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### Understanding [Embedded - Microprocessors](#)

Embedded microprocessors are specialized computing chips designed to perform specific tasks within an embedded system. Unlike general-purpose microprocessors found in personal computers, embedded microprocessors are tailored for dedicated functions within larger systems, offering optimized performance, efficiency, and reliability. These microprocessors are integral to the operation of countless electronic devices, providing the computational power necessary for controlling processes, handling data, and managing communications.

### Applications of [Embedded - Microprocessors](#)

Embedded microprocessors are utilized across a broad spectrum of applications, making them indispensable in

#### Details

Product Status	Obsolete
Core Processor	ARM® Cortex®-A9, ARM® Cortex®-M4
Number of Cores/Bus Width	2 Core, 32-Bit
Speed	200MHz, 800MHz
Co-Processors/DSP	Multimedia; NEON™ MPE
RAM Controllers	DDR3, LPDDR2, LVDDR3
Graphics Acceleration	Yes
Display & Interface Controllers	Keypad, LCD
Ethernet	10/100/1000Mbps (2)
SATA	-
USB	USB 2.0 + PHY (1), USB 2.0 OTG + PHY (2)
Voltage - I/O	1.8V, 2.5V, 2.8V, 3.15V
Operating Temperature	-40°C ~ 105°C (TJ)
Security Features	A-HAB, ARM TZ, CAAM, CSU, SNVS, System JTAG, TVDECODE
Package / Case	400-LFBGA
Supplier Device Package	400-MAPBGA (14x14)
Purchase URL	<a href="https://www.e-xfl.com/product-detail/nxp-semiconductors/mcimx6x1cvk08ab">https://www.e-xfl.com/product-detail/nxp-semiconductors/mcimx6x1cvk08ab</a>





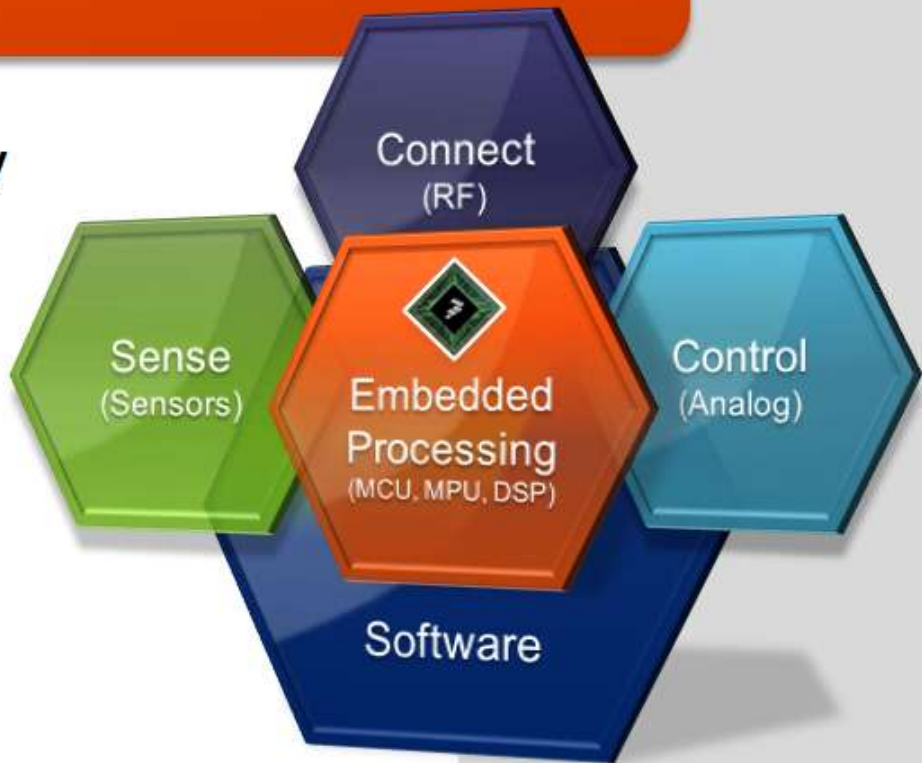
# A Global Leader of Embedded Processing Solutions

## Two Core Product Groups

- Automotive, Industrial & Multi-Market Solutions
  - Microcontrollers
  - Sensors
  - Analog
- Networking and Multimedia Solutions
  - Communications Processors
  - Applications Processors
  - RF Power

## Four Primary Markets

- Automotive
- Industrial
- Networking
- Consumer



## Platform-Level Solutions

>50 Year Legacy

>5,500 Engineers

>6,000 Patent Families

>18,000 Customers



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# Freescale i.MX Applications Processors

i.MX 6Quad



High Performance Tablet



Media Box



Luxury Infotainment



Advanced HMI

i.MX 6Dual  
i.MX 6DualLite



Color eReader



Business Tablet



Mainstream Infotainment



Medical

i.MX53

i.MX 6Solo  
i.MX 6SoloLite



Monochrome eReader



Single Function Tablet



Connected Radio



Smart Energy Meter

i.MX28, i.MX233,  
i.MX25, i.MX35,  
i.MX50

Performance/ Multimedia Capability

Content Creation, Technology Driver

Good, Better, Best Differentiation













# Gaming Performance

- **Benchmarking 3D game performance is tricky**
  - Dependent upon the 3D HW, the CPU speed and memory BW
  - Must balance all three to get best performance
- **Review websites use generally available benchmarks to rate tablets**
  - Example: Basemark, NenaMark, Antutu, Quadrant

Taiji Girl (Basemark ES2)



NenaMark2 3D Benchmark



AnTuTu Benchmark



Quadrant Benchmark



	6Quad	6DualLite	6Solo	Tegra2
Taiji Girl	25.65 fps	9.2 fps	7.67 fps	6 fps
NenaMark	49.2	30.5	27.2	21
AnTuTu	9605	5583	4531	4904
Quadrant	4011	3005	2414	2559



# 21x21 FCBGA Mechanical structure

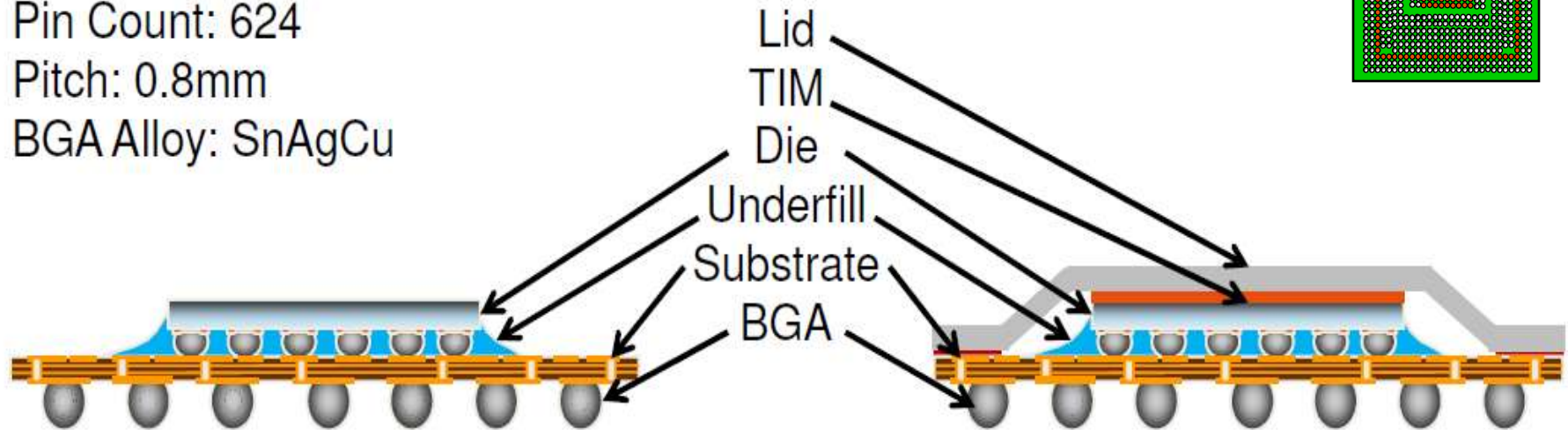
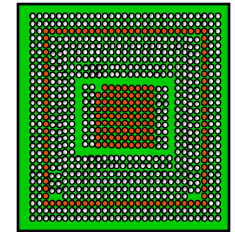
## The IMX6Q/D Design

Package: 21x21mm FCPBGA

Pin Count: 624

Pitch: 0.8mm

BGA Alloy: SnAgCu



## Stack-ups

Bare Die, 0.4mm core	Min	Nominal	Max
Device	0.280	0.305	0.330
Gap height (UF thickness)	0.070	0.080	0.090
Substrate (2/2/2 0.4mm core)	0.560	0.660	0.760
BGAs	0.300	0.400	0.500
<b>TOTAL (sum of square tolerance)</b>	<b>1.301</b>	<b>1.445</b>	<b>1.589</b>

Full dimensions available in the i.MX 6 Consumer and Automotive Datasheets on the i.MX 6Quad/6Dual Extranet

Lidded, 0.4mm core	Min	Nominal	Max
Lid	0.450	0.5	0.550
Thermal interface Material (TIM)	0.025	0.05	0.075
Device	0.280	0.305	0.330
Gap height (UF thickness)	0.070	0.080	0.090
Substrate (2/2/2 0.4mm core)	0.560	0.660	0.760
BGAs	0.300	0.400	0.500
<b>TOTAL (sum of square tolerance)</b>	<b>1.841</b>	<b>1.995</b>	<b>2.149</b>

# i.MX 6Series – Power Consumption Summary



<b>Sleep</b>	<b>3.8mW</b>	<b>Sleep</b>	<b>3.8mW</b>	<b>Sleep</b>	<b>3.9mW</b>	<b>Sleep</b>	<b>3.1mW</b>	<b>Sleep</b>	<b>2.6mW</b>
<b>IDLE</b>	<b>227mW</b>	<b>IDLE</b>	<b>220mW*</b>	<b>IDLE</b>	<b>151mW</b>	<b>IDLE</b>	<b>143mW</b>	<b>IDLE</b>	<b>14.5mW</b>
<b>Video</b>	<b>867mW</b>	<b>Video</b>	<b>867mW</b>	<b>Video</b>	<b>772mW</b>	<b>Video</b>	<b>695mW</b>	<b>Video</b>	<b>n/a</b>
<b>3D</b>	<b>1.6W</b>	<b>3D</b>	<b>1.6W</b>	<b>3D</b>	<b>1.1W</b>	<b>3D</b>	<b>1.1W</b>	<b>3D</b>	<b>n/a</b>
<b>TypMax</b>	<b>3.8W</b>	<b>TypMax</b>	<b>n/a</b>	<b>TypMax</b>	<b>2.4W</b>	<b>TypMax</b>	<b>1.7W</b>	<b>TypMax</b>	<b>n/a</b>

n/a = results pending release june 30<sup>th</sup>  
 \* 6Dual cores are estimated on 6Quad by clock gating two cores

- All results include power at the chip (cores, accelerators, peripherals, DDR I/O) as well as the power consumption of the external DDR3 ICs.
- Power application notes listed in the presentation contain the full breakouts for the chip and DDR3. Note that use of LPDDR2 memory will substantially reduce memory IC power consumption

**Scalable Performance and Power Consumption**  
**‘One Series fits all’**







# i.MX 6 Series feature list (3/4)

Red indicates change from column to the left

	i.MX 6SoloLite	i.MX 6Solo	i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
<b>Display Resolution (@60Hz)</b>	WXGA (WXGA=1366x768)	<b>2x</b> WXGA	2x WXGA	<b>2x 4XGA or 2x [1080p + WXGA]</b> (4XGA=2048x1536)	2x 4XGA or 2x [1080p + WXGA]
<b>Display Interfaces</b>	2x Outputs • 1x Parallel • EPDC	2x Outputs • <b>2x</b> Parallel • <b>2x</b> LVDS • <b>HDMI</b> • <b>MIPI-DSI</b> • EPDC	2x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI • EPDC	<b>4x</b> Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI	4x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI
<b>GPU 3D</b>	-	<b>Vivante GC880</b> • <b>53Mtri/s</b> • <b>266Mpxl/s</b> • <b>OpenGL ES 1.1/2.0/3.0</b>	Vivante GC880 • 53Mtri/s • 266Mpxl/s • OpenGL ES 1.1/2.0/3.0	<b>Vivante GC2000</b> • <b>176Mtri/s</b> • <b>1000Mpxl/s</b> • OpenGL ES 1.1/2.0/3.0 • <b>OpenCL 1.1 EP</b>	Vivante GC2000 • 176Mtri/s • 1000Mpxl/s • OpenGL ES 1.1/2.0/3.0 • OpenCL 1.1 EP
<b>GPU 2D (Vector Graphics)</b>	Vivante GC355 • 300Mpxl/s • OpenVG 1.1	via GPU 3D • OpenVG 1.1	via GPU 3D • OpenVG 1.1	<b>Vivante GC355</b> • <b>300Mpxl/s</b> • OpenVG 1.1	Vivante GC355 • 300Mpxl/s • OpenVG 1.1
<b>GPU 2D (BLIT)</b>	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s
<b>Video Dec</b>	SW Only	<b>1080p30 + D1 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8</b>	1080p30 + D1 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	<b>1080p60 + D1 2x 1080p30</b> MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	1080p60 + D1 2x 1080p30 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8
<b>Video Enc</b>	-	<b>1080p30 2x 720p</b> H.264, H.263, MPEG-4, MPEG-2, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MPEG-2, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MPEG-2, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MPEG-2, MJPEG











# History of Android Development

Android	Google Release	First Freescale Release
Cupcake	Android 1.0 (September 2008) Android 1.1 (February 9, 2009) <b>Android 1.5 (April 2009)</b>	<b>R3 (June 2009)</b>
Donut	<b>Android 1.6 (September 2009)</b>	<b>R5 (September 2009)</b>
Eclair	Android 2.0 (October 2009) Android 2.0.1 (December 2009) <b>Android 2.1 (January 2010)</b>	<b>R7 (January 2010)</b>
Froyo	Android 2.2 (May 2010) Android 2.2.1 (January 2011) Android 2.2.2 (January 2011) Android 2.2.3 (November 2011)	<b>R9 (August 2010)</b>
Gingerbread	Android 2.3 (December 2010) <b>Android 2.3.3 (February 2011)</b> Android 2.3.4 (April 2011) Android 2.3.5 (July 2011) Android 2.3.6 (September 2011) Android 2.3.7 (September 2011)	<b>R10 (January 2011)</b>
Honeycomb	Android 3.2 (July 2011) <b>Android 3.2.1 (September 2011)</b> Android 3.2.2 (August 2011) Android 3.2.4 (December 2011) Android 3.2.6 (February 2012)	<b>R11 (September 2011 – i.MX53)</b> <b>R12 (September 2011 – i.MX 6D/Q)</b>
Ice Cream Sandwich	Android 4.0.1 (October 2011) Android 4.0.2 (November 2011) Android 4.0.3 (December 2011) <b>Android 4.0.4 (March 2012)</b>	R13 (December 2011) R13.1 (January 2012) R13.3 (June 2012) R13.4 GA (September 2012) *to align to 6Series launch
JellyBean	Android 4.1 (September 2012) Android 4.2 (December 2012)	JB 4.1 GA candidate – Dec 2012 JB 4.2 Beta Feb 2013 JB 4.2 GA – April 2013