

# CREATIVE WAYS TO LEVERAGE THE LPC804 MCU'S INTEGRATED PROGRAMMABLE LOGIC FEATURE

JUNE 2018



PUBLIC



SECURE CONNECTIONS  
FOR A SMARTER WORLD



# Agenda

- LPC800 Series Introduction/Recap
- MCUXpresso SW & Tools Overview
- The LPC804 MCU Programmable Logic Unit (PLU)
- The PLU Design Tool
- Application Examples
- Conclusion

# LPC Microcontrollers

Broad Market Leader

## Architecting Scalable MCU Families with Flexible Integration Enabling Fast Time & Platform Re-use

1

Innovative Arm®  
MCU Portfolio

2

Ecosystem &  
Partners

3

Supply, Longevity  
& Quality

4

Local  
Support Network

5

Extensive  
Software & Tools

- » Accelerating Transition from 8-bit to **Entry-level Arm® Cortex®-M0+ based MCUs**
- » **Low Power, High Performance MCUs** for Energy Conscious Application

# LPC 32-bit Microcontrollers for the Mass Market

Over 1B units shipped

>400 part numbers

Thriving ecosystem

Complementary professional development suite (HW/SW)

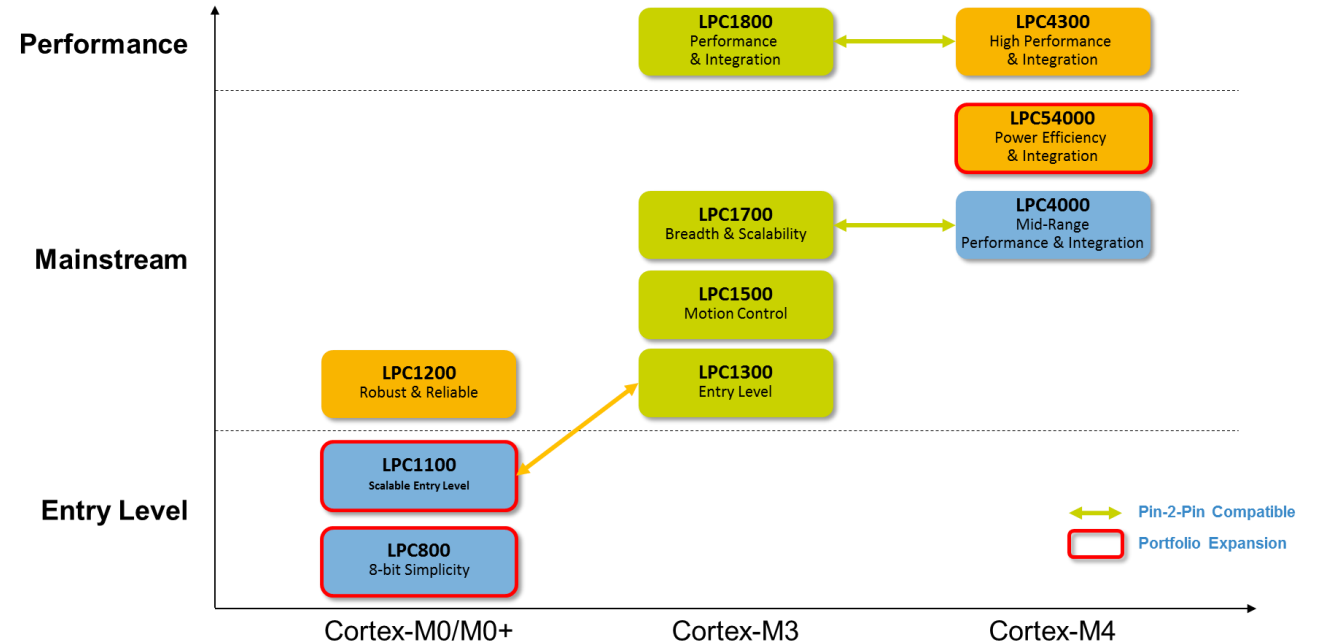
## Open Development Environment

- MCUXpresso IDE with Easy to Use Software Code Bundles
- Development, Debug & Expansion Boards
- Developer Community



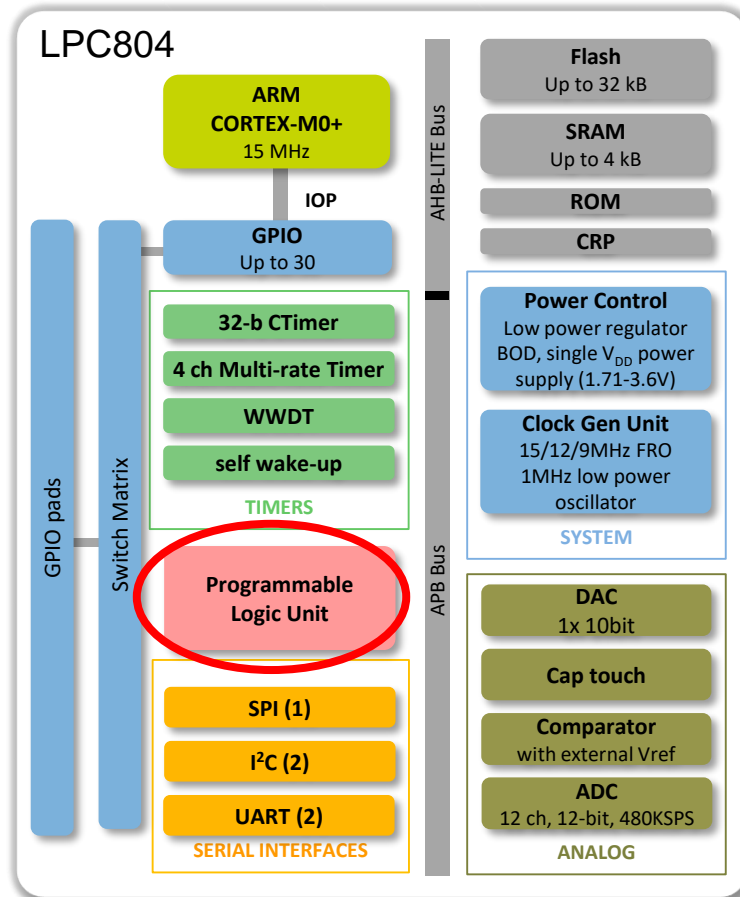
Easy Development

## Complete Portfolio of Cortex-M MCUs



Scalable Expansion

# LPC804 MCUs: 15MHz Cortex-M0+ with 32KB Flash



## System

- 15-MHz Cortex-M0+ Arm core
- Up to 32 kB EEPROM-based Flash, with 64 B page size
- Up to 4 kB RAM

## Serial connectivity and GPIOs

- 2 I<sup>2</sup>C (Fm), 1 SPI, 2 UART
- Up to 30 GPIOs with pattern matching and level shifting
- Switch matrix for flexible I/O pin assignment

## Analog

- 12-bit, 480ksps ADC
- Analog Comparator: 4 input pins
- 1x 10-bit DAC
- **Level shifter option**
- Capacitive Touch

## Timers

- 1x 32-bit CTimer
- 4-ch Multi-Rate Timer (MRT)
- Wakeup Timer
- Watchdog Timer
- **Programmable Logic Unit (PLU)**
- For customer defined sequential and combinational logic

Single **power supply**: 1.71 to 3.6V

**Temperature** range: -40 to +105 °C (ambient)

**Packages**: TSSOP20, TSSOP24, HVQFN33



# LPC800 Series Features

	LPC802	LPC804	LPC8N04	LPC811	LPC812	LPC832	LPC822	LPC834	LPC824	LPC844	LPC845
Frequency	15 MHz		8MHz	30 MHz						30 MHz	
Flash (KB)	16	32	32	8	16	16	16	32	32	64	64
SRAM (KB)	2	4	8	2	4	4	4	4	8	8	16
EEPROM (KB)			4								
FAIM (bits)										256	256
Internal Oscillator	FRO, +/-1%		FRO, +/-1%	IRC, 12MHz +/-1.5%						FRO, +/-1%	
Timer/PWM	32-b Ctimer, MRT		32/16-b CTimer	SCTimer						SCTimer + 32-b CTimer	
USART/SPI/I2C	2/1/1	2/1/2	0 / 1 / 1	2/1/1	3/2/1	1/2/1	3/2/4	1/2/1	3/2/4	2/2/2	5/2/4
CRC				1	1	1	1	1	1	1	1
DMA						18-ch				18-ch	
ADC	12-b 400 KSPS					12-b 1.2 MSPS				12-b 1.2 MSPS	
ACMP	1	1		1	1		1		1	1	1
DAC		1x 10-b									2x 10-b
Cap Touch		1									1
PLU		1									
Level Shifter	Yes										
Voltage	1.8-3.6V		1.72-3.6	1.8-3.6V						1.8-3.6V	
Temperature	105C		85C	105C	105C	85C	105C	85C	105C	105C	
Packages	TSSOP16 TSSOP20	TSSOP20 TSSOP24 HVQFN33	HVQFN24	TSSOP16	TSSOP16 XSON16 SO20 TSSOP20	TSSOP20	TSSOP20 HVQFN33	HVQFN33	TSSOP20 HVQFN33	HVQFN33 HVQFN48 LQFP48 LQFP64	HVQFN33 HVQFN48 LQFP48 LQFP64

# SOFTWARE & TOOLS OVERVIEW



# MCUXpresso suite



## MCUXpresso Software and Tools

for Kinetis and LPC microcontrollers



### MCUXpresso IDE

Edit, compile, debug and optimize in an intuitive and powerful IDE



### MCUXpresso SDK

Runtime software including peripheral drivers, middleware, RTOS, demos and more



### MCUXpresso Config Tools

Online and desktop tool suite for system configuration and optimization

LPC800 Series  
support now  
available!

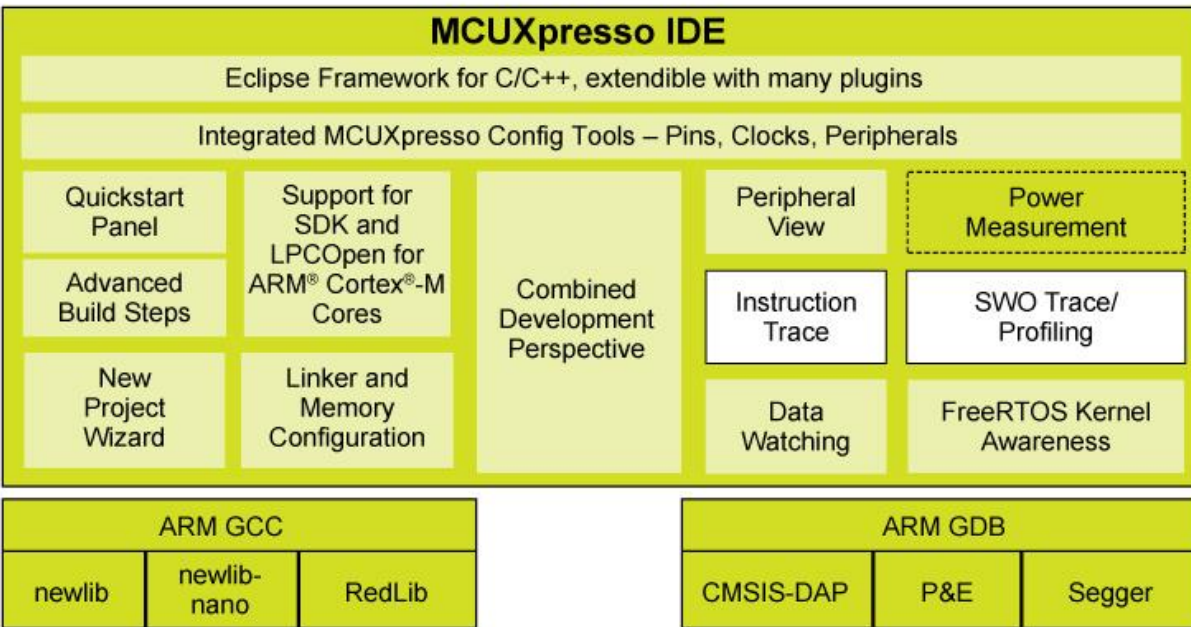




# MCUXpresso IDE



**Free Eclipse and GCC-based IDE for C/C++ development on Kinetis and LPC MCUs**



 For supported boards     With supported probes



## Product Features

- Feature-rich, unlimited code size, optimized for ease-of-use, based on industry standard Eclipse framework for NXP’s Kinetis and LPC MCUs, and i.MX RT Crossover Processors
- Application development with Eclipse and GCC-based IDE for advanced editing, compiling and debugging
- Integrated configuration tools for easy project updating
- Supports custom development boards, Freedom, Tower and LPCXpresso boards with debug probes from NXP, P&E and Segger
- Non-intrusive, real-time data watch and printf via SWD
- No activation needed and free community based support

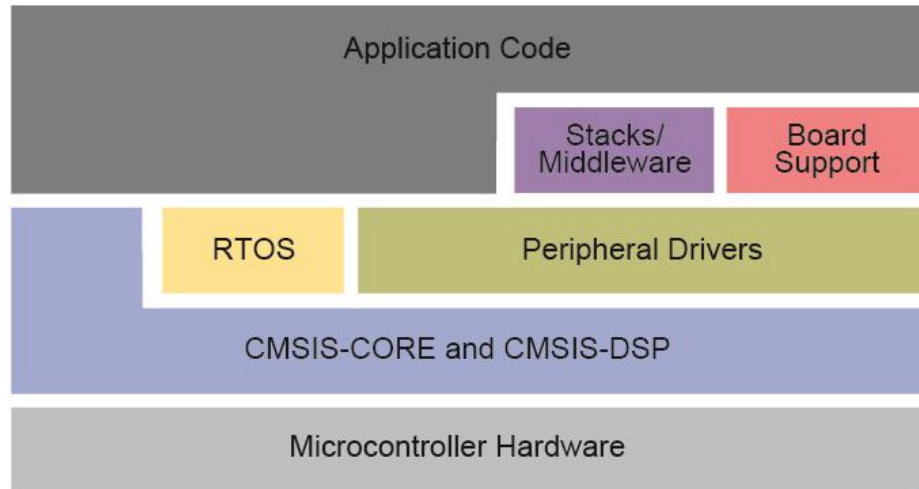




# MCUXpresso SDK



The software framework and reference for Kinetis & LPC MCU application development



## Product Features

### Architecture:

- CMSIS-CORE compatible
- Single driver for each peripheral
- Transactional APIs w/ optional DMA support for communication peripherals

### Integrated RTOS:

- FreeRTOS v9
- RTOS-native driver wrappers

### Integrated Stacks and

#### Middleware:

- USB Host, Device and OTG
- Amazon Web Service IoT
- QCA WiFi Stacks
- USB Type-C Power Delivery Stack
- lwIP, FatFS
- Crypto acceleration plus wolfSSL & mbedTLS
- SD and eMMC card support

### Reference Software:

- Peripheral driver usage examples
- Application demos
- FreeRTOS usage demos

### License:

- BSD 3-clause for startup, drivers, USB stack

### Project file support included:

- MCUXpresso IDE
- IAR®, ARM® Keil®, GCC w/ Cmake

### Quality

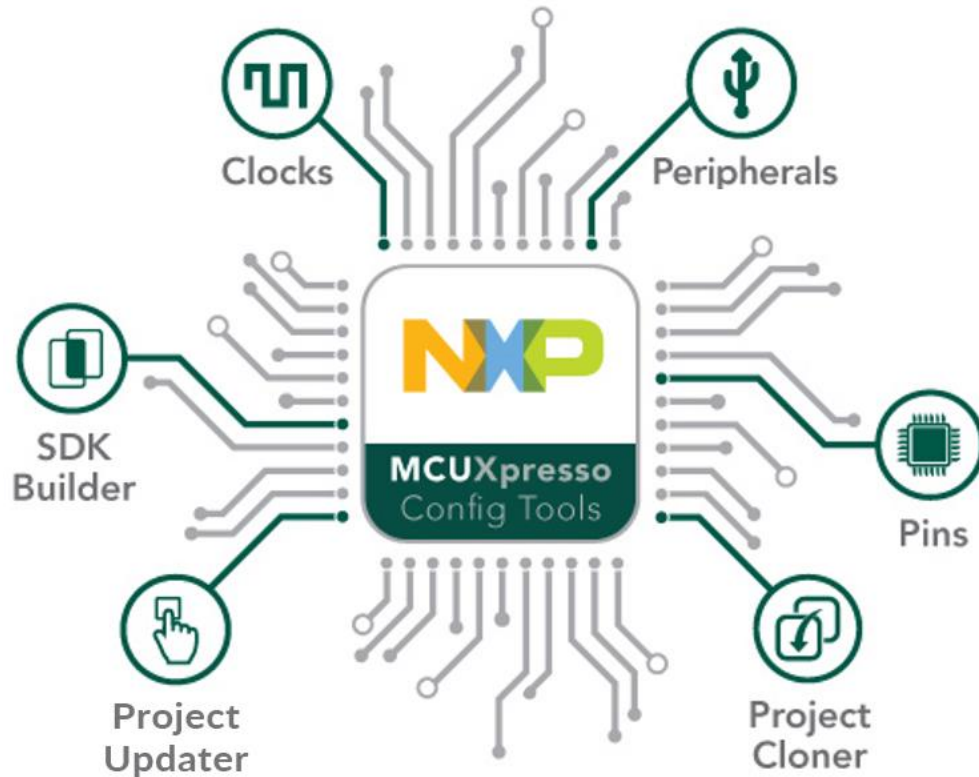
- Production-grade software
- MISRA 2004 compliance
- Checked with Coverity® static analysis tools



# MCUXpresso Config Tools



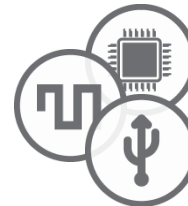
Integrated configuration and development tools for LPC and Kinetis MCUs



**MCUXpresso Config Tools** is a suite of evaluation and configuration tools that helps guide users from first evaluation to production software development.



**SDK Builder** packages custom SDKs based on user selections of MCU, evaluation board, and optional software components.



**Pins** and **Clocks** tools generate initialization C code for custom board support. Features validation of inputs and cross-tool conflict resolution.



**Project Update** works directly with existing SDK-based IDE projects with generated Pins and Clocks source files



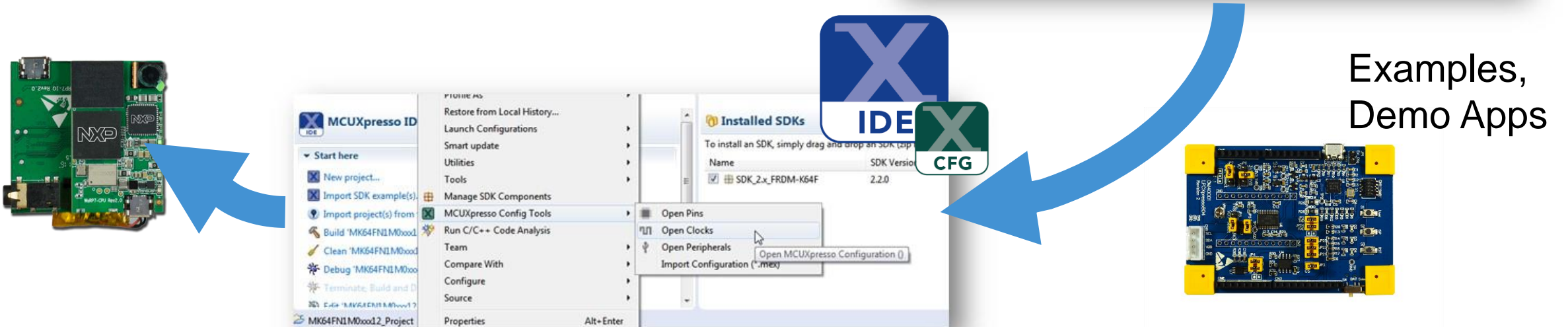
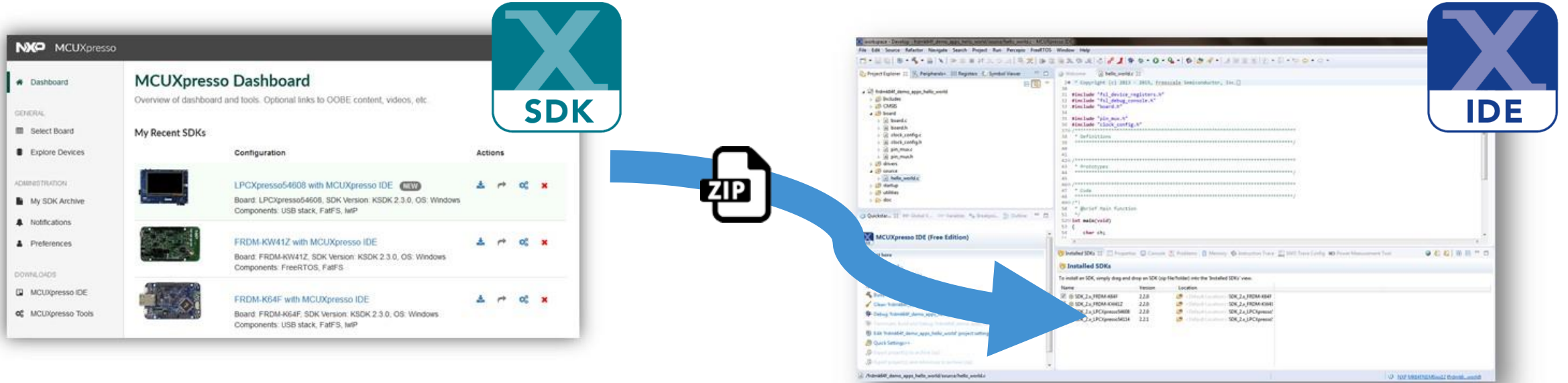
**Project Cloning** creates a standalone SDK project based on an example application available within SDK release.

# Pin and clock config tools on LPC804 (example screenshot)

The screenshot displays the MCUXpresso IDE interface for configuring the LPC804. It is divided into several key sections:

- Pins Table:** A table listing 17 pins with their names, labels, identifiers, and associated peripheral functions like SPI, GPIO, USART, CTIMER, PLU, PINT, and SVSCON.
- Routed Pins Table:** A table showing 7 routed pins for BOARD\_InitPins, including peripheral, signal, route to, label, identifier, direction, and mode.
- Clocks Table:** A table listing clock sources and their configurations, such as BOARD\_BootClockFRO24M and BOARD\_BootClockFRO30M.
- Clocks Diagram:** A schematic diagram showing the clock tree structure, including components like MAINCLK, CAPTCLK, and various clock dividers.
- Code Generation:** The right side shows the generated C code for clock configuration, including comments and function definitions like BOARD\_BootClockFRO24M.

# MCUXpresso Development flow



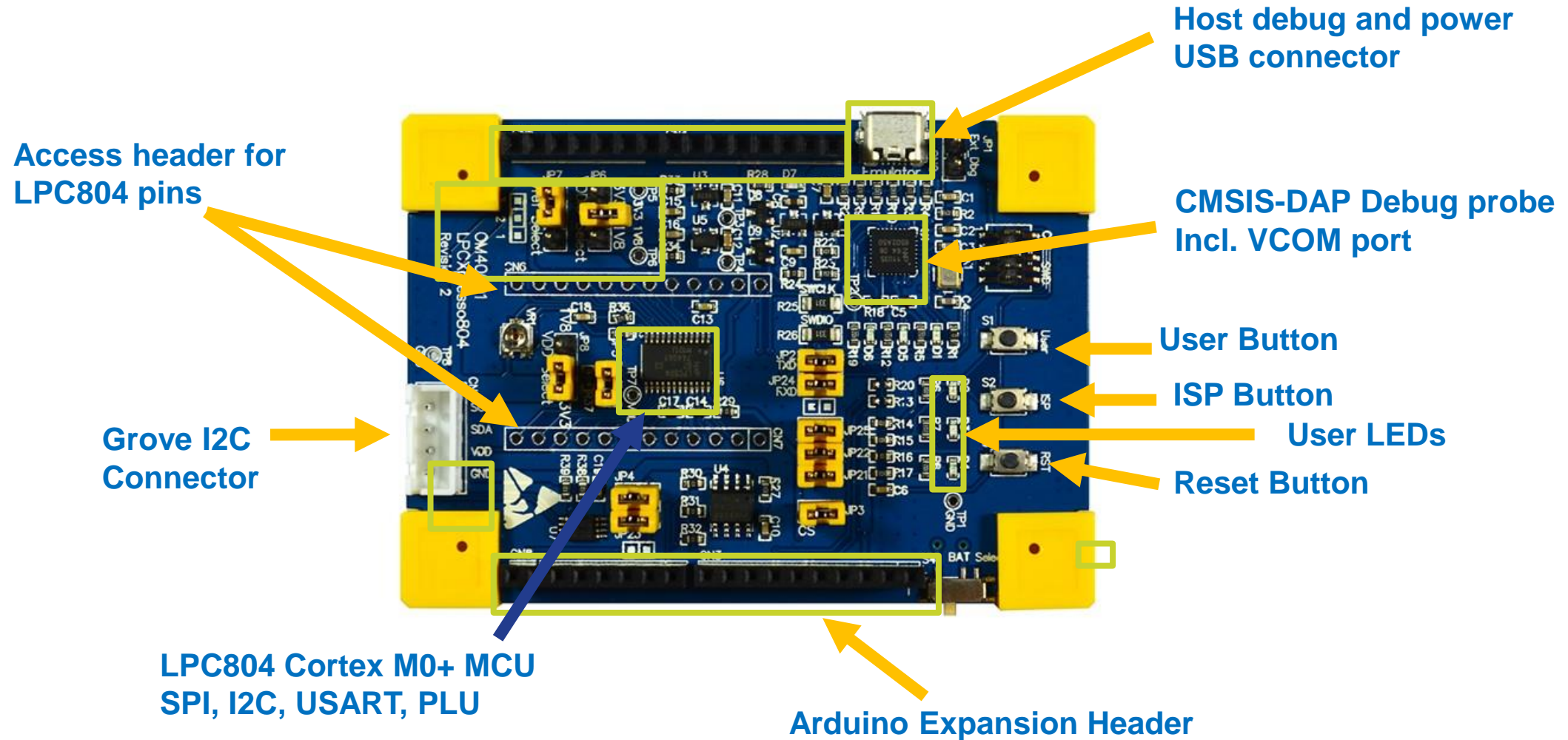
# Code Bundles

- Available for all LPC8xx devices
- Project files included for MCUXpresso IDE, Keil and IAR
- Drivers and examples
- Simple, register-level examples
- Ideal for customers transitioning from 8 or 16 bit MCUs
- <https://www.nxp.com/LPC800-Code-Bundles>

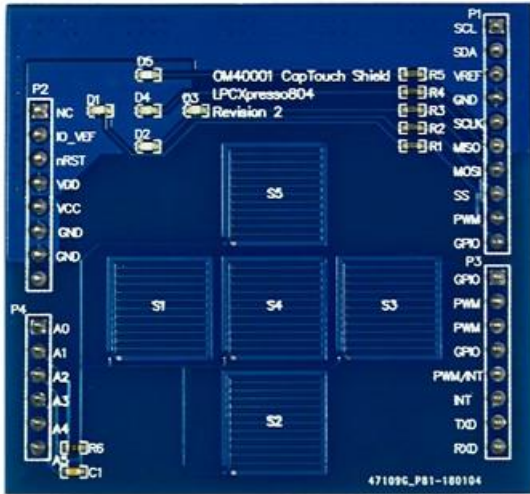
# LPCXpresso804 Development Board

(OM40001)

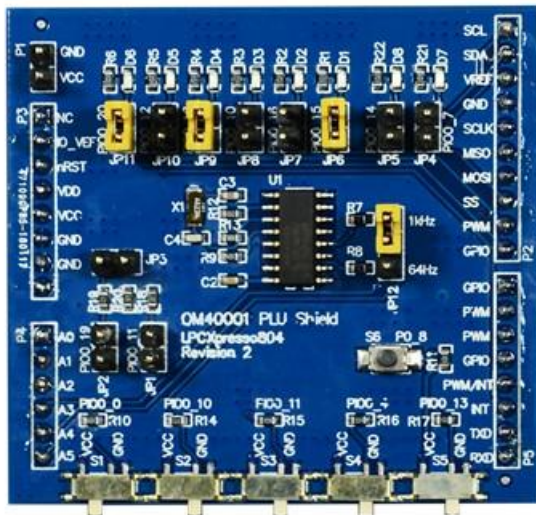
Learn more at: <http://www.nxp.com/demoboard/om40001>



# LPCXpresso804 Dev Included Add-on Boards



- Capacitive touch shield
  - 5 button array
  - LED associated with each button



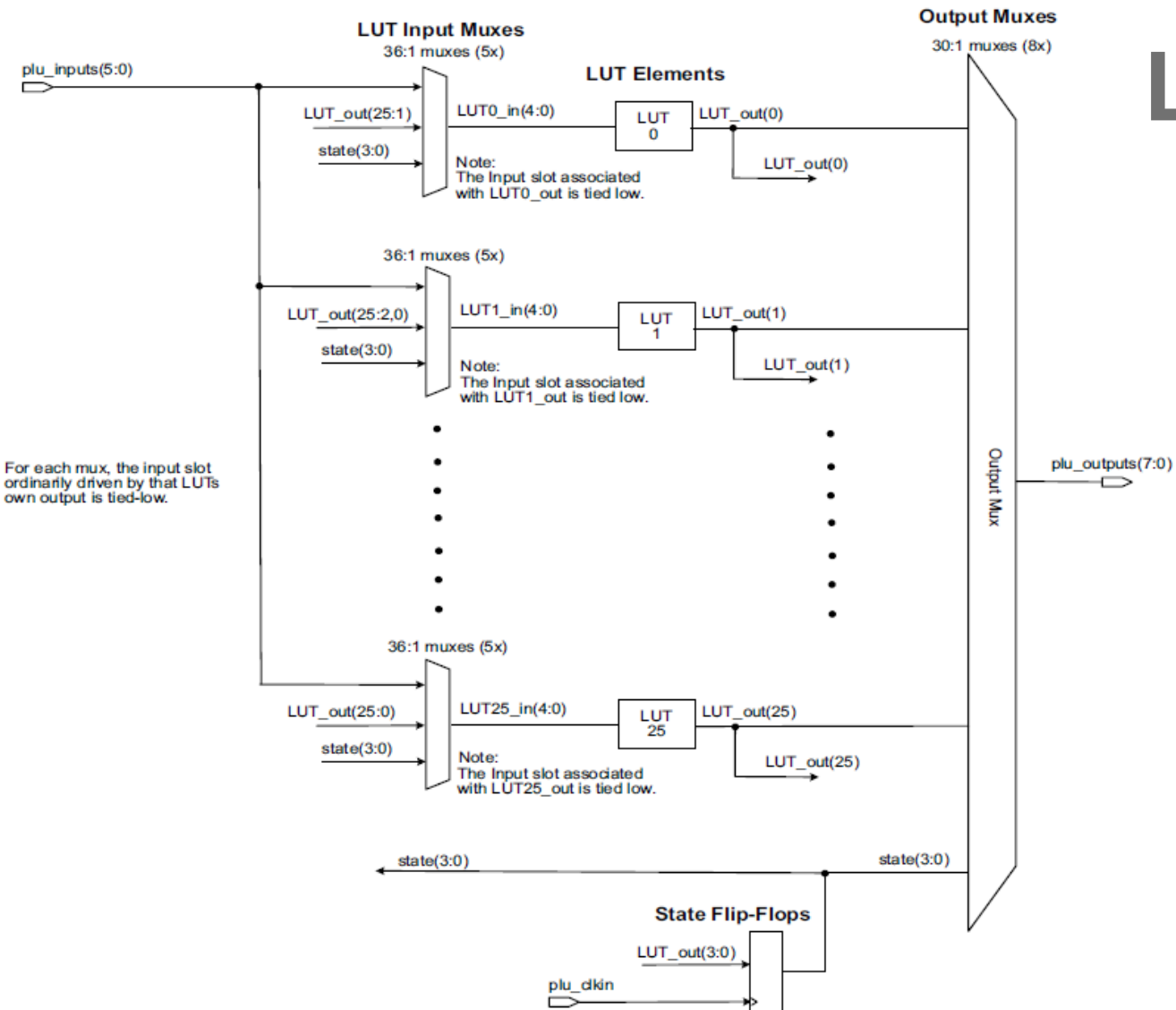
- PLU shield
  - Selectable switch (high/low) for 5 inputs
  - Push button for 1 input
  - 1kHz / 8Hz oscillator
  - Selectable LEDs for all outputs



# PROGRAMMABLE LOGIC UNIT (LPC804)



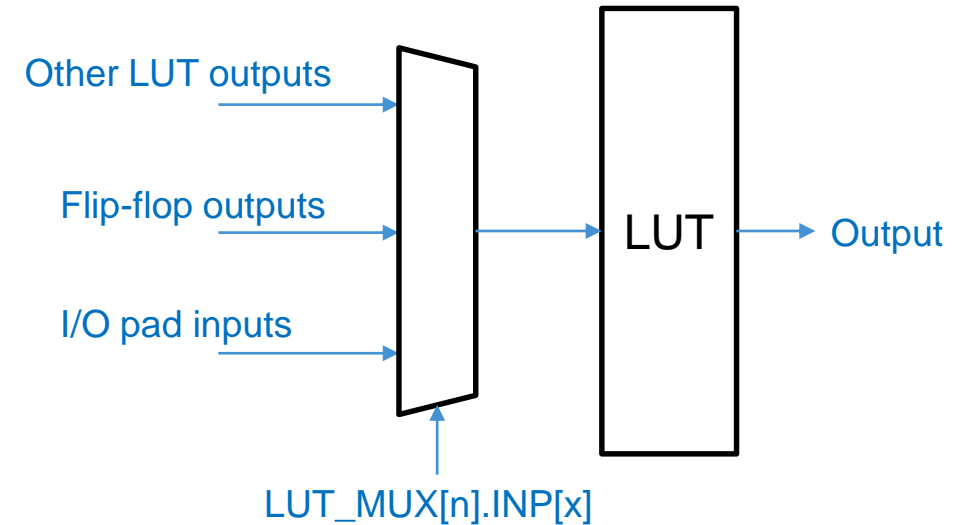
# LPC804 PLU Features



- Completely independent from MCU, which only configures logic via by registers
- Up to 6 PLU inputs from I/O pads
- Up to 8 outputs to I/O pads
- Up to 26 Look up tables (LUTs)
- Up to 4 state flip flops
- Clock input from external I/O pad
- Feedback to MCU via I/O pads or through switch matrix

# Understanding Look Up Tables (LUTs)

- 26 LUTs in the PLU, which can implement any combinational function for up to 5 of the possible inputs
- Inputs:
  - other LUT outputs
  - state FF outputs
  - all inputs available from PLU I/O pads



# Flip-flops in the PLU

- Four of the LUTs have an associated flip-flop (FF)
- Clock source is the same for all FFs, which is sourced from an external pin
- FFs can be used for counters, state machines, synchronization, etc.

# Uses of the PLU

- Some potential functionality to implement in the PLU:
  - Integration of discrete logic device(s) to save cost and area
  - Event detection
  - Simple state machines
  - Stepper motor control
  - Generation of specialized waveforms / protocols in conjunction with other peripherals
- Benefits (vs function implementation on conventional MCU)
  - Low latency
  - Low power (can operate while MCU is in deep sleep)
  - Save MCU processing power for other tasks

# PLU DESIGN TOOL

# PLU Design Tool

- Free to download from [nxp.com](http://nxp.com) website
- Runs on Windows 7/8/10
- Generates C source code (register settings) to cut and paste into applications
- Three design methods available within the tool:
  - Direct LUT mapping
  - Schematic capture
  - Verilog

# Design Methods – Direct LUT Mapping

- This method involves directly controlling the LUT configurations
- LUTs can be configured as standard logic gates, using a logic equation or using a truth table
- Register settings and timings are updated immediately, once all connections and LUTs/inputs/outputs are defined
- **Benefits:**
  - Simplest method, with clear view of how resources are used
- **Disadvantages**
  - Less efficient in use of resources than Verilog or schematic capture (relies on designer to manually optimize the design to minimize use of LUTs)
  - Difficult to implement functions like state machines (vs. Verilog)



# Direct LUT Mapping

Mapping of inputs, outputs and flops

LUT configuration

The screenshot shows the PLU Config Tool interface with the following components:

- Mapping Table:**

Schematic Name	Mapped
in1	IN0
in2	IN1
lut	LUT3
outa	OUT0
- Schematic Capture Area:** A diagram showing a LUT3 primitive with two inputs (in1, in2) and one output (outa). The LUT3 is connected to the output multiplexer (OUT0).
- Truth Table:**

index	E	D	C	B	A	OUT
0x0	x	x	x	0	0	0
0x1	x	x	x	0	1	1
0x2	x	x	x	1	0	1
0x3	x	x	x	1	1	0
0x4	x	x	x	x	x	x
0x5	x	x	x	x	x	x
- Generated Source:**

```
plu_tool.c
/*
 * Copyright 2017 NXP
 * 6 Inputs 26 LUTs 4 flip flops and 8 outputs

/* LUT3 (lut) */
LPC_PLU0->LUT_MUX[3].INP[0] = 0x00000001;
LPC_PLU0->LUT_MUX[3].INP[1] = 0x00000000;
LPC_PLU0->LUT_MUX[3].INP[2] = 0x0000003F;
LPC_PLU0->LUT_MUX[3].INP[3] = 0x0000003F;
LPC_PLU0->LUT_MUX[3].INP[4] = 0x0000003F;
LPC_PLU0->LUT_TRUTH[3] = 0x66666666; /* lut

LPC_PLU0->OUTPUT_MUX[0] = 0x00000003; /* LI
```
- Resource Counter:** IN Remaining: 4, OUT Remaining: 7, FF Remaining: 4, LUT Remaining: 25

Schematic capture area

LUT, I/O and Flip-flop primitives

Generated source

# Design Methods – Schematic Capture

- Designs are implemented directly using standard gates and muxes
- Simple schematic capture tool
- Once design is ready, it can be synthesized/mapped to LUTs and other PLU resources
- **Benefits**
  - Easy migration of existing designs
  - Provides good optimization of design
- **Disadvantages**
  - More difficult to see exactly how a design has been mapped to the LUT hardware (register level settings)
  - More difficult to implement functions like state machines (vs. Verilog)

# Schematic Capture

Mapping of inputs, outputs and flops

Register settings (C format)

The screenshot displays the PLU Config Tool interface. On the left, a 'Mapping' table lists schematic names and their mapped hardware resources:

Schematic Name	Mapped
ina	IN0
ionb	IN1
inc	IN2
outb	FF1
outb_PLU_OUT	OUT2
output_PLU_OUT	OUT3

The central 'Schematic' area shows a logic diagram with inputs 'ionb', 'ina', and 'inc', and outputs 'output' and 'outb'. It includes logic gates labeled 'gate' and 'gate2', a flip-flop labeled 'flop', and LUTs labeled 'LUT4' and 'LUT1'. A red box highlights the 'Schematic capture area'.

At the bottom, a 'Logic primitives' panel shows the usage of various components:

AND	Used: 0	OR	Used: 0	XOR	Used: 0	NOT	Used: 0
NAND	Used: 0	NOR	Used: 0	NXOR	Used: 0	BUFF	Used: 0
MUX	Used: 0	IN	Remaining: 3	OUT	Remaining: 6	FF	Remaining: 3

On the right, the 'Sources' window shows the C-format register settings for the PLU configuration:

```
/*  
 * Copyright 2017 NXP  
 * 6 Inputs 26 LUTs 4 flip flops and 8 outputs  
 */  
  
/* LUT1 (BITWISE_NOT~1^LOGICAL_NOT~7) */  
LPC_PLU0->LUT_MUX[1].INP[0] = 0x00000002; ;  
LPC_PLU0->LUT_MUX[1].INP[1] = 0x00000000; ;  
LPC_PLU0->LUT_MUX[1].INP[2] = 0x0000003F; ;  
LPC_PLU0->LUT_MUX[1].INP[3] = 0x0000003F; ;  
LPC_PLU0->LUT_MUX[1].INP[4] = 0x0000003F; ;  
LPC_PLU0->LUT_TRUTH[1] = 0x11111111; /* BI...
```

# Design Methods – Verilog

- Designs are synthesized/mapped to LUTs and other PLU resources from an input Verilog design
- **Benefits**
  - Easy migration of existing designs
  - Provides good optimization of design
  - Good for higher level functions such as state machines
- **Disadvantages**
  - Requires knowledge of Verilog HDL design
  - Designer needs to have an understanding of resources his/her design will need

# SDK API functions for PLU setup

- SDK includes function calls for individual register setup, for more “readable” code
- Place in single set up function, so PLU tool output can be cut and pasted instead

```
static void PLU_SetLutAllInputOutputTruthTable(void)
{
    /* LUT0 (L1) */
    LPC_PLU0->LUT_MUX[0].INP[0] = 0x00000000; /* IN0 (in0) */
    PLU0->LUT_MUX[0].INP[1] = 0x0000003F; /* default */
    PLU0->LUT_MUX[0].INP[2] = 0x0000003F; /* default */
    PLU0->LUT_MUX[0].INP[3] = 0x0000003F; /* default */
    PLU0->LUT_MUX[0].INP[4] = 0x0000003F; /* default */
    PLU0->LUT_TRUTH[0] = 0x55555555; /* L0 (L0) STD 1 INPUT NOT */

    /* LUT1 (L2) */
    PLU0->LUT_MUX[1].INP[0] = 0x00000006; /* LUT0 (L1) */
    PLU0->LUT_MUX[1].INP[1] = 0x00000004; /* IN4 (i4) */
    PLU0->LUT_MUX[1].INP[2] = 0x0000003F; /* default */
    PLU0->LUT_MUX[1].INP[3] = 0x0000003F; /* default */
    PLU0->LUT_MUX[1].INP[4] = 0x0000003F; /* default */
    PLU0->LUT_TRUTH[1] = 0x88888888; /* L1 (L1) STD 2 INPUT AND */

    /* LUT2 (L2a) */
    PLU0->LUT_MUX[2].INP[0] = 0x00000005; /* IN5 (i5) */
    PLU0->LUT_MUX[2].INP[1] = 0x0000003F; /* default */
    PLU0->LUT_MUX[2].INP[2] = 0x0000003F; /* default */
    PLU0->LUT_MUX[2].INP[3] = 0x0000003F; /* default */
    PLU0->LUT_MUX[2].INP[4] = 0x0000003F; /* default */
    PLU0->LUT_TRUTH[2] = 0x55555555; /* L2 (L2) STD 1 INPUT NOT */

    PLU0->OUTPUT_MUX[0] = 0x00000000; /* LUT0 (L1) -> not_out */
    PLU0->OUTPUT_MUX[1] = 0x00000001; /* LUT1 (L2) -> i0_and_i4_out */
    PLU0->OUTPUT_MUX[2] = 0x0000001c; /* FF2 (ff) -> ff_out */
}
```

From PLU tool

```
static void PLU_SetLutAllInputOutputTruthTable(void)
{
    /* Select plu_input(3) to be connected to LUT0 input 0 */
    PLU_SetLutInputSource(PLU, kPLU_LUT_0, kPLU_LUT_IN_0, kPLU_LUT_IN_SRC_PLU_IN_3);
    PLU_SetLutTruthTable(PLU, kPLU_LUT_0, 0x55555555);
    /* Select LUT_out(0) to be connected to PLU output 0 */
    PLU_SetOutputSource(PLU, kPLU_OUTPUT_0, kPLU_OUT_SRC_LUT_0);

    /* Select LUT_out(0) to be connected to LUT1 input 0 */
    PLU_SetLutInputSource(PLU, kPLU_LUT_1, kPLU_LUT_IN_0, kPLU_LUT_IN_SRC_LUT_OUT_0);
    /* Select plu_input(4) to be connected to LUT1 input 1 */
    PLU_SetLutInputSource(PLU, kPLU_LUT_1, kPLU_LUT_IN_1, kPLU_LUT_IN_SRC_PLU_IN_4);
    PLU_SetLutTruthTable(PLU, kPLU_LUT_1, 0x88888888);
    /* Select LUT_out(1) to be connected to PLU output 1 */
    PLU_SetOutputSource(PLU, kPLU_OUTPUT_1, kPLU_OUT_SRC_LUT_1);

    /* Select plu_input(5) to be connected to LUT2 input 0 */
    PLU_SetLutInputSource(PLU, kPLU_LUT_2, kPLU_LUT_IN_0, kPLU_LUT_IN_SRC_PLU_IN_5);
    PLU_SetLutTruthTable(PLU, kPLU_LUT_2, 0xaaaaaaaa);
    /*
     * Select Flip-Flops state(2) to be connected to PLU output 2
     * Note: An external clock must be applied to the PLU_CLKIN input when using FFs.
     */
    PLU_SetOutputSource(PLU, kPLU_OUTPUT_2, kPLU_OUT_SRC_FLIPFLOP_2);
}
```

Using SDK API

# ODIN II and RASP: Synthesis Engine in the PLU Tool

- ODIN II
  - Odin II is used for logic synthesis and elaboration, converting a subset of the Verilog Hardware Description Language (HDL) into a BLIF netlist
  - Open source
  - Windows version installed by default by PLU Tool installer
- RASP
  - Mapping and synthesis package developed by VLSI lab at UCLA
  - Provided under license agreement for free commercial use on NXP devices
  - Windows version, ported by NXP, is installed by default by PLU Tool installer

# EXAMPLE APPLICATIONS

# Example Applications

- WS2812 LED control
- Stepper motor control
- DC motor driver
- Pattern generator

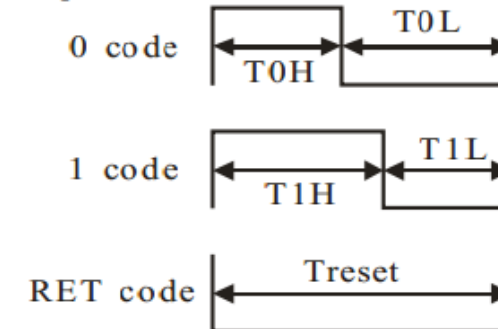


# WS2812 RGB LED Driver

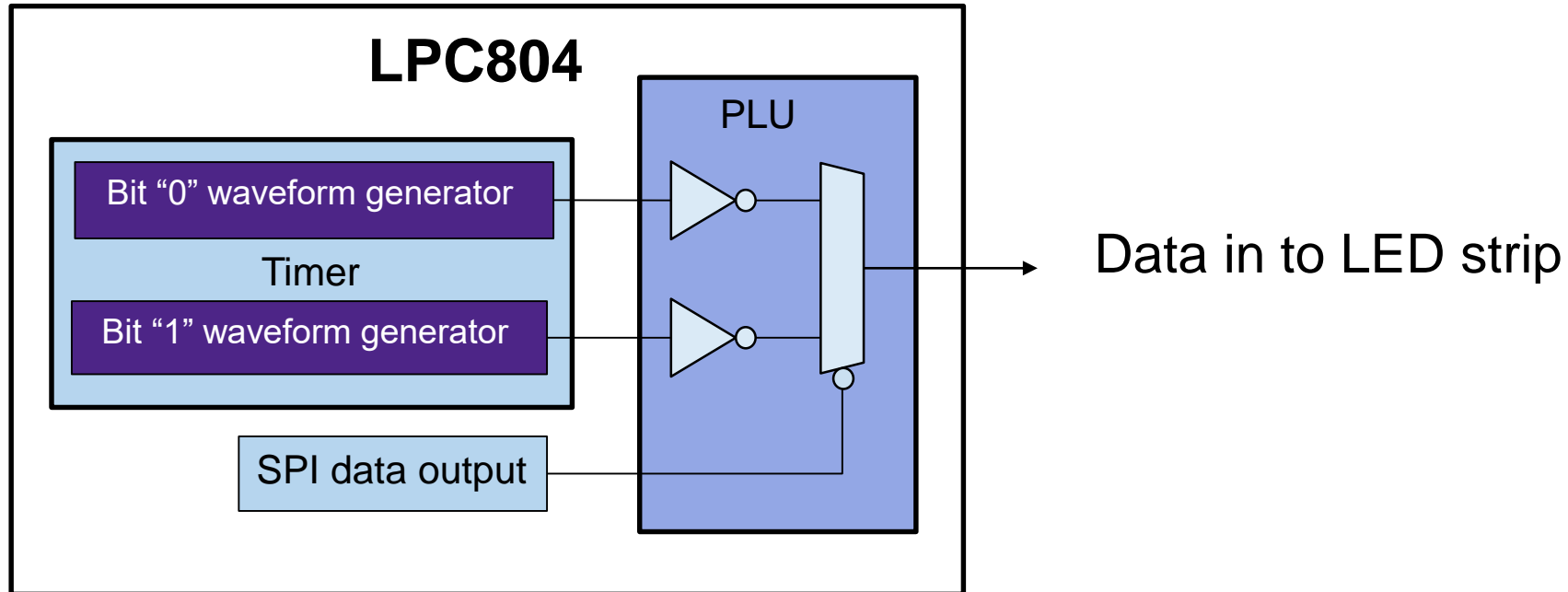
- Daisy-chainable RGB LEDs, requiring only +5V, GND and serial data
- Simple protocol, but not directly supported by an “standard” MCU protocol
- PLU design utilizes SPI data output to select between “0” or “1” data bit waveform
- Very low overhead MCU management required, no complex timing to handle



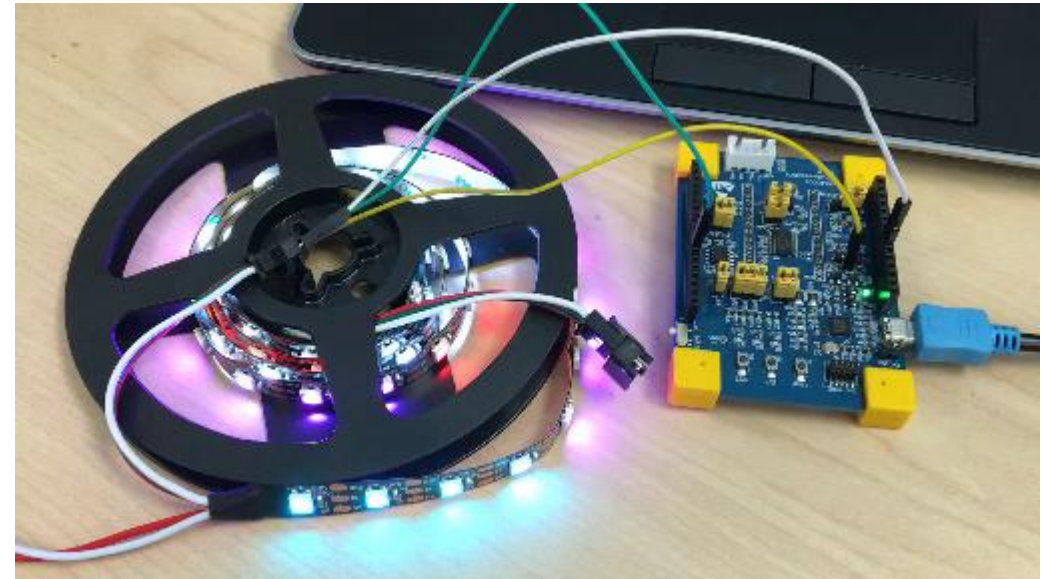
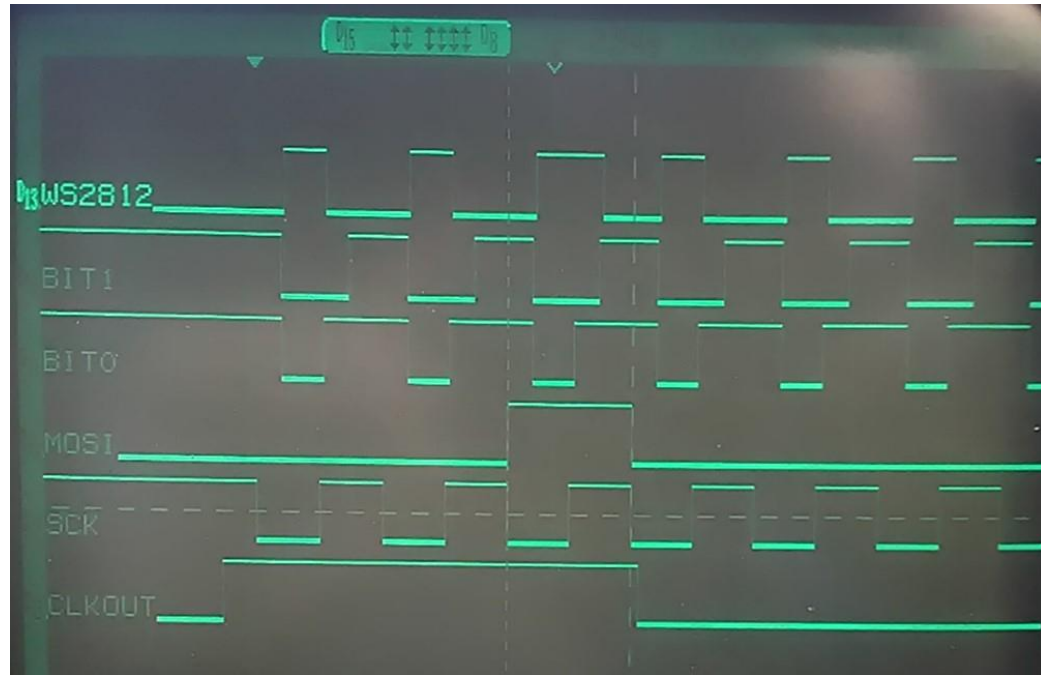
Sequence chart:



# WS2812 RGB LED Driver – Simplified schematic



# WS2812 Driver – Waveforms / running on LPCXpresso804



# WS2812 Driver Code (excerpts)

## SPI ISR

Ptr to LED  
value global  
array

```
//continue sending data (if any left) or disable interrupts and end
the transfer
void SPI0_IRQHandler(void)
{
    SPI0->TXDAT = *(pnt_8bit_data+ws2812_tx_index); //send next
                                                    data
    ws2812_tx_index++; //update index
    if (ws2812_tx_index == ws2812_tx_cnt) ← Total # LEDs
    {
        SPI0->INTENCLR = SPI_INTENCLR_TXRDYEN(1); //in case
                                                    no more data left
                                                    disable TXD int
    }
    return;
}
```

## LED value update function

```
// input parameter = 0: do not wait for the data to be latched by WS2812(s)
//                  1: wait for the data to be latched by WS2812(s)
void start_transfer(uint32_t wait_for_done)
{
    while((CTIMER0->TCR & CTIMER_TCR_CEN_MASK) != 0); //ensure last transfer ended
    ws2812_tx_index = 0; //clear the tx data index
    CTIMER0->TC = CTIMER0->MR[2]+1; //update the TC
    CTIMER0->TCR = CTIMER_TCR_CEN(1); //let the timer run
    SPI0->INTENSET = SPI_INTENSET_TXRDYEN(1); //enable TXDAT based interrupt

    if (wait_for_done != 0) //wait for the timer to stop...
    {
        while((CTIMER0->TCR & CTIMER_TCR_CEN_MASK) != 0); //...
    }

    return;
}
```

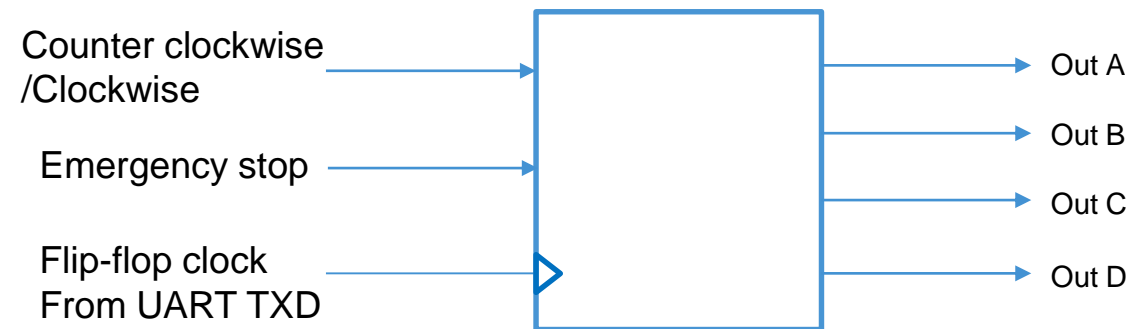
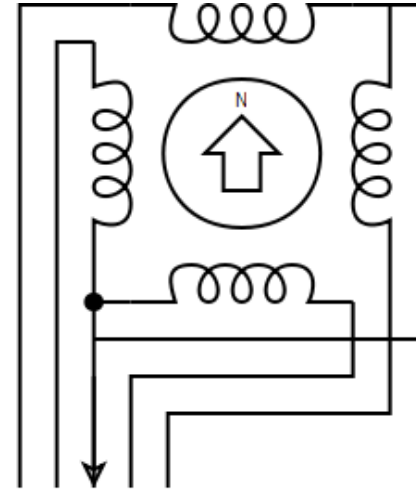
## LED update code in main() loop

```
...
while(1)
{
    //sequentially update WS2812 LEDs to red
    for (i = 0; i != WS2812_LED_CNT; i++)
    {
        ws2812_data[i].red = WS2812_OUTLVL; } Global array
        ws2812_data[i].green = 0x00; of LEDvalues
        ws2812_data[i].blue = 0x00;
        start_transfer(1);
        delay_systick(SYSTICK_12MHZ_DELAY_200MS);
    }
...
}
```

- Initialization excluded, but simply sets up PLU, CTIMER, SPI interface and clock
- start\_transfer function called for each update of the LED array

# Unipolar Stepper Motor Control

- 8 half step control of a unipolar stepper
- Simple direction control input
- Utilizes UART to generate step pulses, easy speed control and fast operation
- Emergency stop input to PLU enables motor to be stopped in 1 step time
- Very low overhead to MCU (services UART interrupts every 4 steps)



# Stepper Motor Control Implementation

## Basic state machine

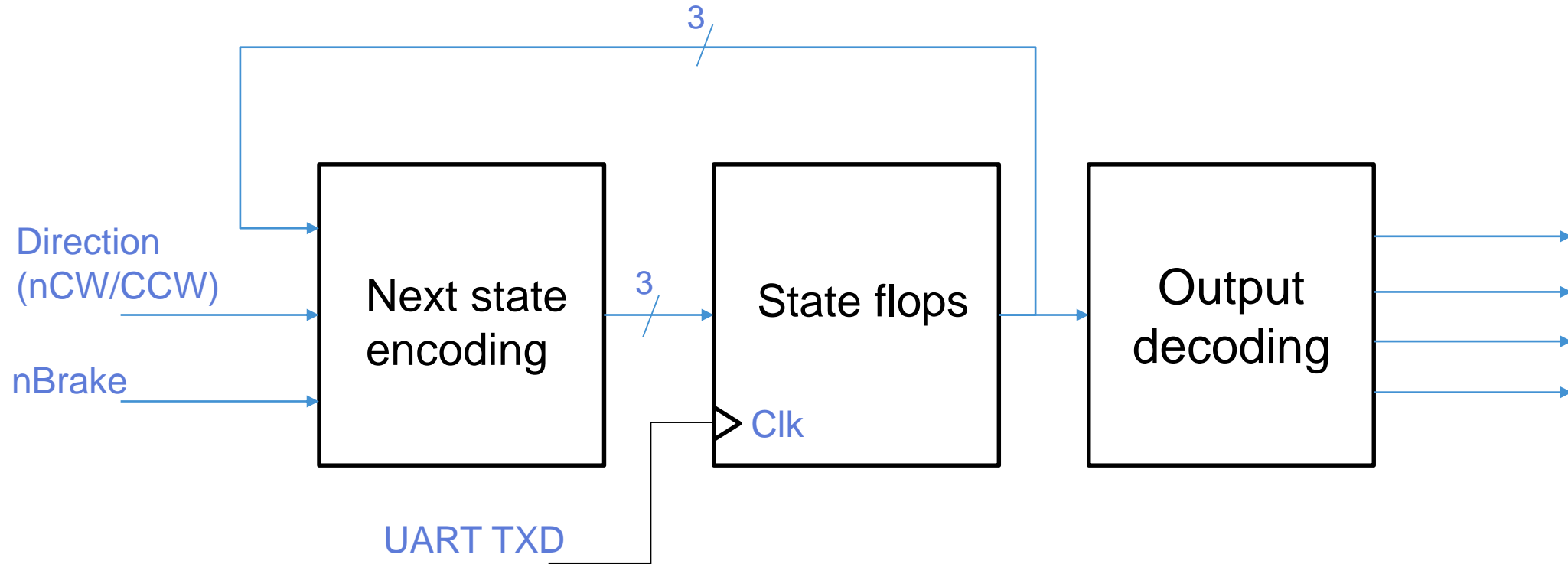
– 8 half step states moving to next step

CCW next state (DOWN)			current state			CW next state (UP)		
bit2	bit1	bit0	FF2	FF1	FF0	bit2	bit1	bit0
1	1	1	0	0	0	0	0	1
0	0	0	0	0	1	0	1	0
0	0	1	0	1	0	0	1	1
0	1	0	0	1	1	1	0	0
<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>
1	0	0	1	0	1	1	1	0
1	0	1	1	1	0	1	1	1
1	1	0	1	1	1	0	0	0

	nCW/CCW	next state					nBrake	nCW/CCW	next state			
FF	bit3	bit2	bit1	bit0		FF	bit4	bit3	bit2	bit1	bit0	
000	0	0	0	1	CW	000	0	0	0	0	0	bit = FF
001		0	1	0		001	0	0	0	0	1	
010		0	1	1		010	0	0	0	1	0	
011		1	0	0		011	0	0	0	1	1	
100		1	0	1		100	0	0	1	0	0	
101		1	1	0		101	0	0	1	0	1	
110		1	1	1		110	0	0	1	1	0	
111		0	0	0		111	0	0	1	1	1	
000	1	1	1	1	CCW	000	0	1	0	0	0	
001		0	0	0		001	0	1	0	0	1	
010		0	0	1		010	0	1	0	1	0	
011		0	1	0		011	0	1	0	1	1	
100		0	1	1		100	0	1	1	0	0	
101		1	0	0		101	0	1	1	0	1	
110		1	0	1		110	0	1	1	1	0	
111		1	1	0		111	0	1	1	1	1	
						000	1	0	0	0	1	CW
						001	1		0	1	0	
						010	1		0	1	1	
						011	1		1	0	0	
						100	1		1	0	1	
						101	1		1	1	0	
						110	1		1	1	1	
						111	1		0	0	0	
						000	1	1	1	1	1	CCW
						001	1		0	0	0	
						010	1		0	0	1	
						011	1		0	1	0	
						100	1		0	1	1	
						101	1		1	0	0	
						110	1		1	0	1	
						111	1		1	1	0	

Adding direction control and emergency brake

# Stepper Motor Controller – Design Structure



# Code Excerpts – Stepper Motor Controller

```
void USART1_IRQHandler(void)
{
    GPIO->SET[usart1_isr_port] = 1<<usart1_isr_pin;

    smc_clks_isr++;
    if (smc_clks_left >= 5)
    {
        USART1->TXDAT = 0x55;
        smc_clks_left -= 5;
    }
    else
    {
        switch(smc_clks_left)
        {
            default:
                case 0: USART1->INTENCLR = USART_INTENCLR_TXRDYCLR(1);
                    NVIC_ClearPendingIRQ(USART1_IRQn);
                    break;
                case 1: USART1->TXDAT = 0xFF;
                    break;
                case 2: USART1->TXDAT = 0xFD;
                    break;
                case 3: USART1->TXDAT = 0xF5;
                    break;
                case 4: USART1->TXDAT = 0xD5;
                    break;
        }
        smc_clks_left = 0;
    }
    GPIO->CLR[usart1_isr_port] = 1<<usart1_isr_pin;

    return;
}
```

Transmit 0x55 as clock pattern to PLU flops

As we get to <5 clks change output to ensure we only get desired number of clk edges

UART ISR

```
void setup_smc_clkgen(uint32_t brg, uint32_t hs_count)
{
    //CFG: 1 STOP, no parity, 8 data; divide by 12 (1 MHz out of 12 MHz),
    stepper_clk = ...
    USART1->CFG = USART_CFG_STOPLN(0) | USART_CFG_PARITYSEL(0) |
    USART_CFG_DATALEN(1) | USART_CFG_ENABLE(0);
    USART1->BRG = USART_BRG_BRGVAL(brg-1);
    USART1->CFG = USART_CFG_STOPLN(0) | USART_CFG_PARITYSEL(0) |
    USART_CFG_DATALEN(1) | USART_CFG_ENABLE(1);

    smc_clks_left = hs_count;
    USART1->INTENSET = USART_INTENSET_TXRDYEN(1);

    return;
}
```

Simple routine to set up half step rate and count

↑  
setup\_smc\_clkgen(STEPPER\_HSTEP\_RATE\_1000HZ, 4096);

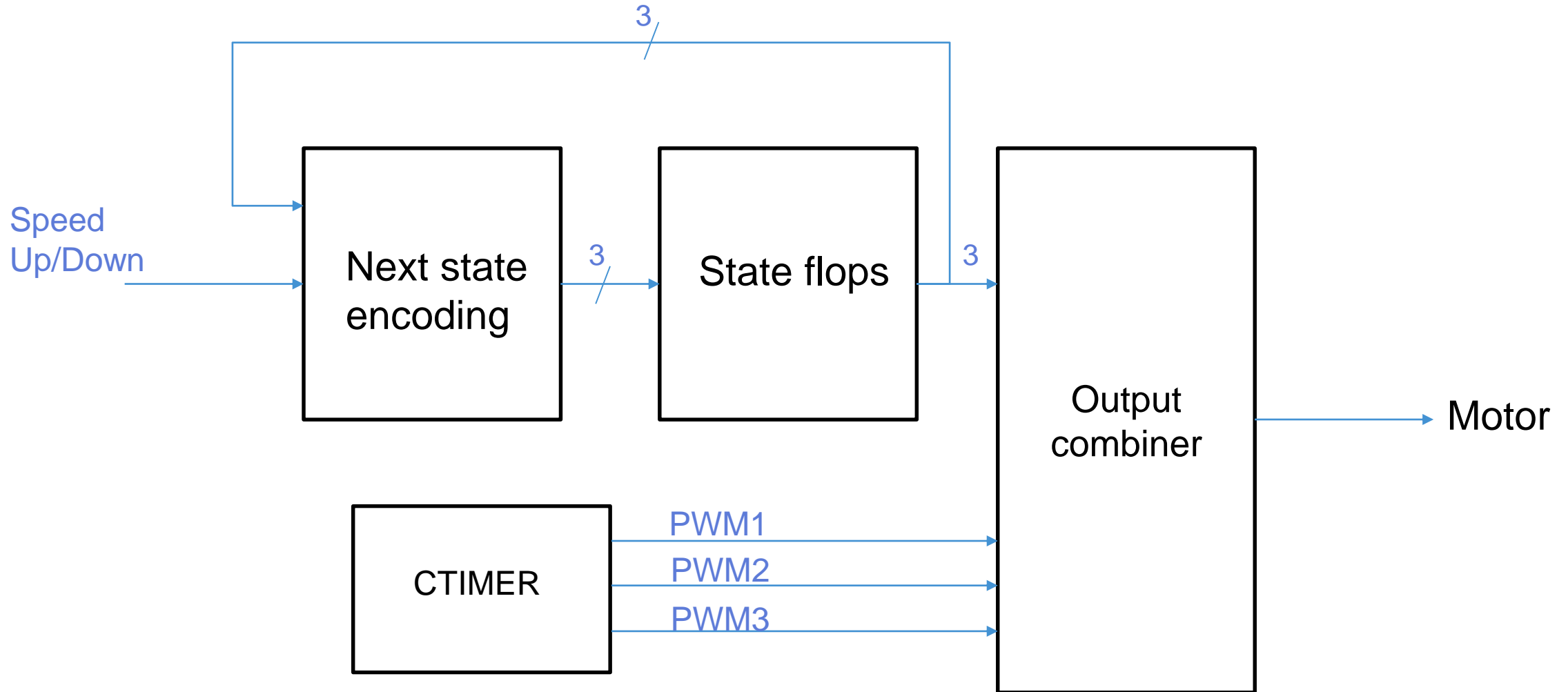


# DC Motor Control

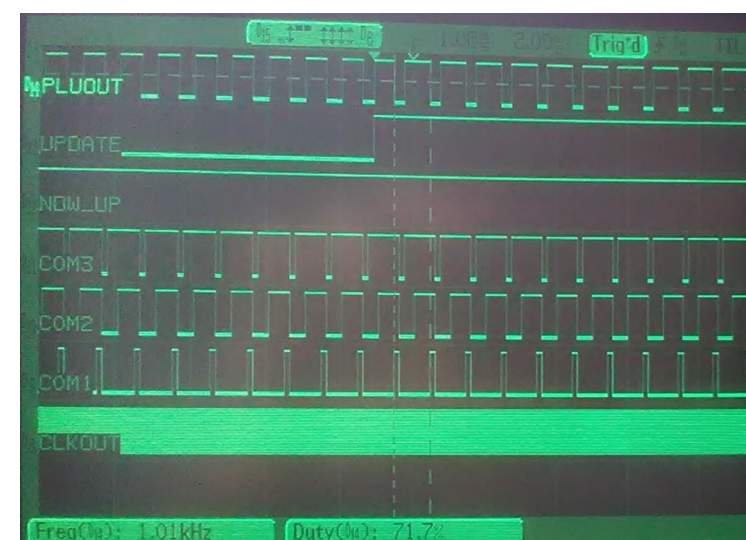
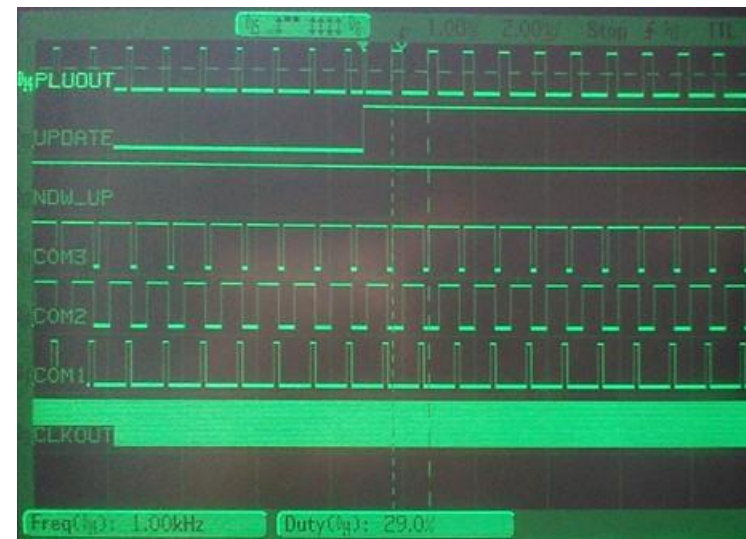
- This design augments to the CTIMER using the PLU for better PWM control
- 3 PWM rates combined to provide granular control from 14% to 100% duty cycle in 7 steps
- PLU also provides directional control signal
- Zero overhead for MCU after PLU & Timer configured
  - MCU control via GPIO could be added in application



# DC Motor Controller – Design Structure

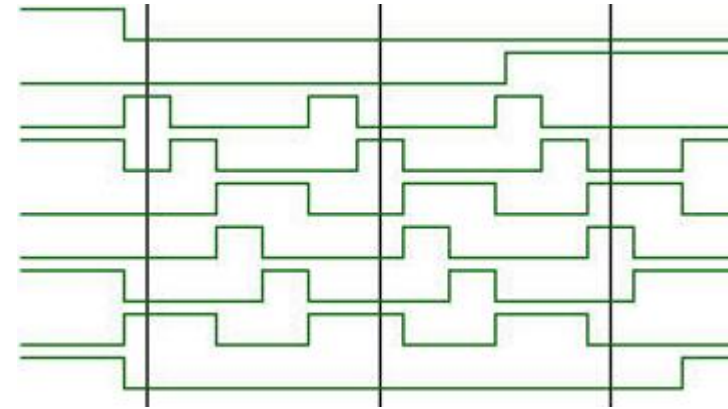


# DC Motor Control Waveforms (speed increasing)

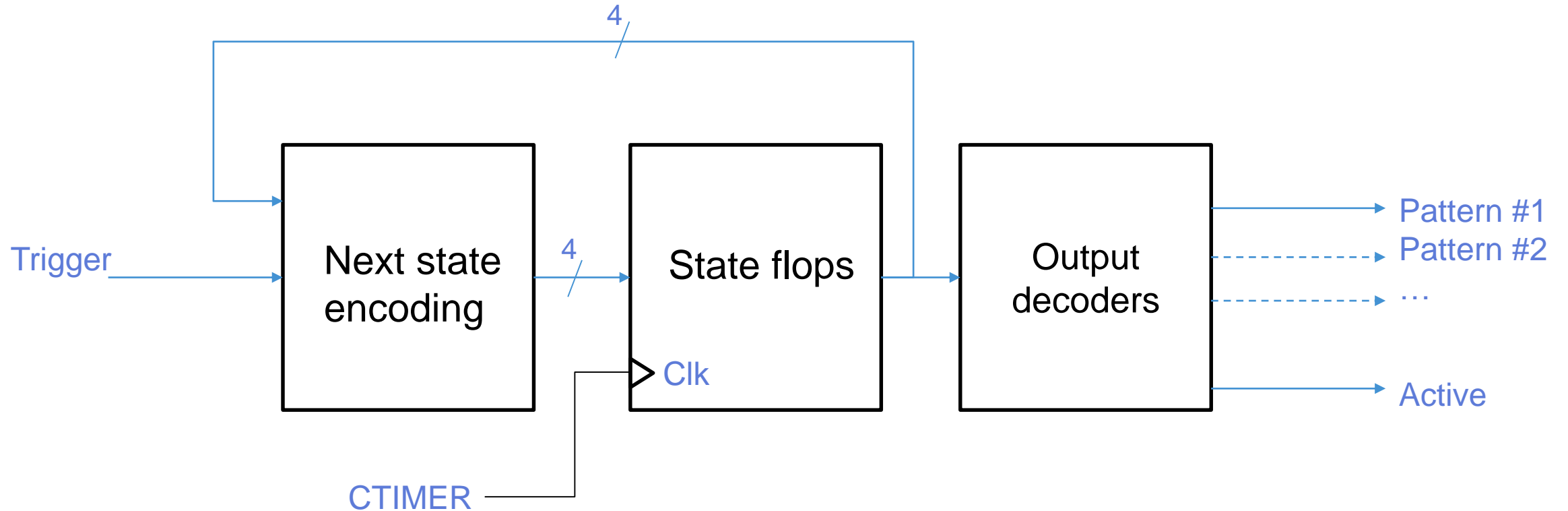


# Pattern Generator

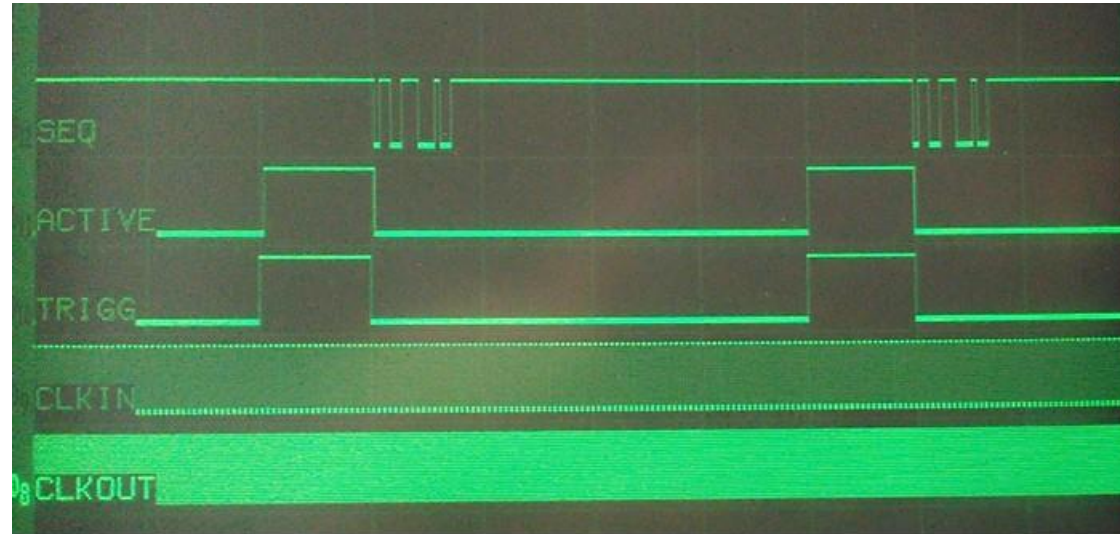
- 15-bit pattern generation
- Trigger assert/de-assert controls output
- Any pattern combination possible for available output pins
- State machine based
- Zero overhead for MCU after PLU and Timer setup
  - MCU control via GPIO can be added in applications, as needed



# Pattern Generator – Design Structure



# Pattern Generator – Design Structure



# CONCLUSION

# Recap and Conclusions

- LPC804 PLU has multiple uses in a wide range situations
- PLU block operates autonomously once set up via registers
- Very simple to use, yet powerful
  - Mop up glue logic
  - Extend capabilities of LPC804 peripherals
  - Generate custom waveforms
  - Very low to zero overhead for LPC804 MCU, with optimal response to external signals
- Free tools provide options for direct, schematic or Verilog based design methods
- LPC804 supported by popular 3<sup>rd</sup> party tools and free MCUXpresso tool suite





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# MCUXpresso Software and Tools Resources

## Web pages

- **MCUXpresso Software and Tools** – [www.nxp.com/mcuxpresso](http://www.nxp.com/mcuxpresso)
- MCUXpresso SDK – [www.nxp.com/mcuxpresso/sdk](http://www.nxp.com/mcuxpresso/sdk)
- MCUXpresso IDE – [www.nxp.com/mcuxpresso/ide](http://www.nxp.com/mcuxpresso/ide)
- MCUXpresso Config Tools – [www.nxp.com/mcuxpresso/config](http://www.nxp.com/mcuxpresso/config)

**Supported Devices:** [Supported Devices Table \(Community Doc\)](#)

## Communities

- **MCUXpresso Software and Tools** - <https://community.nxp.com/community/mcuxpresso>
- MCUXpresso SDK- <https://community.nxp.com/community/mcuxpresso/mcuxpresso-sdk>
- MCUXpresso IDE- <https://community.nxp.com/community/mcuxpresso/mcuxpresso-ide>
- MCUXpresso Config Tools -<https://community.nxp.com/community/mcuxpresso/mcuxpresso-config>