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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	DAI, SPI
Clock Rate	333MHz
Non-Volatile Memory	ROM (512kB)
On-Chip RAM	384kB
Voltage - I/O	3.30V
Voltage - Core	1.20V
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	144-LQFP Exposed Pad
Supplier Device Package	144-LQFP-EP (20x20)
Purchase URL	https://www.e-xfl.com/product-detail/analog-devices/adsp-21364bswz-1aa

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REVISION HISTORY

7/13—Revision I to Revision J

Updated Development Tools 9

Added Nominal Value column in Operating Conditions .. 14

Changed Max values in Table 30 in Pulse-Width Modulation Generators 35

Updated Ordering Guide 56

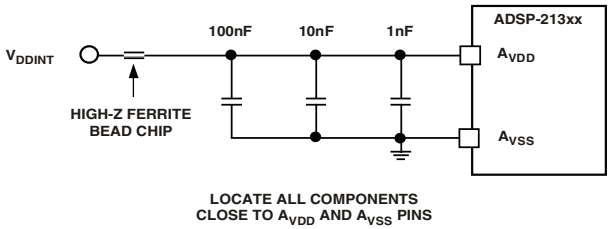


Figure 3. Analog Power (A_{VDD}) Filter Circuit

Target Board JTAG Emulator Connector

Analog Devices' DSP Tools product line of JTAG emulators uses the IEEE 1149.1 JTAG test access port of the processor to monitor and control the target board processor during emulation. Analog Devices' DSP Tools product line of JTAG emulators provides emulation at full processor speed, allowing inspection and modification of memory, registers, and processor stacks. The processor's JTAG interface ensures that the emulator does not affect target system loading or timing.

For complete information on Analog Devices' SHARC DSP Tools product line of JTAG emulator operation, refer to the appropriate emulator user's guide.

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

Algorithmic Modules

To speed development, Analog Devices offers add-ins that perform popular audio and video processing algorithms. These are available for use with both CrossCore Embedded Studio and

Table 6. Pin Descriptions (Continued)

Pin	Type	State During and After Reset	Function
SPICLK	I/O (pu)	Three-state with pull-up enabled, driven high in SPI-master boot mode	**Serial Peripheral Interface Clock Signal.** Driven by the master, this signal controls the rate at which data is transferred. The master can transmit data at a variety of baud rates. SPICLK cycles once for each bit transmitted. SPICLK is a gated clock active during data transfers, only for the length of the transferred word. Slave devices ignore the serial clock if the slave select input is driven inactive (high). SPICLK is used to shift out and shift in the data driven on the MISO and MOSI lines. The data is always shifted out on one clock edge and sampled on the opposite edge of the clock. Clock polarity and clock phase relative to data are programmable into the SPICTL control register and define the transfer format. SPICLK has a 22.5 kΩ internal pull-up resistor.
$\overline{\text{SPIDS}}$	I	Input only	**Serial Peripheral Interface Slave Device Select.** An active low signal used to select the processor as an SPI slave device. This input signal behaves like a chip select, and is provided by the master device for the slave devices. In multimaster mode the processor's $\overline{\text{SPIDS}}$ signal can be driven by a slave device to signal to the processor (as SPI master) that an error has occurred, as some other device is also trying to be the master device. If asserted low when the device is in master mode, it is considered a multimaster error. For a single-master, multiple-slave configuration where flag pins are used, this pin must be tied or pulled high to V_{DDEXT} on the master device. For processor to processor SPI interaction, any of the master processor's flag pins can be used to drive the $\overline{\text{SPIDS}}$ signal on the SPI slave device.
MOSI	I/O (O/D) (pu)	Three-state with pull-up enabled, driven low in SPI-master boot mode	**SPI Master Out Slave In.** If the ADSP-2136x is configured as a master, the MOSI pin becomes a data transmit (output) pin, transmitting output data. If the processor is configured as a slave, the MOSI pin becomes a data receive (input) pin, receiving input data. In an SPI interconnection, the data is shifted out from the MOSI output pin of the master and shifted into the MOSI input(s) of the slave(s). MOSI has a 22.5 kΩ internal pull-up resistor.
MISO	I/O (O/D) (pu)	Three-state with pull-up enabled	**SPI Master In Slave Out.** If the ADSP-2136x is configured as a master, the MISO pin becomes a data receive (input) pin, receiving input data. If the processor is configured as a slave, the MISO pin becomes a data transmit (output) pin, transmitting output data. In an SPI interconnection, the data is shifted out from the MISO output pin of the slave and shifted into the MISO input pin of the master. MISO has a 22.5 kΩ internal pull-up resistor. MISO can be configured as O/D by setting the OPD bit in the SPICTL register. **Note:** *Only one slave is allowed to transmit data at any given time.* To enable broadcast transmission to multiple SPI slaves, the processor's MISO pin can be disabled by setting Bit 5 (DMISO) of the SPICTL register equal to 1.
CLKIN	I	Input only	**Local Clock In.** Used in conjunction with XTAL. CLKIN is the ADSP-2136x clock input. It configures the ADSP-2136x to use either its internal clock generator or an external clock source. Connecting the necessary components to CLKIN and XTAL enables the internal clock generator. Connecting the external clock to CLKIN while leaving XTAL unconnected configures the processors to use the external clock source such as an external clock oscillator. The core is clocked either by the PLL output or this clock input depending on the CLK_CFG1–0 pin settings. CLKIN should not be halted, changed, or operated below the specified frequency.
XTAL	O	Output only[2]	**Crystal Oscillator Terminal.** Used in conjunction with CLKIN to drive an external crystal.
CLK_CFG1–0	I	Input only	**Core to CLKIN Ratio Control.** These pins set the start up clock frequency. Note that the operating frequency can be changed by programming the PLL multiplier and divider in the PMCTL register at any time after the core comes out of reset. The allowed values are: 00 = 6:1 01 = 32:1 10 = 16:1 11 = reserved.

The following symbols appear in the Type column of Table 6: **A** = asynchronous, **G** = ground, **I** = input, **O** = output, **P** = power supply, **S** = synchronous, (**A/D**) = active drive, (**O/D**) = open drain, and **T** = three-state, (**pd**) = pull-down resistor, (**pu**) = pull-up resistor.

Table 6. Pin Descriptions (Continued)

Pin	Type	State During and After Reset	Function
BOOT_CFG1–0	I	Input only	**Boot Configuration Select.** This pin is used to select the boot mode for the processor. The BOOT_CFG pins must be valid before reset is asserted. For a description of the boot mode, refer to Table 5, Boot Mode Selection.
$\overline{\text{RESETOUT}}$	O	Output only	**Reset Out.** Drives out the core reset signal to an external device.
$\overline{\text{RESET}}$	I/A	Input only	**Processor Reset.** Resets the ADSP-2136x to a known state. Upon deassertion, there is a 4096 CLKIN cycle latency for the PLL to lock. After this time, the core begins program execution from the hardware reset vector address. The $\overline{\text{RESET}}$ input must be asserted (low) at power-up.
TCK	I	Input only[3]	**Test Clock (JTAG).** Provides a clock for JTAG boundary scan. TCK must be asserted (pulsed low) after power-up or held low for proper operation of the processors.
TMS	I/S (pu)	Three-state with pull-up enabled	**Test Mode Select (JTAG).** Used to control the test state machine. TMS has a 22.5 kΩ internal pull-up resistor.
TDI	I/S (pu)	Three-state with pull-up enabled	**Test Data Input (JTAG).** Provides serial data for the boundary scan logic. TDI has a 22.5 k internal pull-up resistor.
TDO	O	Three-state[4]	**Test Data Output (JTAG).** Serial scan output of the boundary scan path.
$\overline{\text{TRST}}$	I/A (pu)	Three-state with pull-up enabled	**Test Reset (JTAG).** Resets the test state machine. $\overline{\text{TRST}}$ must be asserted (pulsed low) after power-up or held low for proper operation of the ADSP-2136x. $\overline{\text{TRST}}$ has a 22.5 kΩ internal pull-up resistor.
$\overline{\text{EMU}}$	O (O/D) (pu)	Three-state with pull-up enabled	**Emulation Status.** Must be connected to the processor's JTAG emulators target board connector only. $\overline{\text{EMU}}$ has a 22.5 kΩ internal pull-up resistor.
V_{DDINT}	P		**Core Power Supply.** Supplies the processor's core.
V_{DDEXT}	P		**I/O Power Supply.**
A_{VDD}	P		**Analog Power Supply.** Supplies the processor's internal PLL (clock generator). This pin has the same specifications as V_{DDINT}, except that added filtering circuitry is required. For more information, see Power Supplies on Page 8.
A_{VSS}	G		**Analog Power Supply Return.**
GND	G		**Power Supply Return.**

The following symbols appear in the Type column of Table 6: **A** = asynchronous, **G** = ground, **I** = input, **O** = output, **P** = power supply, **S** = synchronous, (**A/D**) = active drive, (**O/D**) = open drain, and **T** = three-state, (**pd**) = pull-down resistor, (**pu**) = pull-up resistor.

[1] $\overline{\text{RD}}$, $\overline{\text{WR}}$, and ALE are three-stated (and not driven) only when $\overline{\text{RESET}}$ is active.
[2] Output only is a three-state driver with its output path always enabled.
[3] Input only is a three-state driver with both output path and pull-up disabled.
[4] Three-state is a three-state driver with pull-up disabled.

ELECTRICAL CHARACTERISTICS

Parameter	Description	Test Conditions	Min	Max	Unit
V_{OH}[1]	High Level Output Voltage	@ V_{DDEXT} = Min, I_{OH} = –1.0 mA[2]	2.4		V
V_{OL}[1]	Low Level Output Voltage	@ V_{DDEXT} = Min, I_{OL} = 1.0 mA[2]		0.4	V
I_{IH}[3, 4]	High Level Input Current	@ V_{DDEXT} = Max, V_{IN} = V_{DDEXT} Max		10	µA
I_{IL}[3]	Low Level Input Current	@ V_{DDEXT} = Max, V_{IN} = 0 V		10	µA
I_{ILPU}[4]	Low Level Input Current Pull-Up	@ V_{DDEXT} = Max, V_{IN} = 0 V		200	µA
I_{OZH}[5, 6]	Three-State Leakage Current	@ V_{DDEXT} = Max, V_{IN} = V_{DDEXT} Max		10	µA
I_{OZL}[5]	Three-State Leakage Current	@ V_{DDEXT} = Max, V_{IN} = 0 V		10	µA
I_{OZLPU}[6]	Three-State Leakage Current Pull-Up	@ V_{DDEXT} = Max, V_{IN} = 0 V		200	µA
$I_{DD-INTYP}$[7, 8]	Supply Current (Internal)	t_{CCLK} = Min, V_{DDINT} = Nom		800	mA
I_{AVDD}[9]	Supply Current (Analog)	A_{VDD} = Max		10	mA
C_{IN}[10, 11]	Input Capacitance	f_{IN} = 1 MHz, T_{CASE} = 25°C, V_{IN} = 1.2 V		4.7	pF

[1] Applies to output and bidirectional pins: AD15–0, $\overline{RD}$, $\overline{WR}$, ALE, FLAG3–0, DAI_Px, SPICLK, MOSI, MISO, $\overline{EMU}$, TDO, and XTAL.
[2] See Output Drive Currents on Page 46 for typical drive current capabilities.
[3] Applies to input pins: $\overline{SPIDS}$, BOOT_CFGx, CLK_CFGx, TCK, $\overline{RESET}$, and CLKIN.
[4] Applies to input pins with 22.5 kΩ internal pull-ups: $\overline{TRST}$, TMS, TDI.
[5] Applies to three-stateable pins: FLAG3–0.
[6] Applies to three-stateable pins with 22.5 kΩ pull-ups: AD15–0, DAI_Px, SPICLK, $\overline{EMU}$, $\overline{MISO}$, and $\overline{MOSI}$.
[7] Typical internal current data reflects nominal operating conditions.
[8] See the Engineer-to-Engineer Note *"Estimating Power for the ADSP-21362 SHARC Processors"* (EE-277) for further information.
[9] Characterized, but not tested.
[10] Applies to all signal pins.
[11] Guaranteed, but not tested.

Reset

Table 12. Reset

Parameter		Min	Unit
Timing Requirements			
t_{WRST}[1]	$\overline{\text{RESET}}$ Pulse Width Low	$4 \times t_{CK}$	ns
t_{SRST}	$\overline{\text{RESET}}$ Setup Before CLKIN Low	8	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).

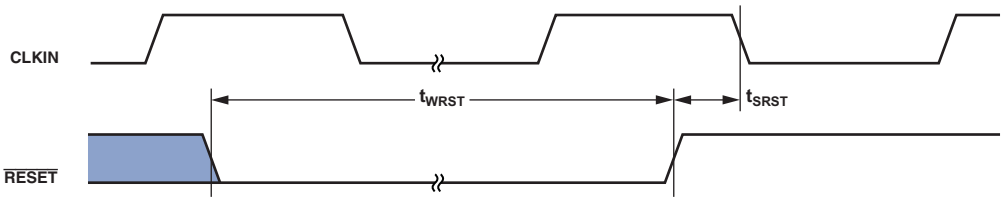


Figure 9. Reset

Interrupts

The following timing specification applies to the FLAG0, FLAG1, and FLAG2 pins when they are configured as $\overline{\text{IRQ0}}$, $\overline{\text{IRQ1}}$, and $\overline{\text{IRQ2}}$ interrupts.

Table 13. Interrupts

Parameter		Min	Unit
Timing Requirement			
t_{IPW}	$\overline{\text{IRQx}}$ Pulse Width	$2 \times t_{PCLK} + 2$	ns

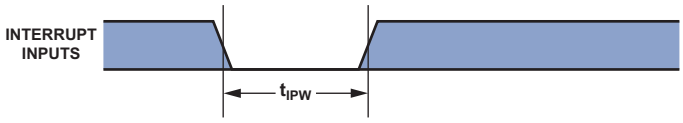


Figure 10. Interrupts

Precision Clock Generator (Direct Pin Routing)

This timing is only valid when the SRU is configured such that the precision clock generator (PCG) takes its inputs directly from the DAI pins (via pin buffers) and sends its outputs directly to the DAI pins. For the other cases, where the PCG's inputs and outputs are not directly routed to/from DAI pins (via pin buffers) there is no timing data available. All timing parameters and switching characteristics apply to external DAI pins (DAI_P01 through DAI_P20).

Table 18. Precision Clock Generator (Direct Pin Routing)

Parameter		K and B Grade Min	K and B Grade Max	Y Grade Max	Unit
Timing Requirements					
t_{PCGIP}	Input Clock Period	$t_{PCLK} \times 4$			ns
t_{STRIG}	PCG Trigger Setup Before Falling Edge of PCG Input Clock	4.5			ns
t_{HTRIG}	PCG Trigger Hold After Falling Edge of PCG Input Clock	3			ns
Switching Characteristics					
t_{DPCGIO}	PCG Output Clock and Frame Sync Active Edge Delay After PCG Input Clock	2.5	10	10	ns
$t_{DTRIGCLK}$	PCG Output Clock Delay After PCG Trigger	$2.5 + (2.5 \times t_{PCGIP})$	$10 + (2.5 \times t_{PCGIP})$	$12 + (2.5 \times t_{PCGIP})$	ns
$t_{DTRIGFS}$	PCG Frame Sync Delay After PCG Trigger	$2.5 + ((2.5 + D - PH) \times t_{PCGIP})$	$10 + ((2.5 + D - PH) \times t_{PCGIP})$	$12 + ((2.5 + D - PH) \times t_{PCGIP})$	ns
t_{PCGOP}[1]	Output Clock Period	$2 \times t_{PCGIP} - 1$			ns

D = FSxDIV, PH = FSxPHASE. For more information, refer to the *ADSP-2136x SHARC Processor Hardware Reference*, "Precision Clock Generators" chapter.

[1] In normal mode, t_{PCGOP} (min) = $2 \times t_{PCGIP}$.

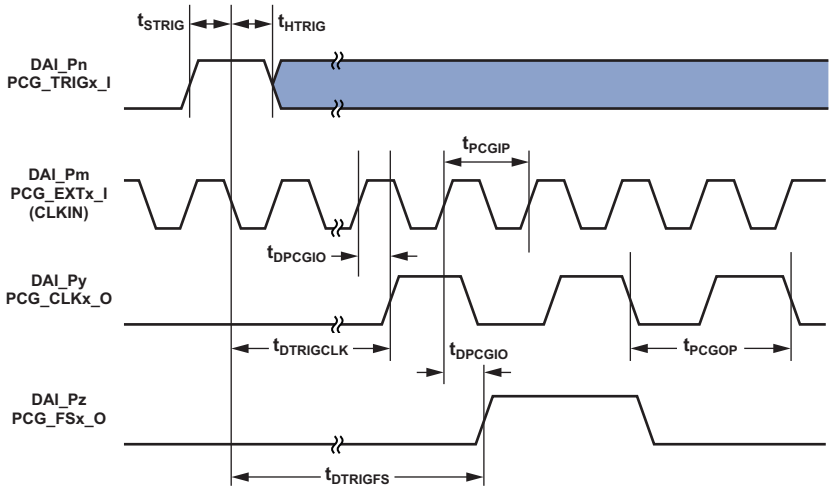


Figure 15. Precision Clock Generator (Direct Pin Routing)

Memory Read—Parallel Port

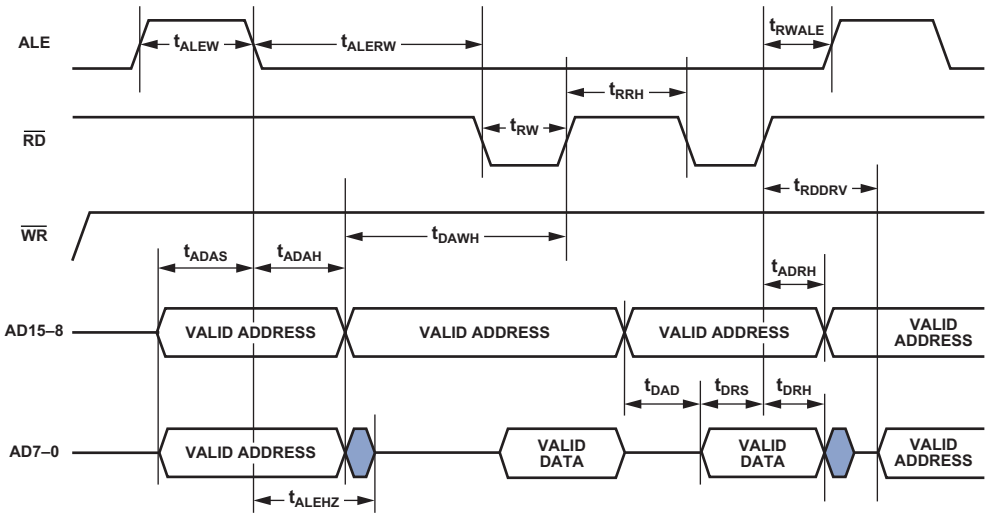
Use these specifications for asynchronous interfacing to memories (and memory-mapped peripherals) when the processor is accessing external memory space.

Table 20. 8-Bit Memory Read Cycle

Parameter		K and B Grade Min	K and B Grade Max	Y Grade Min	Y Grade Max	Unit
Timing Requirements						
t_{DRS}	AD7–0 Data Setup Before $\overline{RD}$ High	3.3		4.5		ns
t_{DRH}	AD7–0 Data Hold After $\overline{RD}$ High	0		0		ns
t_{DAD}	AD15–8 Address to AD7–0 Data Valid		D + t_{PCLK} – 5.0		D + t_{PCLK} – 5.0	ns
Switching Characteristics						
t_{ALEW}	ALE Pulse Width	2 × t_{PCLK} – 2.0		2 × t_{PCLK} – 2.0		ns
t_{ADAS}[1]	AD15–0 Address Setup Before ALE Deasserted	t_{PCLK} – 2.5		t_{PCLK} – 2.5		ns
t_{RRH}	Delay Between $\overline{RD}$ Rising Edge to Next Falling Edge	H + t_{PCLK} – 1.4		H + t_{PCLK} – 1.4		ns
t_{ALERW}	ALE Deasserted to Read Asserted	2 × t_{PCLK} – 3.8		2 × t_{PCLK} – 3.8		ns
t_{RWALE}	Read Deasserted to ALE Asserted	F + H + 0.5		F + H + 0.5		ns
t_{ADAH}[1]	AD15–0 Address Hold After ALE Deasserted	t_{PCLK} – 2.3		t_{PCLK} – 2.3		ns
t_{ALEHZ}[1]	ALE Deasserted to AD7–0 Address in High-Z	t_{PCLK}	t_{PCLK} + 3.0	t_{PCLK}	t_{PCLK} + 3.8	ns
t_{RW}	$\overline{RD}$ Pulse Width	D – 2.0		D – 2.0		ns
t_{RDDRV}	AD7–0 ALE Address Drive After Read High	F + H + t_{PCLK} – 2.3		F + H + t_{PCLK} – 2.3		ns
t_{ADRH}	AD15–8 Address Hold After $\overline{RD}$ High	H		H		ns
t_{DAWH}	AD15–8 Address to $\overline{RD}$ High	D + t_{PCLK} – 4.0		D + t_{PCLK} – 4.0		ns

D = (The value set by the PPDUR Bits (5–1) in the PPCTL register) × t_{PCLK}
H = t_{PCLK} (if a hold cycle is specified, else H = 0)
F = 7 × t_{PCLK} (if FLASH_MODE is set, else F = 0)

[1] On reset, ALE is an active high cycle. However, it can be configured by software to be active low.



NOTE: MEMORY READS ALWAYS OCCUR IN GROUPS OF FOUR BETWEEN ALE CYCLES. THIS FIGURE SHOWS ONLY TWO MEMORY READS TO PROVIDE THE NECESSARY TIMING INFORMATION.

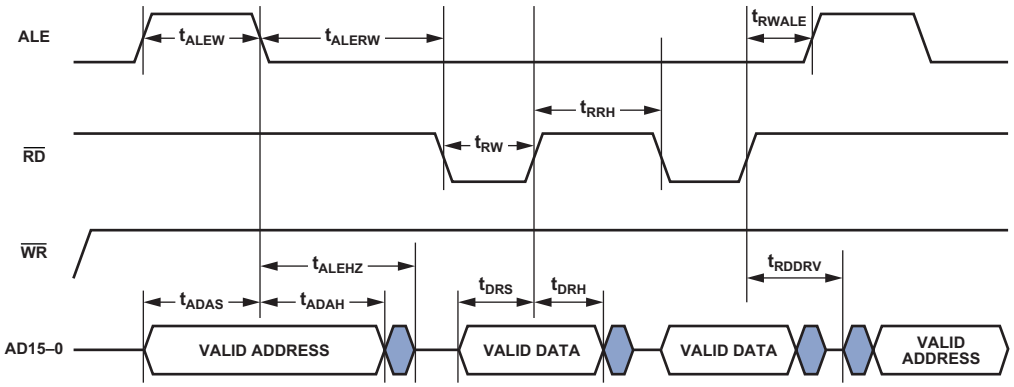
Figure 17. Read Cycle for 8-Bit Memory Timing

Table 21. 16-Bit Memory Read Cycle

Parameter		K and B Grade Min	K and B Grade Max	Y Grade Min	Y Grade Max	Unit
Timing Requirements						
t_{DRS}	AD15–0 Data Setup Before $\overline{RD}$ High	3.3		4.5		ns
t_{DRH}	AD15–0 Data Hold After $\overline{RD}$ High	0		0		ns
Switching Characteristics						
t_{ALEW}	ALE Pulse Width	$2 \times t_{PCLK} - 2.0$		$2 \times t_{PCLK} - 2.0$		ns
t_{ADAS}[1]	AD15–0 Address Setup Before ALE Deasserted	$t_{PCLK} - 2.5$		$t_{PCLK} - 2.5$		ns
t_{ALERW}	ALE Deasserted to Read Asserted	$2 \times t_{PCLK} - 3.8$		$2 \times t_{PCLK} - 3.8$		ns
t_{RRH}[2]	Delay Between $\overline{RD}$ Rising Edge to Next Falling Edge	$H + t_{PCLK} - 1.4$		$H + t_{PCLK} - 1.4$		ns
t_{RWALE}	Read Deasserted to ALE Asserted	$F + H + 0.5$		$F + H + 0.5$		ns
t_{RDDRV}	ALE Address Drive After Read High	$F + H + t_{PCLK} - 2.3$		$F + H + t_{PCLK} - 2.3$		ns
t_{ADAH}[1]	AD15–0 Address Hold After ALE Deasserted	$t_{PCLK} - 2.3$		$t_{PCLK} - 2.3$		ns
t_{ALEHZ1}	ALE Deasserted to Address/Data15–0 in High-Z	t_{PCLK}	$t_{PCLK} + 3.0$	t_{PCLK}	$t_{PCLK} + 3.8$	ns
t_{RW}	$\overline{RD}$ Pulse Width	$D - 2.0$		$D - 2.0$		ns

D = (The value set by the PPDUR Bits (5–1) in the PPCTL register) $\times t_{PCLK}$
$H = t_{PCLK}$ (if a hold cycle is specified, else $H = 0$)
$F = 7 \times t_{PCLK}$ (if FLASH_MODE is set, else $F = 0$)

[1] On reset, ALE is an active high cycle. However, it can be configured by software to be active low.
[2] This parameter is only available when in EMPP = 0 mode.



NOTE: FOR 16-BIT MEMORY READS, WHEN EMPP ≠ 0, ONLY ONE $\overline{RD}$ PULSE OCCURS BETWEEN ALE CYCLES. WHEN EMPP = 0, MULTIPLE $\overline{RD}$ PULSES OCCUR BETWEEN ALE CYCLES. FOR COMPLETE INFORMATION, SEE THE ADSP-2136x SHARC PROCESSOR HARDWARE REFERENCE.

Figure 18. Read Cycle for 16-Bit Memory Timing

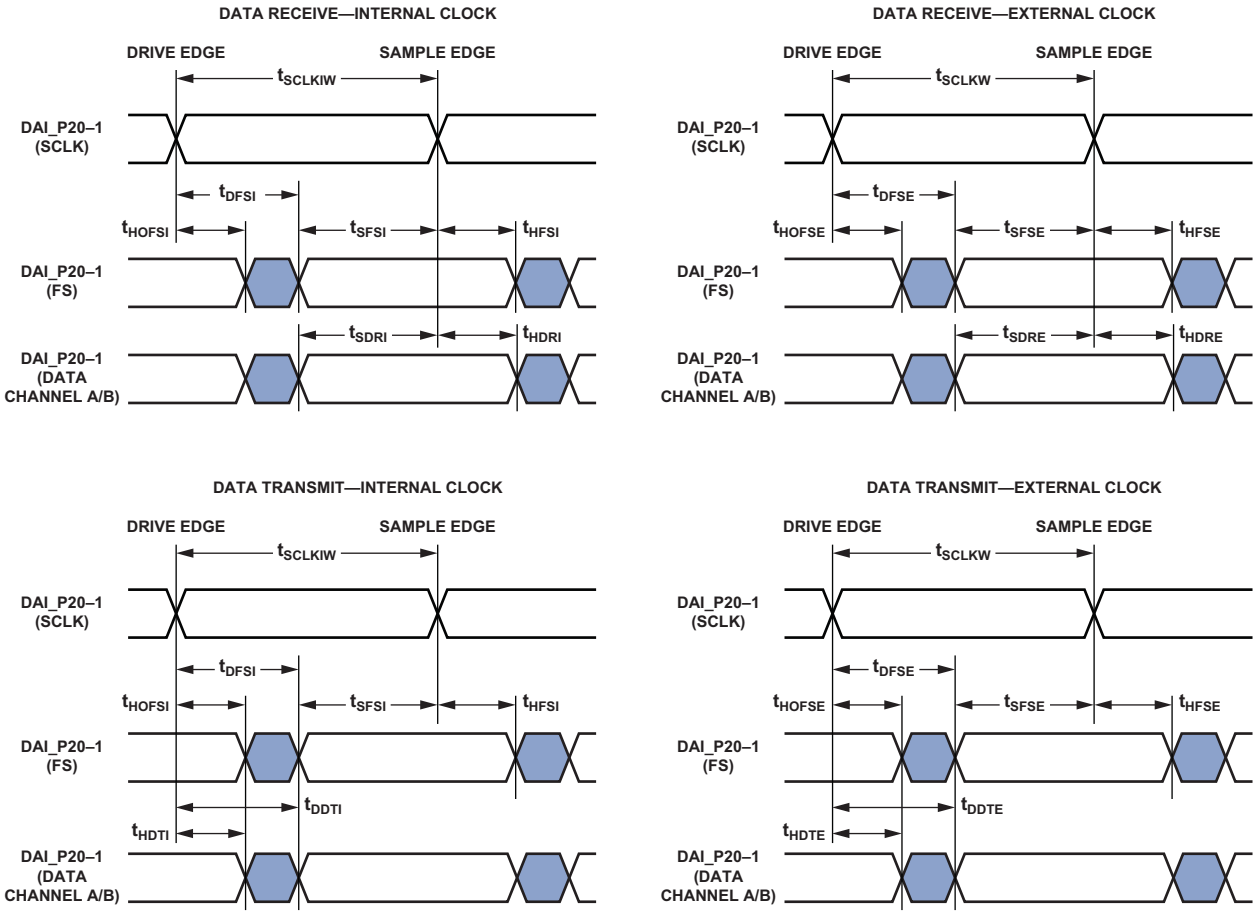


Figure 21. Serial Ports

Table 26. Serial Ports—External Late Frame Sync

Parameter		K and B Grade Min	K and B Grade Max	Y Grade Max	Unit
Switching Characteristics					
$t_{DDTLFSE}$[1]	Data Delay from Late External Transmit Frame Sync or External Receive FS with MCE = 1, MFD = 0		9	10.5	ns
$t_{DDTENFS}$[1]	Data Enable for MCE = 1, MFD = 0	0.5			ns

[1] The $t_{DDTLFSE}$ and $t_{DDTENFS}$ parameters apply to left-justified sample pair as well as serial mode, and MCE = 1, MFD = 0.

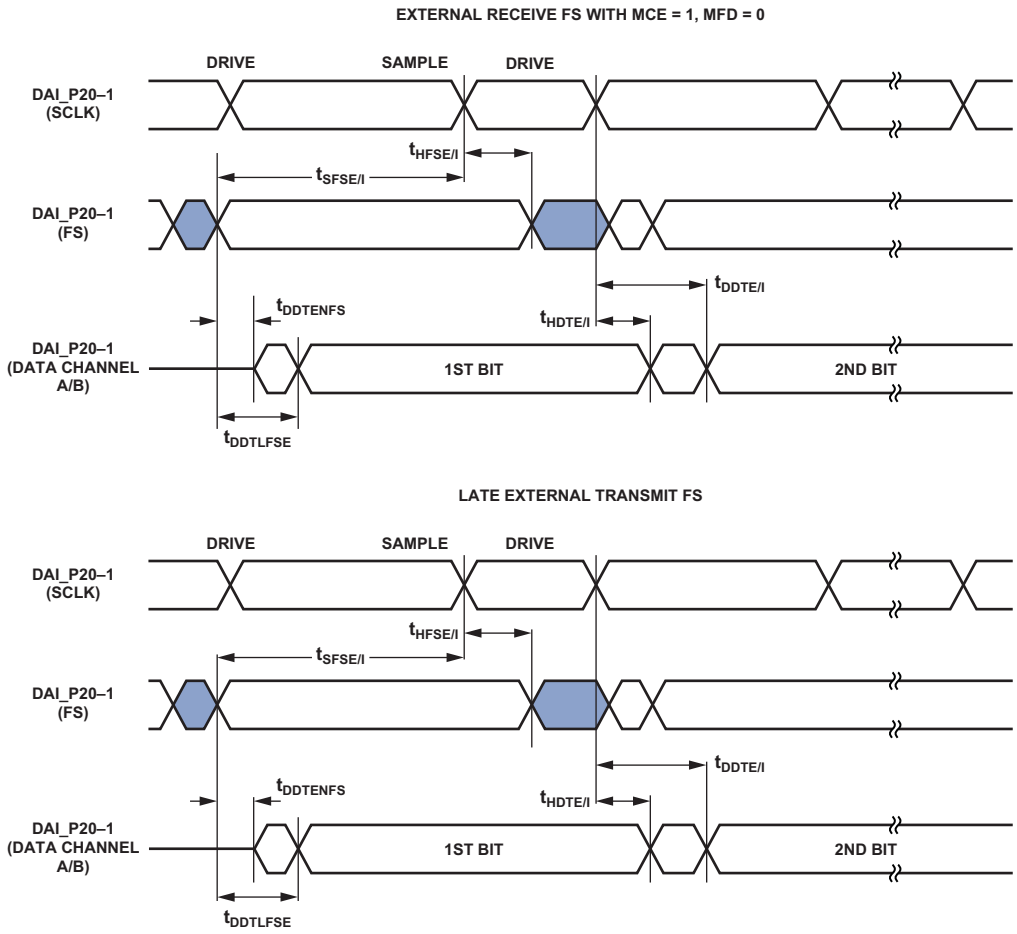


Figure 22. External Late Frame Sync

Table 27. Serial Ports—Enable and Three-State

Parameter		K and B Grade Min	K and B Grade Max	Y Grade Max	Unit
Switching Characteristics					
t_{DDTEN}[1]	Data Enable from External Transmit SCLK	2			ns
t_{DDTTE}[1]	Data Disable from External Transmit SCLK		7	8.5	ns
t_{DDTIN}[1]	Data Enable from Internal Transmit SCLK	–1			ns

[1] Referenced to drive edge.

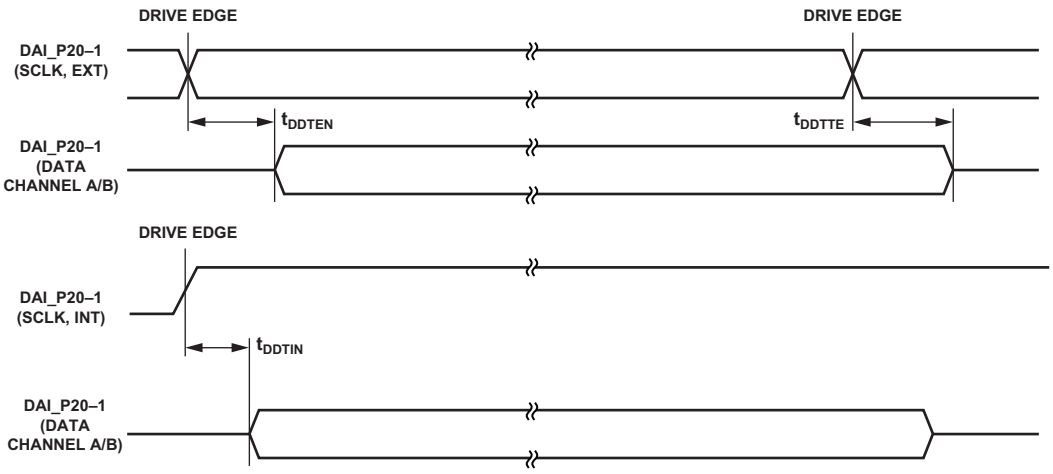


Figure 23. Enable and Three-State

Table 46. BGA Pin Assignments (Continued)

Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.
AD5	J01	AD3	K01	AD2	L01	AD0	M01
AD4	J02	V_{DDINT}	K02	AD1	L02	$\overline{WR}$	M02
GND	J04	GND	K04	GND	L04	GND	M03
GND	J05	GND	K05	GND	L05	GND	M12
GND	J06	GND	K06	GND	L06	DAI_P12 (SD3B)	M13
GND	J09	GND	K09	GND	L09	DAI_P13 (SCLK3)	M14
GND	J10	GND	K10	GND	L10		
GND	J11	GND	K11	GND	L11		
V_{DDINT}	J13	GND	K13	GND	L13		
DAI_P16 (SD4B)	J14	DAI_P15 (SD4A)	K14	DAI_P14 (SFS3)	L14		
AD15	N01	AD14	P01				
ALE	N02	AD13	P02				
$\overline{RD}$	N03	AD12	P03				
V_{DDINT}	N04	AD11	P04				
V_{DDEXT}	N05	AD10	P05				
AD8	N06	AD9	P06				
V_{DDINT}	N07	DAI_P1 (SD0A)	P07				
DAI_P2 (SD0B)	N08	DAI_P3 (SCLK0)	P08				
V_{DDEXT}	N09	DAI_P5 (SD1A)	P09				
DAI_P4 (SFS0)	N10	DAI_P6 (SD1B)	P10				
V_{DDINT}	N11	DAI_P7 (SCLK1)	P11				
V_{DDINT}	N12	DAI_P8 (SFS1)	P12				
GND	N13	DAI_P9 (SD2A)	P13				
DAI_P10 (SD2B)	N14	DAI_P11 (SD3A)	P14				

Figure 45 and Figure 46 show BGA pin assignments from the bottom and top, respectively.

Note: Use the center block of ground pins to provide thermal pathways to your printed circuit board's ground plane.

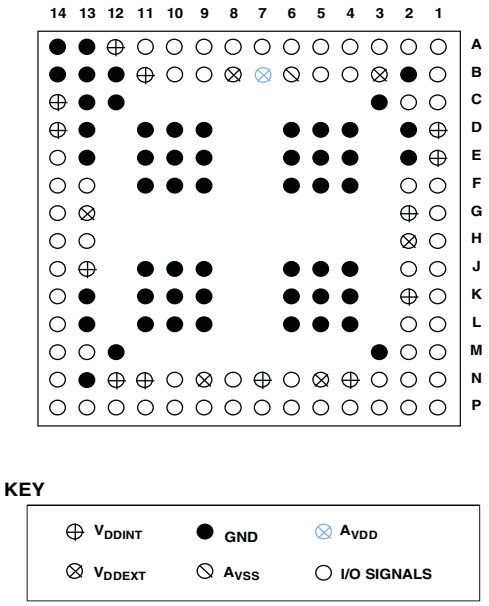


Figure 45. BGA Pin Assignments (Bottom View, Summary)

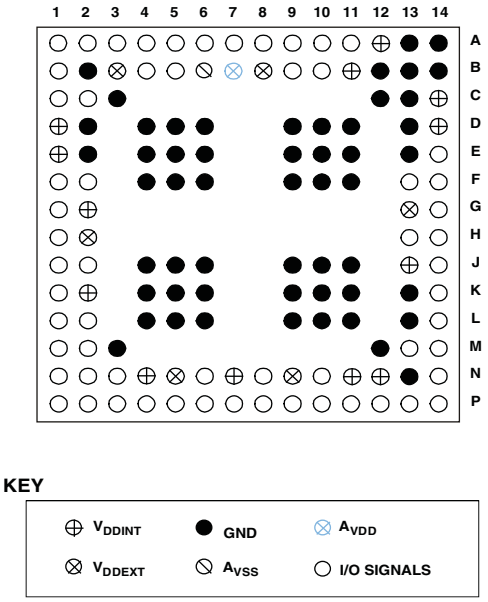


Figure 46. BGA Pin Assignments (Top View, Summary)

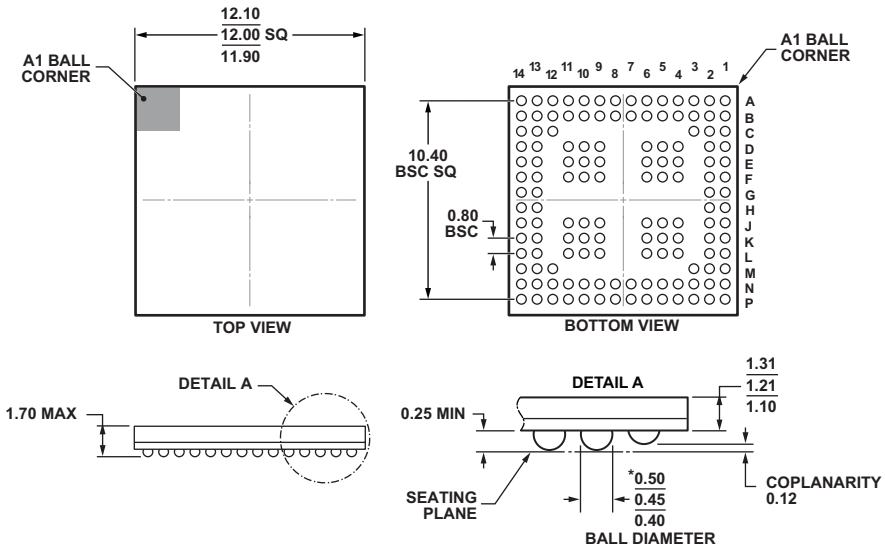


Figure 48. 136-Ball Chip Scale Package Ball Grid Array [CSP_BGA]
(BC-136-1)
Dimensions shown in millimeters

SURFACE-MOUNT DESIGN

Table 47 is provided as an aid to PCB design. For industry standard design recommendations, refer to IPC-7351, *Generic Requirements for Surface-Mount Design and Land Pattern Standard.*

Table 47. BGA Data for Use with Surface-Mount Design

Package	Package Ball Attach Type	Package Solder Mask Opening	Package Ball Pad Size
136-Ball CSP_BGA (BC-136-1)	Solder Mask Defined	0.40 mm diameter	0.53 mm diameter

ORDERING GUIDE

Model[1]	Notes	Temperature Range[2]	Instruction Rate	On-Chip SRAM	ROM	Package Description	Package Option
ADSP-21363KBC-1AA		0°C to +70°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21363KBCZ-1AA		0°C to +70°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21363KSWZ-1AA		0°C to +70°C	333 MHz	3M Bit	4M Bit	144-Lead LQFP_EP	SW-144-1
ADSP-21363BBC-1AA		–40°C to +85°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21363BBCZ-1AA		–40°C to +85°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21363BSWZ-1AA		–40°C to +85°C	333 MHz	3M Bit	4M Bit	144-Lead LQFP_EP	SW-144-1
ADSP-21363YSWZ-2AA	3	–40°C to +105°C	200 MHz	3M Bit	4M Bit	144-Lead LQFP_EP	SW-144-1
ADSP-21364KBCZ-1AA		0°C to +70°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21364KSWZ-1AA		0°C to +70°C	333 MHz	3M Bit	4M Bit	144-Lead LQFP_EP	SW-144-1
ADSP-21364BBCZ-1AA		–40°C to +85°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21364BSWZ-1AA		–40°C to +85°C	333 MHz	3M Bit	4M Bit	144-Lead LQFP_EP	SW-144-1
ADSP-21364YSWZ-2AA		–40°C to +105°C	200 MHz	3M Bit	4M Bit	144-Lead LQFP_EP	SW-144-1
ADSP-21366KBCZ-1AR	3, 4, 5	0°C to +70°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21366KBCZ-1AA	3, 4	0°C to +70°C	333 MHz	3M Bit	4M Bit	136-Ball CSP_BGA	BC-136-1
ADSP-21366KSWZ-1AA	3, 4	0°C to +70°C	333 MHz	3M Bit	4M Bit	144-Lead LQFP_EP	SW-144-1

[1] Z = RoHS compliant part.

[2] Referenced temperature is ambient temperature. The ambient temperature is not a specification. Please see Operating Conditions on Page 14 for junction temperature (T_J) specification which is the only temperature specification.

[3] License from Dolby Laboratories, Inc., and Digital Theater Systems (DTS) required for these products.

[4] Available with a wide variety of audio algorithm combinations sold as part of a chipset and bundled with necessary software. For a complete list, visit our website at www.analog.com/sharc.

[5] R = Tape and reel.