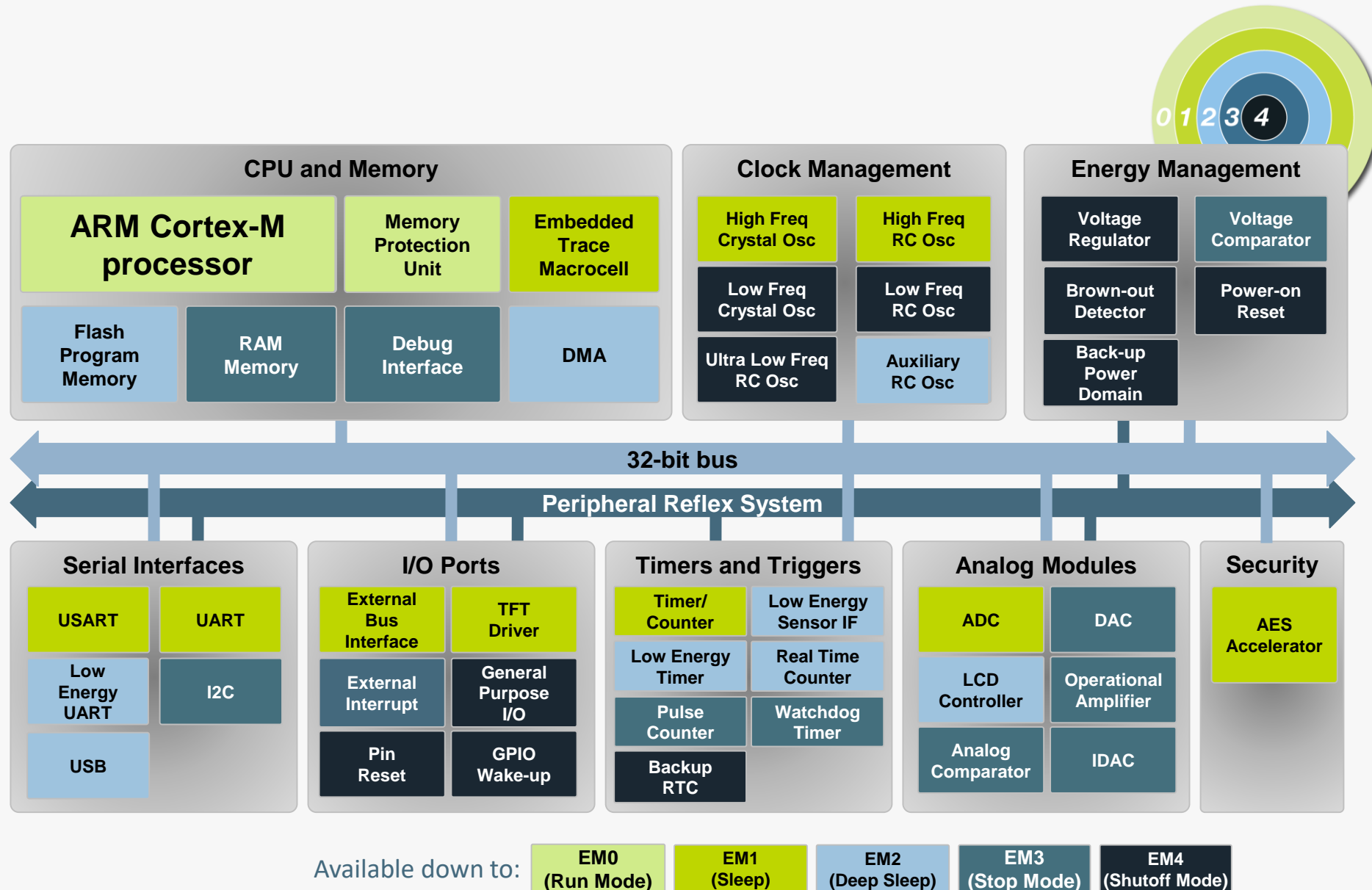




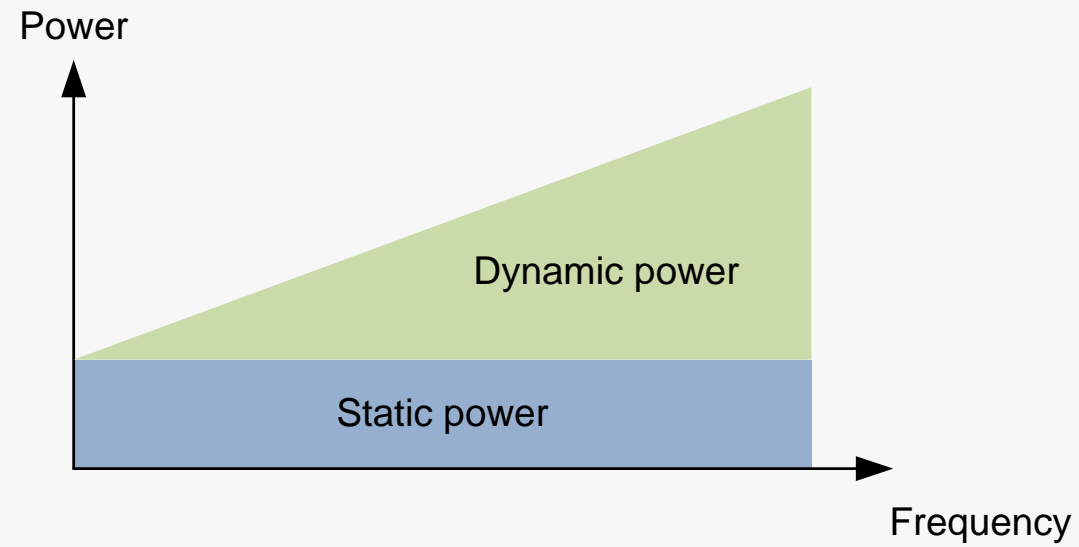
EFM32 Series 0: Energy Optimization



Power domains of EFM32

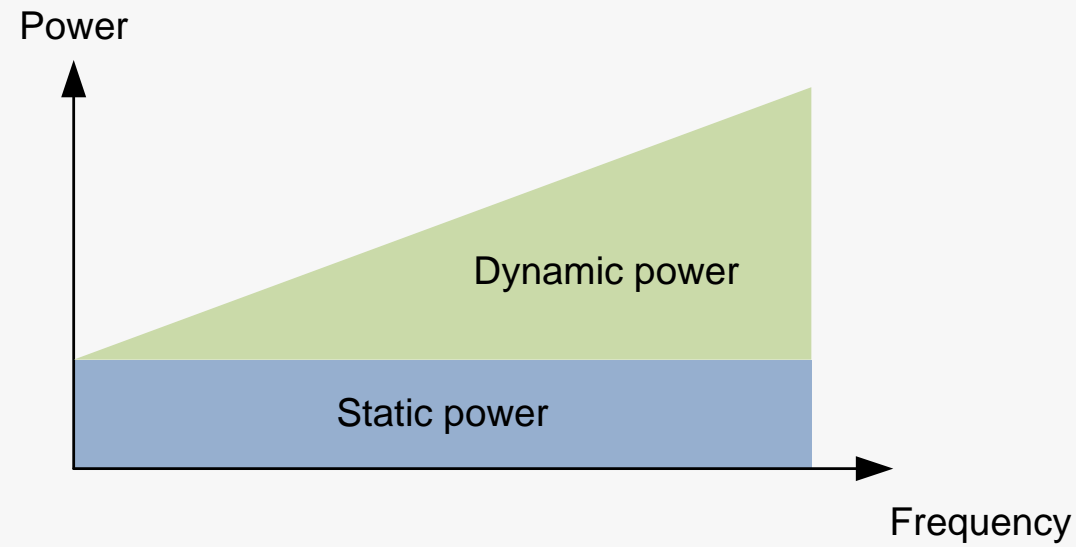


Running fast vs walking slowly



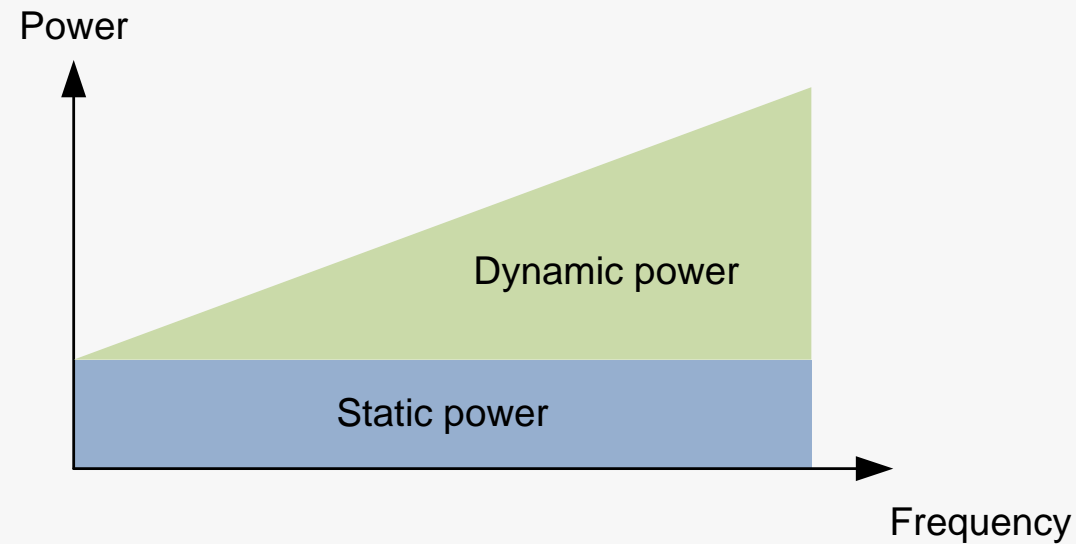
Frequency	EMO Current
32.768 kHz	38 μ A
1 MHz	210 μ A
14 MHz	2170 μ A
28 MHz	4200 μ A

Running fast vs walking slowly



Frequency	EMO Current	Time
32.768 kHz	38 μ A	854
1 MHz	210 μ A	28
14 MHz	2170 μ A	2
28 MHz	4200 μ A	1

Running fast vs walking slowly



Frequency	EMO Current	Time	Energy
32.768 kHz	38 μ A	854	1160 μ A/MHz
1 MHz	210 μ A	28	210 μ A/MHz
14 MHz	2170 μ A	2	155 μ A/MHz
28 MHz	4200 μ A	1	150 μ A/MHz

Finish faster and sleep longer!

Energy Modes across EFM32 families

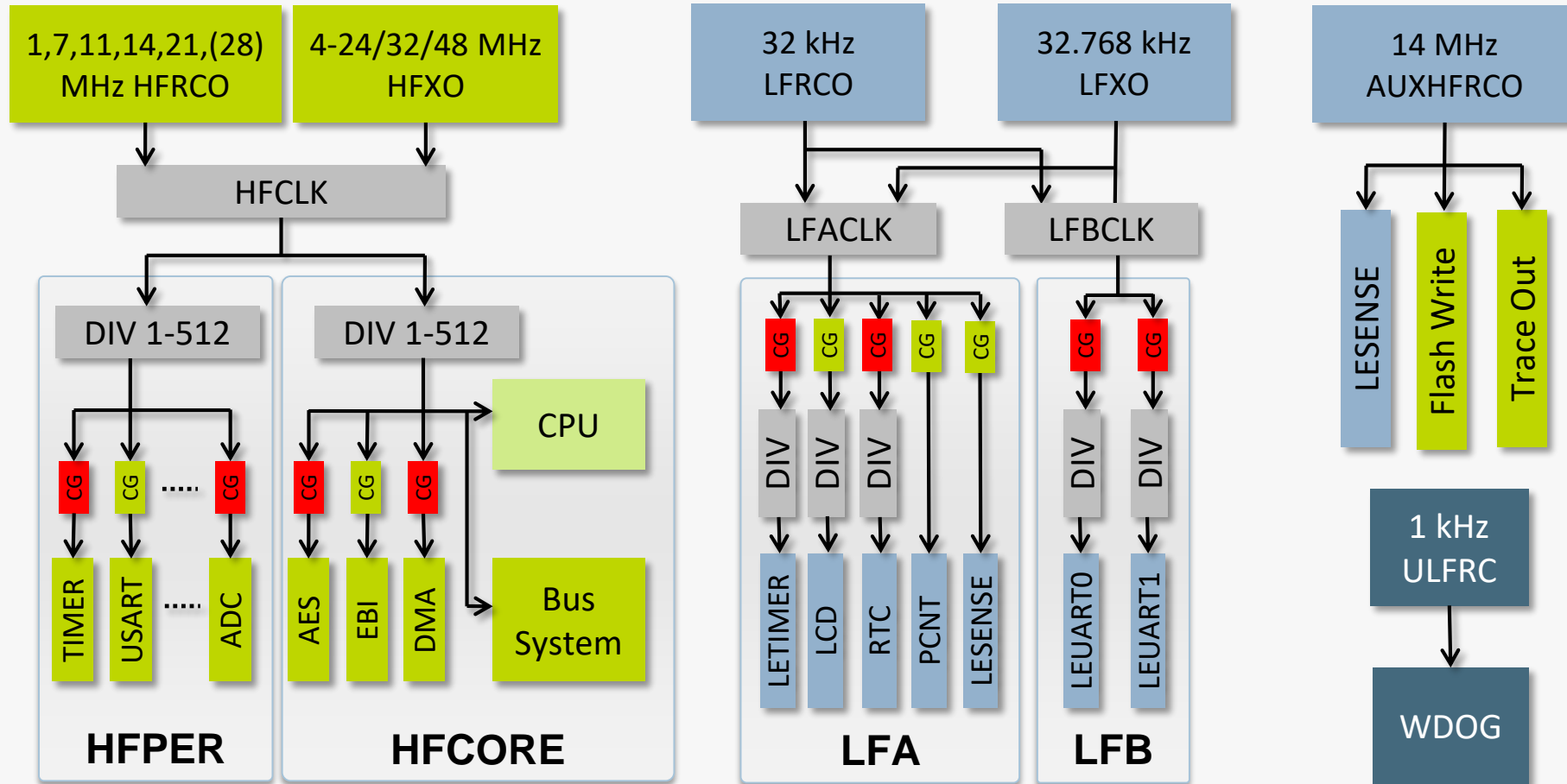
Device	EM0 μA/Mhz	EM1 μA/Mhz	EM2 μA	EM3 μA	EM4 nA	EM4+RTC nA (ULFRCO/LFRCO/LFXO)
EFM32ZG	114	48	0.9	0.5	20	NA
EFM32TG	150	51	1.0	0.6	20	NA
EFM32G	180	45	0.9	0.6	20	NA
EFM32LG	~214 ¹	~80 ¹	~1.25 ¹	~0.84 ¹	20	240 ² /310 ¹ /450 ²
EFM32GG	~214 ¹	~80 ¹	~2.00 ¹	~1.62 ¹	20	240 ² /310 ¹ /450 ²
EFM32WG	225	63	0.95	0.65	20	240 ² /310 ¹ /450 ²

¹ Different from datasheet (not confirmed)

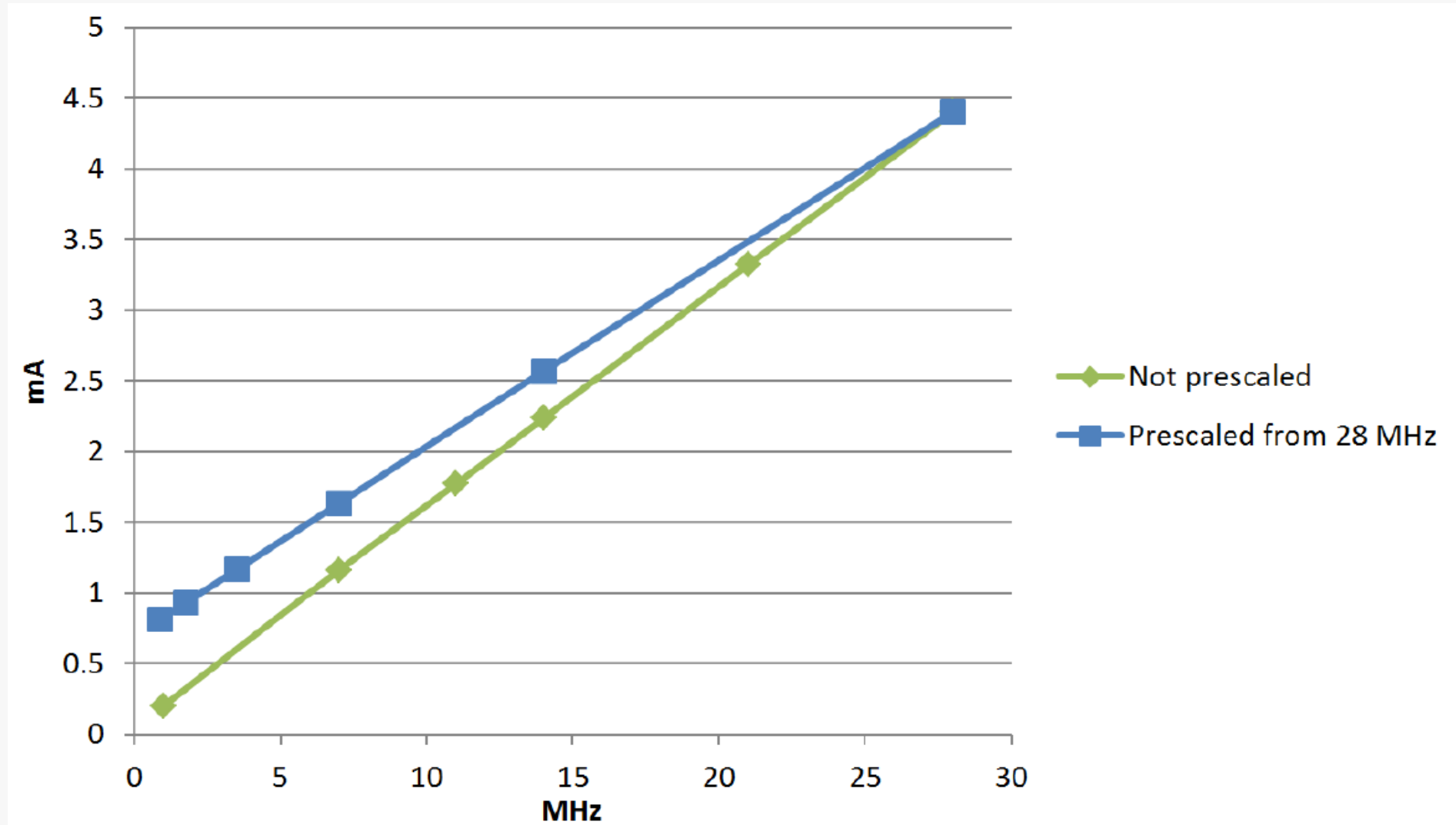
² Not in datasheet (not confirmed)

Updated datasheets mid February

Clocks and Oscillators



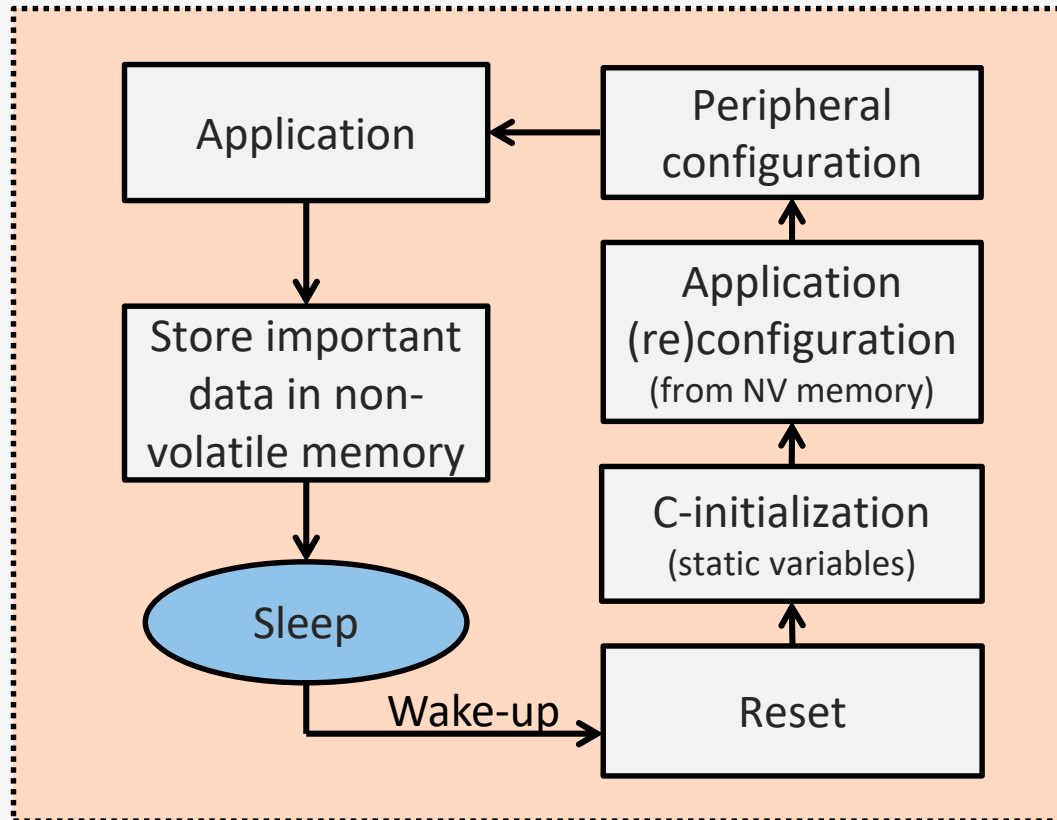
Prescaling power consumption penalty



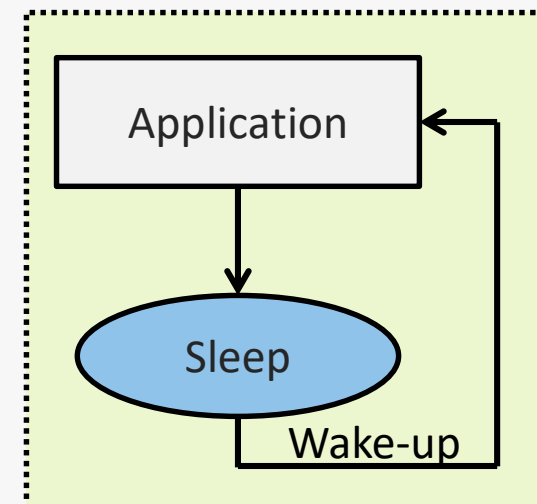
Sleep with and without retention

- Retention of RAM and digital logic
 - Usually higher leakage current

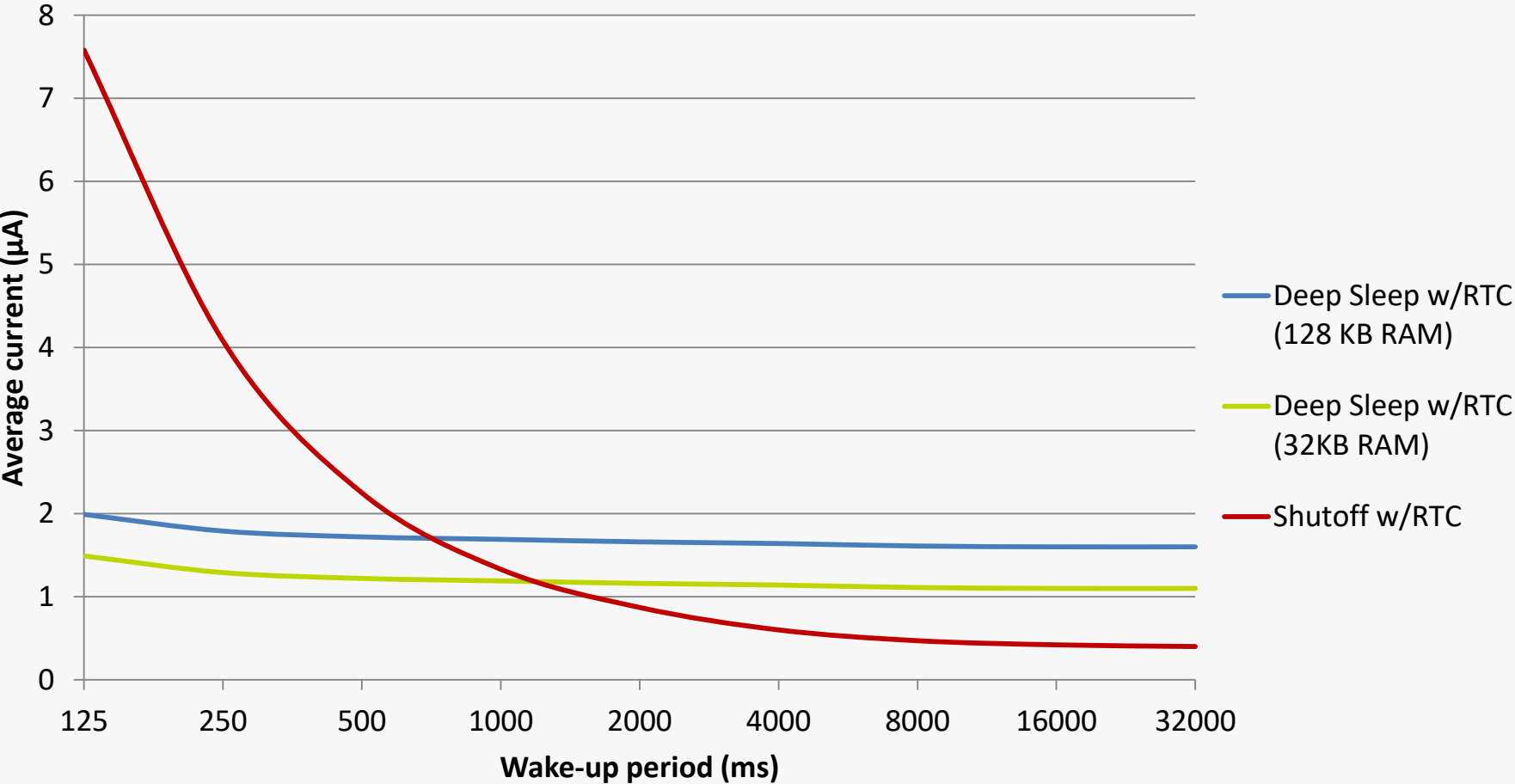
Sleep without retention



Sleep with retention



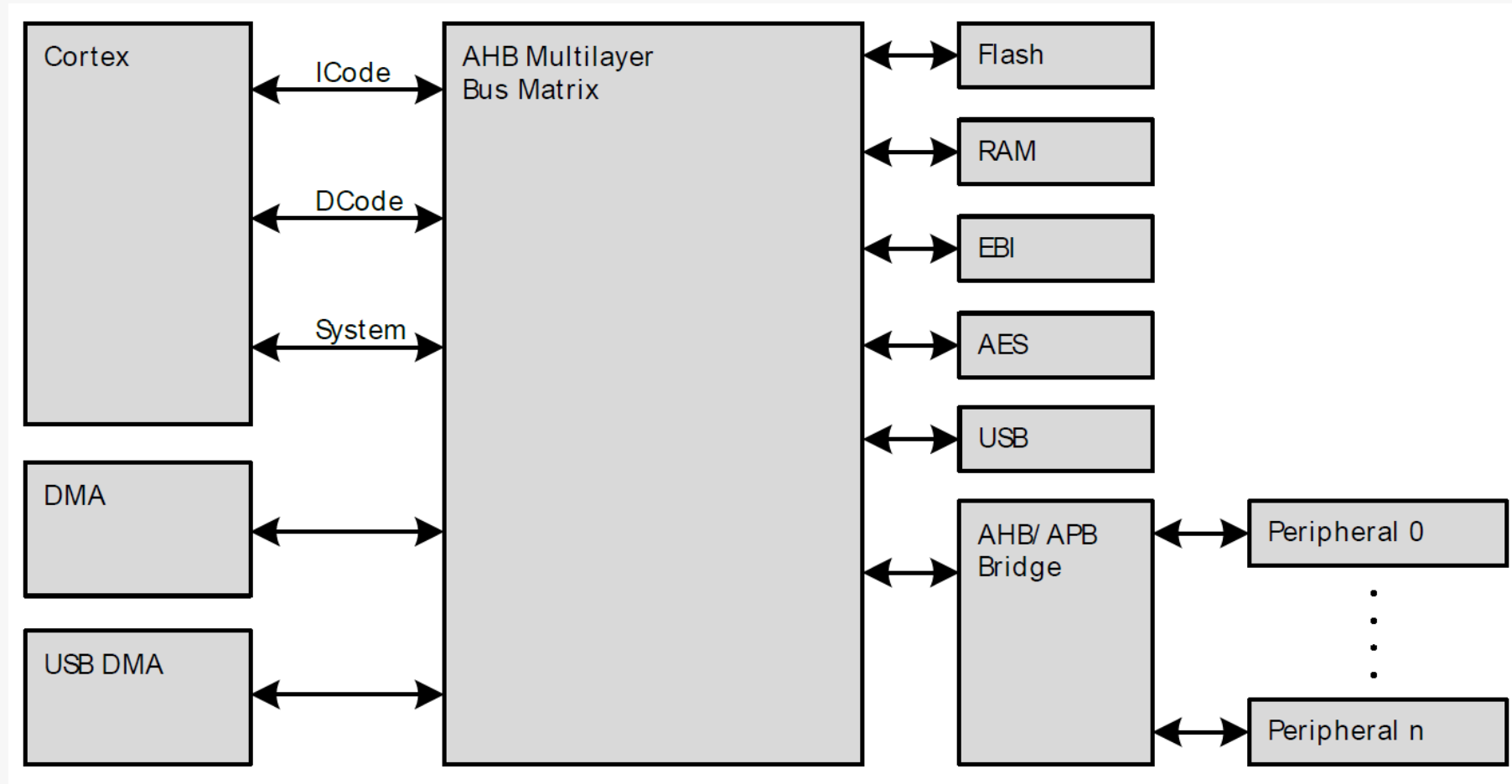
The power of retention



Saving power with instruction cache

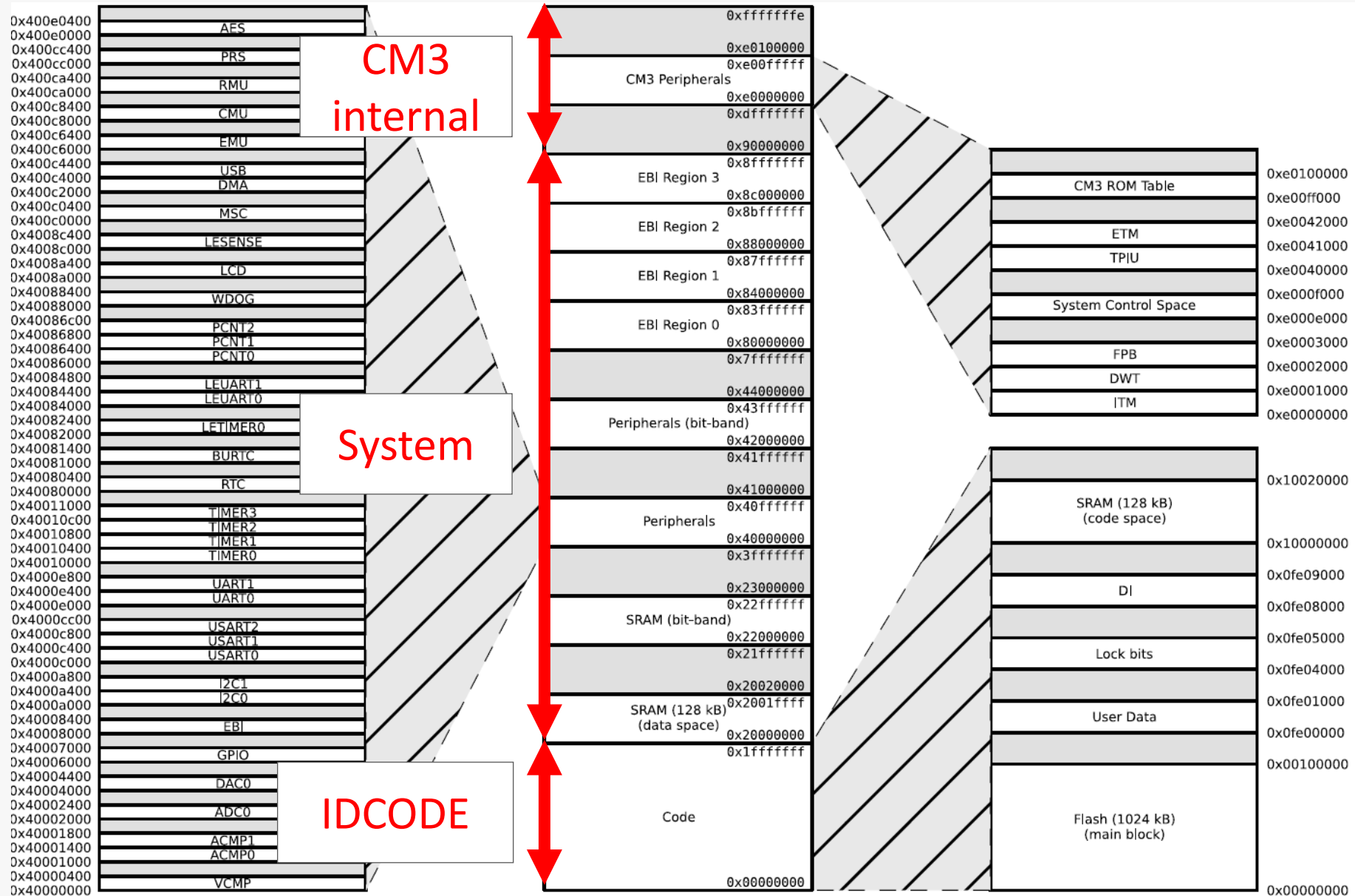
- All parts except EFM32Gs include a 512 byte instruction cache
 - Previously accessed instructions are automatically stored in in cache
 - Lower power and zero wait-states for previously read instructions
 - Cache hits examples:
 - EEMBC ULPBench: 91%
 - EEMBC Coremark: 90%
 - Prime: 100%
 - Cache-hit counter in Memory System Controller
- Data accessed through external bus interface can also be cached
 - Great power/speed savings can be acheived

EFM32 Bus System



➤ Icode and Dcode busses are combined into 1

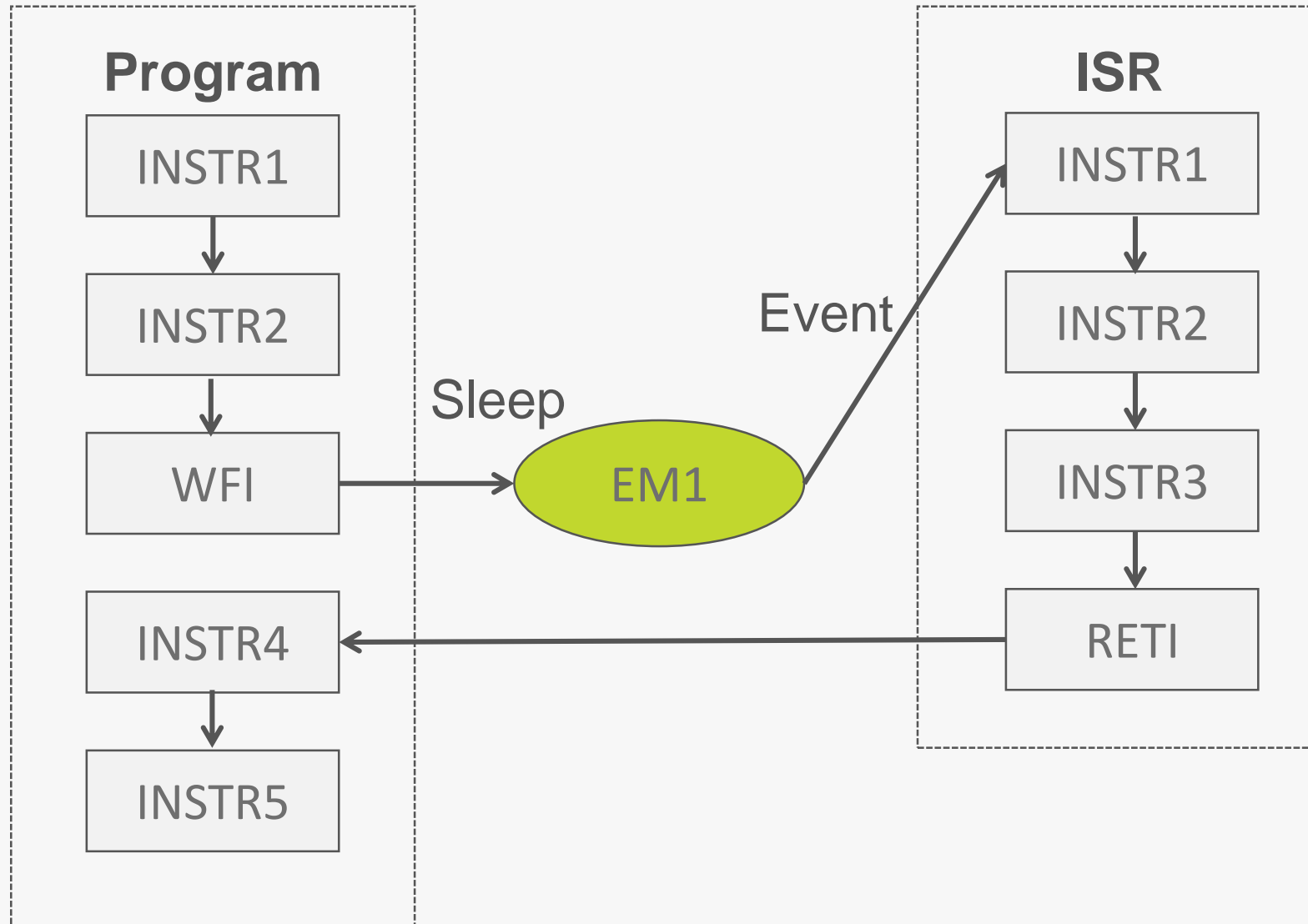
EFM32 Memory Map



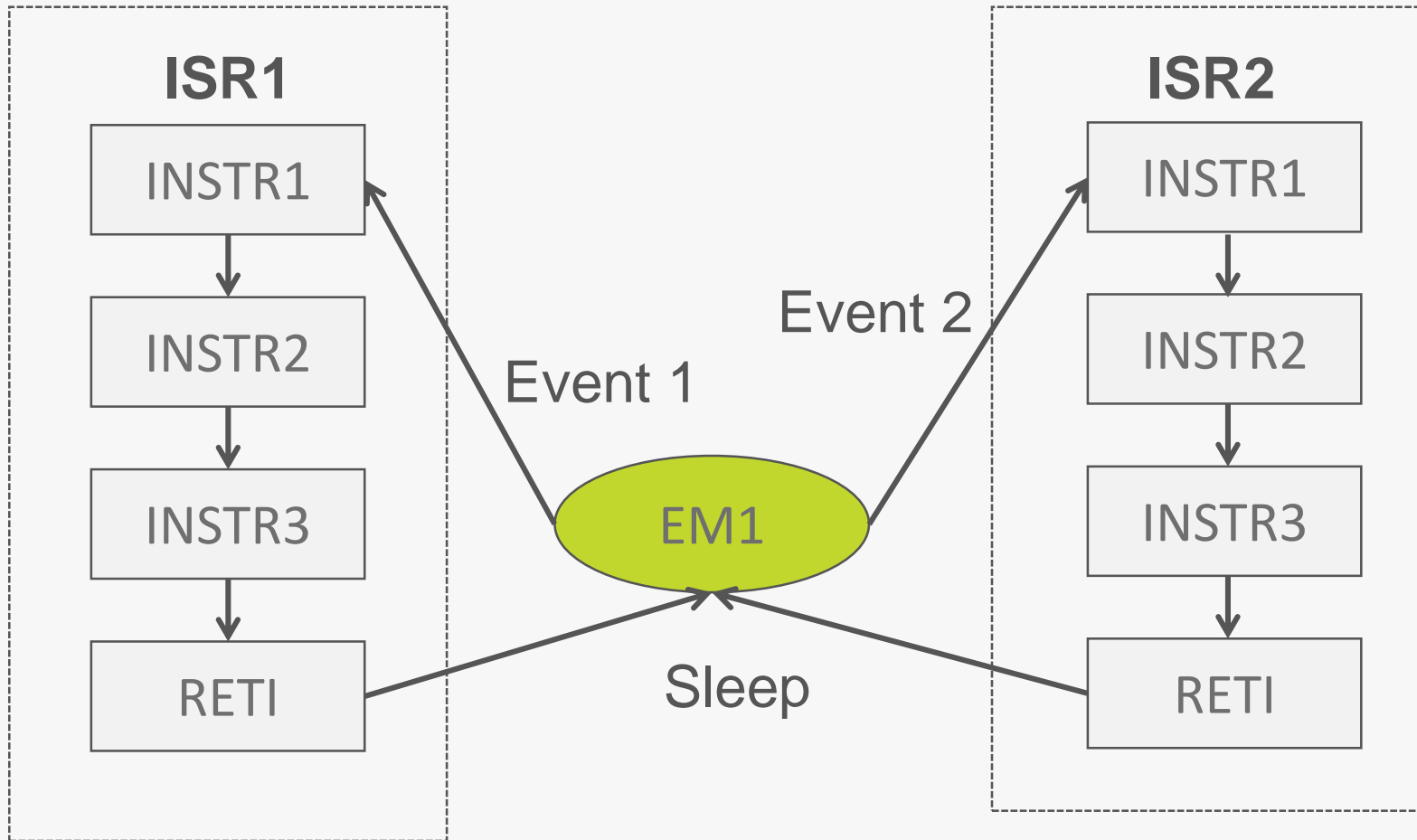
Running from RAM

- The RAM in itself has 0 wait-states at all clock speeds
 - BUT, the System Bus always uses 1 wait-state (standard CM3)
 - The system space is also not cached, so this solution is generally slower and consumes more power than running from flash.
- RAM can be accessed through IDCODE bus, by using addresses 0x10000000 and upwards
 - BUT, bus matrix sets default RAM access to System Bus, so every IDCODE bus access to RAM takes on extra cycle in arbitration to gain access to the RAM.
 - Can still save power/time vs using flash in conditions with 1 wait-state or more.

Program Flow – Sleep and Interrupt

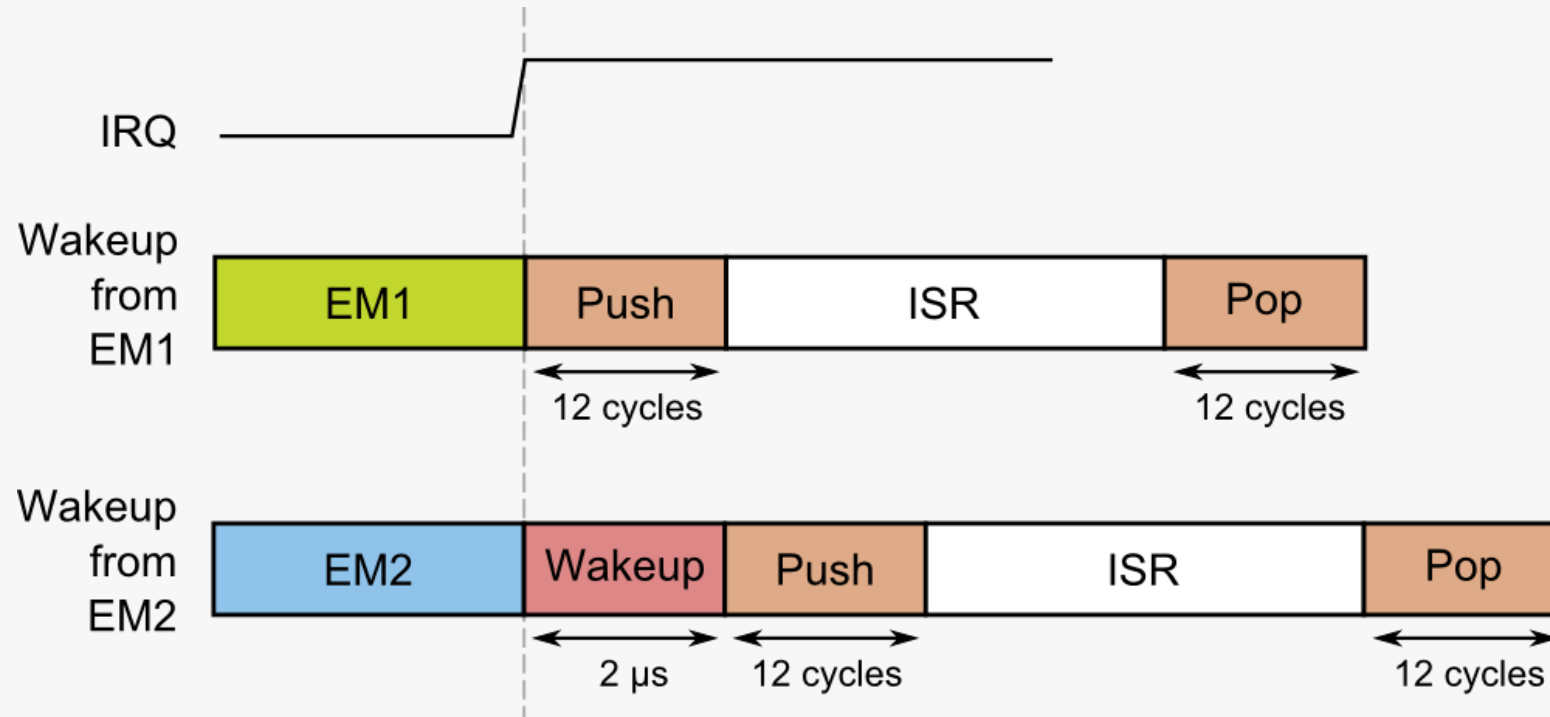


Program Flow Sleep-on-Exit



Note: SLEEPONEXIT bit in SCR must be set!

Reduce wake-up latency

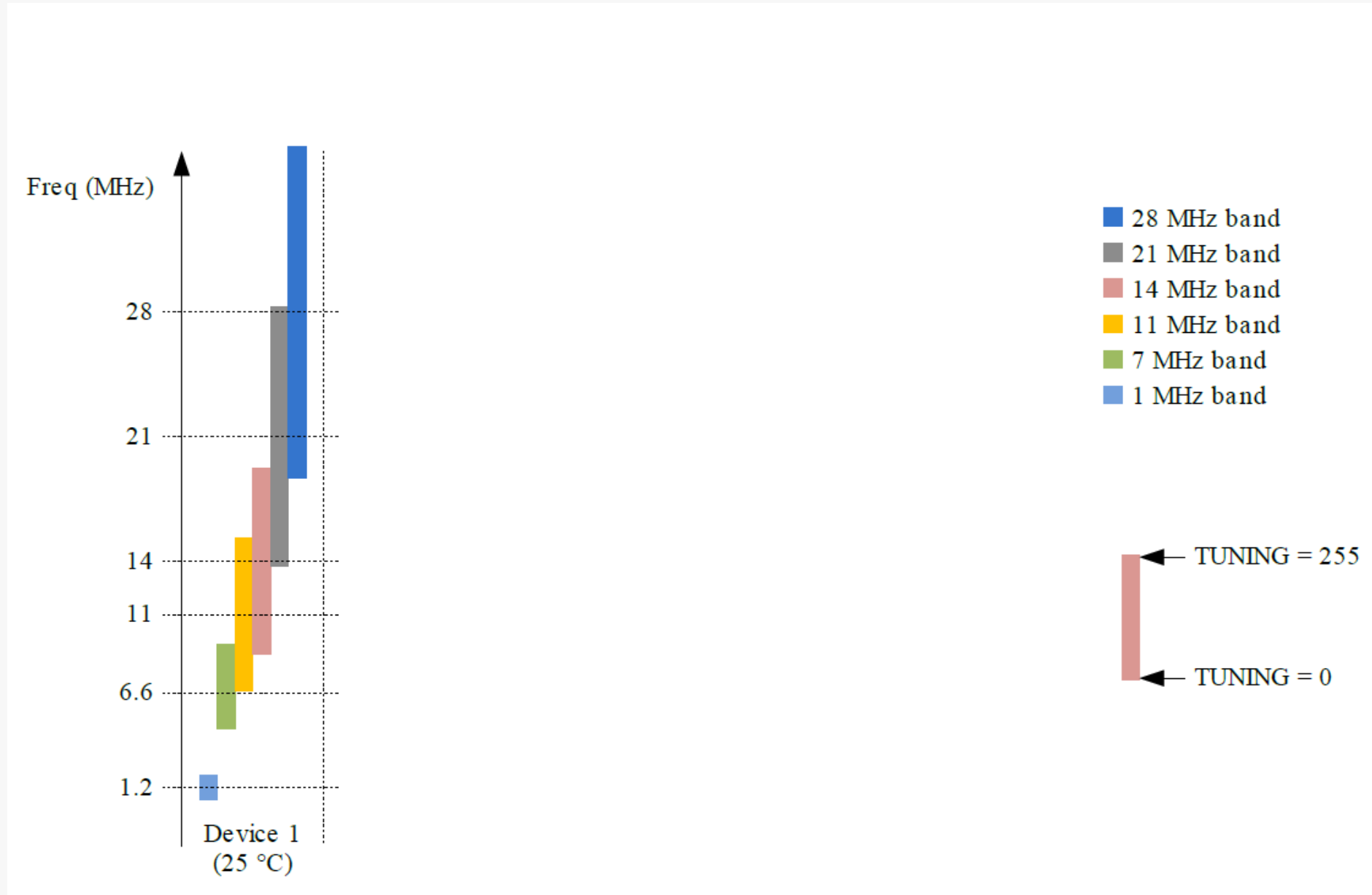


- Wait-for-interrupt (WFI) uses 12-cycles to push and pop state before when running ISR
- Wait-for-event (WFE) can be used to skip ISR (and push/pop) and continue in thread mode directly.
 - Fast wake-up, but interrupt source must be decoded and cleared.
 - SEVONPEND bit in SCR register must be set and interrupt vector disabled.

Other energy saving tips

- Analog bias settings
 - Reduce bias settings for analog peripherals like the ACMP, especially when in EM2 and EM3
- Supply voltage level
 - Supply voltage only affects current minimally as a linear regulator is powering most of the digital logic.
- Optimize emlib functions
 - Some overhead included to optimize for easy of use and different use-case handling
 - Leave originals unaltered by copying functions
- Use PRS and DMA to do more in sleep

HFRCO tuning



HFRCO tuning

- New version of «an0004 EFM32 Clocks and Oscillators»
 - Released once HFRCO characteristics is ready in datasheets (mid Feb)
- Tune HFRCO to any frequency between ~7 MHz to ~26 MHz
 - LFXO needed as reference for periodic calibration
 - Function library provided
 - Voltage and temperature variation still applies



These and more energy optimization tips in:
[an0027 EFM32 Energy Optimization](#)
[an0039 EFM32 Interrupt Handling](#)

