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Understanding [Embedded - DSP \(Digital Signal Processors\)](#)

[Embedded - DSP \(Digital Signal Processors\)](#) are specialized microprocessors designed to perform complex mathematical computations on digital signals in real-time. Unlike general-purpose processors, DSPs are optimized for high-speed numeric processing tasks, making them ideal for applications that require efficient and precise manipulation of digital data. These processors are fundamental in converting and processing signals in various forms, including audio, video, and communication signals, ensuring that data is accurately interpreted and utilized in embedded systems.

Applications of [Embedded - DSP \(Digital Signal Processors\)](#)

Details

Product Status	Active
Type	Floating Point
Interface	CAN, EBI/EMI, Ethernet, DAI, I ² C, MMC/SD/SDIO, SPI, SPORT, UART/USART, USB OTG
Clock Rate	450MHz
Non-Volatile Memory	ROM (512kB)
On-Chip RAM	384kB
Voltage - I/O	3.30V
Voltage - Core	1.10V
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	349-LFBGA, CSPBGA
Supplier Device Package	349-CSPBGA (19x19)
Purchase URL	https://www.e-xfl.com/product-detail/analog-devices/adsp-sc583kbcz-4a

ADSP-SC582/SC583/SC584/SC587/SC589/ADSP-21583/21584/21587

Table 11. ADSP-SC58x/ADSP-2158x Detailed Signal Descriptions (Continued)

Signal Name	Direction	Description
SMC_ABE[n]	Output	Byte Enable n. Indicates whether the lower or upper byte of a memory is being accessed. When an asynchronous write is made to the upper byte of a 16-bit memory, $\overline{\text{SMC_ABE}} = 0$ and $\text{SMC_ABE} = 1$. When an asynchronous write is made to the lower byte of a 16-bit memory, $\overline{\text{SMC_ABE}} = 1$ and $\text{SMC_ABE} = 0$.
SMC_AMS[n]	Output	Memory Select n. Typically connects to the chip select of a memory device.
SMC_AOE	Output	Output Enable. Asserts at the beginning of the setup period of a read access.
SMC_ARDY	Input	Asynchronous Ready. Flow control signal used by memory devices to indicate to the SMC when further transactions may proceed.
SMC_ARE	Output	Read Enable. Asserts at the beginning of a read access.
SMC_AWE	Output	Write Enable. Asserts for the duration of a write access period.
SMC_A[nn]	Output	Address n. Address bus.
SMC_D[nn]	InOut	Data n. Bidirectional data bus.
SPI_CLK	InOut	Clock. Input in slave mode, output in master mode.
SPI_D2	InOut	Data 2. Transfers serial data in quad mode. Open-drain when ODM mode is enabled.
SPI_D3	InOut	Data 3. Transfers serial data in quad mode. Open-drain when ODM mode is enabled.
SPI_MISO	InOut	Master In, Slave Out. Transfers serial data. Operates in the same direction as SPI_MOSI in dual and quad modes. Open-drain when ODM mode is enabled.
SPI_MOSI	InOut	Master Out, Slave In. Transfers serial data. Operates in the same direction as SPI_MISO in dual and quad modes. Open-drain when ODM mode is enabled.
SPI_RDY	InOut	Ready. Optional flow signal. Output in slave mode, input in master mode.
SPI_SEL[n]	Output	Slave Select Output n. Used in master mode to enable the desired slave.
SPI_SS	Input	Slave Select Input. Slave mode—acts as the slave select input. Master mode—optionally serves as an error detection input for the SPI when there are multiple masters.
SPT_ACLK	InOut	Channel A Clock. Data and frame sync are driven/sampled with respect to this clock. This signal can be either internally or externally generated.
SPT_AD0	InOut	Channel A Data 0. Primary bidirectional data I/O. This signal can be configured as an output to transmit serial data or as an input to receive serial data.
SPT_AD1	InOut	Channel A Data 1. Secondary bidirectional data I/O. This signal can be configured as an output to transmit serial data or as an input to receive serial data.
SPT_AFS	InOut	Channel A Frame Sync. The frame sync pulse initiates shifting of the serial data. This signal is either generated internally or externally.
SPT_ATDV	Output	Channel A Transmit Data Valid. This signal is optional and only active when SPORT is configured in multichannel transmit mode. It is asserted during enabled slots.
SPT_BCLK	InOut	Channel B Clock. Data and frame sync are driven/sampled with respect to this clock. This signal can be either internally or externally generated.
SPT_BD0	InOut	Channel B Data 0. Primary bidirectional data I/O. This signal can be configured as an output to transmit serial data or as an input to receive serial data.
SPT_BD1	InOut	Channel B Data 1. Secondary bidirectional data I/O. This signal can be configured as an output to transmit serial data or as an input to receive serial data.
SPT_BFS	InOut	Channel B Frame Sync. The frame sync pulse initiates shifting of serial data. This signal is either generated internally or externally.
SPT_BTDV	Output	Channel B Transmit Data Valid. This signal is optional and only active when SPORT is configured in multichannel transmit mode. It is asserted during enabled slots.
SYS_BMODE[n]	Input	Boot Mode Control n. Selects the boot mode of the processor.
SYS_CLKIN0	Input	Clock/Crystal Input.
SYS_CLKIN1	Input	Clock/Crystal Input.
SYS_CLKOUT	Output	Processor Clock Output. Outputs internal clocks. Clocks may be divided down. See the CGU chapter of the ADSP-SC58x/ADSP-2158x SHARC+ Processor Hardware Reference for more details.

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Table 27. ADSP-SC58x/ADSP-2158x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Int Term	Reset Term	Reset Drive	Power Domain	Description and Notes
DMC0_DQ11	InOut	B	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data 11 Notes: No notes
DMC0_DQ12	InOut	B	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data 12 Notes: No notes
DMC0_DQ13	InOut	B	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data 13 Notes: No notes
DMC0_DQ14	InOut	B	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data 14 Notes: No notes
DMC0_DQ15	InOut	B	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data 15 Notes: No notes
DMC0_LDM	Output	B	none	none	none	VDD_DMC	Desc: DMC0 Data Mask for Lower Byte Notes: No notes
DMC0_LDQS	InOut	C	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data Strobe for Lower Byte (complement) Notes: No notes
DMC0_LDQS	InOut	C	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data Strobe for Lower Byte Notes: External weak pull-down required in LPDDR mode
DMC0_ODT	Output	B	none	none	none	VDD_DMC	Desc: DMC0 On-die termination Notes: No notes
DMC0_RAS	Output	B	none	none	none	VDD_DMC	Desc: DMC0 Row Address Strobe Notes: No notes
DMC0_RESET	Output	B	none	none	none	VDD_DMC	Desc: DMC0 Reset (DDR3 only) Notes: No notes
DMC0_RZQ	a	B	none	none	none	VDD_DMC	Desc: DMC0 External calibration resistor connection Notes: Applicable for DDR2 and DDR3 only. External pull-down of 34 ohms need to be added.
DMC0_UDM	Output	B	none	none	none	VDD_DMC	Desc: DMC0 Data Mask for Upper Byte Notes: No notes
DMC0_UDQS	InOut	C	Internal logic ensures that input signal does not float	none	none	VDD_DMC	Desc: DMC0 Data Strobe for Upper Byte Notes: External weak pull-down required in LPDDR mode

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Table 27. ADSP-SC58x/ADSP-2158x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Int Term	Reset Term	Reset Drive	Power Domain	Description and Notes
HADC0_VREFN	s	NA	none	none	none	VDD_HADC	Desc: HADC0 Ground Reference for ADC Notes: No notes
HADC0_VREFP	s	NA	none	none	none	VDD_HADC	Desc: HADC0 External Reference for ADC Notes: No notes
JTG_TCK	Input		PullUp	none	none	VDD_EXT	Desc: JTAG Clock Notes: No notes
JTG_TDI	Input		PullUp	none	none	VDD_EXT	Desc: JTAG Serial Data In Notes: No notes
JTG_TDO	Output	A	none	none	none	VDD_EXT	Desc: JTAG Serial Data Out Notes: No notes
JTG_TMS	InOut	A	PullUp	none	none	VDD_EXT	Desc: JTAG Mode Select Notes: No notes
JTG_TRST	Input		PullDown	none	none	VDD_EXT	Desc: JTAG Reset Notes: No notes
MLB0_CLKN	Input	NA	Internal logic ensures that input signal does not float	none	none	VDD_EXT	Desc: MLB0 Differential Clock (-) Notes: No notes
MLB0_CLKP	Input	NA	Internal logic ensures that input signal does not float	none	none	VDD_EXT	Desc: MLB0 Differential Clock (+) Notes: No notes
MLB0_DATN	InOut	I	Internal logic ensures that input signal does not float	none	none	VDD_EXT	Desc: MLB0 Differential Data (-) Notes: No notes
MLB0_DATP	InOut	I	Internal logic ensures that input signal does not float	none	none	VDD_EXT	Desc: MLB0 Differential Data (+) Notes: No notes
MLB0_SIGN	InOut	I	Internal logic ensures that input signal does not float	none	none	VDD_EXT	Desc: MLB0 Differential Signal (-) Notes: No notes
MLB0_SIGP	InOut	I	Internal logic ensures that input signal does not float	none	none	VDD_EXT	Desc: MLB0 Differential Signal (+) Notes: No notes
PA_00	InOut	A	PullDown	none	none	VDD_EXT	Desc: PORTA Position 0 EMAC0 Transmit Data 0 SMC0 Address 21 Notes: No notes
PA_01	InOut	A	PullDown	none	none	VDD_EXT	Desc: PORTA Position 1 EMAC0 Transmit Data 1 SMC0 Address 20 Notes: No notes

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Table 30. Phase-Locked Loop (PLL) Operating Conditions

Parameter		Min	Max	Unit
f_{PLLCLK}	PLL Clock Frequency	250	900	MHz

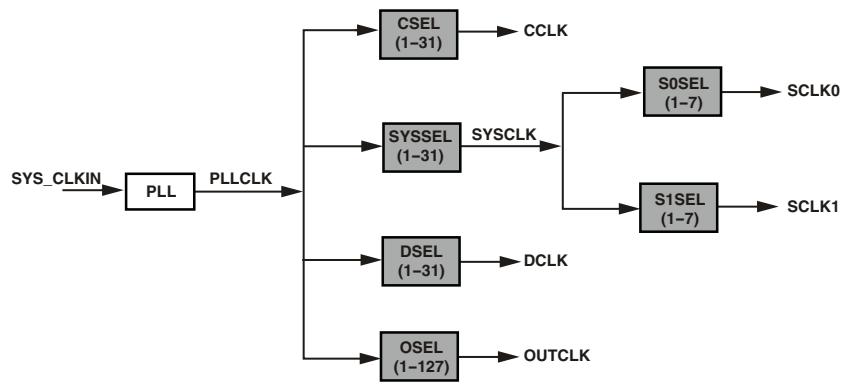


Figure 8. Clock Relationships and Divider Values

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TIMING SPECIFICATIONS

Specifications are subject to change without notice.

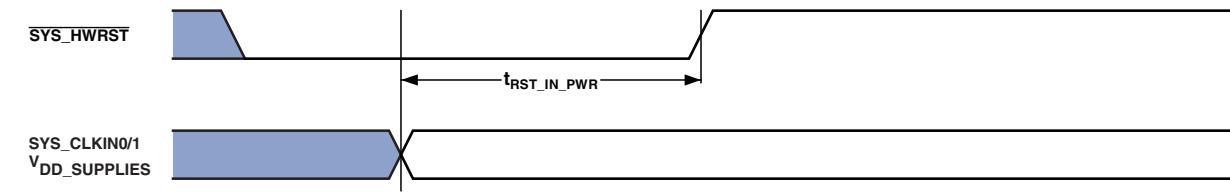
Power-Up Reset Timing

Table 43 and Figure 10 show the relationship between power supply startup and processor reset timing, related to the clock generation unit (CGU) and reset control unit (RCU).

In Figure 10, $V_{DD_SUPPLIES}$ are V_{DD_INT} , V_{DD_EXT} , V_{DD_DMC} , V_{DD_USB} , V_{DD_HADC} , V_{DD_RTC} , $V_{DD_PCI_TX}$, $V_{DD_PCI_RX}$, and $V_{DD_PCI_CORE}$.

Table 43. Power-Up Reset Timing

Parameter	Min	Max	Unit
<i>Timing Requirement</i>			
$t_{RST_IN_PWR}$	$11 \times t_{CKIN}$		ns



NOTE: $V_{DD_SUPPLIES}$ REFER TO V_{DD_INT} ; V_{DD_EXT} ; V_{DD_DMC} ; V_{DD_USB} ; V_{DD_HADC} ; V_{DD_RTC} ; $V_{DD_PCI_TX}$; $V_{DD_PCI_RX}$; AND $V_{DD_PCI_CORE}$.

Figure 10. Power-Up Reset Timing

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Clock and Reset Timing

[Table 44](#) and [Figure 11](#) describe clock and reset operations related to the CGU and RCU. Per the CCLK, SYSCLK, SCLK, DCLK, and OCLK timing specifications in [Table 29](#), combinations of SYS_CLKIN and clock multipliers must not select clock rates in excess of the maximum instruction rate of the processor.

Table 44. Clock and Reset Timing

Parameter	Min	Max	Unit
<i>Timing Requirements</i>			
f_{CKIN}	20	50	MHz
SYS_CLKINx Frequency (Crystal) ^{1, 2, 3}			
SYS_CLKINx Frequency (External CLKIN) ^{1, 2, 3}	20	50	MHz
t_{CKINL}	10		ns
t_{CKINH}	10		ns
t_{WRST}	$11 \times t_{CKIN}$		ns

¹ Applies to PLL bypass mode and PLL nonbypass mode.

² The t_{CKIN} period (see [Figure 11](#)) equals $1/f_{CKIN}$.

³ If the CGU_CTL.DF bit is set, the minimum f_{CKIN} specification is 40 MHz.

⁴ Applies after power-up sequence is complete. See [Table 43](#) and [Figure 10](#) for power-up reset timing.

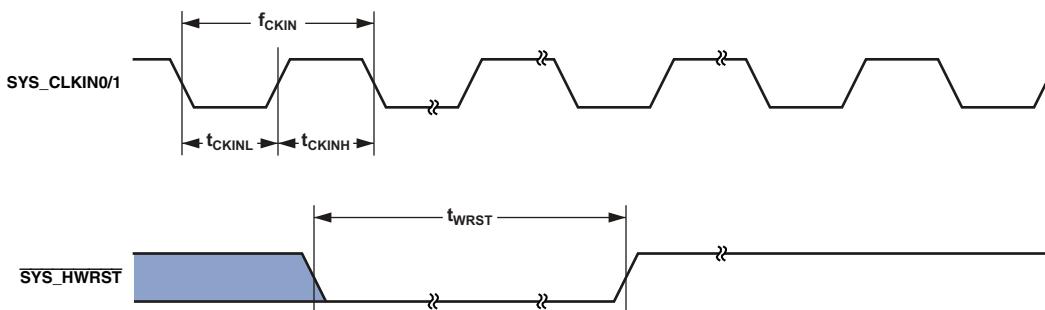


Figure 11. Clock and Reset Timing

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S/PDIF Receiver

The following section describes timing as it relates to the S/PDIF receiver.

Internal Digital PLL Mode

In the internal digital PLL mode, the internal digital PLL generates the $512 \times FS$ clock.

Table 98. S/PDIF Receiver Internal Digital PLL Mode Timing

Parameter	Min	Max	Unit
<i>Switching Characteristics</i>			
tDFSI		5	ns
tHOFSI	-2		ns
tDDTI		5	ns
tHDTI	-2		ns

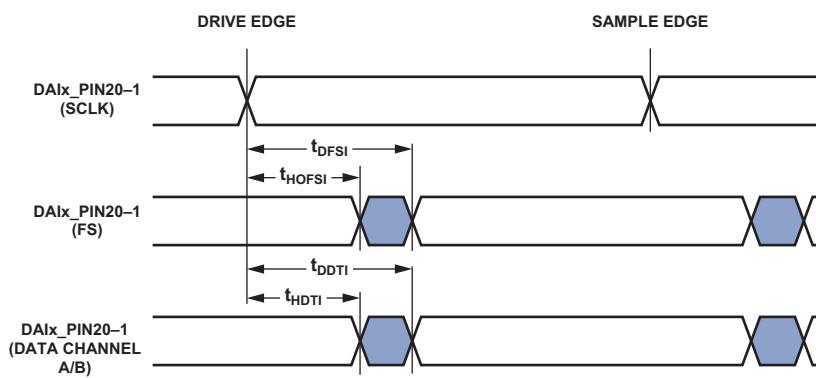


Figure 68. S/PDIF Receiver Internal Digital PLL Mode Timing

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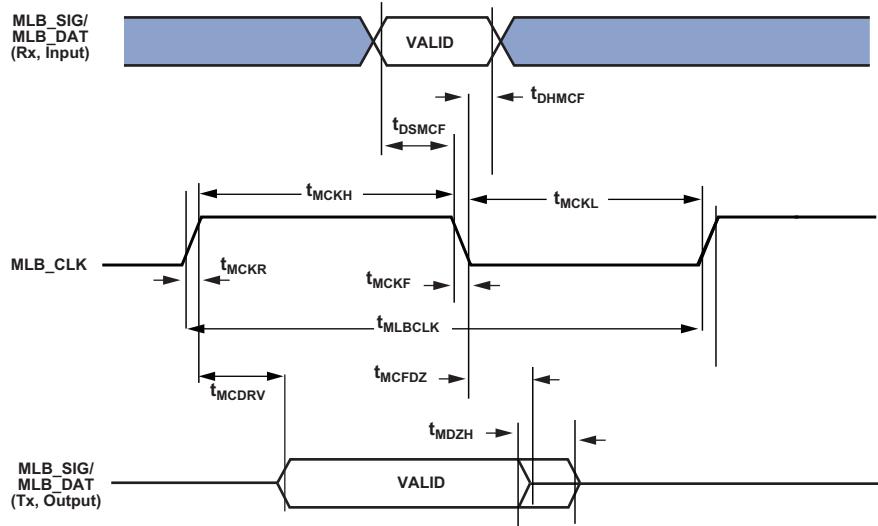


Figure 69. MLB Timing (3-Pin Interface)

The ac timing specifications of the 6-pin MLB interface is detailed in [Table 100](#). Refer to the *Media Local Bus Specification version 4.2* for more details.

Table 100. 6-Pin MLB Interface Specifications

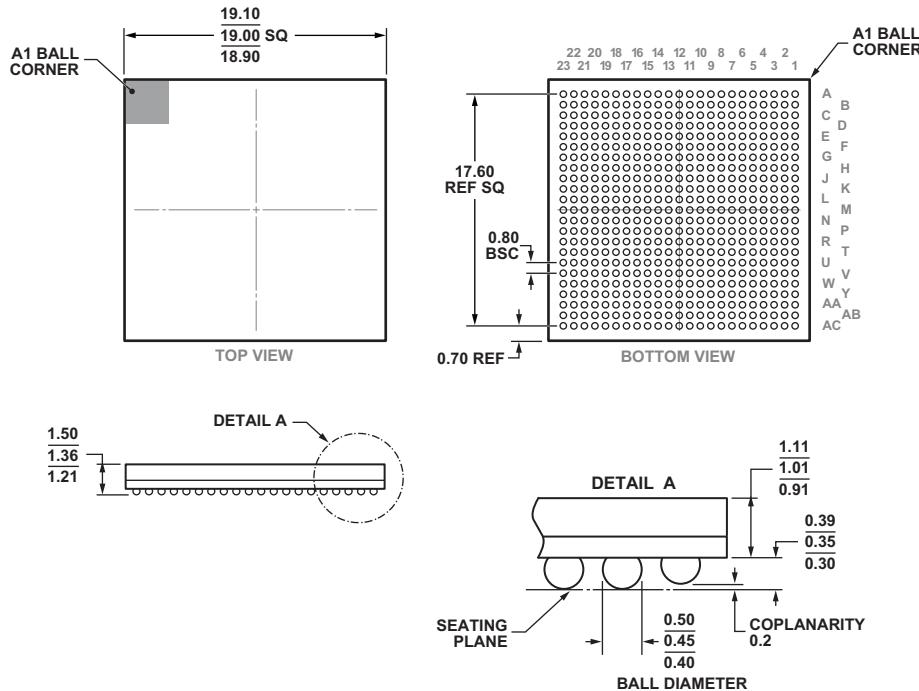
Parameter	Conditions	Min	Typ	Max	Unit
t _{MIT}	Differential Transition Time at the Input Pin (See Figure 70)			1	ns
f _{MCKE}	MLBCP/N External Clock Operating Frequency (See Figure 71) ¹	2048 × FS at 44.0 kHz	90.112		MHz
		2048 × FS at 50.0 kHz		102.4	MHz
f _{MCKR}	Recovered Clock Operating Frequency (Internal, not Observable at Pins, Only for Timing References) (See Figure 71)	2048 × FS at 44.0 kHz	90.112		MHz
		2048 × FS at 50.0 kHz		102.4	MHz
t _{DELAY}	Transmitter MLBCP/N (MLBDP/N) Output Valid From Transition of MLBCP/N (Low to High) (See Figure 72)	f _{MCKR} = 2048 × FS	0.6	5	ns
t _{PHZ}	Disable Turnaround Time From Transition of MLBCP/N (Low to High) (See Figure 73)	f _{MCKR} = 2048 × FS	0.6	7	ns
t _{PLZ}	Enable Turnaround Time From Transition of MLBCP/N (Low to High) (See Figure 73)	f _{MCKR} = 2048 × FS	0.6	11.2	ns
t _{SU}	MLBSP/N (MLBDP/N) Valid to Transition of MLBCP/N (Low to High) (See Figure 72)	f _{MCKR} = 2048 × FS	1		ns
t _{HD}	MLBSP/N (MLBDP/N) Hold From Transition of MLBCP/N (Low to High) (See Figure 72) ²		0.6		ns

¹ f_{MCKE} (maximum) and f_{MCKR} (maximum) include maximum cycle to cycle system jitter (t_{JITTER}) of 600 ps for a bit error rate of 10E-9.

² Receivers must latch MLBCP/N (MLBDP/N) data within t_{HD} (min) of the rising edge of MLBCP/N.

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Dimensions for the 19 mm × 19 mm 529-ball CSP_BGA package in [Figure 101](#) are shown in millimeters.



COMPLIANT TO JEDEC STANDARDS MO-275-RRAB-2.

Figure 101. 529-Ball Chip Scale Package Ball Grid Array [CSP_BGA]

(BC-529-1)

Dimensions shown in millimeters

SURFACE-MOUNT DESIGN

[Table 106](#) is an aid for PCB design. For industry-standard design recommendations, refer to IPC-7351, *Generic Requirements for Surface-Mount Design and Land Pattern Standard*.

Table 106. CSP_BGA Data for Use with Surface-Mount Design

Package	Package Ball Attach Type	Package Solder Mask Opening	Package Ball Pad Size
BC-349-1	Solder Mask Defined	0.4 mm Diameter	0.5 mm Diameter
BC-529-1	Solder Mask Defined	0.4 mm Diameter	0.5 mm Diameter