

*Application Note*

AN2528/D  
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Standard Space Vector  
Modulation TPU Function Set  
(svmStd)

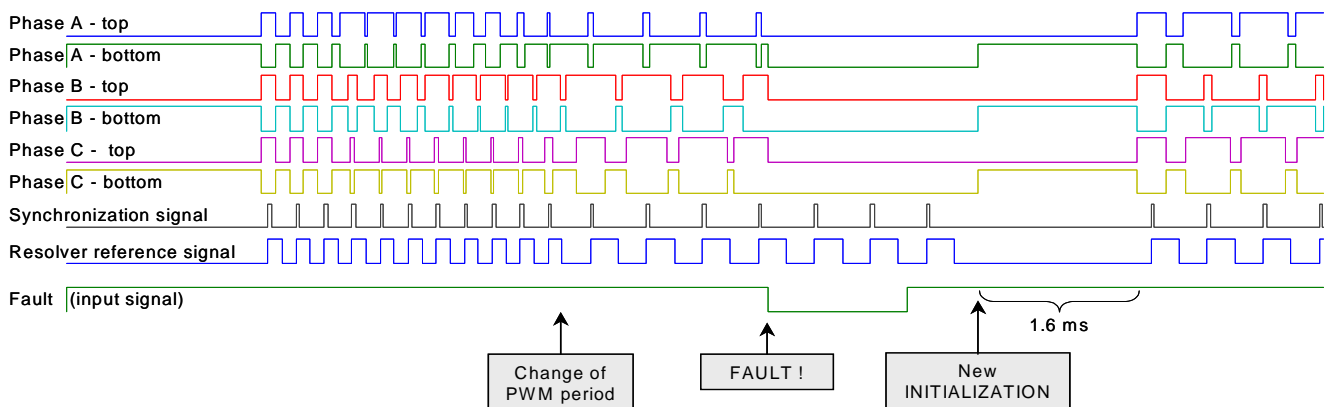
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**Functional Overview**

Standard Space Vector Modulation (svmStd) is a technique that is used to implement a straightforward method of switching motor windings in applications such as AC induction motor control and PMSM motor control. The function set consists of 5 TPU functions:

- Standard Space Vector Modulation – Top (svmStd\_top)
- Standard Space Vector Modulation – Bottom (svmStd\_bottom)
- Synchronization Signal for Standard Space Vector Modulation (svmStd\_sync)
- Resolver Reference Signal for Standard Space Vector Modulation (svmStd\_res)
- Fault Input for Standard Space Vector Modulation (svmStd\_fault)

The svmStd\_top and svmStd\_bottom TPU functions work together to generate a 6-channel 3-phase center-aligned PWM signal with dead-time between the top and bottom channels. The Synchronization Signal for the svmStd function



**Figure 1. Signals generated by svmStd TPU function set**

can be used to generate one or more adjustable signals for a wide range of uses, that are synchronized to the PWM, and track changes in the PWM period. The Resolver Reference Signal for the svmStd function can be used to generate one or more 50% duty-cycle adjustable signals that are also synchronized to the PWM. The Fault Input for the svmStd function is a TPU input function that sets all PWM outputs low when the input signal goes low. See [Figure 1](#).

## Function Set Configuration

None of the TPU functions in the Standard Space Vector Modulation TPU function set can be used separately. The svmStd\_top and svmStd\_bottom functions have to be used together. The svmStd\_top is used on 3 channels, the svmStd\_bottom on a further 3 channels, and within each phase, the function svmStd\_top has to be assigned on a lower TPU channel than the function svmStd\_bottom. This is illustrated in the examples in [Table 2](#) and [Table 3](#). One or more channels running a Synchronization Signal for svmStd as well as Resolver Reference Signals for svmStd functions can be added to the svmStd\_top and svmStd\_bottom functions. They can run with different settings on each channel. The function Fault Input for svmStd can also be added to the svmStd\_top and svmStd\_bottom functions. It is recommended to use it on channel 15, and to select the hardware option that disables all TPU output pins when the channel 15 input signal is low (DTPU bit = 1). This ensures that the hardware reacts quickly to a pin fault state. Note that it is not only the PWM channels, but all TPU output channels, including the synchronization signals, that are disabled in this configuration.

[Table 1](#) shows the configuration options and restrictions.

**Table 1. svmStd TPU function set configuration options and restrictions**

TPU function	Optional/ Mandatory	How many channels	Assignable channels
svmStd_top	mandatory	3	any 3 channels, within each phase a lower TPU channel than the same phase svmStd_bottom
svmStd_bottom	mandatory	3	any 3 channels, within each phase a higher TPU channel than the same phase svmStd_top
svmStd_sync	optional	1 or more	any channels
svmStd_res	optional	1 or more	any channels
svmStd_fault	optional	1	any, recommended is 15 and DTPU bit set

[Table 2](#) and [Table 3](#) show two examples of configuration.

**Table 2. Example of configuration**

Channel	TPU function	Priority
0	svmStd_top	high
1	svmStd_bottom	high
2	svmStd_top	high
3	svmStd_bottom	high
4	svmStd_top	high
5	svmStd_bottom	high
10	svmStd_sync	low
15	svmStd_fault	high

**Table 3. Example of configuration**

Channel	TPU function	Priority
0	svmStd_top	high
1	svmStd_top	high
2	svmStd_top	high
3	svmStd_bottom	high
4	svmStd_bottom	high
5	svmStd_bottom	high
10	svmStd_sync	low
11	svmStd_res	low
15	svmStd_fault	high

**Table 4** shows the TPU function code sizes.

**Table 4. TPU function code sizes**

TPU function	Code size
svmStd_top	16 $\mu$ instructions + 8 entries = 24 long words
svmStd_bottom	197 $\mu$ instructions + 8 entries = 205 long words
svmStd_sync	26 $\mu$ instructions + 8 entries = 34 long words
svmStd_res	38 $\mu$ instructions + 8 entries = 46 long words
svmStd_fault	9 $\mu$ instructions + 8 entries = 17 long words

**Configuration Order**

The CPU configures the TPU as follows.

1. Disables the channels by clearing the two channel priority bits on each channel used (not necessary after reset).
2. Selects the channel functions on all used channels by writing the function numbers to the channel function select bits.

3. Initializes function parameters. The parameters  $T$ ,  $prescaler$ ,  $DT$ ,  $MPW$ ,  $SQRT3$  and  $sync\_presc\_addr$  must be set before initialization. If an  $svmStd\_sync$  channel or an  $svmStd\_res$  channel is used, then also its parameters must be set before initialization.
4. Issues an HSR (Host Service Request) type %10 to one of the  $svmStd\_bottom$  channels to initialize all PWM channels. Issues an HSR type %10 to the  $svmStd\_sync$  channels,  $svmStd\_res$  channels and  $svmStd\_fault$  channel, if used.
5. Enables servicing by assigning high, middle or low priority to the channel priority bits. All PWM channels must be assigned the same priority to ensure correct operation. The CPU must ensure that the  $svmStd\_sync$  or  $svmStd\_res$  channels are initialized after the initialization of PWM channels:
  - assign a priority to the PWM channels to enable their initialization
  - if a Synchronization Signal or a Resolver Reference Signal channel is used, wait until the HSR bits are cleared to indicate that initialization of the PWM channels has completed and
  - assign a priority to the  $svmStd\_sync$  or  $svmStd\_res$  channels to enable their initialization

**NOTE:** A CPU routine that configures the TPU can be generated automatically using the MPC500\_Quick\_Start Graphical Configuration Tool.

## Detailed Function Description

### Standard Space Vector Modulation – Top ( $svmStd\_top$ ) and Standard Space Vector Modulation – Bottom ( $svmStd\_bottom$ )

The  $svmStd\_top$  and  $svmStd\_bottom$  TPU functions work together to generate a 6-channel, 3-phase PWM signal, with dead-time between the top and bottom channels. In order to charge the bootstrap transistors, the PWM signals start to run 1.6ms after their initialization (at 20MHz TCR1 clock). The functions generate signals corresponding to Reference Voltage Vector Amplitude of 0 (50% duty-cycle) until the first reload values are processed.

The CPU controls the PWM output by setting the TPU parameters. The Stator Reference Voltage Vector components  $u_a$  and  $u_b$  have to be adjusted during run time. The PWM period  $T$  and the  $prescaler$  – the number of PWM periods per reload of new values – are also read at each reload, so these parameters can be changed during run time. Conversely, dead-time ( $DT$ ) and minimum pulse width ( $MPW$ ) are not supposed to be changed during run time. The CPU notifies the TPU that the new reload values are prepared by setting the LD\_OK parameter. The TPU notifies the CPU that the reload values have been read and new values can be written by clearing the LD\_OK parameter.

The TPU writes the parameter Sector, which indicates the current Stator Reference Voltage Vector position in sector 1 to 6.

The following figures show the input Stator Reference Voltage Vector components  $u_{\hat{\alpha}}$  and  $u_{\hat{\beta}}$ , corresponding sectors and output PWM signal duty cycle ratios:

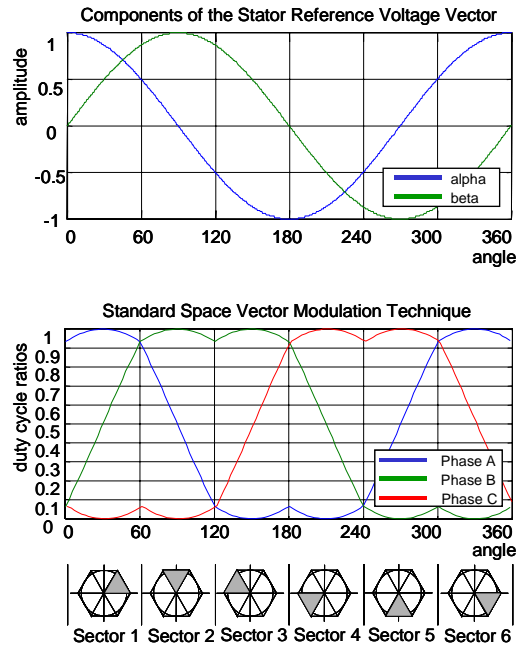


Figure 2. Standard Space Vector Modulation Technique

The following equations describe how the Space Vector Modulation PWM signal high-times  $ht_A$ ,  $ht_B$ ,  $ht_C$  and transition times  $t_{low-high}$  and  $t_{high-low}$  of each channel are calculated:

$$U_{\beta} = T \cdot u_{\beta}$$

$$U_{\alpha} = T \cdot u_{\alpha}$$

$$X = U_{\beta}$$

$$Y = \frac{U_{\beta} + U_{\alpha} \sqrt{3}}{2}$$

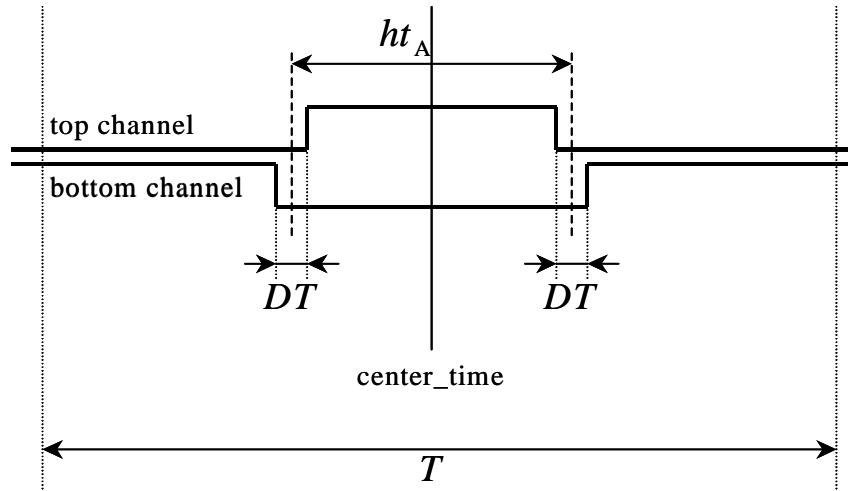
$$Z = \frac{U_{\beta} - U_{\alpha} \sqrt{3}}{2}$$

	Y < 0			Y ≥ 0		
	Z < 0	Z ≥ 0		Z < 0		Z ≥ 0
		X ≤ 0	X > 0	X ≤ 0	X > 0	
<b>Sector:</b>	<b>V.</b>	<b>IV.</b>	<b>III.</b>	<b>VI.</b>	<b>I.</b>	<b>II.</b>

Sector I., IV.:  $ht_A = \frac{T+X-Z}{2}$   
 $ht_B = \frac{T+X+Z}{2} = t_A + Z$   
 $ht_C = \frac{T-X+Z}{2} = t_B - X$

Sector II., V.:  $ht_A = \frac{T+Y-Z}{2}$   
 $ht_B = \frac{T+Y+Z}{2} = t_A + Z$   
 $ht_C = \frac{T-Y+Z}{2} = t_A - Y$

Sector III., VI.:  $ht_A = \frac{T-X+Y}{2}$   
 $ht_B = \frac{T+X-Y}{2} = t_C + X$   
 $ht_C = \frac{T-X-Y}{2} = t_A - Y$



Phase A:  
 – top channel

$$t_{low-high} = center\_time - \frac{ht_A - DT}{2}$$

$$t_{high-low} = center\_time + \frac{ht_A - DT}{2}$$





– bottom channel

$$t_{high-low} = center\_time - \frac{ht_A + DT}{2}$$

$$t_{low-high} = center\_time + \frac{ht_A + DT}{2}$$

Phase B and Phase C similarly with  $ht_B$  and  $ht_C$  substituted to  $ht_A$ .

Host Interface

 Written By CPU	 Written by both CPU and TPU
 Written By TPU	 Not Used

**Table 5. svmStd\_top Control Bits**

Name	Options
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>3</span><span>2</span><span>1</span><span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div> Channel Function Select	svmStd_top function number (Assigned during assembly the DPTRAM code from library TPU functions)
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div> Channel Priority	00 – Channel Disabled 01 – Low Priority 10 – Middle Priority 11 – High Priority
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div> Host Service Bits (HSR)	00 – No Host Service Request 01 – Not used 10 – Not used 11 – Not used
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="background-color: green; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="background-color: green; width: 15px; height: 15px;"></div> </div> Host Sequence Bits (HSQ)	xx – Not used
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="background-color: green; width: 15px; height: 15px; margin-right: 5px;"></div> </div> Channel Interrupt Enable	x – Not used
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="background-color: green; width: 15px; height: 15px; margin-right: 5px;"></div> </div> Channel Interrupt Status	x – Not used

**Table 6. svmStd\_bottom Control Bits**

Name	Options
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>3</span><span>2</span><span>1</span><span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div> Channel Function Select	svmStd_bottom function number (Assigned during assembly the DPTRAM code from library TPU functions)
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div> Channel Priority	00 – Channel Disabled 01 – Low Priority 10 – Middle Priority 11 – High Priority
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div> Host Service Bits (HSR)	00 – No Host Service Request 01 – Not used 10 – Initialization 11 – Stop

Table 6. svmStd\_bottom Control Bits

Name	Options
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <div style="display: flex; justify-content: space-around; width: 20px;"> <span>1</span><span>0</span> </div> <div style="display: flex; justify-content: space-around; width: 20px;"> <div style="width: 10px; height: 10px; background-color: green; border: 1px solid black;"></div> <div style="width: 10px; height: 10px; background-color: green; border: 1px solid black;"></div> </div> </div> <div>Host Sequence Bits (HSQ)</div> </div>	xx – Not used
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <div style="display: flex; justify-content: center; width: 20px;"> <span>0</span> </div> <div style="width: 15px; height: 15px; border: 1px solid black; margin: 0 auto;"></div> </div> <div>Channel Interrupt Enable</div> </div>	0 – Channel Interrupt Disabled 1 – Channel Interrupt Enabled
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <div style="display: flex; justify-content: center; width: 20px;"> <span>0</span> </div> <div style="width: 15px; height: 15px; background-color: blue; border: 1px solid black; margin: 0 auto;"></div> </div> <div>Channel Interrupt Status</div> </div>	0 – Interrupt Not Asserted 1 – Interrupt Asserted

TPU function svmStd\_bottom generates an interrupt when the current values of *Ualfa*, *Ubeta*, *T* and *prescaler* have been read by the TPU, and indicates to the CPU that it can write new variables. The CPU program can either wait for this interrupt to occur, or poll the *LD\_OK* bit to check it has cleared. The interrupt is generated at each reload by one of the bottom channels. The top channels do not generate any interrupts.

Table 7. svmStd\_top and svmStd\_bottom Parameter RAM

Channel	Parameter	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Phase A top channel	0	htA																
	1	HLtime_AT																
	2	bottom_chan_A																
	3	center_time																
	4	LD_OK																
	5	Sector																
	6																	
	7	fault_pinstat																
Phase A bottom channel	0	LHtime_AB																
	1	HLtime_AB																
	2	UA																
	3	UB																
	4	Ualfa																
	5	Ubeta																
	6																	
	7																	



**Table 7. svmStd\_top and svmStd\_bottom Parameter RAM**

Channel	Parameter	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Phase B top channel	0	htB																
	1	HLtime_BT																
	2	bottom_chan_B																
	3	UA3																
	4	SQRT3																
	5	sync_presc_addr																
	6																	
	7																	
Phase B bottom channel	0	LHtime_BB																
	1	HLtime_BB																
	2	T_copy																
	3	dec																
	4	T																
	5	prescaler																
	6																	
	7																	
Phase C top channel	0	htC																
	1	HLtime_CT																
	2	bottom_chan_C																
	3	prsc_copy																
	4																	
	5																	
	6																	
	7																	
Phase C bottom channel	0	LHtime_CB																
	1	HLtime_CB																
	2	min_ht																
	3	max_ht																
	4	DT																
	5	MPW																
	6																	
	7																	

**Table 8. svmStd\_top and svmStd\_bottom parameter description**

Parameter	Format	Description
Parameters written by CPU		
Ualfa, Ubeta	16-bit fractional	Stator Reference Voltage Vector components
T	16-bit unsigned integer	PWM period in number of TCR1 TPU cycles
prescaler	16-bit unsigned integer	The number of PWM periods per reload of new values

**Table 8. svmStd\_top and svmStd\_bottom parameter description**

Parameter	Format	Description
DT	16-bit unsigned integer	Dead-time in number of TCR1 TPU cycles
MPW	16-bit unsigned integer	Minimum pulse width in number of TCR1 TPU cycles. See <a href="#">Performance</a> for details.
SQRT3	16-bit fractional	$\sqrt{3}/2 = 0.866 = \$6EDA$ constant
sync_presc_addr	8-bit unsigned integer	address of synchronization channel <i>prescaler</i> parameter: $\$X4$ , where X is synchronization channel number. $\$0$ if no synchronization channel is used.
Parameters written by both TPU and CPU		
LD_OK	1-bit	0 ... CPU can update variables 1 ... TPU can read variables CPU sets 1, TPU sets 0
Parameters written by TPU		
Sector	16-bit unsigned integer	The position of Stator Reference Voltage Vector in a sector. The Sector can be 1, 2, 3, 4, 5 or 6
fault_pinstate	0 or 1	If fault channel is used, state of fault pin: 0 ... low 1 ... high
Other parameters are just for TPU function inner use.		

*Performance*

**Table 9. svmStd\_top State Statistics**

State	Max IMB Clock Cycles	RAM Accesses by TPU
HL	2	1
LH_C5	28	10

**Table 10. svmStd\_bottom State Statistics**

State	Max IMB Clock Cycles	RAM Accesses by TPU
INIT	108	32
STOP	38	0
LH	2	1
HL	6	1
LH_RLD	44	16

Table 10. svmStd\_bottom State Statistics

State	Max IMB Clock Cycles	RAM Accesses by TPU
C1	48	3
C2	48	4
C3	50	3
C4	48	8

**NOTE:** Execution times do not include the time slot transition time ( $TST = 10$  or  $14$  IMB clocks)

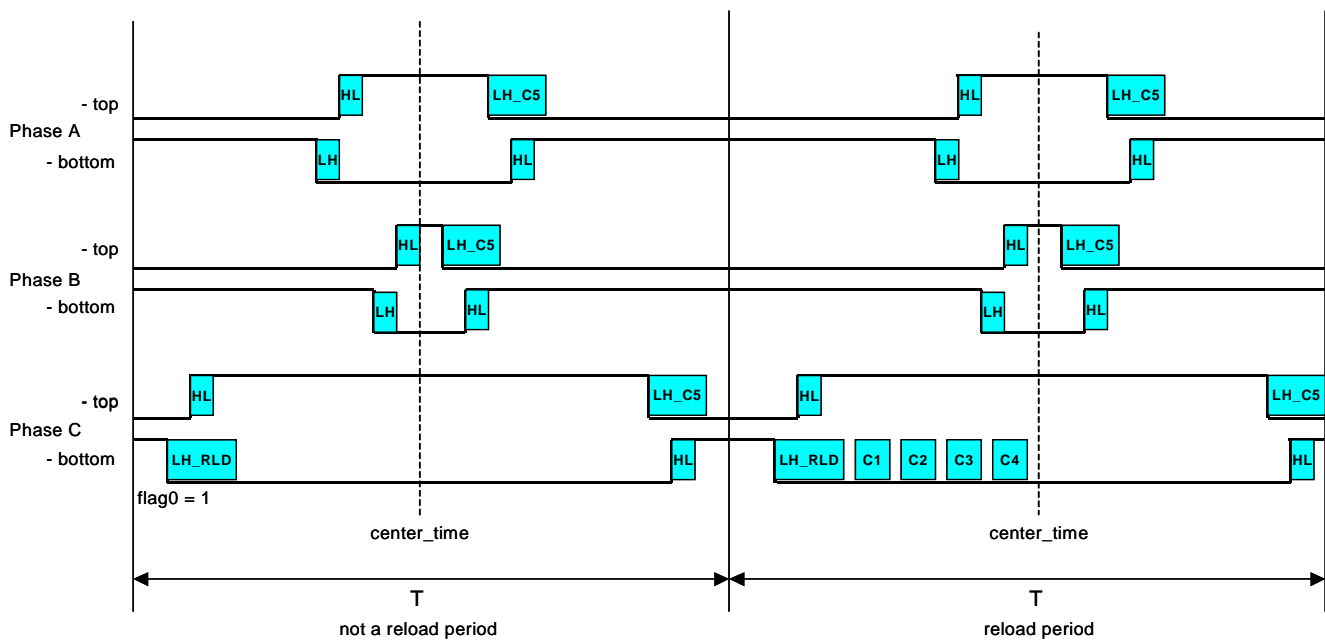


Figure 3. svmStd\_top and svmStd\_bottom timing

**NOTE:** The bottom channel with longest momentary low-time is marked by a flag0 and runs the LH\_RLD and C1, C2, C3, C4 states.

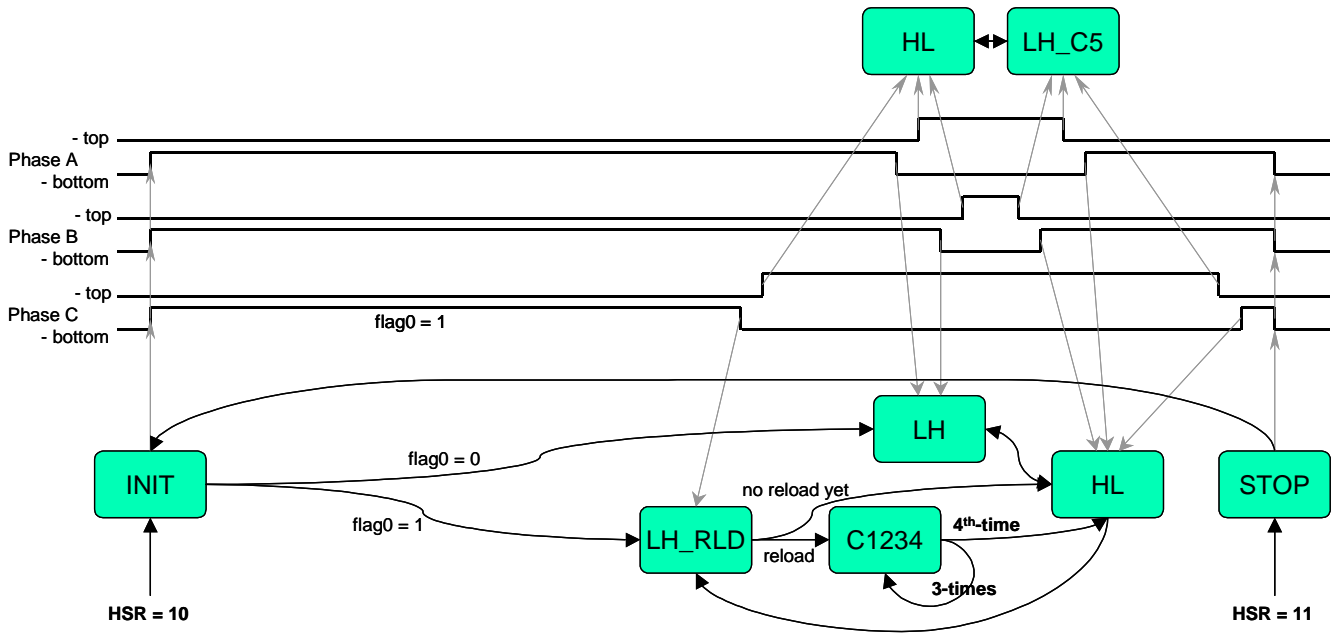


Figure 4. svmStd\_top and svmStd\_bottom state diagram

*Minimum Pulse Width*

The TPU cannot generate PWM signals with duty cycle ratios very close to 0% or 100%. The minimum pulse width that the TPU can be guaranteed to correctly generate is determined by the TPU function itself and by the activity on the other channels. When the TPU function is requested to generate a narrower pulse a collision can occur. To prevent this, the parameter *MPW* (minimum pulse width) is introduced. The TPU functions svmStd\_top and svmStd\_bottom limit the narrowest generated pulse widths to *MPW*. The CPU program should check, and limit, the maximum amplitude of the Stator Reference Voltage Vector before decomposition to  $u_{\hat{a}}$ ,  $u_{\hat{b}}$  components. The maximum amplitude of the Stator Reference Voltage Vector should be less than

$$1 - \frac{2(MPW + DT)}{T}$$

If this is not the case, the TPU function will start to limit the minimum pulse widths to *MPW* to prevent a collision, and the duty cycle ratio traces will be deformed as shown on [Figure 5](#).

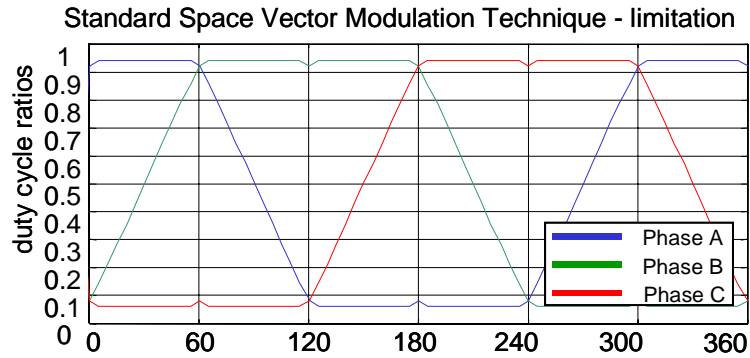


Figure 5. Effect of limitation

The *MPW* is written by the CPU. The *MPW* depends on the whole TPU unit configuration, especially the lengths of the longest states of other functions, and their priorities, running on the same TPU. The *MPW* has to be correctly calculated at the time the whole TPU unit is configured.

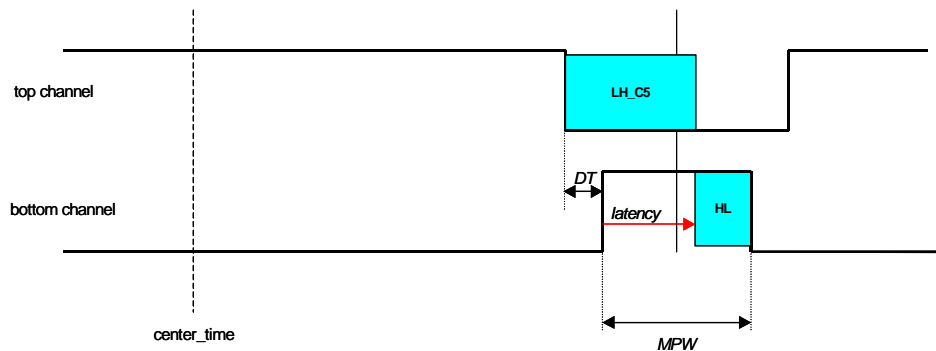


Figure 6. Timing of the worst case

When *svmStd\_top* and *svmStd\_bottom* are running alone on one TPU, the minimum pulse width can be calculated according to **Figure 6**. This illustrates the worst case timing. The bottom channel low to high transition runs the HL state that sets the following high to low transition. The HL state lasts 6 IMB clock cycles (see **Table 10**). Each state is preceded by the Time Slot Transition (TST), which takes 10 IMB clock cycles. So the time necessary to set the next transition on the bottom channel is 16 IMB clock cycles. In addition, there is a latency between the low to high transition and the start of the HL state. The top channel state LH\_C5, which is serviced at the time, causes the latency. The LH\_C5 state lasts 28 IMB clock cycles (see **Table 9**). Its time slot transition is

10 IMB clock cycles. The service starts immediately after the top channel high to low transition, which occurs at a period of  $DT$  before the bottom channel low to high transition (see **Figure 6**), so that the latency is 28 IMB clock cycles + 10 IMB clock cycles –  $DT$ . The *svmStd* functions are designed so that no other *svmStd* state can request service at this time. The  $MPW$ , in the case when only *svmStd* functions are running on one TPU, is then

$$\begin{aligned} & \text{latency} + 16 \text{ IMB clock cycles} = \\ & = 28 \text{ IMB clock cycles} + 10 \text{ IMB clock cycles} - DT + 16 \text{ IMB clock cycles} = \\ & = 54 \text{ IMB clock cycles} - DT \end{aligned}$$

and is a minimum at least 16 IMB clock cycles (when latency = 0).

Note that the  $MPW$ , as well as the  $DT$ , are not entered into the parameter RAM in IMB clock cycles, but in TCR1 clock cycles. It is recommended for the *svmStd* function that the TCR1 clk is configured for its maximum speed, which is the IMB clock divided by 2. In this case the  $MPW = 27 - DT$ , with a minimum value of 8.

When other functions are running together on the same TPU as the *svmStd* functions, the latency could be lengthened. To maintain sufficiently high performance of *svmStd*, it is recommended that the following rules are followed to configure the TPU:

- assign *svmStd* PWM channels high priority
- assign *svmStd* PWM functions on low channel numbers so that no other function with high priority is assigned a channel with a lower number

In this instance, one of the two worst case timing cases can happen. These are illustrated in **Figure 7** and **Figure 8**. Which case occurs depends on the  $DT$ .

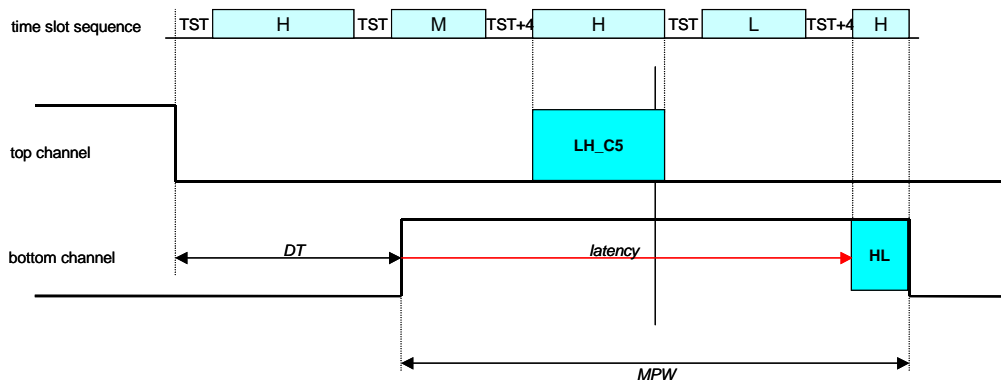


Figure 7. Worst case timing – case one

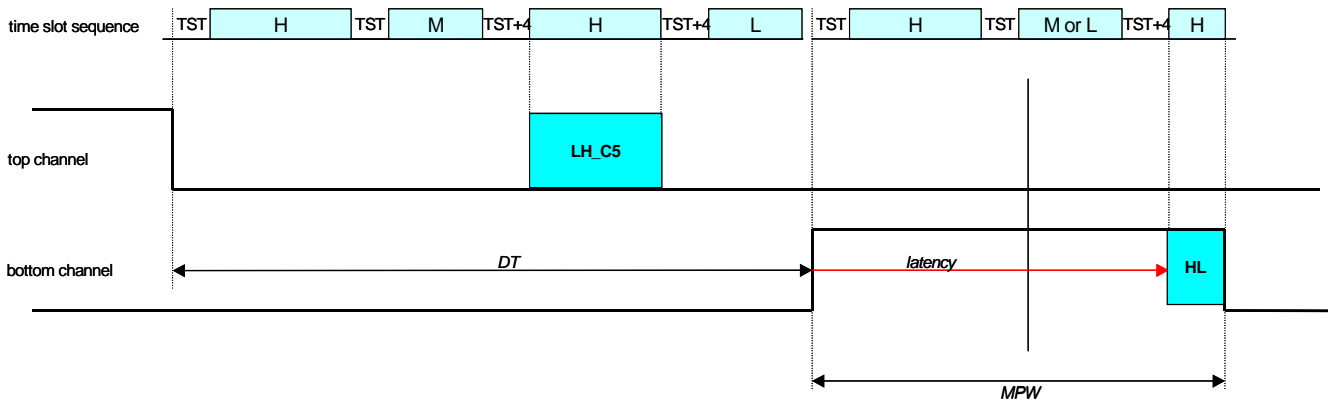


Figure 8. Worst case timing – case two

The time slot sequences at the top of both figures shows when a state of a high (H), middle (M) or low (L) priority is serviced in the worst case. To calculate the *MPW* follow these steps:

- Get the lengths of the longest states.
  - It is necessary to know the lengths of the longest states within all functions of each priority group. The initialization states are not considered – only the running states. Let's denote *H* as the time period of the longest state within all functions running on high priority (Do not consider *svmStd* functions). Let's denote *M* as the time period of the longest state within all functions running on middle priority and *L* as the time period of the longest state within all functions running on low priority.
- Decide which case of timing can occur.
  - The first case can occur when the *DT* (in IMB clock cycles) is less than  $TST + H + TST + M + TST+4 + LH\_C5 + TST+4 + L$  (see **Figure 8**) that is  $4 * TST + 8 + H + M + L + LH\_C5$  that is  $76 + H + M + L$  IMB clock cycles.

if  $DT$  (in IMB clock cycles)  $< 76 + H + M + L$   
 then – case one  
 else – case two

- Calculate *MPW* based on case one or case two.
  - In **case one** the *MPW* is (according to **Figure 7**)  
 $TST + H + TST + M + TST+4 + LH\_C5 + TST + L + TST+4 + HL - DT$   
 that is  $92 + H + M + L - DT$  IMB clock cycles.

$$MPW \text{ (in IMB clock cycles)} = 92 + H + M + L - DT$$

- In **case two** the MPW is (according to **Figure 8**)  
 $TST + H + TST + \max(M,L) + TST+4 + HL$   
 that is  $40 + H + \max(M,L)$  IMB clock cycles.

$$MPW \text{ (in IMB clock cycles)} = 40 + H + \max(M,L)$$

- Convert *MPW* in IMB clock cycles to *MPW* in TCR1 clock cycles based on TCR1 prescaler settings.

When there are no channels of middle or low priority, simply leave out all the *H* or *L* and the following TST or TST+4 from the formulas.

When the recommended configuration rules are not adhered to, the timing of the worst case is considerably more complicated. It requires some familiarity with the details of the TPU priority scheme. In this case, the Worst-Case Latency (WCL), which is automatically calculated by the MPC500\_Quick\_Start Graphical Configuration Tool, can serve as a good approximation. This is always longer than the real-case. Let the WCL be calculated after the configuration of TPU channels and then find the longest WCL value within all svmStd PWM channels. Convert the number, from IMB clock cycles to TCR1 clock cycles, to get the *MPW*.

### Synchronization signal for Standard Space Vector Modulation (svmStd\_sync)

The svmStd\_sync TPU function uses information obtained from svmStd PWM functions, the actual PWM center times and the PWM periods. This allows a signal to be generated, which tracks the changes in the PWM period and is always synchronized with the PWM. The synchronization signal is a positive pulse generated repeatedly after the *prescaler* or *presc\_copy* PWM periods (see next paragraph). The low to high transition of the pulse can be adjusted by a parameter, either negative or positive, to go a number of TCR1 TPU cycles before or after the PWM period center time. The pulse width *pw* is another synchronization signal parameter.



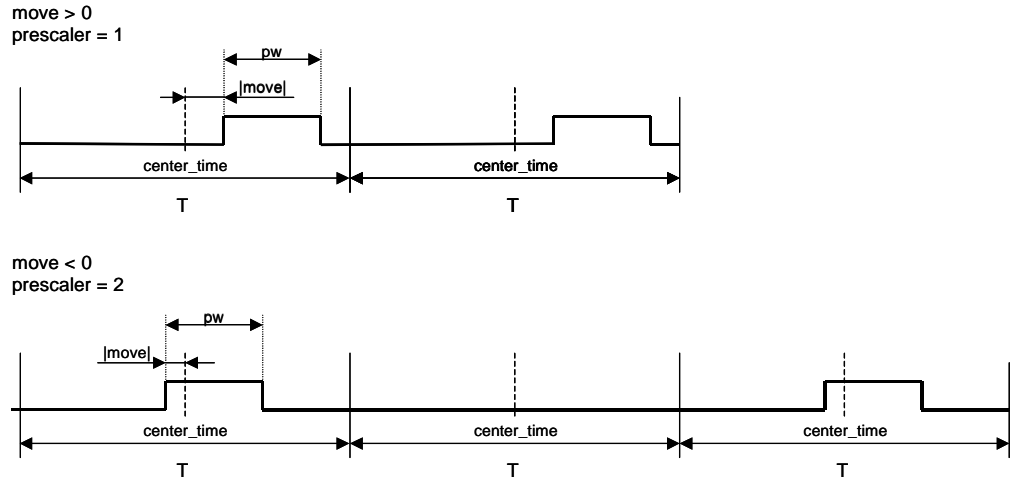


Figure 9. Synchronization signal adjustment examples

*Synchronized Change of PWM Prescaler And Synchronization Signal Prescaler*

The `svmStd_sync` TPU function actually uses the `presc_copy` parameter instead of the `prescaler` parameter. The `prescaler` parameter holds the prescaler value that is copied to the `presc_copy` by the `svmStd_bottom` function at the time the PWM parameters are reloaded. This ensures that new prescaler values for the PWM signals, as well as the synchronization signal, are applied at the same time. Write the synchronization signal `prescaler` parameter address to the `sync_presc_addr` parameter to enable this mechanism. Write 0 to disable it, and remember to set the synchronization signal `presc_copy` parameter instead of the `prescaler` parameter in this case.

*Host Interface*

- Written By CPU
- Written by both CPU and TPU
- Written By TPU
- Not Used

Table 11. `svmStd_sync` Control Bits

Name	Options
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>3</span><span>2</span><span>1</span><span>0</span> </div> <div style="display: flex; align-items: center; margin-top: 5px;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div>	<p><code>svmStd_sync</code> function number (Assigned during assembly the DPTRAM code from library TPU functions)</p>
<div style="display: flex; justify-content: space-around; width: 40px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center; margin-top: 5px;"> <div style="border: 1px solid black; width: 15px; height: 15px; margin-right: 5px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px;"></div> </div>	<p>00 – Channel Disabled 01 – Low Priority 10 – Middle Priority 11 – High Priority</p>

Table 11. svmStd\_sync Control Bits

Name	Options
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <div style="display: flex; justify-content: space-around; width: 20px;"> <span>1</span><span>0</span> </div> <div style="border: 1px solid black; width: 15px; height: 15px; margin: 2px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; margin: 2px;"></div> </div> <div>Host Service Bits (HSR)</div> </div>	00 – No Host Service Request 01 – Not used 10 – Initialization 11 – Not used
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <div style="display: flex; justify-content: space-around; width: 20px;"> <span>1</span><span>0</span> </div> <div style="background-color: green; width: 15px; height: 15px; margin: 2px;"></div> <div style="background-color: green; width: 15px; height: 15px; margin: 2px;"></div> </div> <div>Host Sequence Bits (HSQ)</div> </div>	xx – Not used
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <div style="display: flex; justify-content: center; width: 20px;"> <span>0</span> </div> <div style="border: 1px solid black; width: 15px; height: 15px; margin: 2px;"></div> </div> <div>Channel Interrupt Enable</div> </div>	0 – Channel Interrupt Disabled 1 – Channel Interrupt Enabled
<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;"> <div style="display: flex; justify-content: center; width: 20px;"> <span>0</span> </div> <div style="background-color: blue; width: 15px; height: 15px; margin: 2px;"></div> </div> <div>Channel Interrupt Status</div> </div>	0 – Interrupt Not Asserted 1 – Interrupt Asserted

TPU function svmStd\_sync generates an interrupt after each low to high transition.

Table 12. svmStd\_sync Parameter RAM

Channel	Parameter	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Synchronization channel	0	move															
	1	pw															
	2	prescaler															
	3	presc_copy															
	4	time															
	5	dec															
	6	T_copy															
	7																

Table 13. svmStd\_sync parameter description

Parameter	Format	Description
Parameters written by CPU		
move	16-bit signed integer	The number of TCR1 TPU cycles to forego (negative) or come after (positive) the PWM period center time
pw	16-bit unsigned integer	Synchronization pulse width in number of TCR1 TPU cycles.

Table 13. svmStd\_sync parameter description

Parameter	Format	Description
prescaler	16-bit unsigned integer	The number of PWM periods per synchronization pulse – use in case of synchronized prescalers change
presc_copy	16-bit unsigned integer	The number of PWM periods per synchronization pulse – use in case of asynchronized prescalers change
Parameters written by TPU		
Other parameters are just for TPU function inner use.		

Performance

There is one limitation. The absolute value of parameter *move* has to be less than a quarter of the PWM period *T*.

$$|move| < \frac{T}{4}$$

Table 14. svmStd\_sync State Statistics

State	Max IMB Clock Cycles	RAM Accesses by TPU
INIT	12	5
S1	12	6
S2	8	3
S3	16	7

**NOTE:** Execution times do not include the time slot transition time (TST = 10 or 14 IMB clocks)

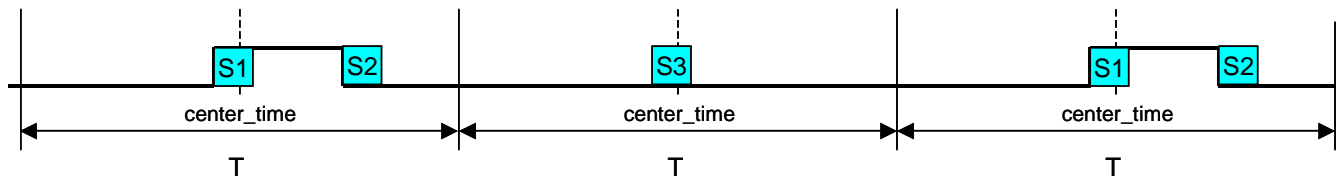


Figure 10. svmStd\_sync timing

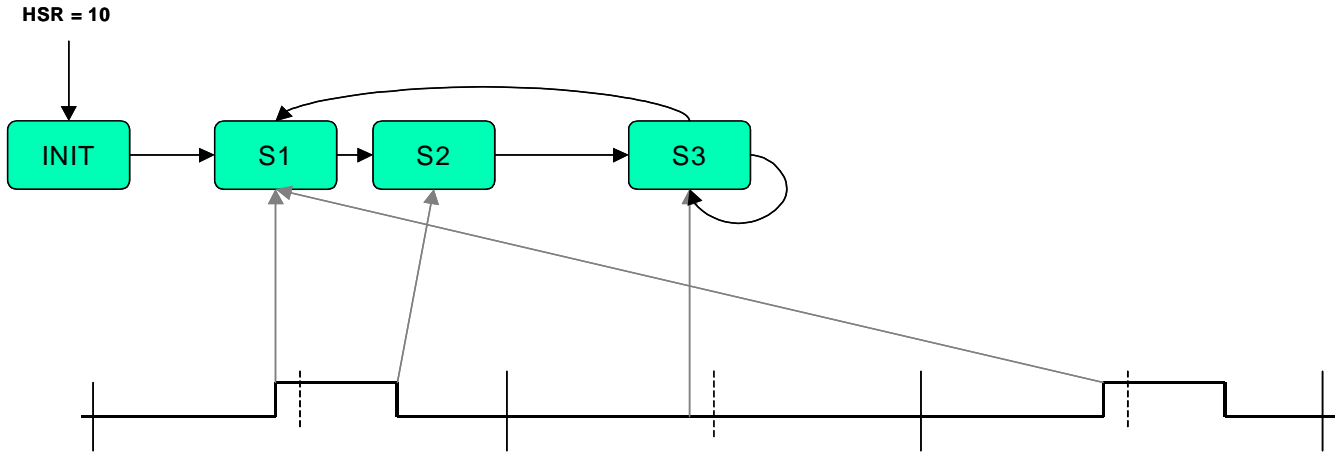
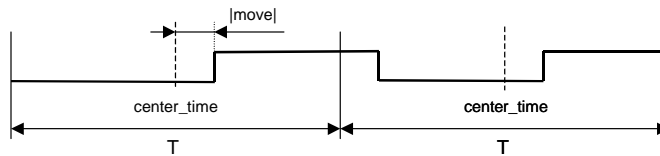


Figure 11. svmStd\_sync state diagram

**Resolver Reference Signal for Standard Space Vector Modulation (svmStd\_res)**

The svmStd\_res TPU function uses information read from the svmStd PWM functions, the actual PWM center times and the PWM periods. This allows a signal to be generated, which tracks the changes of the PWM period and is always synchronized with the PWM. The resolver reference signal is a 50% duty-cycle signal with a period equal to *prescaler* or synchronization channel *presc\_copy* PWM periods (see next paragraph). The low to high transition of the pulse can be adjusted by a parameter, either negative or positive, to go a number of TCR1 TPU cycles before or after the PWM period center time.

move > 0  
prescaler = 1



move < 0  
prescaler = 2

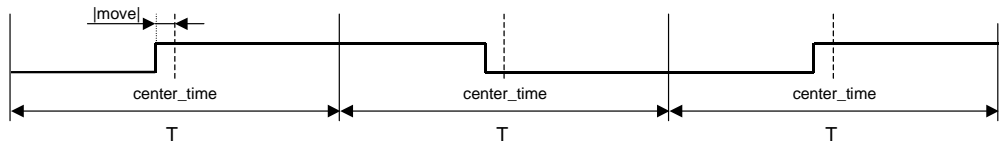






Figure 12. Resolver reference signal adjustment examples

*Synchronized Change of PWM Prescaler And Resolver Reference Signals Prescaler*

The svmStd\_res TPU function can inherit the Synchronization Signal prescaler that is synchronously changed with the PWM prescaler. Write the synchronization signals *presc\_copy* parameter address to the *presc\_addr* parameter to enable this mechanism. Write 0 to disable it, and in this case set the *prescaler* parameter to directly specify prescaler value.

*Host Interface*

 Written By CPU	 Written by both CPU and TPU
 Written By TPU	 Not Used

**Table 15. svmStd\_res Control Bits**







Name	Options
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>3</span><span>2</span><span>1</span><span>0</span> </div>  Channel Function Select	svmStd_res function number (Assigned during assembly the DPTRAM code from library TPU functions)
<div style="display: flex; justify-content: space-around; width: 40px;"> <span>1</span><span>0</span> </div>  Channel Priority	00 – Channel Disabled 01 – Low Priority 10 – Middle Priority 11 – High Priority
<div style="display: flex; justify-content: space-around; width: 40px;"> <span>1</span><span>0</span> </div>  Host Service Bits (HSR)	00 – No Host Service Request 01 – Not used 10 – Initialization 11 – Not used
<div style="display: flex; justify-content: space-around; width: 40px;"> <span>1</span><span>0</span> </div>  Host Sequence Bits (HSQ)	xx – Not used
<div style="display: flex; justify-content: space-around; width: 40px;"> <span>0</span> </div>  Channel Interrupt Enable	x – Not used
<div style="display: flex; justify-content: space-around; width: 40px;"> <span>0</span> </div>  Channel Interrupt Status	x – Not used

Table 16. svmStd\_res Parameter RAM

Channel	Parameter	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Resolver	0	move																
	1																	
	2	presc_addr																
	3	prescaler																
	4	time																
	5	dec																
	6	T_copy																
	7																	

Table 17. svmStd\_res parameter description

Parameter	Format	Description
Parameters written by CPU		
move	16-bit signed integer	The number of TCR1 TPU cycles to forego (negative) or come after (positive) the PWM period center time
presc_addr	16-bit unsigned integer	\$00X6, where X is a number of Synchronization Signal channel, to inherit Sync. channel prescaler or \$0000 to enable direct specification of prescaler value in prescaler parameter
prescaler	1, 2, 4, 6, 8, 10, 12, 14, ...	The number of PWM periods per synchronization pulse – use when apresc_addr = 0
Parameters written by TPU		
Other parameters are just for TPU function inner use.		

Performance

There is one limitation. The absolute value of parameter *move* has to be less than a quarter of the PWM period *T*.

$$|move| < \frac{T}{4}$$

Table 18. svmStd\_res State Statistics

State	Max IMB Clock Cycles	RAM Accesses by TPU
INIT	12	5
S1	26	9
S3	18	7

**NOTE:** Execution times do not include the time slot transition time ( $TST = 10$  or  $14$  IMB clocks)

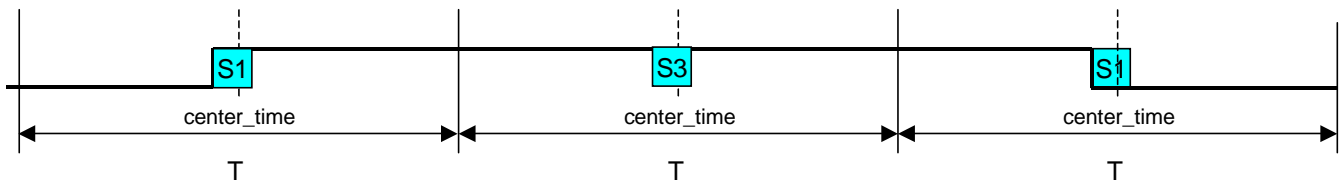


Figure 13. svmStd\_res timing

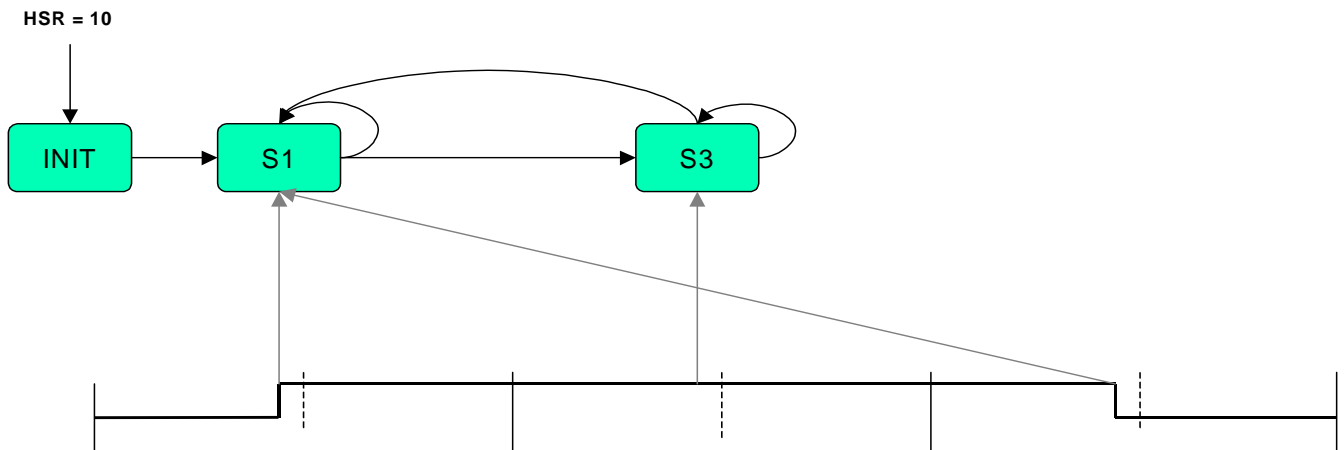


Figure 14. svmStd\_res state diagram

**Fault Input for Standard Space Vector Modulation (svmStd\_fault)**

The svmStd\_fault is an input TPU function that monitors the pin, and if a high to low transition occurs, immediately sets all PWM channels low and cancels all further transitions on them. The PWM channels, as well as the synchronization and resolver reference signal channels (if used), have to be initialized again to start them running.

The function returns the actual pinstate as a value of 0 (low) or 1 (high) in the parameter *fault\_pinstate*. The parameter is placed on the Phase A – top channel to keep the fault channel parameter space free.

Host Interface



Table 19. svmStd\_fault Control Bits

Name	Options
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>3</span><span>2</span><span>1</span><span>0</span> </div> <div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; gap: 5px;"> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> </div> <span style="margin-left: 10px;">Channel Function Select</span> </div>	svmStd_fault function number (Assigned during assembly the DPTRAM code from library TPU functions)
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; gap: 5px;"> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> </div> <span style="margin-left: 10px;">Channel Priority</span> </div>	00 – Channel Disabled 01 – Low Priority 10 – Middle Priority 11 – High Priority
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; gap: 5px;"> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> </div> <span style="margin-left: 10px;">Host Service Bits (HSR)</span> </div>	00 – No Host Service Request 01 – Not used 10 – Initialization 11 – Not used
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>1</span><span>0</span> </div> <div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; gap: 5px;"> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: green;"></div> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: green;"></div> </div> <span style="margin-left: 10px;">Host Sequence Bits (HSQ)</span> </div>	xx – Not used
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>0</span> </div> <div style="display: flex; align-items: center; justify-content: center;"> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: white;"></div> <span style="margin-left: 10px;">Channel Interrupt Enable</span> </div>	0 – Channel Interrupt Disabled 1 – Channel Interrupt Enabled
<div style="display: flex; justify-content: space-around; width: 100px;"> <span>0</span> </div> <div style="display: flex; align-items: center; justify-content: center;"> <div style="width: 15px; height: 15px; border: 1px solid black; background-color: blue;"></div> <span style="margin-left: 10px;">Channel Interrupt Status</span> </div>	0 – Interrupt Not Asserted 1 – Interrupt Asserted

TPU function svmStd\_fault generates an interrupt when a high to low transition appears.



Table 20. svmStd\_fault Parameter RAM

Channel	Parameter	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Fault input	0	[Redacted]															
	1	[Redacted]															
	2	[Redacted]															
	3	[Redacted]															
	4	[Redacted]															
	5	[Redacted]															
	6	[Redacted]															
	7	[Redacted]															

Table 21. svmStd\_fault parameter description

Parameter	Format	Description
<b>Table 22 Parameters written by TPU</b>		
fault_pinstate	0 or 1	State of fault pin: 0 ... low 1 ... high

Performance

Table 23. svmStd\_fault State Statistics

State	Max IMB Clock Cycles	RAM Accesses by TPU
INIT	8	2
FAULT	44	1
NO_FAULT	4	1

**NOTE:** Execution times do not include the time slot transition time (TST = 10 or 14 IMB clocks)



Figure 15. svmStd\_fault timing

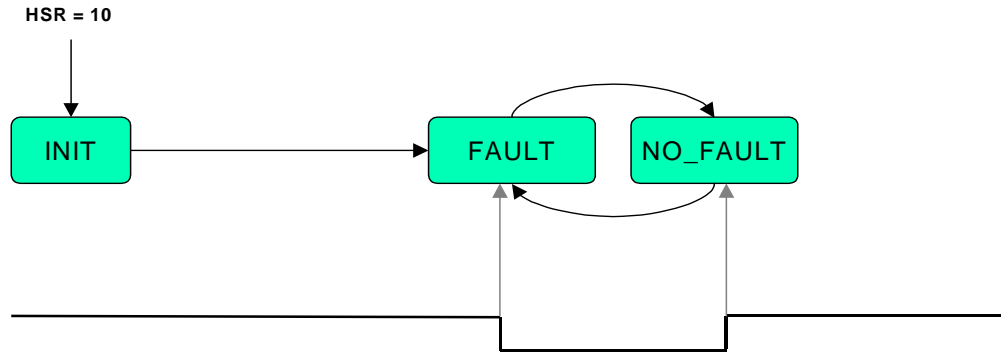


Figure 16. svmStd\_fault state diagram



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