC controller is quite fast, thus the sample rate is high. For more information, see Section ADC Characteristics in [ESP32-C3 Series Datasheet](#).

This controller supports:

- up to 12-bit sampling resolution
- software-triggered one-time sampling
- timer-triggered multi-channel scanning

The configuration of a one-time sampling triggered by the software is as follows:

- Select SAR ADC1 or SAR ADC2 to perform a one-time sampling:
 - if `APB_SARADC1_ONETIME_SAMPLE` is set, SAR ADC1 is selected.
 - if `APB_SARADC2_ONETIME_SAMPLE` is set, SAR ADC2 is selected.
- Configure `APB_SARADC_ONETIME_CHANNEL` to select one channel to sample.
- Configure `APB_SARADC_ONETIME_ATTEN` to set attenuation.

- Configure APB_SARADC_ONETIME_START to start this one-time sampling.
- On completion of sampling, APB_SARADC_ADC \times _DONE_INT_RAW interrupt is generated. Software can use this interrupt to initiate reading of the sample values from APB_SARADC_ADC \times _DATA. \times can be 1 or 2. 1: SAR ADC1; 2: SAR ADC2.

If the timer-triggered multi-channel scanning is selected, follow the configuration below. Note that in this mode, the scan sequence is performed according to the configuration entered into pattern table.

- Configure APB_SARADC_TIMER_TARGET to set the trigger target for DIG ADC timer. When the timer counting reaches two times of the pre-configured cycle number, a sampling operation is triggered. For the working clock of the timer, see Section 28.2.3.4.
- Configure APB_SARADC_TIMER_EN to enable the timer.
- When the timer times out, it drives DIG ADC FSM to start sampling according to the pattern table;
- Sampled data is automatically stored in memory via DMA. An interrupt is triggered once the scan is completed.

Note:

Any SAR ADC can not be configured to perform both one-time sampling and multi-channel scanning at the same time. Therefore, if a pattern table is configured to use any SAR ADC for multi-channel scanning, then this SAR ADC can not be configured to perform one-time sampling.

28.2.3.4 DIG ADC Clock

Two clocks can be used as the working clock of DIG ADC controller, depending on the configuration of APB_SARADC_CLK_SEL:

- 1: Select the clock (ADC_CTRL_CLK) divided from PLL_240.
- 2: Select APB_CLK.

If ADC_CTRL_CLK is selected, users can configure the divider by APB_SARADC_CLKM_DIV_NUM. Note that due to speed limits of SAR ADCs, the operating clock of Digital_Reader0, SAR ADC1, Digital_Reader1, and SAR ADC2 is SAR_CLK, the frequency of which affects the sampling precision. The lower the frequency, the higher the precision. SAR_CLK is divided from ADC_CTRL_CLK. The divider coefficient is configured by APB_SARADC_SAR_CLK_DIV.

The ADC needs 25 SAR_CLK clock cycles per sample, so the maximum sampling rate is limited by the SAR_CLK frequency.

28.2.3.5 DMA Support

DIG ADC controller supports direct memory access via peripheral DMA, which is triggered by DIG ADC timer. Users can switch the DMA data path to DIG ADC by configuring APB_SARADC_APB_ADC_TRANS via software. For specific DMA configuration, please refer to Chapter 2 *GDMA Controller (GDMA)*.

28.2.3.6 DIG ADC FSM

Overview

Figure 28-2 shows the diagram of DIG ADC FSM.

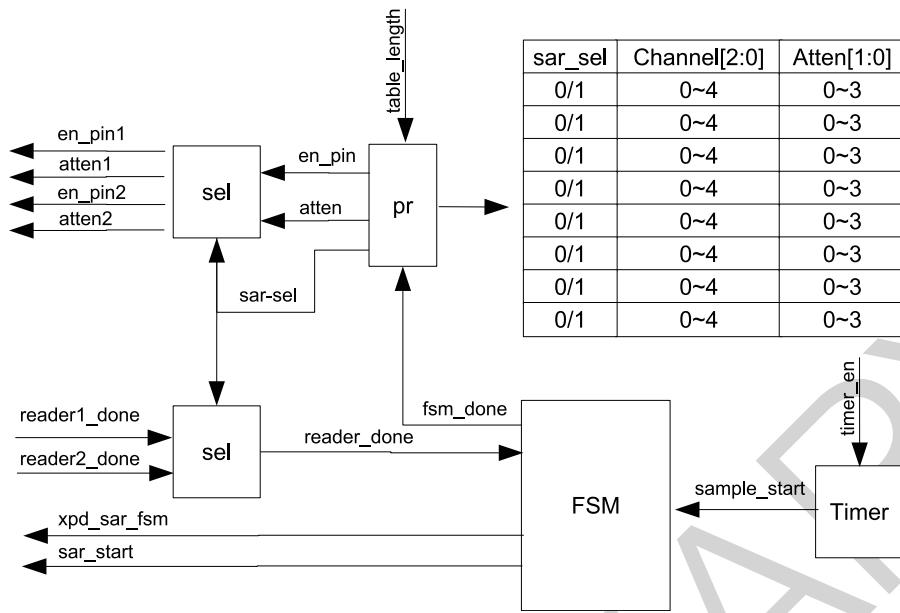


Figure 28-2. Diagram of DIG ADC FSM

Wherein:

- Timer: a dedicated timer for DIG ADC controller, to generate a sample_start signal.
- pr: the pointer to pattern table entries. FSM sends out corresponding signals based on the configuration of the pattern table entry that the pointer points to.

The execution process is as follows:

- Configure APB_SARADC_TIMER_EN to enable the DIG ADC timer. The timeout event of this timer triggers an sample_start signal. This signal drives the FSM module to start sampling.
- When the FSM module receives the sample_start signal, it starts the following operations:
 - Power up SAR ADC.
 - Select SAR ADC1 or SAR ADC2 as the working ADC, configure the ADC channel and attenuation, based on the pattern table entry that the current pr points to.
 - According to the configuration information, output the corresponding en_pad and atten signals to the analog side.
 - Initiate the sar_start signal and start sampling.
- When the FSM receives the reader_done signal from ADC Reader (Digital_Reader0 or Digital_Reader1), it will
 - stop sampling,
 - transfer the data to the filter, and then threshold monitor transfers the data to memory via DMA,
 - update the pattern table pointer pr and wait for the next sampling. Note that if the pointer pr is smaller than APB_SARADC_SAR_PATT_LEN (table_length), then pr = pr + 1, otherwise, pr is cleared.

Pattern Table

There is one pattern table in the controller, consisting of the [APB_SARADC_SAR_PATT_TAB1_REG](#) and [APB_SARADC_SAR_PATT_TAB2_REG](#) registers, see Figure 28-3 and Figure 28-4:

(reserved)								cmd3	cmd2		cmd1		cmd0
31				24	23	18	17	12	11	6	5	0	
0	0	0	0	0	0	0	0	0x0000	0x0000	0x0000	0x0000	0x0000	

cmd *x* represents pattern table entries. *x* here is the index, 0 ~ 3.

Figure 28-3. APB_SARADC_SAR_PATT_TAB1_REG and Pattern Table Entry 0 - Entry 3

(reserved)								cmd7	cmd6		cmd5		cmd4
31				24	23	18	17	12	11	6	5	0	
0	0	0	0	0	0	0	0	0x0000	0x0000	0x0000	0x0000	0x0000	

cmd *x* represents pattern table entries. *x* here is the index, 4 ~ 7.

Figure 28-4. APB_SARADC_SAR_PATT_TAB2_REG and Pattern Table Entry 4 - Entry 7

Each register consists of four 6-bit pattern table entries. Each entry is composed of three fields that contain working ADC, ADC channel and attenuation information, as shown in Table 28-5.

sar_sel	ch_sel	atten
5	4	3 1 0
x	xx	x x

Figure 28-5. Pattern Table Entry

atten Attenuation. 0: 0 dB; 1: 2.5 dB; 2: 6 dB; 3: 12 dB.

ch_sel ADC channel, see Table 28-1.

sar_sel Working ADC. 0: SAR ARC1; 1: SAR ADC2.

Configuration of multi-channel scanning

In this example, two channels are selected for multi-channel scanning:

- Channel 2 of SAR ADC1, with the attenuation of 12 dB
- Channel 0 of SAR ADC2, with the attenuation of 2.5 dB

The detailed configuration is as follows:

- Configure the first pattern table entry (cmd0):

sar_sel	ch_sel	atten		
5	4	3	1	0
0	2	3		

Figure 28-6. cmd0 Configuration

atten write the value of 3 to this field, to set the attenuation to 12 dB.

ch_sel write the value of 2 to this field, to select channel 2 (see Table 28-1).

sar_sel write the value of 0 to this bit, to select SAR ADC1 as the working ADC.

- Configure the second pattern table entry (cmd1):

sar_sel	ch_sel	atten		
5	4	3	1	0
1	0	1		

Figure 28-7. cmd1 configuration

atten write the value of 1 to this field, to set the attenuation to 2.5 dB.

ch_sel write the value of 0 to this field, to select channel 0 (see Table 28-1).

sar_sel write the value of 1 to this bit, to select SAR ADC2 as the working ADC.

- Configure APB_SARADC_SAR_PATT_LEN to 1, i.e., set pattern table length to (this value + 1 = 2). Then pattern table entries cmd0 and cmd1 will be used.
- Enable the timer, then DIG ADC controller starts scanning the two channels in cycles, as configured in the pattern table entries.

DMA Data Format

The ADC eventually passes 32-bit data to the DMA, see the figure below.

31	reserved	17	16	15	13	12	11	reserved	data	0
xx		x	xxx	x	x			x		x

Figure 28-8. DMA Data Format

data SAR ADC read value, 12-bit

ch_sel Channel, 3-bit

sar_sel SAR ADC selection, 1-bit

28.2.3.7 ADC Filters

The DIG ADC controller provides two filters for automatic filtering of sampled ADC data. Both filters can be configured to any channel of either SAR ADC and then filter the sampled data for the target channel. The filter's formula is shown below:

$$data_{cur} = \frac{(k - 1)data_{prev}}{k} + \frac{data_{in}}{k} - 0.5$$

- $data_{cur}$: the filtered data value.
- $data_{in}$: the sampled data value from the ADC.
- $data_{prev}$: the last filtered data value.
- k : the filter coefficient.

The filters are configured as follows:

- Configure APB_SARADC_FILTER_CHANNEL x to select the ADC channel for filter x ;
- Configure APB_SARADC_FILTER_FACTOR x to set the coefficient for filter x ;

Note that x is used here as the placeholder of filter index. 0: filter 0; 1: filter 1.

28.2.3.8 Threshold Monitoring

DIG ADC controller contains two threshold monitors that can be configured to monitor on any channel of SAR ADC1 and SAR ADC2. A high threshold interrupt is triggered when the ADC sample value is larger than the pre-configured high threshold, and a low threshold interrupt is triggered if the sample value is lower than the pre-configured low threshold.

The configuration of threshold monitoring is as follows:

- Set APB_SARADC_THRES x _EN to enable threshold monitor x .
- Configure APB_SARADC_THRES x _LOW to set a low threshold;
- Configure APB_SARADC_THRES x _HIGH to set a high threshold;
- Configure APB_SARADC_THRES x _CHANNEL to select the SAR ADC and the channel to monitor.

Note that x is used here as the placeholder of monitor index. 0: monitor 0; 1: monitor 1.

28.2.3.9 SAR ADC2 Arbiter

SAR ADC2 can be controlled by two controllers, namely, DIG ADC controller and PWDET controller. To avoid any possible conflicts and to improve the efficiency of SAR ADC2, ESP32-C3 provides an arbiter for SAR ADC2. The arbiter supports fair arbitration and fixed priority arbitration.

- Fair arbitration mode (cyclic priority arbitration) can be enabled by clearing APB_SARADC_ADC_ARB_FIX_PRIORITY.
- In fixed priority arbitration, users can set APB_SARADC_ADC_ARB_APB_PRIORITY (for DIG ADC controller) and APB_SARADC_ADC_ARB_WIFI_PRIORITY (for PWDET controller), to configure the priorities for these controllers. A larger value indicates a higher priority.

The arbiter ensures that a higher priority controller can always start a conversion (sample) when required, regardless of whether a lower priority controller already has a conversion in progress. If a higher priority controller starts a conversion whilst the ADC already has a conversion in progress from a lower priority controller, the conversion in progress will be interrupted (stopped). The higher priority controller will then start its conversion. A lower priority controller will not be able to start a conversion whilst the ADC has a conversion in progress from a higher priority controller.

Therefore, certain data flags are embedded into the output data value to indicate whether the conversion is valid or not.

- The data flag for DIG ADC controller is the {sar_sel, ch_sel} bits in DMA data, see Figure 28-8.
 - 4'b1111: Conversion is interrupted.
 - 4'b1110: Conversion is not started.
 - Corresponding channel No.: The data is valid.
- The data flag for PWDET controller is the two higher bits of the sampling result.
 - 2'b10: Conversion is interrupted.
 - 2'b01: Conversion is not started.
 - 2'b00: The data is valid.

Users can configure `APB_SARADC_ADC_ARB_GRANT_FORCE` to mask the arbiter, and set `APB_SARADC_ADC_ARB_WIFI_FORCE` or `APB_SARADC_ADC_ARB_APB_FORCE` to authorize corresponding controllers.

28.3 Temperature Sensor

28.3.1 Overview

ESP32-C3 provides a temperature sensor to monitor temperature changes inside the chip in real time.

28.3.2 Features

The temperature sensor has the following features:

- Supports software triggering and, once triggered, the data can be read continuously
- Configurable temperature offset based on the environment, to improve the accuracy
- Adjustable measurement range

28.3.3 Functional Description

The temperature sensor can be started by software as follows:

- Set `APB_SARADC_TSENS_PU` to start XPD_SAR, and then to enable temperature sensor;
- Wait for `APB_SARADC_TSENS_XPD_WAIT` clock cycles till the reset of temperature sensor is released, the sensor starts measuring the temperature;
- Wait for a while and then read the data from `APB_SARADC_TSENS_OUT`. The output value gradually approaches the actual temperature linearly as the measurement time increases.

The actual temperature (°C) can be obtained by converting the output of temperature sensor via the following formula:

$$T(\text{°C}) = 0.4386 * \text{VALUE} - 27.88 * \text{offset} - 20.52$$

`VALUE` in the formula is the output of the temperature sensor, and the offset is determined by the temperature offset `TSENS_DAC`. Users can set I2C register `I2C_SARADC_TSENS_ADC` to configure `TSENS_DAC` according to the actual environment (the temperature range) and Table 28-2.

Table 28-2. Temperature Offset

TSENS_DAC	Temperature Offset (°C)	Measurement Range (°C)
5	-2	50 ~ 125
13 or 7	-1	20 ~ 100
15	0	-10 ~ 80
11 or 14	1	-30 ~ 50
10	2	-40 ~ 20

28.4 Interrupts

- APB_SARADC_ADC1_DONE_INT: Triggered when SAR ADC1 completes one data conversion.
- APB_SARADC_ADC2_DONE_INT: Triggered when SAR ADC2 completes one data conversion.
- APB_SARADC_THRES_x_HIGH_INT: Triggered when the sampling value is higher than the high threshold of monitor _x.
- APB_SARADC_THRES_x_LOW_INT: Triggered when the sampling value is lower than the low threshold of monitor _x.

28.5 Register Summary

The addresses in this section are relative to the ADC controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Name	Description	Address	Access
Configuration Registers			
APB_SARADC_CTRL_REG	SAR ADC control register 1	0x0000	R/W
APB_SARADC_CTRL2_REG	SAR ADC control register 2	0x0004	R/W
APB_SARADC_FILTER_CTRL1_REG	Filtering control register 1	0x0008	R/W
APB_SARADC_SAR_PATT_TAB1_REG	Pattern table register 1	0x0018	R/W
APB_SARADC_SAR_PATT_TAB2_REG	Pattern table register 2	0x001C	R/W
APB_SARADC_ONETIME_SAMPLE_REG	Configuration register for one-time sampling	0x0020	R/W
APB_SARADC_APB_ADC_ARB_CTRL_REG	SAR ADC2 arbiter configuration register	0x0024	R/W
APB_SARADC_FILTER_CTRL0_REG	Filtering control register 0	0x0028	R/W
APB_SARADC_1_DATA_STATUS_REG	SAR ADC1 sampling data register	0x002C	RO
APB_SARADC_2_DATA_STATUS_REG	SAR ADC2 sampling data register	0x0030	RO
APB_SARADC_THRES0_CTRL_REG	Sampling threshold control register 0	0x0034	R/W
APB_SARADC_THRES1_CTRL_REG	Sampling threshold control register 1	0x0038	R/W
APB_SARADC_THRES_CTRL_REG	Sampling threshold control register	0x003C	R/W
APB_SARADC_INT_ENA_REG	Enable register of SAR ADC interrupts	0x0040	R/W

Name	Description	Address	Access
APB_SARADC_INT_RAW_REG	Raw register of SAR ADC interrupts	0x0044	RO
APB_SARADC_INT_ST_REG	State register of SAR ADC interrupts	0x0048	RO
APB_SARADC_INT_CLR_REG	Clear register of SAR ADC interrupts	0x004C	WO
APB_SARADC_DMA_CONF_REG	DMA configuration register for SAR ADC	0x0050	R/W
APB_SARADC_APB_ADC_CLKM_CONF_REG	SAR ADC clock control register	0x0054	R/W
APB_SARADC_APB_TSENS_CTRL_REG	Temperature sensor control register 1	0x0058	varies
APB_SARADC_APB_TSENS_CTRL2_REG	Temperature sensor control register 2	0x005C	R/W
APB_SARADC_CALI_REG	SAR ADC calibration register	0x0060	R/W
APB_SARADC_APB_CTRL_DATE_REG	Version control register	0x03FC	R/W

28.6 Register

The addresses in this section are relative to the ADC controller base address provided in Table 3-4 in Chapter 3 *System and Memory*.

Register 28.1. APB_SARADC_CTRL_REG (0x0000)

31	30	29	28	27	26	24	23	22	18	17	15	14	7	6	5	2	1	0
1	0	0	0	0	0	0	0	0	0	0	0	0	7	4	1	0	0	0

Reset

APB_SARADC_START_FORCE 0: select FSM to start SAR ADC. 1: select software to start SAR ADC. (R/W)

APB_SARADC_START Write 1 here to start the SAR ADC by software. Valid only when APB_SARADC_START_FORCE = 1. (R/W)

APB_SARADC_SAR_CLK_GATED SAR ADC clock gate enable bit. (R/W)

APB_SARADC_SAR_CLK_DIV SAR ADC clock divider. This value should be no less than 2. (R/W)

APB_SARADC_SAR_PATT_LEN Configure how many pattern table entries will be used. If this field is set to 1, then pattern table entries (cmd0) and (cmd1) will be used. (R/W)

APB_SARADC_SAR_PATT_P_CLEAR Clear the pointer of pattern table entry for DIG ADC controller. (R/W)

APB_SARADC_XPD_SAR_FORCE Force select XPD SAR. (R/W)

APB_SARADC_WAIT_ARB_CYCLE The clock cycles of waiting arbitration signal stable after SAR_DONE. (R/W)

Register 28.2. APB_SARADC_CTRL2_REG (0x0004)

(reserved)	APB_SARADC_TIMER_EN	APB_SARADC_TIMER_TARGET	(reserved)	APB_SARADC_SAR2_INV	APB_SARADC_MAX_MEAS_NUM	APB_SARADC_MEAS_NUM_LIMIT
31	25 24 23	10	12 11 10 9 8	1 0	255	0 Reset
0	0	0	0	0	0	0

APB_SARADC_MEAS_NUM_LIMIT Enable the limitation of SAR ADCs maximum conversion times.

(R/W)

APB_SARADC_MAX_MEAS_NUM The SAR ADCs maximum conversion times. (R/W)

APB_SARADC_SAR1_INV Write 1 here to invert the data of SAR ADC1. (R/W)

APB_SARADC_SAR2_INV Write 1 here to invert the data of SAR ADC2. (R/W)

APB_SARADC_TIMER_TARGET Set SAR ADC timer target. (R/W)

APB_SARADC_TIMER_EN Enable SAR ADC timer trigger. (R/W)

Register 28.3. APB_SARADC_FILTER_CTRL1_REG (0x0008)

APB_SARADC_FILTER_FACTOR1 The filter coefficient for SAR ADC filter 1. (R/W)

APB_SARADC_FILTER_FACTOR0 The filter coefficient for SAR ADC filter 0. (R/W)

Register 28.4. APB_SARADC_SAR_PATT_TAB1_REG (0x0018)

APB_SARADC_SAR_PATT_TAB1										
(reserved)										
31	24	23								0
0	0	0	0	0	0	0	0	0	0x0000	Reset

APB_SARADC_SAR_PATT_TAB1 Pattern table entries 0 ~ 3 (each entry is six bits). (R/W)

Register 28.5. APB_SARADC_SAR_PATT_TAB2_REG (0x001C)

APB_SARADC_SAR_PATT_TAB2										
(reserved)										
31	24	23								0
0	0	0	0	0	0	0	0	0	0x0000	Reset

APB_SARADC_SAR_PATT_TAB2 Pattern table entries 4 ~ 7 (each entry is six bits). (R/W)

Register 28.6. APB_SARADC_ONETIME_SAMPLE_REG (0x0020)

APB_SARADC1_ONETIME_SAMPLE																
APB_SARADC2_ONETIME_SAMPLE																
APB_SARADC_ONETIME_START																
APB_SARADC_ONETIME_CHANNEL																
APB_SARADC_ONETIME_ATTEN																
(reserved)																
31	30	29	28	25	24	23	22								0	
0	0	0	13	0	0	0	0	0	0	0	0	0	0	0	0	Reset

APB_SARADC_ONETIME_ATTEN Configure the attenuation for a one-time sampling. (R/W)

APB_SARADC_ONETIME_CHANNEL Configure the channel for a one-time sampling. (R/W)

APB_SARADC_ONETIME_START Start SAR ADC one-time sampling. (R/W)

APB_SARADC2_ONETIME_SAMPLE Enable SAR ADC2 one-time sampling. (R/W)

APB_SARADC1_ONETIME_SAMPLE Enable SAR ADC1 one-time sampling. (R/W)

Register 28.7. APB_SARADC_APB_ADC_ARB_CTRL_REG (0x0024)

APB_SARADC_ADC_ARB_APB_FORCE SAR ADC2 arbiter forces to enable DIG ADC controller.
(R/W)

APB_SARADC_ADC_ARB_WIFI_FORCE SAR ADC2 arbiter forces to enable PWDET controller.
(R/W)

APB_SARADC_ADC_ARB_GRANT_FORCE ADC2 arbiter force grant. (R/W)

APB_SARADC_ADC_ARB_APB_PRIORITY Set DIG ADC controller priority. (R/W)

APB_SARADC_ADC_ARB_WIFI_PRIORITY Set PWDET controller priority. (R/W)

APB_SARADC_ADC_ARB_FIX_PRIORITY ADC2 arbiter uses fixed priority. (R/W)

Register 28.8. APB_SARADC_FILTER_CTRL0_REG (0x0028)

Register map for APB_SARADC_FILTER:

31	30	26	25	22	21	18	17	0																						
0	0	0	0	0	0	13	13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

Bit Descriptions:

- 31: APB_SARADC_FILTER_RESET
- 26-0: APB_SARADC_FILTER_CHANNEL0 (bit 26) and APB_SARADC_FILTER_CHANNEL1 (bits 25-0)
- 0: (reserved)

APB_SARADC_FILTER_CHANNEL1 The filter channel for SAR ADC filter 1. (R/W)

APB_SARADC_FILTER_CHANNEL0 The filter channel for SAR ADC filter 0. (R/W)

APB_SARADC_FILTER_RESET Reset SAR ADC1 filter. (R/W)

Register 28.9. APB_SARADC_1_DATA_STATUS_REG (0x002C)

31			17	16			0
0	0	0	0	0	0	0	0

Reset

APB_SARADC_ADC1_DATA SAR ADC1 conversion data. (RO)

Register 28.10. APB_SARADC_2_DATA_STATUS_REG (0x0030)

31			17	16			0
0	0	0	0	0	0	0	0

Reset

APB_SARADC_ADC2_DATA SAR ADC2 conversion data. (RO)

Register 28.11. APB_SARADC_THRES0_CTRL_REG (0x0034)

31	30			18	17			5	4	3	0
0				0				0x1ff		13	Reset

APB_SARADC_THRES0_CHANNEL The channel for SAR ADC monitor 0. (R/W)

APB_SARADC_THRES0_HIGH The high threshold for SAR ADC monitor 0. (R/W)

APB_SARADC_THRES0_LOW The low threshold for SAR ADC monitor 0. (R/W)

Register 28.12. APB_SARADC_THRES1_CTRL_REG (0x0038)

(reserved)		APB_SARADC_THRES1_LOW		APB_SARADC_THRES1_HIGH		(reserved)		APB_SARADC_THRES1_CHANNEL	
31	30			18	17			5	4
0	0	0	0	0x1ff	0	0	13	0	Reset

APB_SARADC_THRES1_CHANNEL The channel for SAR ADC monitor 1. (R/W)

APB_SARADC_THRES1_HIGH The high threshold for SAR ADC monitor 1. (R/W)

APB_SARADC_THRES1_LOW The low threshold for SAR ADC monitor 1. (R/W)

Register 28.13. APB_SARADC_THRES_CTRL_REG (0x003C)

(reserved)		APB_SARADC_THRES0_EN		APB_SARADC_THRES1_EN		APB_SARADC_THRES_ALL_EN		(reserved)	
31	30	29	28	27	26			0	Reset
0	0	0	0	0	0	0	0	0	0

APB_SARADC_THRES_ALL_EN Enable the threshold monitoring for all configured channels. (R/W)

APB_SARADC_THRES1_EN Enable threshold monitor 1. (R/W)

APB_SARADC_THRES0_EN Enable threshold monitor 0. (R/W)

Register 28.14. APB_SARADC_INT_ENA_REG (0x0040)

31	30	29	28	27	26	25	(reserved)														0	Reset
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

APB_SARADC_THRES1_LOW_INT_ENA Enable bit of APB_SARADC_THRES1_LOW_INT interrupt. (R/W)

APB_SARADC_THRES0_LOW_INT_ENA Enable bit of APB_SARADC_THRES0_LOW_INT interrupt. (R/W)

APB_SARADC_THRES1_HIGH_INT_ENA Enable bit of APB_SARADC_THRES1_HIGH_INT interrupt. (R/W)

APB_SARADC_THRES0_HIGH_INT_ENA Enable bit of APB_SARADC_THRES0_HIGH_INT interrupt. (R/W)

APB_SARADC_ADC2_DONE_INT_ENA Enable bit of APB_SARADC_ADC2_DONE_INT interrupt. (R/W)

APB_SARADC_ADC1_DONE_INT_ENA Enable bit of APB_SARADC_ADC1_DONE_INT interrupt. (R/W)

Register 28.15. APB_SARADC_INT_RAW_REG (0x0044)

31	30	29	28	27	26	25	(reserved)														0	Reset
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

- APB_SARADC_THRES1_LOW_INT_RAW** Raw bit of [APB_SARADC_THRES1_LOW_INT](#) interrupt.
(RO)
- APB_SARADC_THRES0_LOW_INT_RAW** Raw bit of [APB_SARADC_THRES0_LOW_INT](#) interrupt.
(RO)
- APB_SARADC_THRES1_HIGH_INT_RAW** Raw bit of [APB_SARADC_THRES1_HIGH_INT](#) interrupt.
(RO)
- APB_SARADC_THRES0_HIGH_INT_RAW** Raw bit of [APB_SARADC_THRES0_HIGH_INT](#) interrupt.
(RO)
- APB_SARADC_ADC2_DONE_INT_RAW** Raw bit of [APB_SARADC_ADC2_DONE_INT](#) interrupt.
(RO)
- APB_SARADC_ADC1_DONE_INT_RAW** Raw bit of [APB_SARADC_ADC1_DONE_INT](#) interrupt.
(RO)

Register 28.16. APB_SARADC_INT_ST_REG (0x0048)

APB_SARADC_ADC1_DONE_INT_ST	APB_SARADC_ADC2_DONE_INT_ST	APB_SARADC_THRES0_HIGH_INT_ST	APB_SARADC_THRES1_HIGH_INT_ST	APB_SARADC_THRES0_LOW_INT_ST	APB_SARADC_THRES1_LOW_INT_ST	(reserved)	0
31	30	29	28	27	26	25	0
0	0	0	0	0	0	0	0

APB_SARADC_THRES1_LOW_INT_ST Status of [APB_SARADC_THRES1_LOW_INT](#) interrupt.

(RO)

APB_SARADC_THRES0_LOW_INT_ST Status of [APB_SARADC_THRES0_LOW_INT](#) interrupt.

(RO)

APB_SARADC_THRES1_HIGH_INT_ST Status of [APB_SARADC_THRES1_HIGH_INT](#) interrupt.

(RO)

APB_SARADC_THRES0_HIGH_INT_ST Status of [APB_SARADC_THRES0_HIGH_INT](#) interrupt.

(RO)

APB_SARADC_ADC2_DONE_INT_ST Status of [APB_SARADC_ADC2_DONE_INT](#) interrupt. (RO)

APB_SARADC_ADC1_DONE_INT_ST Status of [APB_SARADC_ADC1_DONE_INT](#) interrupt. (RO)

Register 28.17. APB_SARADC_INT_CLR_REG (0x004C)

31	30	29	28	27	26	25	(reserved)														0	Reset
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

APB_SARADC_THRES1_LOW_INT_CLR Clear bit of [APB_SARADC_THRES1_LOW_INT](#) interrupt.
(WO)

APB_SARADC_THRES0_LOW_INT_CLR Clear bit of [APB_SARADC_THRES0_LOW_INT](#) interrupt.
(WO)

APB_SARADC_THRES1_HIGH_INT_CLR Clear bit of [APB_SARADC_THRES1_HIGH_INT](#) interrupt.
(WO)

APB_SARADC_THRES0_HIGH_INT_CLR Clear bit of [APB_SARADC_THRES0_HIGH_INT](#) interrupt.
(WO)

APB_SARADC_ADC2_DONE_INT_CLR Clear bit of [APB_SARADC_ADC2_DONE_INT](#) interrupt.
(WO)

APB_SARADC_ADC1_DONE_INT_CLR Clear bit of [APB_SARADC_ADC1_DONE_INT](#) interrupt.
(WO)

Register 28.18. APB_SARADC_DMA_CONF_REG (0x0050)

31	30	29											16	15					0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Reset

APB_SARADC_APP_ADC_EOF_NUM Generate dma_in_suc_eof when sample cnt = eof_num.
(R/W)

APB_SARADC_APP_ADC_RESET_FSM Reset DIG ADC controller status. (R/W)

APB_SARADC_APP_ADC_TRANS When this bit is set, DIG ADC controller uses DMA. (R/W)

Register 28.19. APB_SARADC_APB_ADC_CLKM_CONF_REG (0x0054)

(reserved)	APB_SARADC_CLK_SEL	APB_SARADC_CLK_EN	APB_SARADC_CLKM_DIV_A	APB_SARADC_CLKM_DIV_B	APB_SARADC_CLKM_DIV_NUM	
31 0 0 0 0 0 0 0 0	23 0	22 0	21 19	14 13	8 7	0 Reset

APB_SARADC_CLKM_DIV_NUM The integer part of ADC clock divider. Divider value = APB_SARADC_CLKM_DIV_NUM + APB_SARADC_CLKM_DIV_B/APB_SARADC_CLKM_DIV_A. (R/W)

APB_SARADC_CLKM_DIV_B The numerator value of fractional clock divider. (R/W)

APB_SARADC_CLKM_DIV_A The denominator value of fractional clock divider. (R/W)

APB_SARADC_CLK_EN Enable the SAR ADC register clock. (R/W)

APB_SARADC_CLK_SEL 0: Use APB_CLK as clock source, 1: use divided-down PLL_240 as clock source. (R/W)

Register 28.20. APB_SARADC_APB_TSENS_CTRL_REG (0x0058)

(reserved)	APB_SARADC_TSSENS_PU	APB_SARADC_TSSENS_CLK_DIV	APB_SARADC_TSSENS_IN_INV	(reserved)	APB_SARADC_TSSENS_OUT	
31 0 0 0 0 0 0 0 0	23 0	22 1	21 6	14 13 12 0 0 0 0 0 0	8 7 0x0	0 Reset

APB_SARADC_TSSENS_OUT Temperature sensor data out. (RO)

APB_SARADC_TSSENS_IN_INV Invert temperature sensor input value. (R/W)

APB_SARADC_TSSENS_CLK_DIV Temperature sensor clock divider. (R/W)

APB_SARADC_TSSENS_PU Temperature sensor power up. (R/W)

Register 28.21. APB_SARADC_APB_TSENS_CTRL2_REG (0x005C)

APB_SARADC_TSENS_XPD_WAIT The wait time before temperature sensor is powered up. (R/W)

APB_SARADC_TSENS_CLK_SEL Choose working clock for temperature sensor. 0: FOSC_CLK. 1: XTAL_CLK. (R/W)

Register 28.22. APB_SARADC_CALI_REG (0x0060)

APB_SARADC_CALI_CFG Configure the SAR ADC calibration factor. (R/W)

Register 28.23. APB_SARADC_APB_CTRL_DATE_REG (0x03FC)

APB_SARADC_DATE
0x2007171

APB_SARADC_DATE Version register. (R/W)

29 Related Documentation and Resources

Related Documentation

- [ESP32-C3 Series Datasheet](#) – Specifications of the ESP32-C3 hardware.
- *Certificates*
<http://espressif.com/en/support/documents/certificates>
- *Documentation Updates and Update Notification Subscription*
<http://espressif.com/en/support/download/documents>

Developer Zone

- [ESP-IDF Programming Guide for ESP32-C3](#) – Extensive documentation for the ESP-IDF development framework.
- *ESP-IDF* and other development frameworks on GitHub.
<http://github.com/espressif>
- *ESP32 BBS Forum* – Engineer-to-Engineer (E2E) Community for Espressif products where you can post questions, share knowledge, explore ideas, and help solve problems with fellow engineers.
<http://esp32.com/>
- *The ESP Journal* – Best Practices, Articles, and Notes from Espressif folks.
<http://blog.espressif.com/>
- See the tabs *SDKs and Demos*, *Apps*, *Tools*, *AT Firmware*.
<http://espressif.com/en/support/download/sdks-demos>

Products

- *ESP32-C3 Series SoCs* – Browse through all ESP32-C3 SoCs.
<http://espressif.com/en/products/socs?id=ESP32-C3>
- *ESP32-C3 Series Modules* – Browse through all ESP32-C3-based modules.
<http://espressif.com/en/products/modules?id=ESP32-C3>
- *ESP32-C3 Series DevKits* – Browse through all ESP32-C3-based devkits.
<http://espressif.com/en/products/devkits?id=ESP32-C3>
- *ESP Product Selector* – Find an Espressif hardware product suitable for your needs by comparing or applying filters.
<http://products.espressif.com/#/product-selector?language=en>

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<http://espressif.com/en/contact-us/sales-questions>

Glossary

Abbreviations for Peripherals

AES	AES (Advanced Encryption Standard) Accelerator
BOOTCTRL	Chip Boot Control
DS	Digital Signature
DMA	DMA (Direct Memory Access) Controller
eFuse	eFuse Controller
HMAC	HMAC (Hash-based Message Authentication Code) Accelerator
I2C	I2C (Inter-Integrated Circuit) Controller
I2S	I2S (Inter-IC Sound) Controller
LEDC	LED Control PWM (Pulse Width Modulation)
MCPWM	Motor Control PWM (Pulse Width Modulation)
PCNT	Pulse Count Controller
RMT	Remote Control Peripheral
RNG	Random Number Generator
RSA	RSA (Rivest Shamir Adleman) Accelerator
SDHOST	SD/MMC Host Controller
SHA	SHA (Secure Hash Algorithm) Accelerator
SPI	SPI (Serial Peripheral Interface) Controller
SYSTIMER	System Timer
TIMG	Timer Group
TWAI	Two-wire Automotive Interface
UART	UART (Universal Asynchronous Receiver-Transmitter) Controller
ULP Coprocessor	Ultra-low-power Coprocessor
USB OTG	USB On-The-Go
WDT	Watchdog Timers

Abbreviations for Registers

ISO	Isolation. When a module is power down, its output pins will be stuck in unknown state (some middle voltage). "ISO" registers will control to isolate its output pins to be a determined value, so it will not affect the status of other working modules which are not power down.
NMI	Non-maskable interrupt.
REG	Register.
R/W	Read/write. Software can read and write to these bits.
RO	Read-only. Software can only read these bits.
SYSREG	System Registers
WO	Write-only. Software can only write to these bits.

Revision History

Date	Version	Release notes
2021-10-28	v0.4	<p>Added the following chapters:</p> <ul style="list-style-type: none"> • Chapter 8 <i>Interrupt Matrix (INTMTRX)</i> • Chapter 14 <i>Debug Assist</i> • Chapter 23 <i>I2C Controller (I2C)</i> • Chapter 28 <i>On-Chip Sensor and Analog Signal Processing</i> • Chapter 29 <i>Related Documentation and Resources</i> <p>Updated the following Chapters:</p> <ul style="list-style-type: none"> • Chapter 4 <i>eFuse Controller (EFUSE)</i> • Chapter 27 <i>Remote Control Peripheral (RMT)</i>
2021-08-05	v0.3	<p>Added the following chapters:</p> <ul style="list-style-type: none"> • Chapter 9 <i>System Timer (SYSTIMER)</i> • Chapter 11 <i>Watchdog Timers (WDT)</i> • Chapter 12 <i>XTAL32K Watchdog Timers (XTWDT)</i> • Chapter 13 <i>System Registers (SYSREG)</i> • Chapter 18 <i>HMAC Accelerator (HMAC)</i> • Chapter 19 <i>Digital Signature (DS)</i> • Chapter 24 <i>USB Serial/JTAG Controller (USB_SERIAL_JTAG)</i> • Chapter 27 <i>Remote Control Peripheral (RMT)</i> <p>Updated the following Chapters:</p> <ul style="list-style-type: none"> • Chapter 4 <i>eFuse Controller (EFUSE)</i> • Chapter 5 <i>IO MUX and GPIO Matrix (GPIO, IO MUX)</i> • Chapter 7 <i>Chip Boot Control</i> • Chapter 25 <i>Two-wire Automotive Interface (TWAI)</i>
2021-05-27	v0.2	<p>Added the following chapters:</p> <ul style="list-style-type: none"> • Chapter 2 <i>GDMA Controller (GDMA)</i> • Chapter 4 <i>eFuse Controller (EFUSE)</i> • Chapter 10 <i>Timer Group (TIMG)</i> • Chapter 22 <i>UART Controller (UART)</i> • Chapter 26 <i>LED PWM Controller (LEDC)</i> <p>Updated the Chapter 5 <i>IO MUX and GPIO Matrix (GPIO, IO MUX)</i> Adjusted the order of chapters</p>
2021-04-08	v0.1	Preliminary release



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