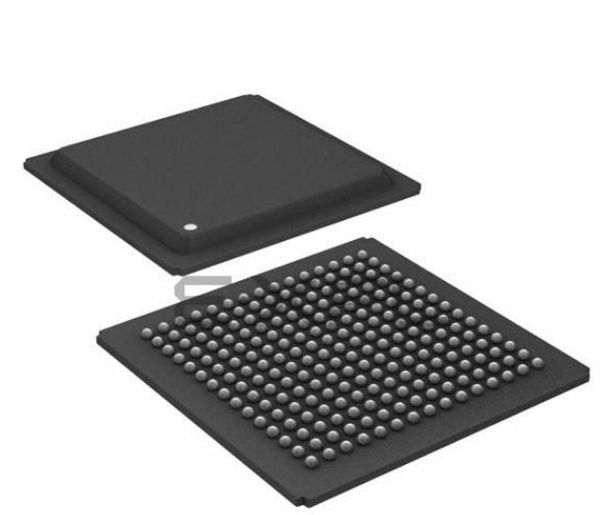

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Understanding Embedded - DSP (Digital Signal Processors)

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	Obsolete
Type	Floating Point
Interface	Host Interface, Link Port, Serial Port
Clock Rate	40MHz
Non-Volatile Memory	External
On-Chip RAM	256kB
Voltage - I/O	5.00V
Voltage - Core	5.00V
Operating Temperature	0°C ~ 85°C (TC)
Mounting Type	Surface Mount
Package / Case	225-BBGA
Supplier Device Package	225-PBGA (23x23)
Purchase URL	https://www.e-xfl.com/product-detail/analog-devices/adsp-21062kb-160

PARALLEL COMPUTATIONS

Single-cycle multiply and ALU operations in parallel with dual memory read/writes and instruction fetch

Multiply with add and subtract for accelerated FFT butterfly computation

UP TO 4M BIT ON-CHIP SRAM

Dual-ported for independent access by core processor and DMA

OFF-CHIP MEMORY INTERFACING

4 gigawords addressable

Programmable wait state generation, page-mode DRAM support

DMA CONTROLLER

10 DMA channels for transfers between ADSP-2106x internal memory and external memory, external peripherals, host processor, serial ports, or link ports

Background DMA transfers at up to 40 MHz, in parallel with full-speed processor execution

HOST PROCESSOR INTERFACE TO 16- AND 32-BIT MICROPROCESSORS

Host can directly read/write ADSP-2106x internal memory and IOP registers

MULTIPROCESSING

Glueless connection for scalable DSP multiprocessing architecture

Distributed on-chip bus arbitration for parallel bus connect of up to six ADSP-2106xs plus host

Six link ports for point-to-point connectivity and array multiprocessing

240 MBps transfer rate over parallel bus

240 MBps transfer rate over link ports

SERIAL PORTS

Two 40 Mbps synchronous serial ports with companding hardware

Independent transmit and receive functions

Table 1. ADSP-2106x SHARC Processor Family Features

Feature	ADSP-21060	ADSP-21062	ADSP-21060L	ADSP-21062L	ADSP-21060C	ADSP-21060LC
SRAM	4M bits	2M bits	4M bits	2M bits	4M bits	4M bits
Operating Voltage	5 V	5 V	3.3 V	3.3 V	5 V	3.3 V
Instruction Rate	33 MHz 40 MHz	33 MHz 40 MHz	33 MHz 40 MHz	33 MHz 40 MHz	33 MHz 40 MHz	33 MHz 40 MHz
Package	MQFP_PQ4 PBGA	MQFP_PQ4 PBGA	MQFP_PQ4 PBGA	MQFP_PQ4 PBGA	CQFP	CQFP

CONTENTS

REVISION HISTORY

3/13—Rev. G to Rev. H

Updated Development Tools 8

Corrected the power dissipation equation from $P_{TOTAL} = P_{EXT} + (I_{DDIN2} \times 5.0\ V)$ to $P_{TOTAL} = P_{EXT} + (I_{DDIN2} \times 3.3\ V)$
External Power Dissipation (3.3 V) 20

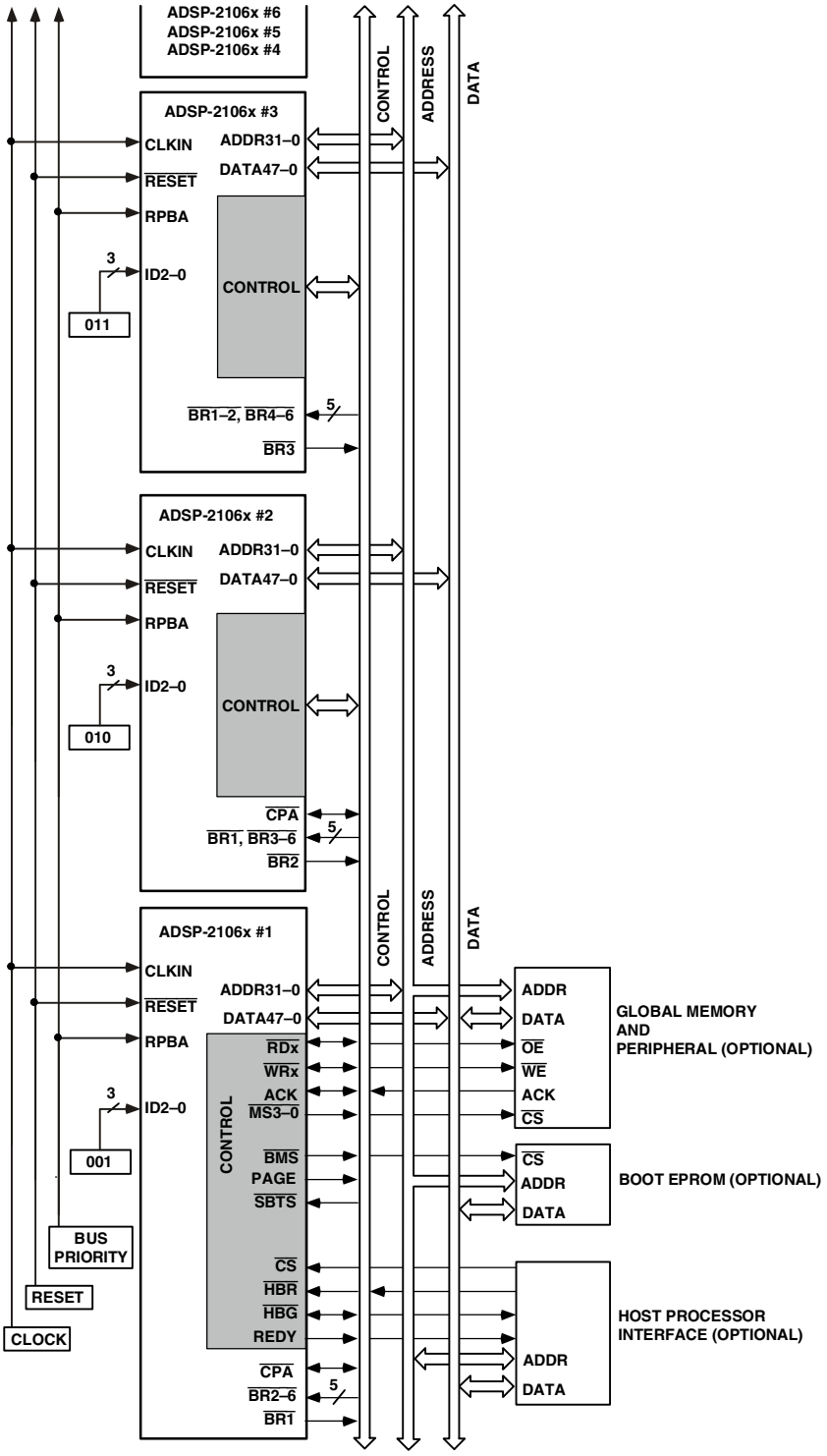


Figure 3. Shared Memory Multiprocessing System

Link Ports

The ADSP-2106x features six 4-bit link ports that provide additional I/O capabilities. The link ports can be clocked twice per cycle, allowing each to transfer eight bits of data per cycle. Link port I/O is especially useful for point-to-point interprocessor communication in multiprocessing systems.

The link ports can operate independently and simultaneously, with a maximum data throughput of 240M bytes/s. Link port data is packed into 32- or 48-bit words, and can be directly read by the core processor or DMA-transferred to on-chip memory.

Each link port has its own double-buffered input and output registers. Clock/acknowledge handshaking controls link port transfers. Transfers are programmable as either transmit or receive.

Program Booting

The internal memory of the ADSP-2106x can be booted at system power-up from an 8-bit EPROM, a host processor, or through one of the link ports. Selection of the boot source is controlled by the BMS (boot memory select), EBOOT (EPROM Boot), and LBOOT (link/host boot) pins. 32-bit and 16-bit host processors can be used for booting. The processor also supports a no-boot mode in which instruction execution is sourced from the external memory.

DEVELOPMENT TOOLS

Analog Devices supports its processors with a complete line of software and hardware development tools, including integrated development environments (which include CrossCore® Embedded Studio and/or VisualDSP++®), evaluation products, emulators, and a wide variety of software add-ins.

Integrated Development Environments (IDEs)

For C/C++ software writing and editing, code generation, and debug support, Analog Devices offers two IDEs.

The newest IDE, CrossCore Embedded Studio, is based on the Eclipse™ framework. Supporting most Analog Devices processor families, it is the IDE of choice for future processors, including multicore devices. CrossCore Embedded Studio seamlessly integrates available software add-ins to support real time operating systems, file systems, TCP/IP stacks, USB stacks, algorithmic software modules, and evaluation hardware board support packages. For more information visit www.analog.com/cces.

The other Analog Devices IDE, VisualDSP++, supports processor families introduced prior to the release of CrossCore Embedded Studio. This IDE includes the Analog Devices VDK real time operating system and an open source TCP/IP stack. For more information visit www.analog.com/visualdsp. Note that VisualDSP++ will not support future Analog Devices processors.

EZ-KIT Lite Evaluation Board

For processor evaluation, Analog Devices provides wide range of EZ-KIT Lite® evaluation boards. Including the processor and key peripherals, the evaluation board also supports on-chip emulation capabilities and other evaluation and development features. Also available are various EZ-Extenders®, which are daughter cards delivering additional specialized functionality, including audio and video processing. For more information visit www.analog.com and search on “ezkit” or “ezextender”.

EZ-KIT Lite Evaluation Kits

For a cost-effective way to learn more about developing with Analog Devices processors, Analog Devices offer a range of EZ-KIT Lite evaluation kits. Each evaluation kit includes an EZ-KIT Lite evaluation board, directions for downloading an evaluation version of the available IDE(s), a USB cable, and a power supply. The USB controller on the EZ-KIT Lite board connects to the USB port of the user’s PC, enabling the chosen IDE evaluation suite to emulate the on-board processor in-circuit. This permits the customer to download, execute, and debug programs for the EZ-KIT Lite system. It also supports in-circuit programming of the on-board Flash device to store user-specific boot code, enabling standalone operation. With the full version of CrossCore Embedded Studio or VisualDSP++ installed (sold separately), engineers can develop software for supported EZ-KITs or any custom system utilizing supported Analog Devices processors.

Software Add-Ins for CrossCore Embedded Studio

Analog Devices offers software add-ins which seamlessly integrate with CrossCore Embedded Studio to extend its capabilities and reduce development time. Add-ins include board support packages for evaluation hardware, various middleware packages, and algorithmic modules. Documentation, help, configuration dialogs, and coding examples present in these add-ins are viewable through the CrossCore Embedded Studio IDE once the add-in is installed.

Board Support Packages for Evaluation Hardware

Software support for the EZ-KIT Lite evaluation boards and EZ-Extender daughter cards is provided by software add-ins called Board Support Packages (BSPs). The BSPs contain the required drivers, pertinent release notes, and select example code for the given evaluation hardware. A download link for a specific BSP is located on the web page for the associated EZ-KIT or EZ-Extender product. The link is found in the *Product Download* area of the product web page.

Middleware Packages

Analog Devices separately offers middleware add-ins such as real time operating systems, file systems, USB stacks, and TCP/IP stacks. For more information see the following web pages:

- www.analog.com/ucos3
- www.analog.com/ucfs
- www.analog.com/ucusbd
- www.analog.com/lwip

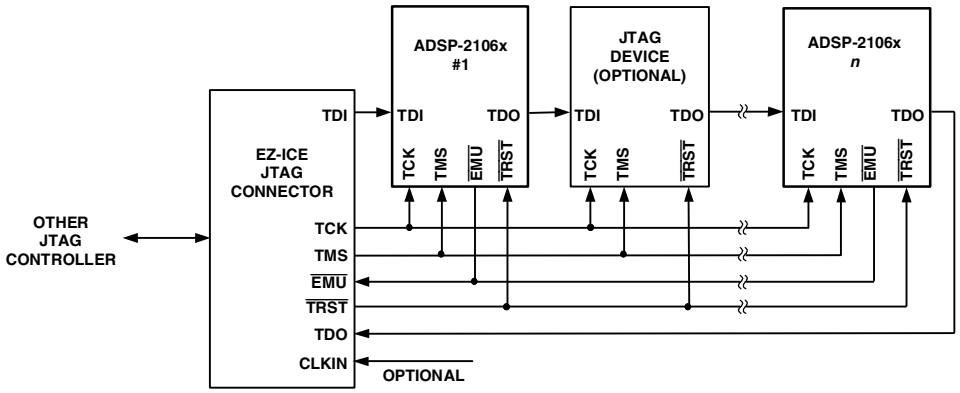


Figure 6. JTAG Scan Path Connections for Multiple ADSP-2106x Systems

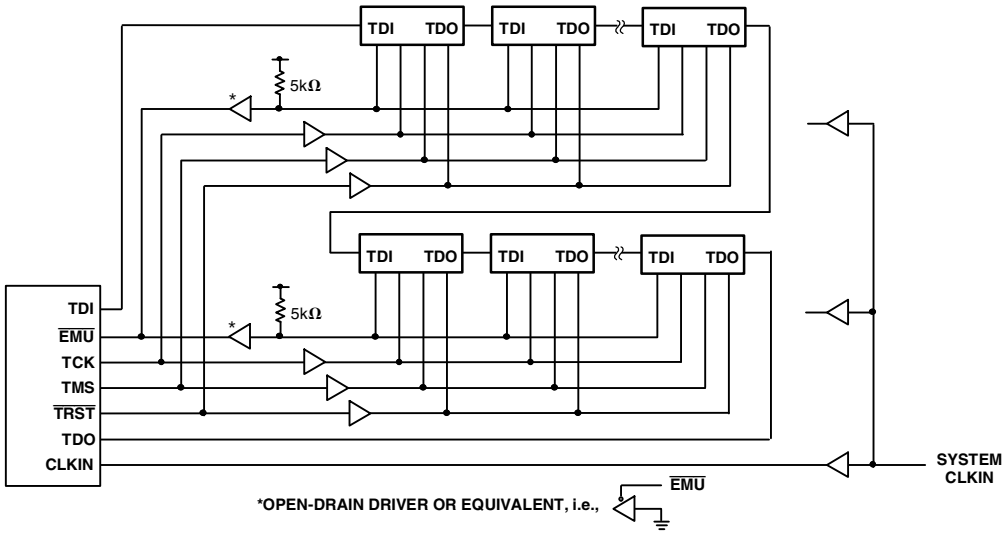


Figure 7. JTAG Clock Tree for Multiple ADSP-2106x Systems

INTERNAL POWER DISSIPATION (5 V)

These specifications apply to the internal power portion of V_{DD} only. For a complete discussion of the code used to measure power dissipation, see the technical note "SHARC Power Dissipation Measurements."

Specifications are based on the operating scenarios.

Operation	Peak Activity ($I_{DDINPEAK}$)	High Activity ($I_{DDINHIGH}$)	Low Activity ($I_{DDINLOW}$)
Instruction Type	Multifunction	Multifunction	Single Function
Instruction Fetch	Cache	Internal Memory	Internal Memory
Core memory Access	2 Per Cycle (DM and PM)	1 Per Cycle (DM)	None
Internal Memory DMA	1 Per Cycle	1 Per 2 Cycles	1 Per 2 Cycles

To estimate power consumption for a specific application, use the following equation where% is the amount of time your program spends in that state:

$$\%PEAK\ I_{DDINPEAK} + \%HIGH\ I_{DDINHIGH} + \%LOW\ I_{DDINLOW} + \%IDLE\ I_{DDIDLE} = Power\ Consumption$$

Parameter	Test Conditions	Max	Unit
$I_{DDINPEAK}$ Supply Current (Internal)[1]	t_{CK} = 30 ns, V_{DD} = Max	745	mA
	t_{CK} = 25 ns, V_{DD} = Max	850	mA
$I_{DDINHIGH}$ Supply Current (Internal)[2]	t_{CK} = 30 ns, V_{DD} = Max	575	mA
	t_{CK} = 25 ns, V_{DD} = Max	670	mA
$I_{DDINLOW}$ Supply Current (Internal)[2]	t_{CK} = 30 ns, V_{DD} = Max	340	mA
	t_{CK} = 25 ns, V_{DD} = Max	390	mA
I_{DDIDLE} Supply Current (Idle)[3]	V_{DD} = Max	200	mA

[1] The test program used to measure $I_{DDINPEAK}$ represents worst case processor operation and is not sustainable under normal application conditions. Actual internal power measurements made using typical applications are less than specified.

[2] $I_{DDINHIGH}$ is a composite average based on a range of high activity code. $I_{DDINLOW}$ is a composite average based on a range of low activity code.

[3] Idle denotes ADSP-2106x state during execution of IDLE instruction.

EXTERNAL POWER DISSIPATION (5 V)

Total power dissipation has two components, one due to internal circuitry and one due to the switching of external output drivers. Internal power dissipation is dependent on the instruction execution sequence and the data operands involved. Internal power dissipation is calculated in the following way:

$$P_{INT} = I_{DDIN} \times V_{DD}$$

The external component of total power dissipation is caused by the switching of output pins. Its magnitude depends on:

- the number of output pins that switch during each cycle (O)
- the maximum frequency at which they can switch (f)
- their load capacitance (C)
- their voltage swing (V_{DD})

and is calculated by:

$$P_{EXT} = O \times C \times V_{DD}^2 \times f$$

The load capacitance should include the processor's package capacitance (CIN). The switching frequency includes driving the load high and then back low. Address and data pins can drive high and low at a maximum rate of $1/(2t_{CK})$. The write strobe can switch every cycle at a frequency of $1/t_{CK}$. Select pins switch at $1/(2t_{CK})$, but selects can switch on each cycle.

Example: Estimate P_{EXT} with the following assumptions:

- A system with one bank of external data memory RAM (32-bit)
- Four 128K × 8 RAM chips are used, each with a load of 10 pF
- External data memory writes occur every other cycle, a rate of $1/(4t_{CK})$, with 50% of the pins switching
- The instruction cycle rate is 40 MHz (t_{CK} = 25 ns)

The P_{EXT} equation is calculated for each class of pins that can drive:

A typical power consumption can now be calculated for these conditions by adding a typical internal power dissipation:

$$P_{TOTAL} = P_{EXT} + (I_{DDIN2} \times 5.0\ V)$$

Note that the conditions causing a worst-case P_{EXT} are different from those causing a worst-case P_{INT}. Maximum P_{INT} cannot occur while 100% of the output pins are switching from all ones to all zeros. Note also that it is not common for an application to have 100% or even 50% of the outputs switching simultaneously.

Table 5. External Power Calculations (5 V Devices)

Pin Type	No. of Pins	% Switching	× C	× f	× V_{DD}^2	= P_{EXT}
Address	15	50	× 44.7 pF	× 10 MHz	× 25 V	= 0.084 W
$\overline{MS0}$	1	0	× 44.7 pF	× 10 MHz	× 25 V	= 0.000 W
$\overline{WR}$	1	–	× 44.7 pF	× 20 MHz	× 25 V	= 0.022 W
Data	32	50	× 14.7 pF	× 10 MHz	× 25 V	= 0.059 W
ADDRCLK	1	–	× 4.7 pF	× 20 MHz	× 25 V	= 0.002 W
						P_{EXT} = 0.167 W

INTERNAL POWER DISSIPATION (3.3 V)

These specifications apply to the internal power portion of V_{DD} only. For a complete discussion of the code used to measure power dissipation, see the technical note "SHARC Power Dissipation Measurements."

Specifications are based on the operating scenarios.

Operation	Peak Activity ($I_{DDINPEAK}$)	High Activity ($I_{DDINHIGH}$)	Low Activity ($I_{DDINLOW}$)
Instruction Type	Multifunction	Multifunction	Single Function
Instruction Fetch	Cache	Internal Memory	Internal Memory
Core memory Access	2 Per Cycle (DM and PM)	1 Per Cycle (DM)	None
Internal Memory DMA	1 Per Cycle	1 Per 2 Cycles	1 Per 2 Cycles

To estimate power consumption for a specific application, use the following equation where % is the amount of time your program spends in that state:

$$\%PEAK\ I_{DDINPEAK} + \%HIGH\ I_{DDINHIGH} + \%LOW\ I_{DDINLOW} + \%IDLE\ I_{DDIDLE} = Power\ Consumption$$

Parameter	Test Conditions	Max	Unit
$I_{DDINPEAK}$ Supply Current (Internal)[1]	t_{CK} = 30 ns, V_{DD} = Max	540	mA
	t_{CK} = 25 ns, V_{DD} = Max	600	mA
$I_{DDINHIGH}$ Supply Current (Internal)[2]	t_{CK} = 30 ns, V_{DD} = Max	425	mA
	t_{CK} = 25 ns, V_{DD} = Max	475	mA
$I_{DDINLOW}$ Supply Current (Internal)[2]	t_{CK} = 30 ns, V_{DD} = Max	250	mA
	t_{CK} = 25 ns, V_{DD} = Max	275	mA
I_{DDIDLE} Supply Current (Idle)[3]	V_{DD} = Max	180	mA

[1] The test program used to measure $I_{DDINPEAK}$ represents worst case processor operation and is not sustainable under normal application conditions. Actual internal power measurements made using typical applications are less than specified.

[2] $I_{DDINHIGH}$ is a composite average based on a range of high activity code. $I_{DDINLOW}$ is a composite average based on a range of low activity code.

[3] Idle denotes ADSP-2106xL state during execution of IDLE instruction.

Clock Input

Table 9. Clock Input

Parameter		ADSP-21060 ADSP-21062 40 MHz, 5 V Min	ADSP-21060 ADSP-21062 40 MHz, 5 V Max	ADSP-21060 ADSP-21062 33 MHz, 5 V Min	ADSP-21060 ADSP-21062 33 MHz, 5 V Max	ADSP-21060L ADSP-21062L 40 MHz, 3.3 V Min	ADSP-21060L ADSP-21062L 40 MHz, 3.3 V Max	ADSP-21060L ADSP-21062L 33 MHz, 3.3 V Min	ADSP-21060L ADSP-21062L 33 MHz, 3.3 V Max	Unit
Timing Requirements										
t_{CK}	CLKIN Period	25	100	30	100	25	100	30	100	ns
t_{CKL}	CLKIN Width Low	7		7		8.75		8.75[1]		ns
t_{CKH}	CLKIN Width High	5		5		5		5		ns
t_{CKRF}	CLKIN Rise/Fall (0.4 V to 2.0 V)		3		3		3		3	ns

[1] For the ADSP-21060LC, this specification is 9.5 ns min.

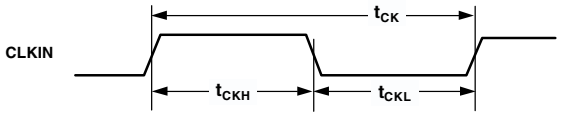


Figure 9. Clock Input

Reset

Table 10. Reset

Parameter		5 V and 3.3 V Min	5 V and 3.3 V Max	Unit
Timing Requirements				
t_{WRST}	$\overline{\text{RESET}}$ Pulse Width Low[1]	$4t_{CK}$		ns
t_{SRST}	$\overline{\text{RESET}}$ Setup Before CLKIN High[2]	14 + DT/2	t_{CK}	ns

[1] Applies after the power-up sequence is complete. At power-up, the processor's internal phase-locked loop requires no more than 100 µs while $\overline{\text{RESET}}$ is low, assuming stable V_{DD} and CLKIN (not including start-up time of external clock oscillator).

[2] Only required if multiple ADSP-2106xs must come out of reset synchronous to CLKIN with program counters (PC) equal. Not required for multiple ADSP-2106xs communicating over the shared bus (through the external port), because the bus arbitration logic automatically synchronizes itself after reset.

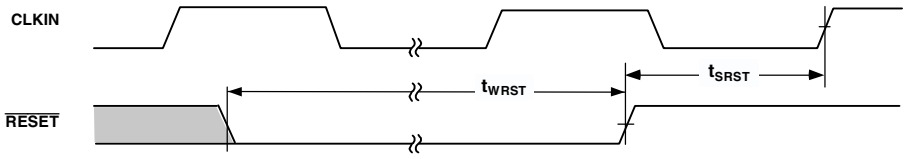


Figure 10. Reset

Interrupts

Table 11. Interrupts

Parameter		5 V and 3.3 V Min	5 V and 3.3 V Max	Unit
Timing Requirements				
t_{SIR}	$\overline{IRQ2–0}$ Setup Before CLKIN High[1]	18 + 3DT/4		ns
t_{HIR}	$\overline{IRQ2–0}$ Hold Before CLKIN High[1]		12 + 3DT/4	ns
t_{IPW}	$\overline{IRQ2–0}$ Pulse Width[2]	$2+t_{CK}$		ns

[1] Only required for $\overline{IRQx}$ recognition in the following cycle.
[2] Applies only if t_{SIR} and t_{HIR} requirements are not met.

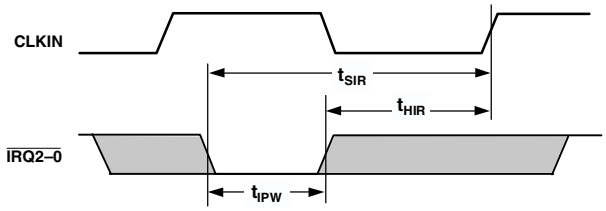


Figure 11. Interrupts

Timer

Table 12. Timer

Parameter		5 V and 3.3 V Min	5 V and 3.3 V Max	Unit
Switching Characteristic				
t_{DTEX}	CLKIN High to TIMEXP		15	ns

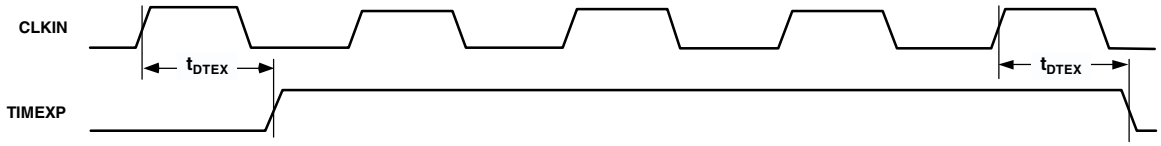


Figure 12. Timer

Synchronous Read/Write—Bus Master

Use these specifications for interfacing to external memory systems that require CLKIN—relative timing or for accessing a slave ADSP-2106x (in multiprocessor memory space). These synchronous switching characteristics are also valid during asynchronous memory reads and writes except where noted (see Memory Read—Bus Master on Page 25 and Memory Write—Bus Master on Page 26). When accessing a slave ADSP-2106x, these switching characteristics must meet the slave's timing requirements for synchronous read/writes (see Synchronous Read/Write—Bus Slave on Page 30). The slave ADSP-2106x must also meet these (bus master) timing requirements for data and acknowledge setup and hold times.

Table 16. Synchronous Read/Write—Bus Master

Parameter		5 V and 3.3 V Min	5 V and 3.3 V Max	Unit
Timing Requirements				
t_{SSDATI}	Data Setup Before CLKIN	3 + DT/8		ns
t_{HSDATI}	Data Hold After CLKIN	3.5 – DT/8		ns
t_{DAAK}	ACK Delay After Address, Selects[1, 2]		14 + 7DT/8 + W	ns
t_{SACKC}	ACK Setup Before CLKIN[2]	6.5 + DT/4		ns
t_{HACK}	ACK Hold After CLKIN	–1 – DT/4		ns
Switching Characteristics				
t_{DADRO}	Address, $\overline{MSx}$, $\overline{BMS}$, $\overline{SW}$ Delay After CLKIN[1]		7 – DT/8	ns
t_{HADRO}	Address, $\overline{MSx}$, $\overline{BMS}$, $\overline{SW}$ Hold After CLKIN	–1 – DT/8		ns
t_{DPGC}	PAGE Delay After CLKIN	9 + DT/8	16 + DT/8	ns
t_{DRDO}	$\overline{RD}$ High Delay After CLKIN	–2 – DT/8	4 – DT/8	ns
t_{DWRO}	$\overline{WR}$ High Delay After CLKIN	–3 – 3DT/16	4 – 3DT/16	ns
t_{DRWL}	$\overline{RD}$/$\overline{WR}$ Low Delay After CLKIN	8 + DT/4	12.5 + DT/4	ns
t_{SDDATO}	Data Delay After CLKIN		19 + 5DT/16	ns
t_{DATTR}	Data Disable After CLKIN[3]	0 – DT/8	7 – DT/8	ns
t_{DADCCK}	ADRCLK Delay After CLKIN	4 + DT/8	10 + DT/8	ns
t_{ADRCK}	ADRCLK Period	t_{CK}		ns
t_{ADRCKH}	ADRCLK Width High	(t_{CK}/2 – 2)		ns
t_{ADRCKL}	ADRCLK Width Low	(t_{CK}/2 – 2)		ns

[1] The falling edge of $\overline{MSx}$, $\overline{SW}$, $\overline{BMS}$ is referenced.

[2] ACK delay/setup: user must meet t_{DAAK} or t_{DSAK} or synchronous specification t_{SAKC} for deassertion of ACK (low), all three specifications must be met for assertion of ACK (high).

[3] See Example System Hold Time Calculation on Page 48 for calculation of hold times given capacitive and dc loads.

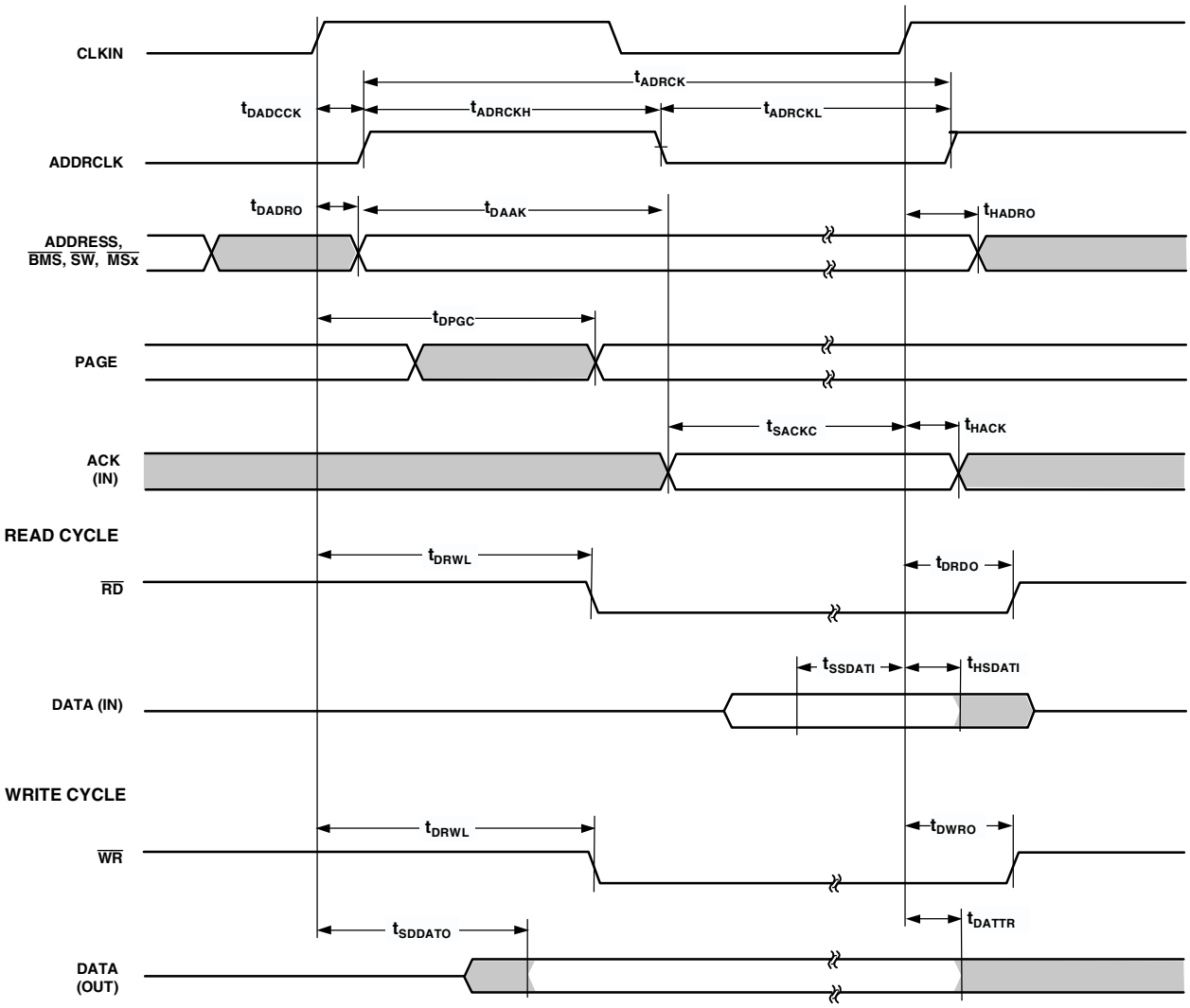


Figure 16. Synchronous Read/Write—Bus Master

DMA Handshake

These specifications describe the three DMA handshake modes. In all three modes, $\overline{\text{DMARx}}$ is used to initiate transfers. For Handshake mode, $\overline{\text{DMAGx}}$ controls the latching or enabling of data externally. For External handshake mode, the data transfer is controlled by the ADDR31–0, $\overline{\text{RD}}$, $\overline{\text{WR}}$, PAGE, $\overline{\text{MS3–0}}$, ACK, and $\overline{\text{DMAGx}}$ signals. For Paced Master mode, the data transfer is controlled by ADDR31–0, $\overline{\text{RD}}$, $\overline{\text{WR}}$, $\overline{\text{MS3–0}}$, and ACK (not $\overline{\text{DMAG}}$). For Paced Master mode, the Memory Read-Bus Master, Memory Write-Bus Master, and Synchronous Read/Write-Bus Master timing specifications for ADDR31–0, $\overline{\text{RD}}$, $\overline{\text{WR}}$, $\overline{\text{MS3–0}}$, PAGE, DATA63–0, and ACK also apply.

Table 22. DMA Handshake

Parameter		5 V and 3.3 V Min	5 V and 3.3 V Max	Unit
Timing Requirements				
t_{SDRLC}	$\overline{\text{DMARx}}$ Low Setup Before CLKIN[1]	5		ns
t_{SDRHC}	$\overline{\text{DMARx}}$ High Setup Before CLKIN[1]	5		ns
t_{WDR}	$\overline{\text{DMARx}}$ Width Low (Nonsynchronous)	6		ns
$t_{SDATDGL}$	Data Setup After $\overline{\text{DMAGx}}$ Low[2]		10 + 5DT/8	ns
$t_{HDATIDG}$	Data Hold After $\overline{\text{DMAGx}}$ High	2		ns
t_{DATDRH}	Data Valid After $\overline{\text{DMARx}}$ High[2]		16 + 7DT/8	ns
t_{DMARLL}	$\overline{\text{DMARx}}$ Low Edge to Low Edge	23 + 7DT/8		ns
t_{DMARH}	$\overline{\text{DMARx}}$ Width High[2]	6		ns
Switching Characteristics				
t_{DDGL}	$\overline{\text{DMAGx}}$ Low Delay After CLKIN	9 + DT/4	15 + DT/4	ns
t_{WDGH}	$\overline{\text{DMAGx}}$ High Width	6 + 3DT/8		ns
t_{WDGL}	$\overline{\text{DMAGx}}$ Low Width	12 + 5DT/8		ns
t_{HDGC}	$\overline{\text{DMAGx}}$ High Delay After CLKIN	–2 – DT/8	6 – DT/8	ns
$t_{VDATDGH}$	Data Valid Before $\overline{\text{DMAGx}}$ High[3]	8 + 9DT/16		ns
$t_{DATRDGH}$	Data Disable After $\overline{\text{DMAGx}}$ High[4]	0	7	ns
t_{DGWRL}	$\overline{\text{WR}}$ Low Before $\overline{\text{DMAGx}}$ Low[5]	0	2	ns
t_{DGWRH}	$\overline{\text{DMAGx}}$ Low Before $\overline{\text{WR}}$ High	10 + 5DT/8 + W		ns
t_{DGWRR}	$\overline{\text{WR}}$ High Before $\overline{\text{DMAGx}}$ High	1 + DT/16	3 + DT/16	ns
t_{DGRDL}	$\overline{\text{RD}}$ Low Before $\overline{\text{DMAGx}}$ Low	0	2	ns
t_{DRDGH}	$\overline{\text{RD}}$ Low Before $\overline{\text{DMAGx}}$ High	11 + 9DT/16 + W		ns
t_{DGRDR}	$\overline{\text{RD}}$ High Before $\overline{\text{DMAGx}}$ High	0	3	ns
t_{DGWR}	$\overline{\text{DMAGx}}$ High to $\overline{\text{WR}}$, $\overline{\text{RD}}$, $\overline{\text{DMAGx}}$ Low	5 + 3DT/8 + HI		ns
t_{DADGH}	Address/Select Valid to $\overline{\text{DMAGx}}$ High	17 + DT		ns
t_{DDGHA}	Address/Select Hold After $\overline{\text{DMAGx}}$ High[6]	–0.5		ns

W = (number of wait states specified in WAIT register) × t_{CK}.
HI = t_{CK} (if data bus idle cycle occurs, as specified in WAIT register; otherwise HI = 0).

[1] Only required for recognition in the current cycle.
[2] $t_{SDATDGL}$ is the data setup requirement if $\overline{\text{DMARx}}$ is not being used to hold off completion of a write. Otherwise, if $\overline{\text{DMARx}}$ low holds off completion of the write, the data can be driven t_{DATDRH} after $\overline{\text{DMARx}}$ is brought high.
[3] $t_{VDATDGH}$ is valid if $\overline{\text{DMARx}}$ is not being used to hold off completion of a read. If $\overline{\text{DMARx}}$ is used to prolong the read, then $t_{VDATDGH} = t_{CK} - 0.25t_{CCLK} - 8 + (n \times t_{CK})$ where n equals the number of extra cycles that the access is prolonged.
[4] See Example System Hold Time Calculation on Page 48 for calculation of hold times given capacitive and dc loads.
[5] For ADSP-21062/ADSP-21062L specification is –2.5 ns min, 2 ns max.
[6] For ADSP-21060L/ADSP-21062L specification is –1 ns min.

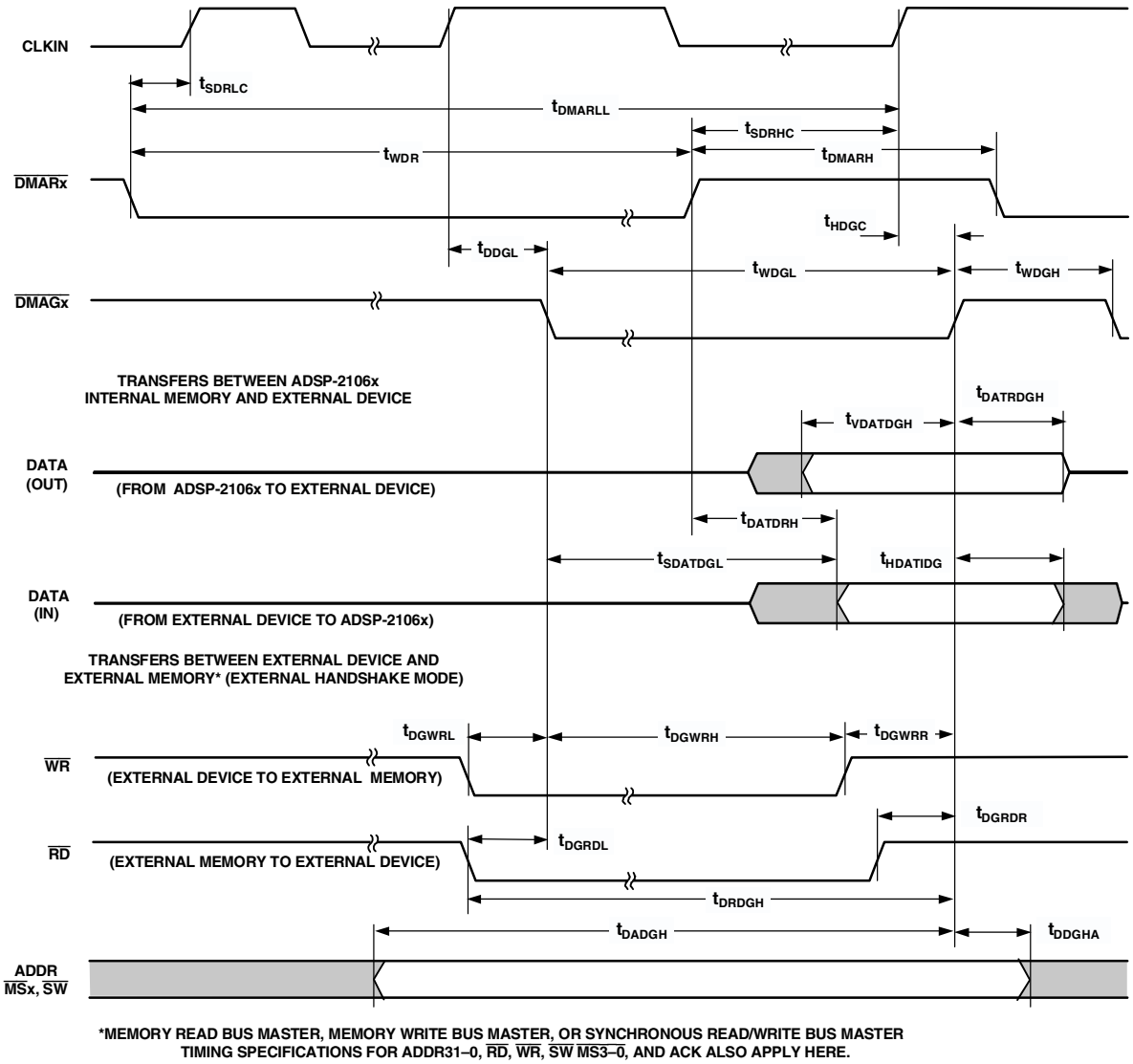


Figure 23. DMA Handshake

Table 25. Link Port Service Request Interrupts: 1× and 2× Speed Operations

Parameter		5 V Min	5 V Max	3.3 V Min	3.3 V Max	Unit
Timing Requirements						
t_{SLCK}	LACK/LCLK Setup Before CLKIN Low[1]	10		10		ns
t_{HLCK}	LACK/LCLK Hold After CLKIN Low[1]	2		2		ns

[1] Only required for interrupt recognition in the current cycle.

Link Ports —2 × CLK Speed Operation

Calculation of link receiver data setup and hold relative to link clock is required to determine the maximum allowable skew that can be introduced in the transmission path between LDATA and LCLK. Setup skew is the maximum delay that can be introduced in LDATA relative to LCLK:

$$Setup\ Skew = t_{LCLKTWH}\ \text{min} - t_{DLDCH} - t_{SLDCL}$$

Hold skew is the maximum delay that can be introduced in LCLK relative to LDATA:

$$Hold\ Skew = t_{LCLKTWL}\ \text{min} - t_{HLDCH} - t_{HLDCL}$$

Calculations made directly from 2 speed specifications will result in unrealistically small skew times because they include multiple tester guardbands.

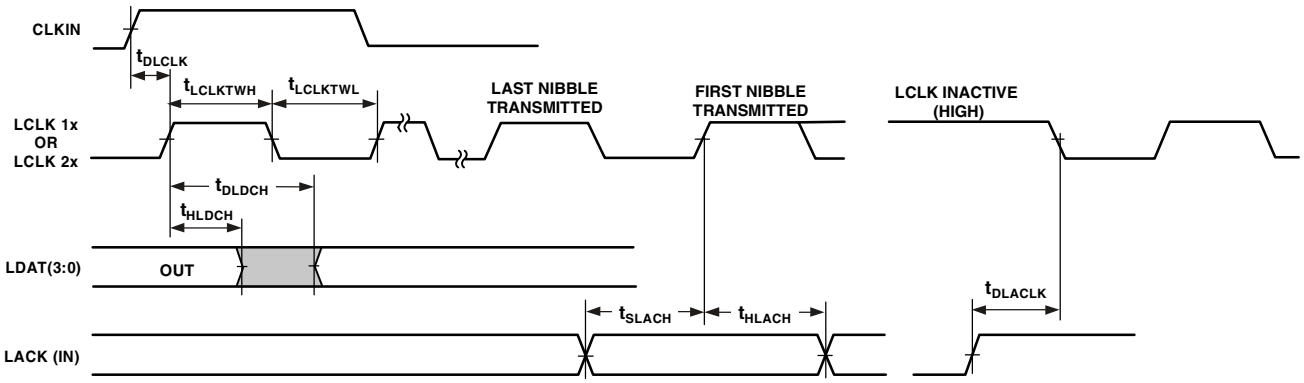
Note that link port transfers at 2× CLK speed at 40 MHz (t_{CK} = 25 ns) may fail. However, 2× CLK speed link port transfers at 33 MHz (t_{CK} = 30 ns) work as specified.

Table 26. Link Ports—Receive

Parameter		5 V Min	5 V Max	3.3 V Min	3.3 V Max	Unit
Timing Requirements						
t_{SLDCL}	Data Setup Before LCLK Low	2.5		2.25		ns
t_{HLDCL}	Data Hold After LCLK Low	2.25		2.25		ns
t_{LCLKIW}	LCLK Period (2× Operation)	$t_{CK}/2$		$t_{CK}/2$		ns
$t_{LCLKRWL}$	LCLK Width Low[1]	4.5		5.25		ns
$t_{LCLKRWH}$	LCLK Width High[2]	4.25		4		ns
Switching Characteristics						
t_{DLAHC}	LACK High Delay After CLKIN High[3]	18 + DT/2	28.5 + DT/2	18 + DT/2	29.5 + DT/2	ns
t_{DLALC}	LACK Low Delay After LCLK High[4]	6	16	6	16	ns

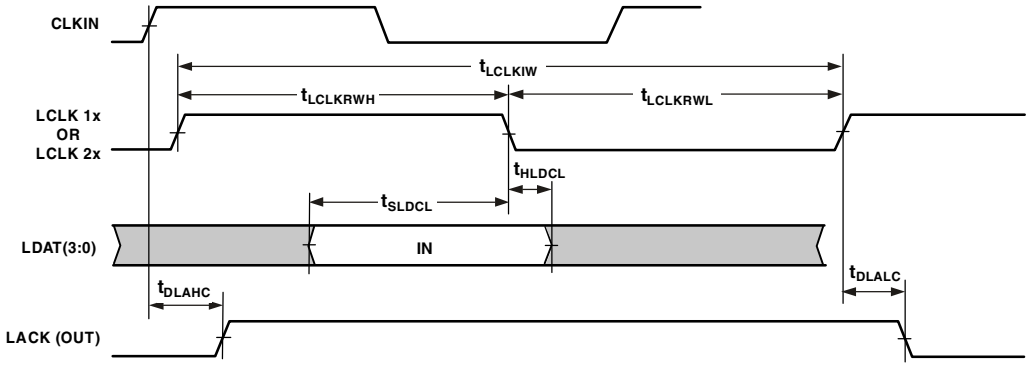
[1] For ADSP-21060L, specification is 5 ns min.
[2] For ADSP-21062, specification is 4 ns min, for ADSP-21060LC, specification is 4.5 ns min.
[3] LACK goes low with t_{DLALC} relative to rise of LCLK after first nibble, but does not go low if the receiver's link buffer is not about to fill.
[4] For ADSP-21060L, specification is 6 ns min, 18 ns max. For ADSP-21060C, specification is 6 ns min, 16.5 ns max. For ADSP-21060LC, specification is 6 ns min, 18.5 ns max.

TRANSMIT

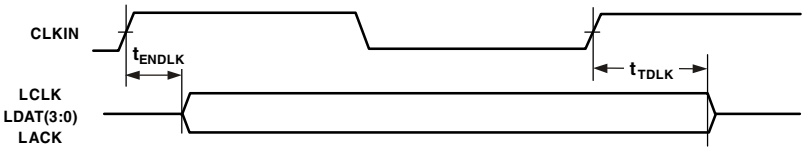


THE t_{SLACH} REQUIREMENT APPLIES TO THE RISING EDGE OF LCLK ONLY FOR THE FIRST NIBBLE TRANSMITTED.

RECEIVE



LINK PORT ENABLE/THREE-STATE DELAY FROM INSTRUCTION



LINK PORT ENABLE OR THREE-STATE TAKES EFFECT 2 CYCLES AFTER A WRITE TO A LINK PORT CONTROL REGISTER.

LINK PORT INTERRUPT SETUP TIME

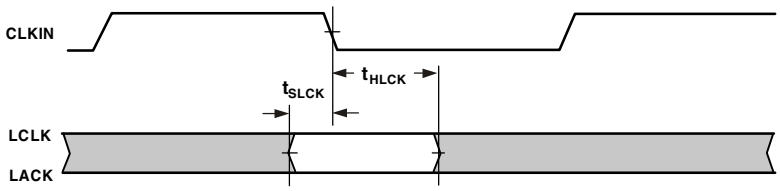


Figure 24. Link Ports—Receive

Serial Ports

For serial ports, see Table 28, Table 29, Table 30, Table 31, Table 32, Table 33, Table 35, Figure 26, and Figure 25. To determine whether communication is possible between two devices at clock speed n, the following specifications must be confirmed: 1) frame sync delay and frame sync setup and hold, 2) data delay and data setup and hold, and 3) SCLK width.

Table 28. Serial Ports—External Clock

Parameter		5 V and 3.3 V Min	Max	Unit
Timing Requirements				
t_{SFSE}	TFS/RFS Setup Before TCLK/RCLK[1]	3.5		ns
t_{HFSE}	TFS/RFS Hold After TCLK/RCLK[1, 2]	4		ns
t_{SDRE}	Receive Data Setup Before RCLK[1]	1.5		ns
t_{HDRE}	Receive Data Hold After RCLK[1]	6.5		ns
t_{SCLKW}	TCLK/RCLK Width[3]	9		ns
t_{SCLK}	TCLK/RCLK Period	t_{CK}		ns

[1] Referenced to sample edge.
[2] RFS hold after RCK when MCE = 1, MFD = 0 is 0 ns minimum from drive edge. TFS hold after TCK for late external TFS is 0 ns minimum from drive edge.
[3] For ADSP-21060/ADSP-21060C/ADSP-21060LC, specification is 9.5 ns min.

Table 29. Serial Ports—Internal Clock

Parameter		5 V and 3.3 V Min	Max	Unit
Timing Requirements				
t_{SFSI}	TFS Setup Before TCLK[1]; RFS Setup Before RCLK[1]	8		ns
t_{HFSI}	TFS/RFS Hold After TCLK/RCLK[1, 2]	1		ns
t_{SDRI}	Receive Data Setup Before RCLK[1]	3		ns
t_{HDRI}	Receive Data Hold After RCLK[1]	3		ns

[1] Referenced to sample edge.
[2] RFS hold after RCK when MCE = 1, MFD = 0 is 0 ns minimum from drive edge. TFS hold after TCK for late external TFS is 0 ns minimum from drive edge.

Table 30. Serial Ports—External or Internal Clock

Parameter		5 V and 3.3 V Min	Max	Unit
Switching Characteristics				
t_{DFSE}	RFS Delay After RCLK (Internally Generated RFS)[1]		13	ns
t_{HOFSE}	RFS Hold After RCLK (Internally Generated RFS)[1]	3		ns

[1] Referenced to drive edge.

Table 31. Serial Ports—External Clock

Parameter		5 V and 3.3 V Min	Max	Unit
Switching Characteristics				
t_{DFSE}	TFS Delay After TCLK (Internally Generated TFS)[1]		13	ns
t_{HOFSE}	TFS Hold After TCLK (Internally Generated TFS)[1]	3		ns
t_{DDTE}	Transmit Data Delay After TCLK[1]		16	ns
t_{HDTE}	Transmit Data Hold After TCLK[1]	5		ns

[1] Referenced to drive edge.

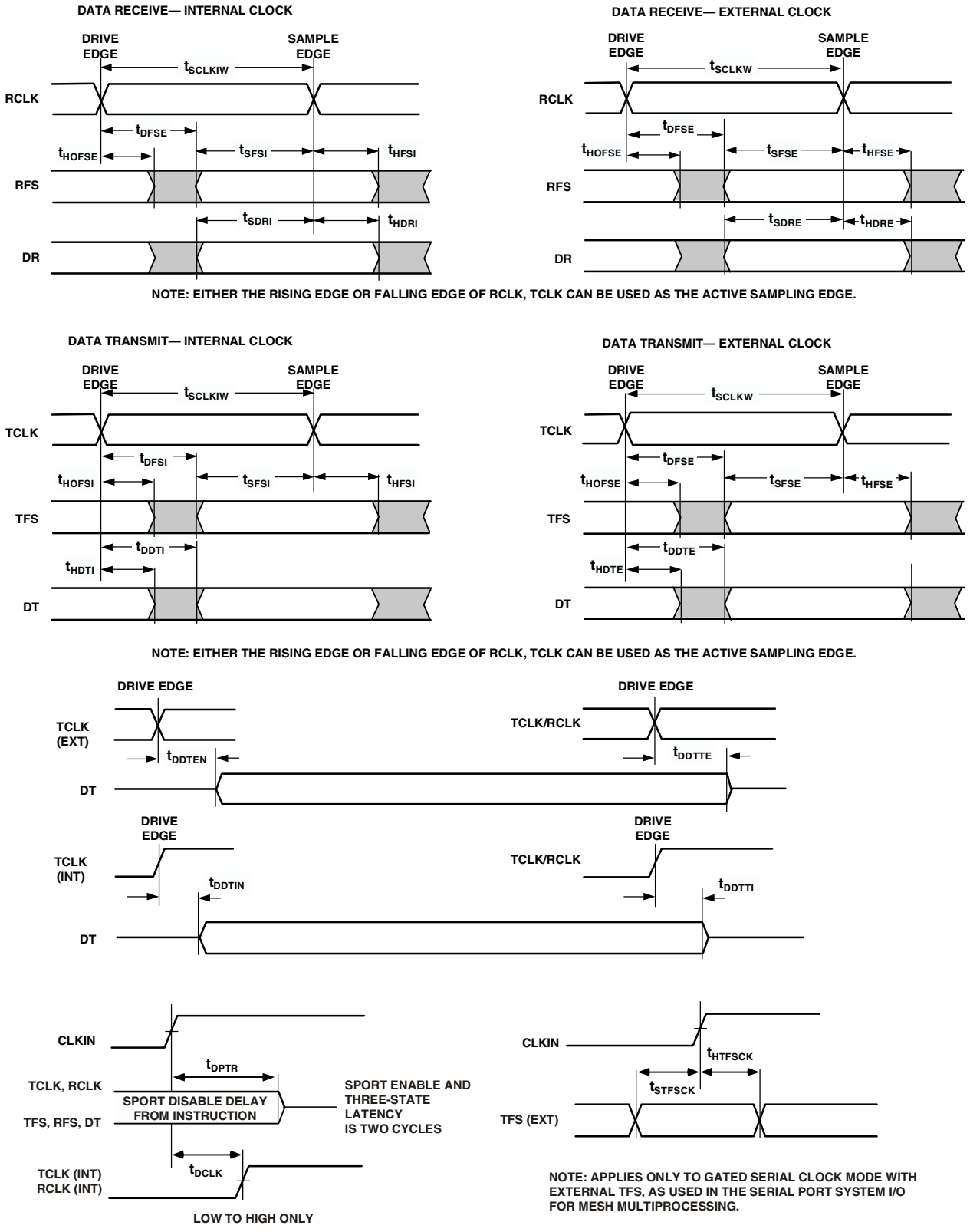


Figure 25. Serial Ports

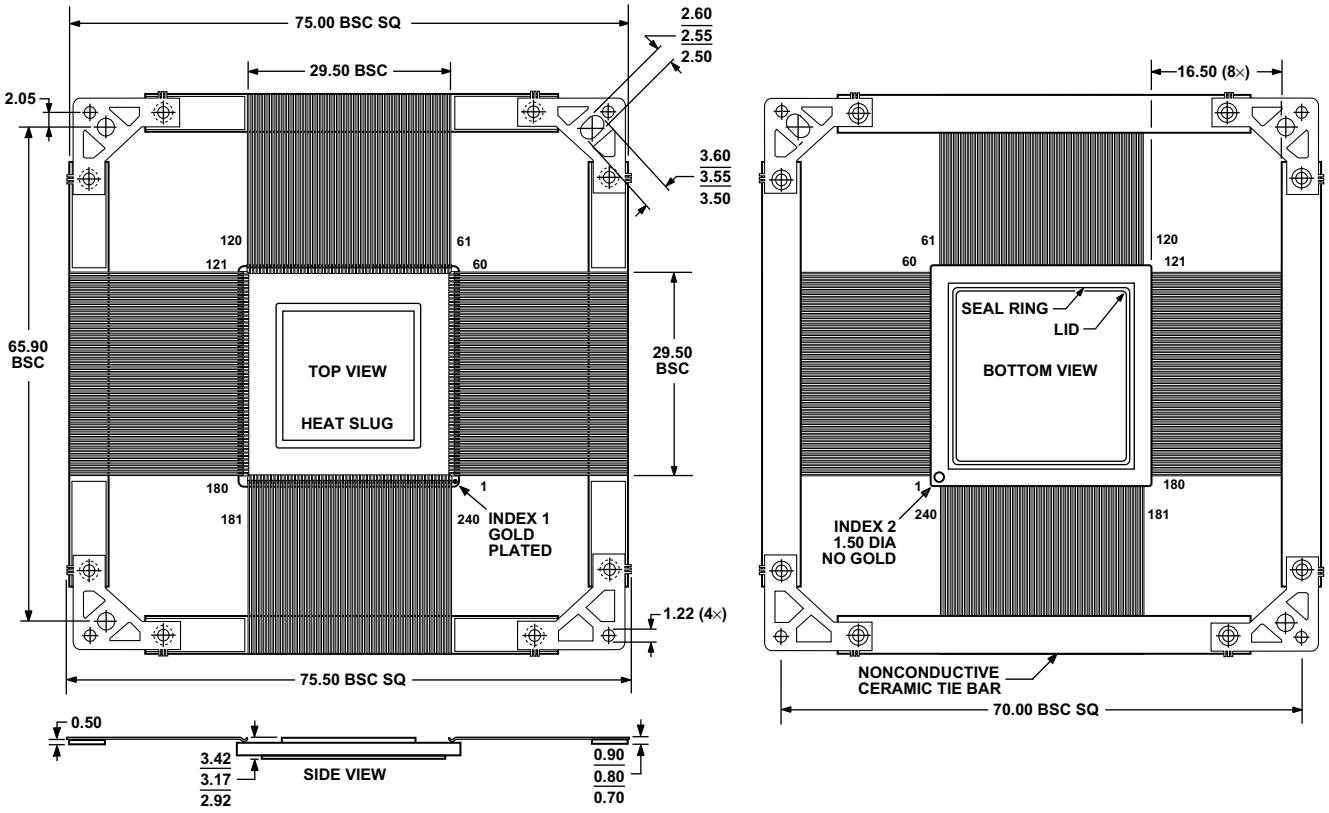


Figure 43. 240-Lead Ceramic Quad Flat Package, Mounted with Cavity Down [CQFP]
(QS-240-2B)
Dimensions shown in millimeters

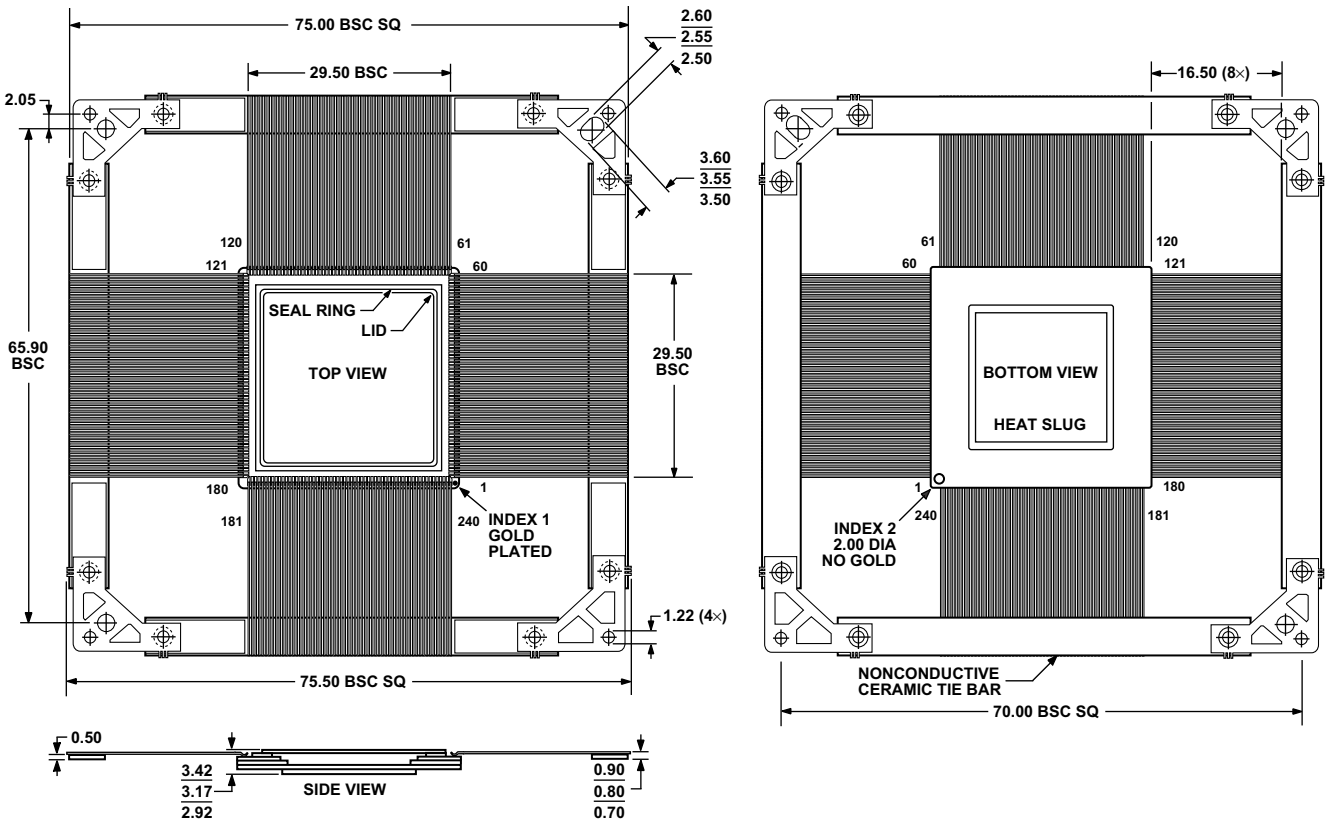


Figure 45. 240-Lead Ceramic Quad Flat Package, Mounted with Cavity Up [CQFP]
(QS-240-1B)
Dimensions shown in millimeters

SURFACE-MOUNT DESIGN

Table 43 is provided as an aide to PCB design. For industry-standard design recommendations, refer to IPC-7351, *Generic Requirements for Surface-Mount Design and Land Pattern Standard.*

Table 43. BGA Data for Use with Surface-Mount Design

Package	Ball Attach Type	Solder Mask Opening	Ball Pad Size
225-Ball Grid Array (PBGA)	Solder Mask Defined	0.63 mm diameter	0.76 mm diameter