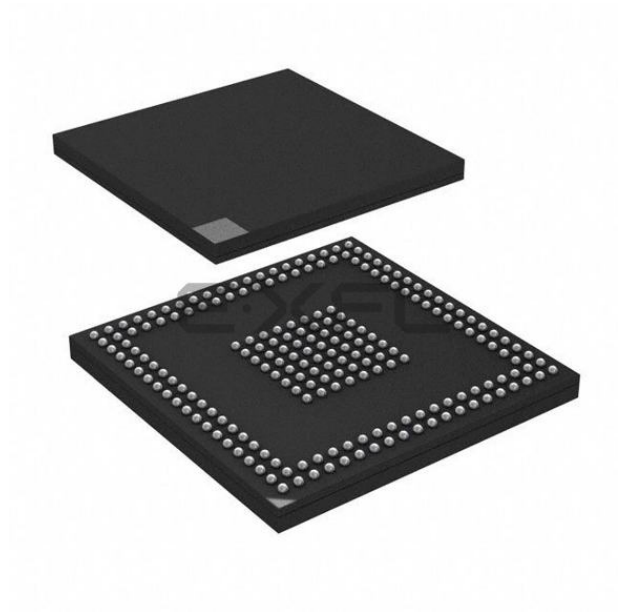

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Understanding Embedded - DSP (Digital Signal Processors)

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	Fixed Point
Interface	CAN, SPI, SSP, TWI, UART
Clock Rate	400MHz
Non-Volatile Memory	External
On-Chip RAM	132kB
Voltage - I/O	2.50V, 3.30V
Voltage - Core	1.20V
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	208-FBGA, CSPBGA
Supplier Device Package	208-CSPBGA (17x17)
Purchase URL	https://www.e-xfl.com/product-detail/analog-devices/adbf534wbbcz4b03

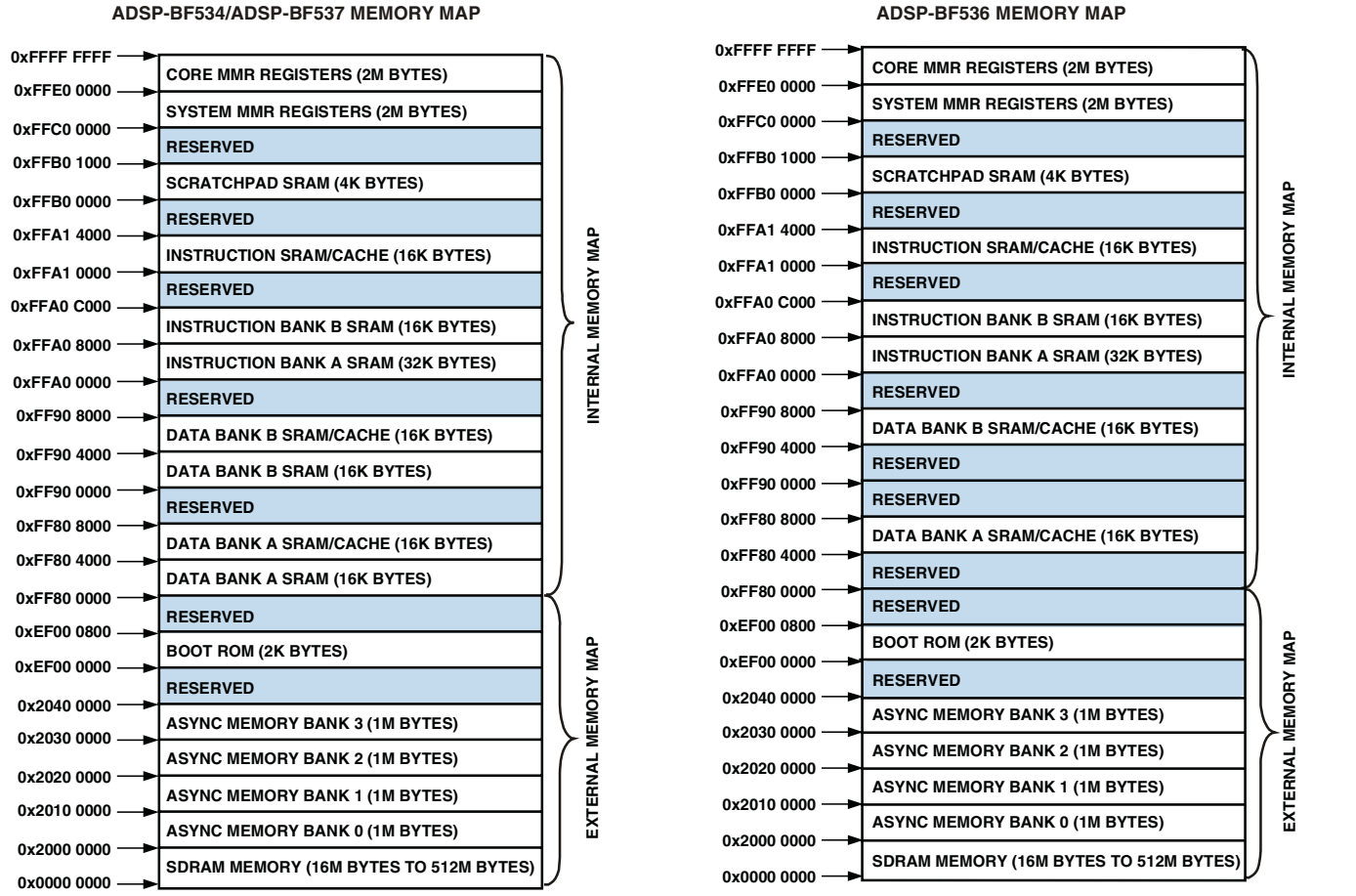

Figure 3. ADSP-BF534/ADSP-BF536/ADSP-BF537 Memory Maps

memory space, the processor starts executing from the on-chip boot ROM. For more information, see Booting Modes on Page 16.

Event Handling

The event controller on the Blackfin processor handles all asynchronous and synchronous events to the processor. The Blackfin processor provides event handling that supports both nesting and prioritization. Nesting allows multiple event service routines to be active simultaneously. Prioritization ensures that servicing of a higher priority event takes precedence over servicing of a lower priority event. The controller provides support for five different types of events:

- Emulation – An emulation event causes the processor to enter emulation mode, allowing command and control of the processor via the JTAG interface.
- Reset – This event resets the processor.
- Nonmaskable Interrupt (NMI) – The NMI event can be generated by the software watchdog timer or by the $\overline{\text{NMI}}$ input signal to the processor. The NMI event is frequently used as a power-down indicator to initiate an orderly shutdown of the system.
- Exceptions – Events that occur synchronously to program flow (in other words, the exception is taken before the instruction is allowed to complete). Conditions such as data alignment violations and undefined instructions cause exceptions.
- Interrupts – Events that occur asynchronously to program flow. They are caused by input pins, timers, and other peripherals, as well as by an explicit software instruction.

Each event type has an associated register to hold the return address and an associated return-from-event instruction. When an event is triggered, the state of the processor is saved on the supervisor stack.

The Blackfin processor event controller consists of two stages: the core event controller (CEC) and the system interrupt controller (SIC). The core event controller works with the system interrupt controller to prioritize and control all system events. Conceptually, interrupts from the peripherals enter into the SIC, and are then routed directly into the general-purpose interrupts of the CEC.

SERIAL PORTS (SPORTs)

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors incorporate two dual-channel synchronous serial ports (SPORT0 and SPORT1) for serial and multiprocessor communications. The SPORTs support the following features:

- I^2S capable operation.
- Bidirectional operation – Each SPORT has two sets of independent transmit and receive pins, enabling eight channels of I^2S stereo audio.
- Buffered (8-deep) transmit and receive ports – Each port has a data register for transferring data words to and from other processor components and shift registers for shifting data in and out of the data registers.
- Clocking – Each transmit and receive port can either use an external serial clock or generate its own, in frequencies ranging from (f_{SCLK}/131,070) Hz to (f_{SCLK}/2) Hz.
- Word length – Each SPORT supports serial data words from 3 bits to 32 bits in length, transferred most significant bit first or least significant bit first.
- Framing – Each transmit and receive port can run with or without frame sync signals for each data word. Frame sync signals can be generated internally or externally, active high or low, and with either of two pulse widths and early or late frame sync.
- Companding in hardware – Each SPORT can perform A-law or μ-law companding according to ITU recommendation G.711. Companding can be selected on the transmit and/or receive channel of the SPORT without additional latencies.
- DMA operations with single-cycle overhead – Each SPORT can automatically receive and transmit multiple buffers of memory data. The processor can link or chain sequences of DMA transfers between a SPORT and memory.
- Interrupts – Each transmit and receive port generates an interrupt upon completing the transfer of a data word or after transferring an entire data buffer, or buffers, through DMA.
- Multichannel capability – Each SPORT supports 128 channels out of a 1024-channel window and is compatible with the H.100, H.110, MVIP-90, and HMVIP standards.

SERIAL PERIPHERAL INTERFACE (SPI) PORT

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors have an SPI-compatible port that enables the processor to communicate with multiple SPI-compatible devices.

The SPI interface uses three pins for transferring data: two data pins (Master Output-Slave Input, MOSI, and Master Input-Slave Output, MISO) and a clock pin (serial clock, SCK). An SPI chip select input pin ($\overline{\text{SPISS}}$) lets other SPI devices select the processor, and seven SPI chip select output pins ($\overline{\text{SPISEL7–1}}$) let the processor select other SPI devices. The SPI select pins are reconfigured programmable flag pins. Using these pins, the SPI port provides a full-duplex, synchronous serial interface, which supports both master/slave modes and multimaster environments.

The SPI port's baud rate and clock phase/polarities are programmable, and it has an integrated DMA controller, configurable to support transmit or receive data streams. The SPI's DMA controller can only service unidirectional accesses at any given time.

The SPI port's clock rate is calculated as:

$$SPI\ Clock\ Rate = \frac{f_{SCLK}}{2 \times SPI\_BAUD}$$

where the 16-bit SPI_BAUD register contains a value of 2 to 65,535.

During transfers, the SPI port simultaneously transmits and receives by serially shifting data in and out on its two serial data lines. The serial clock line synchronizes the shifting and sampling of data on the two serial data lines.

UART PORTS

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors provide two full-duplex universal asynchronous receiver and transmitter (UART) ports, which are fully compatible with PC-standard UARTs. Each UART port provides a simplified UART interface to other peripherals or hosts, supporting full-duplex, DMA-supported, asynchronous transfers of serial data. A UART port includes support for five to eight data bits, one or two stop bits, and none, even, or odd parity. Each UART port supports two modes of operation:

- PIO (programmed I/O) – The processor sends or receives data by writing or reading I/O mapped UART registers. The data is double-buffered on both transmit and receive.
- DMA (direct memory access) – The DMA controller transfers both transmit and receive data. This reduces the number and frequency of interrupts required to transfer data to and from memory. The UART has two dedicated DMA channels, one for transmit and one for receive. These DMA channels have lower default priority than most DMA channels because of their relatively low service rates.

Each UART port's baud rate, serial data format, error code generation and status, and interrupts are programmable:

- Supporting bit rates ranging from (f_{SCLK}/1,048,576) to (f_{SCLK}/16) bits per second.
- Supporting data formats from 7 bits to 12 bits per frame.
- Both transmit and receive operations can be configured to generate maskable interrupts to the processor.

The UART port's clock rate is calculated as:

$$UART\ Clock\ Rate = \frac{f_{SCLK}}{16 \times UARTx\_Divisor}$$

where the 16-bit *UARTx_Divisor* comes from the UARTx_DLH register (most significant 8 bits) and UARTx_DLL register (least significant 8 bits).

Output Mode

Output mode is used for transmitting video or other data with up to three output frame syncs. Typically, a single frame sync is appropriate for data converter applications, whereas two or three frame syncs could be used for sending video with hardware signaling.

ITU-R 656 Mode Descriptions

The ITU-R 656 modes of the PPI are intended to suit a wide variety of video capture, processing, and transmission applications. Three distinct submodes are supported:

1. Active video only mode
2. Vertical blanking only mode
3. Entire field mode

Active Video Mode

Active video only mode is used when only the active video portion of a field is of interest and not any of the blanking intervals. The PPI does not read in any data between the end of active video (EAV) and start of active video (SAV) preamble symbols, or any data present during the vertical blanking intervals. In this mode, the control byte sequences are not stored to memory; they are filtered by the PPI. After synchronizing to the start of Field 1, the PPI ignores incoming samples until it sees an SAV code. The user specifies the number of active video lines per frame (in PPI_COUNT register).

Vertical Blanking Interval Mode

In this mode, the PPI only transfers vertical blanking interval (VBI) data.

Entire Field Mode

In this mode, the entire incoming bit stream is read in through the PPI. This includes active video, control preamble sequences, and ancillary data that may be embedded in horizontal and vertical blanking intervals. Data transfer starts immediately after synchronization to Field 1. Data is transferred to or from the synchronous channels through eight DMA engines that work autonomously from the processor core.

DYNAMIC POWER MANAGEMENT

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors provide five operating modes, each with a different performance and power profile. In addition, dynamic power management provides the control functions to dynamically alter the processor core supply voltage, further reducing power dissipation. Control of clocking to each of the peripherals also reduces power consumption. See Table 4 for a summary of the power settings for each mode. Also, see Table 16, Table 15 and Table 17.

Full-On Operating Mode—Maximum Performance

In the full-on mode, the PLL is enabled and is not bypassed, providing capability for maximum operational frequency. This is the power-up default execution state in which maximum performance can be achieved. The processor core and all enabled peripherals run at full speed.

Active Operating Mode—Moderate Dynamic Power Savings

In the active mode, the PLL is enabled but bypassed. Because the PLL is bypassed, the processor's core clock (CCLK) and system clock (SCLK) run at the input clock (CLKIN) frequency. In this mode, the CLKIN to CCLK multiplier ratio can be changed, although the changes are not realized until the full-on mode is entered. DMA access is available to appropriately configured L1 memories.

In the active mode, it is possible to disable the PLL through the PLL control register (PLL_CTL). If disabled, the PLL must be re-enabled before transitioning to the full-on or sleep modes.

Sleep Operating Mode—High Dynamic Power Savings

The sleep mode reduces dynamic power dissipation by disabling the clock to the processor core (CCLK). The PLL and system clock (SCLK), however, continue to operate in this mode. Typically an external event or RTC activity wakes up the processor. When in the sleep mode, asserting wake-up causes the processor to sense the value of the BYPASS bit in the PLL control register (PLL_CTL). If BYPASS is disabled, the processor transitions to the full on mode. If BYPASS is enabled, the processor transitions to the active mode.

System DMA access to L1 memory is not supported in sleep mode.

Table 4. Power Settings

Mode	PLL	PLL Bypassed	Core Clock (CCLK)	System Clock (SCLK)	Internal Power (V_{DDINT})
Full On	Enabled	No	Enabled	Enabled	On
Active	Enabled/ Disabled	Yes	Enabled	Enabled	On
Sleep	Enabled	—	Disabled	Enabled	On
Deep Sleep	Disabled	—	Disabled	Disabled	On
Hibernate	Disabled	—	Disabled	Disabled	Off

Deep Sleep Operating Mode—Maximum Dynamic Power Savings

The deep sleep mode maximizes dynamic power savings by disabling the clocks to the processor core (CCLK) and to all synchronous peripherals (SCLK). Asynchronous peripherals, such as the RTC, may still be running but cannot access internal resources or external memory. This powered-down mode can only be exited by assertion of the reset interrupt ($\overline{\text{RESET}}$) or by an asynchronous interrupt generated by the RTC. When in deep sleep mode, an RTC asynchronous interrupt causes the processor to transition to the active mode. Assertion of $\overline{\text{RESET}}$ while in deep sleep mode causes the processor to transition to the full-on mode.

- Boot from serial TWI memory (EEPROM/flash) – The Blackfin processor operates in master mode and selects the TWI slave with the unique ID 0xA0. It submits successive read commands to the memory device starting at 2-byte internal address 0x0000 and begins clocking data into the processor. The TWI memory device should comply with Philips I^2C Bus Specification version 2.1 and have the capability to auto-increment its internal address counter such that the contents of the memory device can be read sequentially.
- Boot from TWI host – The TWI host agent selects the slave with the unique ID 0x5F. The processor replies with an acknowledgement and the host can then download the boot stream. The TWI host agent should comply with Philips I^2C Bus Specification version 2.1. An I^2C multiplexer can be used to select one processor at a time when booting multiple processors from a single TWI.

For each of the boot modes, a 10-byte header is first brought in from an external device. The header specifies the number of bytes to be transferred and the memory destination address. Multiple memory blocks can be loaded by any boot sequence. Once all blocks are loaded, program execution commences from the start of L1 instruction SRAM.

In addition, Bit 4 of the reset configuration register can be set by application code to bypass the normal boot sequence during a software reset. For this case, the processor jumps directly to the beginning of L1 instruction memory.

To augment the boot modes, a secondary software loader can be added to provide additional booting mechanisms. This secondary loader could provide the capability to boot from flash, variable baud rate, and other sources. In all boot modes except bypass, program execution starts from on-chip L1 memory address 0xFFA0 0000.

INSTRUCTION SET DESCRIPTION

The Blackfin processor family assembly language instruction set employs an algebraic syntax designed for ease of coding and readability. The instructions have been specifically tuned to provide a flexible, densely encoded instruction set that compiles to a very small final memory size. The instruction set also provides fully featured multifunction instructions that allow the programmer to use many of the processor core resources in a single instruction. Coupled with many features more often seen on microcontrollers, this instruction set is very efficient when compiling C and C++ source code. In addition, the architecture supports both user (algorithm/application code) and supervisor (O/S kernel, device drivers, debuggers, ISRs) modes of operation, allowing multiple levels of access to core processor resources.

The assembly language, which takes advantage of the processor's unique architecture, offers the following advantages:

- Seamlessly integrated DSP/MCU features are optimized for both 8-bit and 16-bit operations.
- A multi-issue load/store modified-Harvard architecture, which supports two 16-bit MAC or four 8-bit ALU + two load/store + two pointer updates per cycle.
- All registers, I/O, and memory are mapped into a unified 4G byte memory space, providing a simplified programming model.
- Microcontroller features, such as arbitrary bit and bit-field manipulation, insertion, and extraction; integer operations on 8-, 16-, and 32-bit data-types; and separate user and supervisor stack pointers.
- Code density enhancements, which include intermixing of 16-bit and 32-bit instructions (no mode switching, no code segregation). Frequently used instructions are encoded in 16 bits.

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

PIN DESCRIPTIONS

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors pin definitions are listed in Table 9. In order to maintain maximum functionality and reduce package size and pin count, some pins have dual, multiplexed functions. In cases where pin function is reconfigurable, the default state is shown in plain text, while the alternate function is shown in italics. Pins shown with an asterisk after their name (*) offer high source/high sink current capabilities.

All pins are three-stated during and immediately after reset, with the exception of the external memory interface, asynchronous and synchronous memory control, and the buffered XTAL output pin (CLKBUF). On the external memory interface, the control and address lines are driven high, with the exception of CLKOUT, which toggles at the system clock rate. If $\overline{BR}$ is active (whether or not $\overline{RESET}$ is asserted), the memory pins are also three-stated. During hibernate, all outputs are three-stated unless otherwise noted in Table 9.

All I/O pins have their input buffers disabled with the exception of the pins noted in the data sheet that need pull-ups or pull-downs if unused.

The SDA (serial data) and SCL (serial clock) pins are open drain and therefore require a pull-up resistor. Consult version 2.1 of the I^2C specification for the proper resistor value.

Table 9. Pin Descriptions

Pin Name	Type	Function	Driver Type[1]
Memory Interface			
ADDR19–1	O	Address Bus for Async Access	A
DATA15–0	I/O	Data Bus for Async/Sync Access	A
$\overline{ABE1–0}$/SDQM1–0	O	Byte Enables/Data Masks for Async/Sync Access	A
$\overline{BR}$	I	Bus Request (This pin should be pulled high when not used.)	
$\overline{BG}$	O	Bus Grant	A
$\overline{BGH}$	O	Bus Grant Hang	A
Asynchronous Memory Control			
$\overline{AMS3–0}$	O	Bank Select (Require pull-ups if hibernate is used.)	A
ARDY	I	Hardware Ready Control	
$\overline{AOE}$	O	Output Enable	A
$\overline{ARE}$	O	Read Enable	A
$\overline{AWE}$	O	Write Enable	A
Synchronous Memory Control			
$\overline{SRAS}$	O	Row Address Strobe	A
$\overline{SCAS}$	O	Column Address Strobe	A
$\overline{SWE}$	O	Write Enable	A
SCKE	O	Clock Enable(Requires a pull-down if hibernate with SDRAM self-refresh is used.)	A
CLKOUT	O	Clock Output	B
SA10	O	A10 Pin	A
$\overline{SMS}$	O	Bank Select	A

SPECIFICATIONS

Note that component specifications are subject to change without notice.

OPERATING CONDITIONS

Parameter		Conditions	Min	Nominal	Max	Unit
V_{DDINT}	Internal Supply Voltage[1]	Nonautomotive 300 MHz, 400 MHz, and 500 MHz speed grade models[2]	0.8	1.2	1.32	V
V_{DDINT}	Internal Supply Voltage[1]	Nonautomotive 533 MHz speed grade models[2]	0.8	1.25	1.375	V
V_{DDINT}	Internal Supply Voltage[1]	Nonautomotive 600 MHz speed grade models[2]	0.8	1.3	1.43	V
V_{DDINT}	Internal Supply Voltage[1]	Automotive grade models and +105°C nonautomotive grade models[2]	0.95	1.2	1.32	V
V_{DDEXT}	External Supply Voltage	Nonautomotive grade models[2]	2.25	2.5 or 3.3	3.6	V
V_{DDEXT}	External Supply Voltage	Automotive grade models and +105°C nonautomotive grade models[2]	2.7	3.0 or 3.3	3.6	V
V_{DDRTC}	Real-Time Clock Power Supply Voltage		2.25		3.6	V
V_{IH}	High Level Input Voltage[3, 4]	V_{DDEXT} = Maximum	2.0			V
$V_{IHCLKIN}$	High Level Input Voltage[5]	V_{DDEXT} = Maximum	2.2			V
V_{IH5V}	5.0 V Tolerant Pins, High Level Input Voltage[6]		$0.7 \times V_{DDEXT}$			V
V_{IH5V}	5.0 V Tolerant Pins, High Level Input Voltage[7]	V_{DDEXT} = Maximum	2.0			V
V_{IL}	Low Level Input Voltage[3, 8]	V_{DDEXT} = Minimum			+0.6	V
V_{IL5V}	5.0 V Tolerant Pins, Low Level Input Voltage[6]				$0.3 \times V_{DDEXT}$	V
V_{IL5V}	5.0 V Tolerant Pins, Low Level Input Voltage[7]	V_{DDEXT} = Minimum			+0.8	V
T_J	Junction Temperature	208-Ball Chip Scale Package Ball Grid Array (CSP_BGA) @ $T_{AMBIENT}$ = –40°C to +105°C	–40		+120	°C
T_J	Junction Temperature	208-Ball Chip Scale Package Ball Grid Array (CSP_BGA) @ $T_{AMBIENT}$ = –40°C to +85°C	–40		+105	°C
T_J	Junction Temperature	208-Ball Chip Scale Package Ball Grid Array (CSP_BGA) @ $T_{AMBIENT}$ = 0°C to +70°C	0		+95	°C
T_J	Junction Temperature	182-Ball Chip Scale Package Ball Grid Array (CSP_BGA) @ $T_{AMBIENT}$ = –40°C to +85°C	–40		+105	°C
T_J	Junction Temperature	182-Ball Chip Scale Package Ball Grid Array (CSP_BGA) @ $T_{AMBIENT}$ = 0°C to +70°C	0		+100	°C

[1] The regulator can generate V_{DDINT} at levels of 0.85 V to 1.2 V with –5% to +10% tolerance, 1.25 V with –4% to +10% tolerance, and 1.3 V with –0% to +10% tolerance. The required V_{DDINT} is a function of speed grade and operating frequency. See Table 10, Table 11, and Table 12 for details.

[2] See Ordering Guide on Page 67.

[3] Bidirectional pins (DATA15–0, PF15–0, PG15–0, PH15–0, TFS0, TSCLK0, RSCLK0, RFS0, MDIO) and input pins ($\overline{BR}$, ARDY, DR0PRI, DR0SEC, RTXI, TCK, TDI, TMS, $\overline{TRST}$, CLKIN, $\overline{RESET}$, $\overline{NMI}$, and BMODE2–0) of the ADSP-BF534/ADSP-BF536/ADSP-BF537 are 3.3 V-tolerant (always accept up to 3.6 V maximum V_{IH}). Voltage compliance (on outputs, V_{OH}) is limited by the V_{DDEXT} supply voltage.

[4] Parameter value applies to all input and bidirectional pins except CLKIN, SDA, and SCL.

[5] Parameter value applies to CLKIN pin only.

[6] Applies to pins PJ2/SCL and PJ3/SDA which are 5.0 V tolerant (always accept up to 5.5 V maximum V_{IH}). Voltage compliance (on outputs, V_{OH}) is limited by the V_{DDEXT} supply voltage.

[7] Applies to pin PJ4/DR0SEC/CANRX/TACI0 which is 5.0 V tolerant (always accepts up to 5.5 V maximum V_{IH}). Voltage compliance (on outputs, V_{OH}) is limited by the V_{DDEXT} supply voltage.

[8] Parameter value applies to all input and bidirectional pins except SDA and SCL.

Parameter		Test Conditions	300 MHz/400 MHz[1] Min	Typ	Max	500 MHz/533 MHz/600 MHz[2] Min	Typ	Max	Unit
C_{IN}	Input Capacitance[13, 14]	f_{IN} = 1 MHz, $T_{AMBIENT}$ = 25°C, V_{IN} = 2.5 V			8			8	pF
$I_{DD-IDLE}$	V_{DDINT} Current in Idle	V_{DDINT} = 1.0 V, f_{CCLK} = 50 MHz, T_J = 25°C, ASF = 0.43		14			24		mA
I_{DD-TYP}	V_{DDINT} Current	V_{DDINT} = 1.14 V, f_{CCLK} = 300 MHz, T_J = 25°C, ASF = 1.00		100			113		mA
I_{DD-TYP}	V_{DDINT} Current	V_{DDINT} = 1.14 V, f_{CCLK} = 400 MHz, T_J = 25°C, ASF = 1.00		125			138		mA
$I_{DDDEEPSLEEP}$[15]	V_{DDINT} Current in Deep Sleep Mode	V_{DDINT} = 1.0 V, f_{CCLK} = 0 MHz, T_J = 25°C, ASF = 0.00		6			16		mA
$I_{DDSLEEP}$	V_{DDINT} Current in Sleep Mode	V_{DDINT} = 1.0 V, f_{SCLK} = 25 MHz, T_J = 25°C		9.5			19.5		mA
I_{DD-TYP}	V_{DDINT} Current	V_{DDINT} = 1.20 V, f_{CCLK} = 533 MHz, T_J = 25°C, ASF = 1.00					185		mA
I_{DD-TYP}	V_{DDINT} Current	V_{DDINT} = 1.30 V, f_{CCLK} = 600 MHz, T_J = 25°C, ASF = 1.00					227		mA
$I_{DDHIBERNATE}$[15, 16]	V_{DDEXT} Current in Hibernate State	V_{DDEXT} = 3.60 V, CLKIN=0 MHz, T_J = maximum, with voltage regulator off (V_{DDINT} = 0 V)		50	100		50	100	µA
I_{DDRTC}	V_{DDRTC} Current	V_{DDRTC} = 3.3 V, T_J= 25°C		20			20		µA
$I_{DDDEEPSLEEP}$[15]	V_{DDINT} Current in Deep Sleep Mode	f_{CCLK} = 0 MHz, f_{SCLK} =0 MHz			Table 16			Table 15	mA
$I_{DDSLEEP}$[15, 17]	V_{DDINT} Current in Sleep Mode	f_{CCLK} = 0 MHz, f_{SCLK} > 0 MHz			$I_{DDDEEPSLEEP}$ + (0.14 × V_{DDINT} × f_{SCLK})			$I_{DDDEEPSLEEP}$ + (0.14 × V_{DDINT} × f_{SCLK})	mA
I_{DDINT}[18]	V_{DDINT} Current	f_{CCLK} > 0 MHz, f_{SCLK} > 0 MHz			$I_{DDSLEEP}$ + (Table 18 × ASF)			$I_{DDSLEEP}$ + (Table 18 × ASF)	mA

[1] Applies to all 300 MHz and 400 MHz speed grade models. See Ordering Guide on Page 67.
[2] Applies to all 500 MHz, 533 MHz, and 600 MHz speed grade models. See Ordering Guide on Page 67.
[3] Applies to all output and bidirectional pins except port F pins, port G pins, and port H pins.
[4] Applies to port F pins PF7–0.
[5] Applies to port F pins PF15–8, all port G pins, and all port H pins.
[6] Maximum combined current for Port F7–0.
[7] Maximum total current for all port F, port G, and port H pins.
[8] Applies to all input pins except PJ4.
[9] Applies to input pin PJ4 only.
[10] Applies to JTAG input pins (TCK, TDI, TMS, $\overline{\text{TRST}}$).
[11] Applies to three-statable pins.
[12] Applies to bidirectional pins PJ2 and PJ3.
[13] Applies to all signal pins.
[14] Guaranteed, but not tested.
[15] See the *ADSP-BF537 Blackfin Processor Hardware Reference Manual* for definition of sleep, deep sleep, and hibernate operating modes.
[16] CLKIN must be tied to V_{DDEXT} or GND during hibernate.
[17] In the equations, the f_{SCLK} parameter is the system clock in MHz.
[18] See Table 17 for the list of I_{DDINT} power vectors covered.

Asynchronous Memory Write Cycle Timing

Table 25. Asynchronous Memory Write Cycle Timing

Parameter		Min	Max	Unit
Timing Requirements				
t_{SARDY}	ARDY Setup Before CLKOUT	4.0		ns
t_{HARDY}	ARDY Hold After CLKOUT	0.0		ns
Switching Characteristics				
t_{DDAT}	DATA15–0 Disable After CLKOUT		6.0	ns
t_{ENDAT}	DATA15–0 Enable After CLKOUT	1.0		ns
t_{DO}	Output Delay After CLKOUT[1]		6.0	ns
t_{HO}	Output Hold After CLKOUT[1]	0.8		ns

[1] Output pins include $\overline{AMS3-0}$, $\overline{ABE1-0}$, ADDR19–1, $\overline{AOE}$, $\overline{AWE}$.

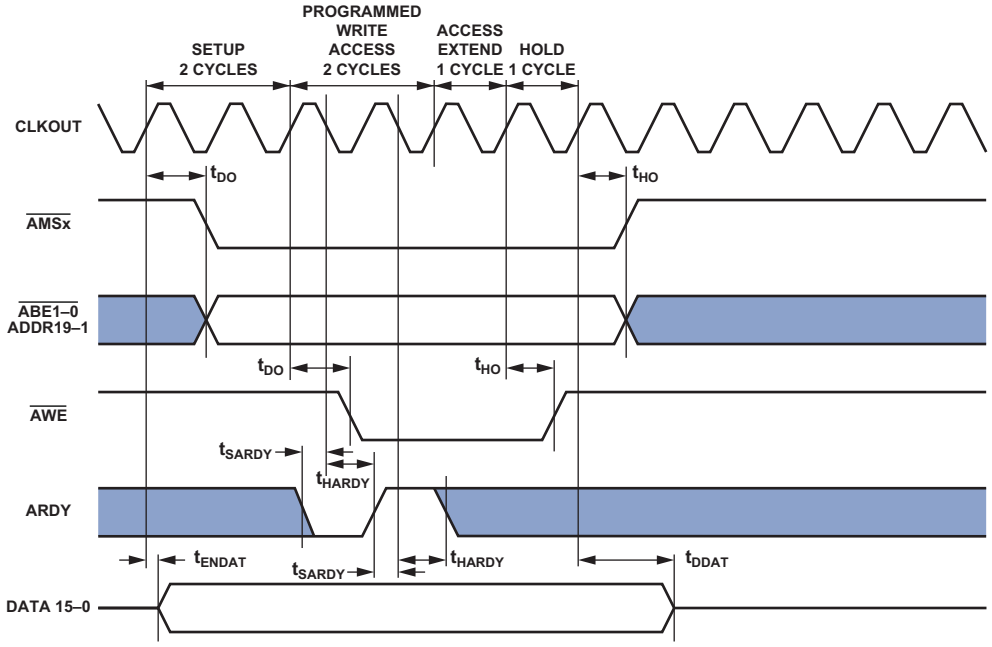

Figure 12. Asynchronous Memory Write Cycle Timing

External DMA Request Timing

Table 28 and Figure 15 describe the external DMA request operations.

Table 28. External DMA Request Timing

Parameter		Min	Max	Unit
Timing Requirements				
t_{DS}	DMARx Asserted to CLKOUT High Setup	6.0		ns
t_{DH}	CLKOUT High to DMARx Deasserted Hold Time	0.0		ns
$t_{DMARACT}$	DMARx Active Pulse Width	$1.0 \times t_{SCLK}$		ns
$t_{DMARINACT}$	DMARx Inactive Pulse Width	$1.75 \times t_{SCLK}$		ns

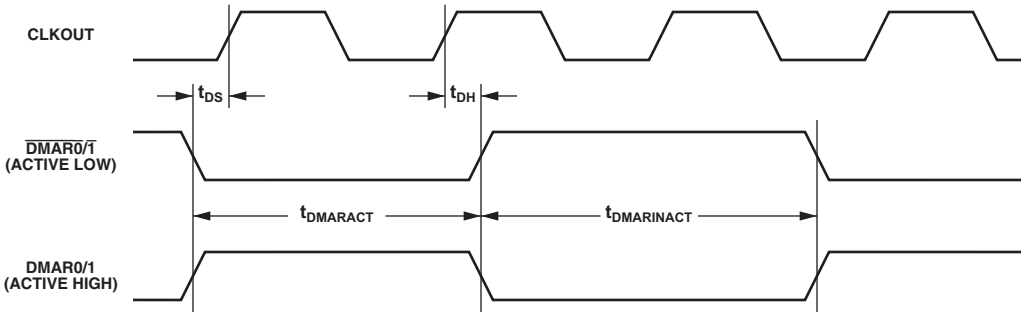

Figure 15. External DMA Request Timing

Timer Clock Timing

Table 37 and Figure 27 describe timer clock timing.

Table 37. Timer Clock Timing

Parameter		Min	Max	Unit
Switching Characteristic				
t_{TODP}	Timer Output Update Delay After PPI_CLK High		12	ns

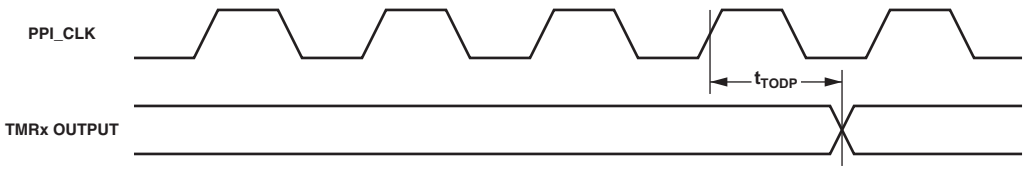

Figure 27. Timer Clock Timing

Timer Cycle Timing

Table 38 and Figure 28 describe timer expired operations. The input signal is asynchronous in "width capture mode" and "external clock mode" and has an absolute maximum input frequency of (f_{SCLK}/2) MHz.

Table 38. Timer Cycle Timing

Parameter		2.25 V ≤ V_{DDEXT} < 2.70 V or 0.80 V ≤ V_{DDINT} < 0.95 V[1]		2.70 V ≤ V_{DDEXT} ≤ 3.60 V and 0.95 V ≤ V_{DDINT} ≤ 1.43 V[2, 3]		Unit
		Min	Max	Min	Max	
Timing Characteristics						
t_{WL}	Timer Pulse Width Input Low (Measured In SCLK Cycles)[4]	1 × t_{SCLK}		1 × t_{SCLK}		ns
t_{WH}	Timer Pulse Width Input High (Measured In SCLK Cycles)[4]	1 × t_{SCLK}		1 × t_{SCLK}		ns
t_{TIS}	Timer Input Setup Time Before CLKOUT Low[5]	5.5		5.0		ns
t_{TIH}	Timer Input Hold Time After CLKOUT Low[5]	1.5		1.5		ns
Switching Characteristics						
t_{HTO}	Timer Pulse Width Output (Measured In SCLK Cycles)	1 × t_{SCLK}	(2^{32}–1) × t_{SCLK}	1 × t_{SCLK}	(2^{32}–1) × t_{SCLK}	ns
t_{TOD}	Timer Output Update Delay After CLKOUT High		6.5		6.0	ns

[1] Applies to all nonautomotive-grade devices when operated within either of these voltage ranges.
[2] Applies to all nonautomotive-grade devices when operated within these voltage ranges.
[3] All automotive-grade devices are within these specifications.
[4] The minimum pulse widths apply for TMRx signals in width capture and external clock modes. They also apply to the PF15 or PPI_CLK signals in PWM output mode.
[5] Either a valid setup and hold time or a valid pulse width is sufficient. There is no need to resynchronize programmable flag inputs.

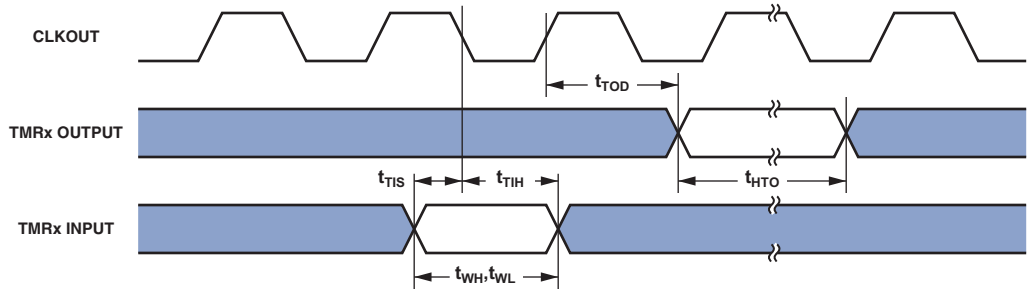

Figure 28. Timer Cycle Timing

Table 44. 10/100 Ethernet MAC Controller Timing: MII/RMII Asynchronous Signal

Parameter[1, 2]		Min	Max	Unit
t_{ECOLH}	COL Pulse Width High	$t_{ETxCLK} \times 1.5$		ns
		$t_{ERxCLK} \times 1.5$		ns
t_{ECOLL}	COL Pulse Width Low	$t_{ETxCLK} \times 1.5$		ns
		$t_{ERxCLK} \times 1.5$		ns
t_{ECRSH}	CRS Pulse Width High	$t_{ETxCLK} \times 1.5$		ns
t_{ECRSL}	CRS Pulse Width Low	$t_{ETxCLK} \times 1.5$		ns

[1] MII/RMII asynchronous signals are COL, CRS. These signals are applicable in both MII and RMII modes. The asynchronous COL input is synchronized separately to both the ETxCLK and the ERxCLK, and must have a minimum pulse width high or low at least 1.5 times the period of the slower of the two clocks.
[2] The asynchronous CRS input is synchronized to the ETxCLK, and must have a minimum pulse width high or low at least 1.5 times the period of ETxCLK.

Table 45. 10/100 Ethernet MAC Controller Timing: MII Station Management

Parameter[1]		Min	Max	Unit
t_{MDIOS}	MDIO Input Valid to MDC Rising Edge (Setup)	10		ns
t_{MDCIH}	MDC Rising Edge to MDIO Input Invalid (Hold)	10		ns
t_{MDCOV}	MDC Falling Edge to MDIO Output Valid	25		ns
t_{MDCOH}	MDC Falling Edge to MDIO Output Invalid (Hold)	–1		ns

[1] MDC/MDIO is a 2-wire serial bidirectional port for controlling one or more external PHYs. MDC is an output clock whose minimum period is programmable as a multiple of the system clock SCLK. MDIO is a bidirectional data line.

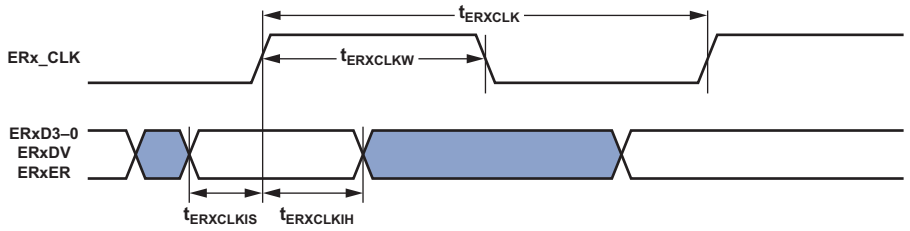

Figure 30. 10/100 Ethernet MAC Controller Timing: MII Receive Signal

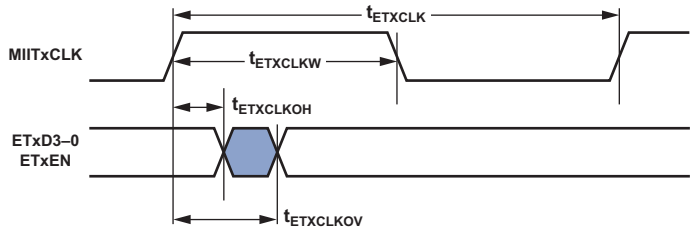

Figure 31. 10/100 Ethernet MAC Controller Timing: MII Transmit Signal

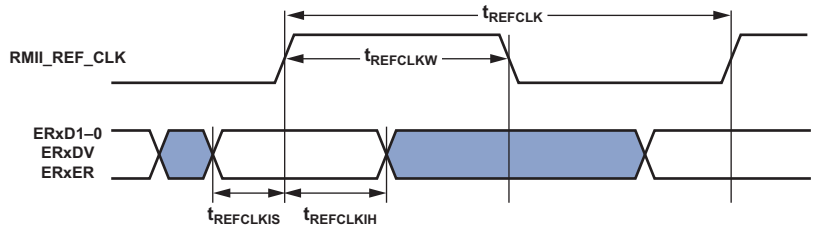

Figure 32. 10/100 Ethernet MAC Controller Timing: RMII Receive Signal

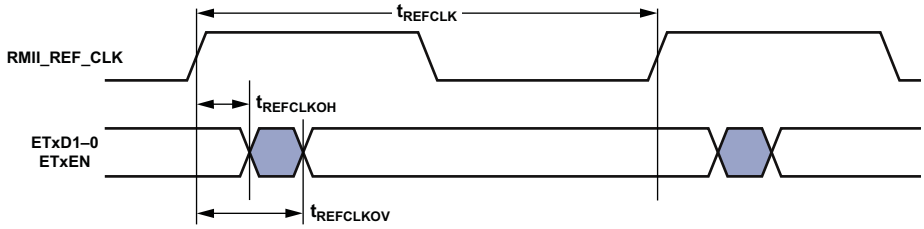

Figure 33. 10/100 Ethernet MAC Controller Timing: RMII Transmit Signal

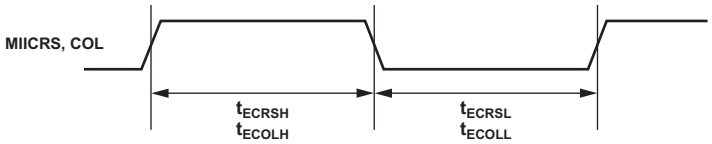

Figure 34. 10/100 Ethernet MAC Controller Timing: Asynchronous Signal

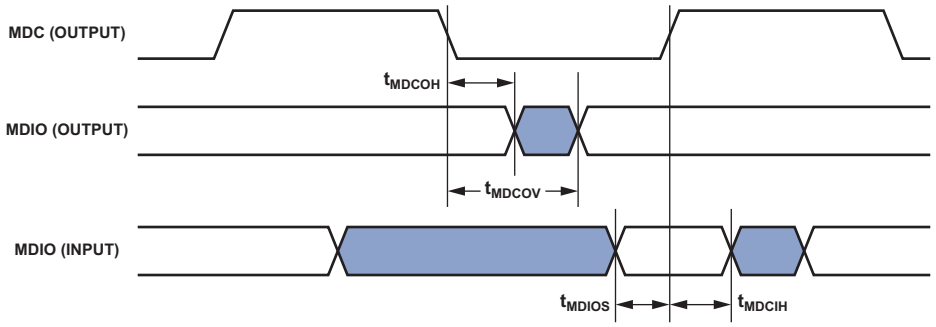

Figure 35. 10/100 Ethernet MAC Controller Timing: MII Station Management

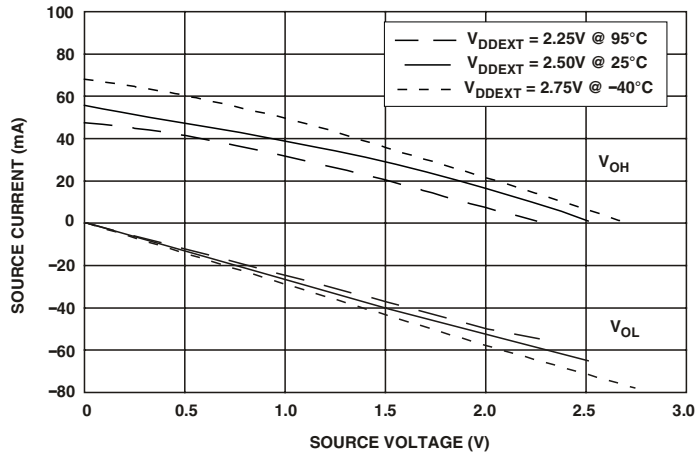

Figure 42. Drive Current D (Low V_{DDEXT})

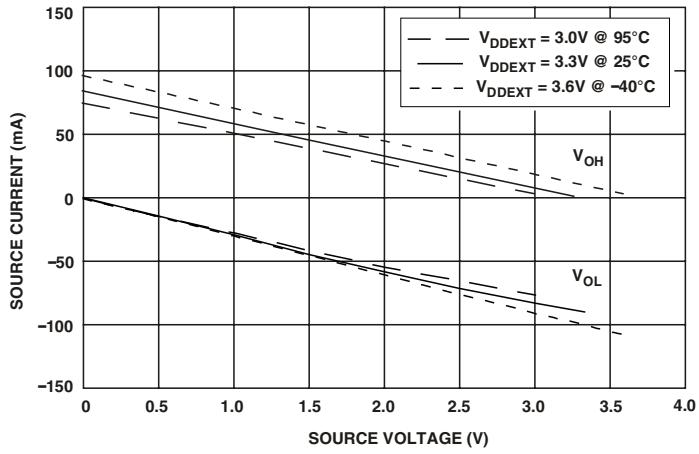

Figure 43. Drive Current D (High V_{DDEXT})

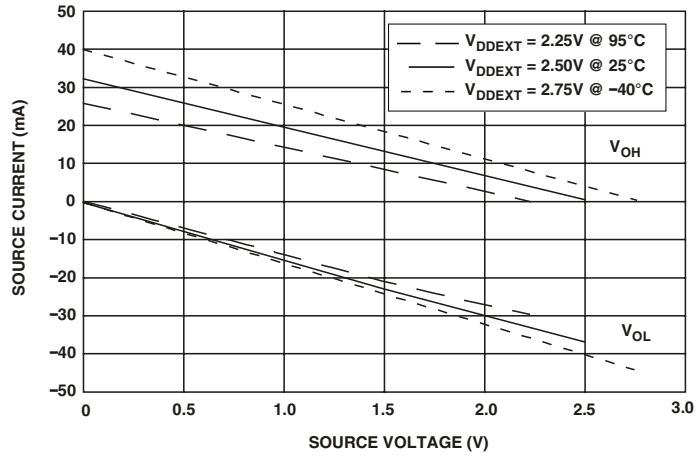

Figure 44. Drive Current E (Low V_{DDEXT})

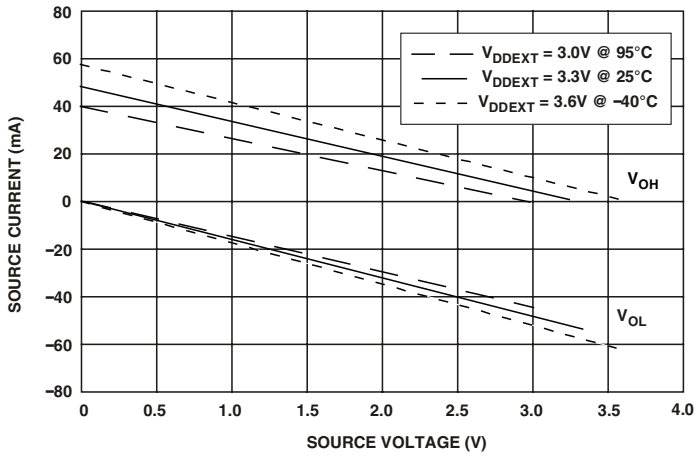

Figure 45. Drive Current E (High V_{DDEXT})

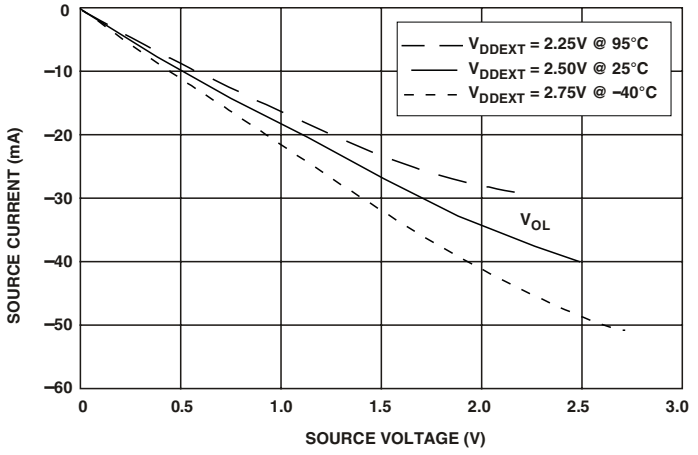

Figure 46. Drive Current F (Low V_{DDEXT})

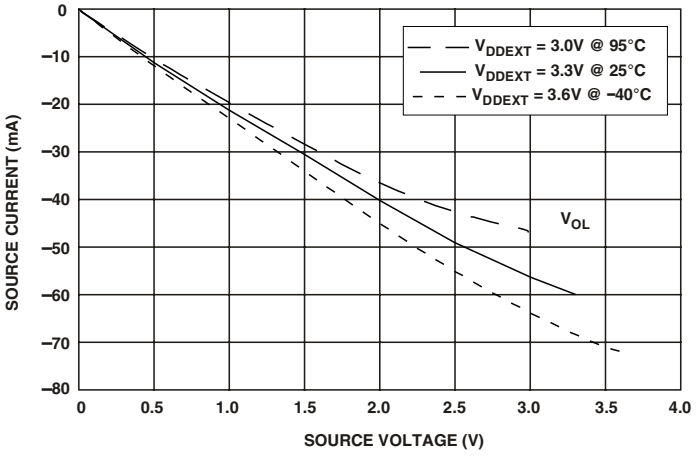

Figure 47. Drive Current F (High V_{DDEXT})

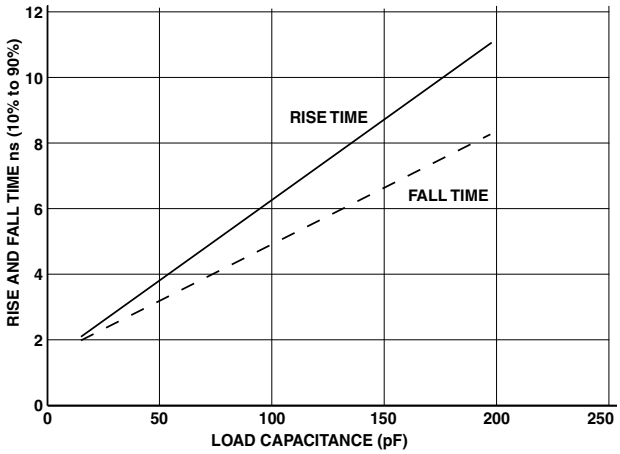

Figure 53. Typical Output Delay or Hold for Driver B at V_{DDEXT} Min

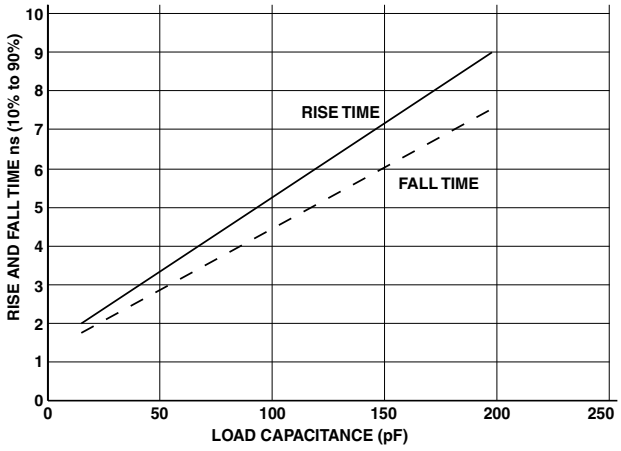

Figure 54. Typical Output Delay or Hold for Driver B at V_{DDEXT} Max

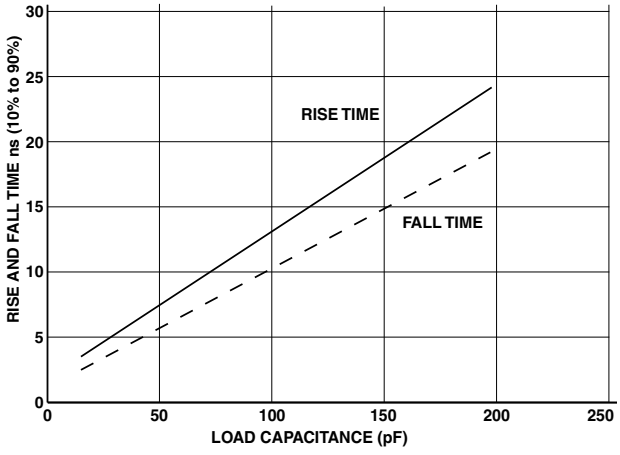

Figure 55. Typical Output Delay or Hold for Driver C at V_{DDEXT} Min

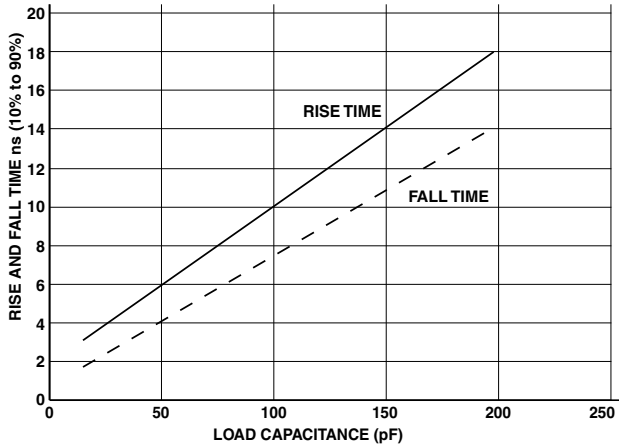

Figure 56. Typical Output Delay or Hold for Driver C at V_{DDEXT} Max

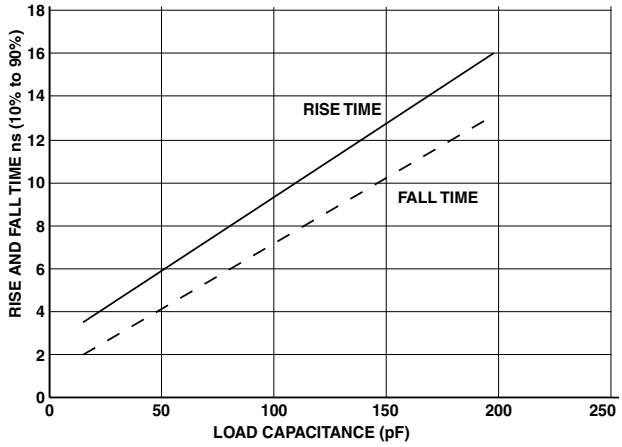

Figure 57. Typical Output Delay or Hold for Driver D at V_{DDEXT} Min

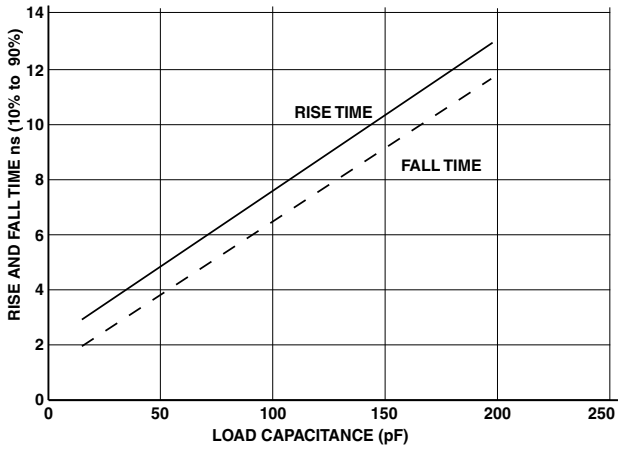

Figure 58. Typical Output Delay or Hold for Driver D at V_{DDEXT} Max

THERMAL CHARACTERISTICS

To determine the junction temperature on the application printed circuit board use:

$$T_J = T_{CASE} + (\Psi_{JT} \times P_D)$$

where:

T_J = Junction temperature (°C)

T_{CASE} = Case temperature (°C) measured by customer at top center of package.

Ψ_{JT} = From Table 46

P_D = Power dissipation (see the power dissipation discussion and the tables on Page 27 for the method to calculate P_D).

Values of θ_{JA} are provided for package comparison and printed circuit board design considerations. θ_{JA} can be used for a first order approximation of T_J by the equation:

$$T_J = T_A + (\theta_{JA} \times P_D)$$

where:

T_A = Ambient temperature (°C)

Values of θ_{JC} are provided for package comparison and printed circuit board design considerations when an external heat sink is required. Values of θ_{JB} are provided for package comparison and printed circuit board design considerations.

In Table 46 through Table 48, airflow measurements comply with JEDEC standards JESD51-2 and JESD51-6, and the junction-to-board measurement complies with JESD51-8. Test board and thermal via design comply with JEDEC standards JESD51-9 (BGA). The junction-to-case measurement complies with MIL-STD-883 (Method 1012.1). All measurements use a 2S2P JEDEC test board.

Industrial applications using the 208-ball BGA package require thermal vias, to an embedded ground plane, in the PCB. Refer to JEDEC standard JESD51-9 for printed circuit board thermal ball land and thermal via design information.

Table 46. Thermal Characteristics (182-Ball BGA)

Parameter	Condition	Typical	Unit
θ_{JA}	0 Linear m/s Airflow	32.80	°C/W
θ_{JMA}	1 Linear m/s Airflow	29.30	°C/W
θ_{JMA}	2 Linear m/s Airflow	28.00	°C/W
θ_{JB}		20.10	°C/W
θ_{JC}		7.92	°C/W
Ψ_{JT}	0 Linear m/s Airflow	0.19	°C/W
Ψ_{JT}	1 Linear m/s Airflow	0.35	°C/W
Ψ_{JT}	2 Linear m/s Airflow	0.45	°C/W

Table 47. Thermal Characteristics (208-Ball BGA without Thermal Vias in PCB)

Parameter	Condition	Typical	Unit
θ_{JA}	0 Linear m/s Airflow	23.30	°C/W
θ_{JMA}	1 Linear m/s Airflow	20.20	°C/W
θ_{JMA}	2 Linear m/s Airflow	19.20	°C/W
θ_{JB}		13.05	°C/W
θ_{JC}		6.92	°C/W
Ψ_{JT}	0 Linear m/s Airflow	0.18	°C/W
Ψ_{JT}	1 Linear m/s Airflow	0.27	°C/W
Ψ_{JT}	2 Linear m/s Airflow	0.32	°C/W

Table 48. Thermal Characteristics (208-Ball BGA with Thermal Vias in PCB)

Parameter	Condition	Typical	Unit
θ_{JA}	0 Linear m/s Airflow	22.60	°C/W
θ_{JMA}	1 Linear m/s Airflow	19.40	°C/W
θ_{JMA}	2 Linear m/s Airflow	18.40	°C/W
θ_{JB}		13.20	°C/W
θ_{JC}		6.85	°C/W
Ψ_{JT}	0 Linear m/s Airflow	0.16	°C/W
Ψ_{JT}	1 Linear m/s Airflow	0.27	°C/W
Ψ_{JT}	2 Linear m/s Airflow	0.32	°C/W

Table 50. 182-Ball CSP_BGA Ball Assignment (Numerically by Ball Number)

Ball No.	Mnemonic	Ball No.	Mnemonic	Ball No.	Mnemonic	Ball No.	Mnemonic	Ball No.	Mnemonic
A1	V_{DDEXT}	C10	$\overline{RESET}$	F5	GND	J14	ADDR1	M9	DATA0
A2	PH11	C11	PJ3	F6	GND	K1	PF5	M10	GND
A3	PH12	C12	V_{DDEXT}	F10	GND	K2	PF6	M11	ADDR15
A4	PH13	C13	$\overline{SMS}$	F11	GND	K3	PF7	M12	ADDR9
A5	PH14	C14	$\overline{SCAS}$	F12	V_{DDEXT}	K4	PF8	M13	ADDR10
A6	PH15	D1	PG10	F13	$\overline{AMS2}$	K5	V_{DDINT}	M14	ADDR11
A7	CLKBUF	D2	PG11	F14	$\overline{AMS1}$	K6	GND	N1	$\overline{TRST}$
A8	RTXO	D3	PG12	G1	PG0	K7	V_{DDEXT}	N2	TMS
A9	RTXI	D4	GND	G2	PG1	K8	V_{DDINT}	N3	TDO
A10	GND	D5	PG13	G3	PG2	K9	V_{DDEXT}	N4	BMODE0
A11	XTAL	D6	PG14	G4	GND	K10	V_{DDINT}	N5	DATA13
A12	CLKIN	D7	PJ4	G5	GND	K11	GND	N6	DATA10
A13	VROUT0	D8	PJ5	G10	V_{DDINT}	K12	ADDR7	N7	DATA7
A14	GND	D9	PJ8	G11	GND	K13	ADDR5	N8	DATA4
B1	PH5	D10	PJ10	G12	$\overline{AMS3}$	K14	ADDR2	N9	DATA1
B2	PH6	D11	PJ11	G13	$\overline{AOE}$	L1	PF1	N10	$\overline{BGH}$
B3	PH7	D12	$\overline{SWE}$	G14	$\overline{ARE}$	L2	PF2	N11	ADDR16
B4	PH8	D13	$\overline{SRAS}$	H1	PF12	L3	PF3	N12	ADDR14
B5	PH9	D14	$\overline{BR}$	H2	PF13	L4	PF4	N13	ADDR13
B6	PH10	E1	PG6	H3	PF14	L5	BMODE2	N14	ADDR12
B7	PJ1	E2	PG7	H4	PF15	L6	GND	P1	V_{DDEXT}
B8	PJ7	E3	PG8	H5	V_{DDEXT}	L7	V_{DDEXT}	P2	TCK
B9	V_{DDRTC}	E4	PG9	H10	V_{DDEXT}	L8	GND	P3	BMODE1
B10	$\overline{NMI}$	E5	V_{DDINT}	H11	GND	L9	V_{DDEXT}	P4	DATA15
B11	PJ2	E6	V_{DDEXT}	H12	$\overline{ABE1}$	L10	GND	P5	DATA14
B12	VROUT1	E7	GND	H13	$\overline{ABE0}$	L11	V_{DDEXT}	P6	DATA11
B13	SCKE	E8	V_{DDINT}	H14	$\overline{AWE}$	L12	ADDR8	P7	DATA8
B14	CLKOUT	E9	GND	J1	PF9	L13	ADDR6	P8	DATA5
C1	PG15	E10	V_{DDINT}	J2	PF10	L14	ADDR3	P9	DATA2
C2	PH0	E11	V_{DDEXT}	J3	PF11	M1	PF0	P10	$\overline{BG}$
C3	PH1	E12	SA10	J4	GND	M2	$\overline{EMU}$	P11	ADDR19
C4	PH2	E13	ARDY	J5	GND	M3	TDI	P12	ADDR18
C5	PH3	E14	$\overline{AMS0}$	J9	GND	M4	GND	P13	ADDR17
C6	PH4	F1	PG3	J10	GND	M5	DATA12	P14	GND
C7	PJ0	F2	PG4	J11	V_{DDEXT}	M6	DATA9		
C8	PJ6	F3	PG5	J12	V_{DDEXT}	M7	DATA6		
C9	PJ9	F4	V_{DDEXT}	J13	ADDR4	M8	DATA3		

Figure 63 shows the top view of the CSP_BGA ball configuration. Figure 64 shows the bottom view of the CSP_BGA ball configuration.

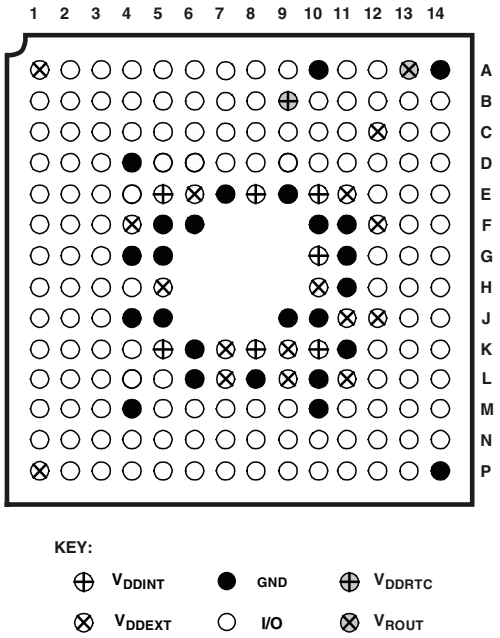

Figure 63. 182-Ball CSP_BGA Configuration (Top View)

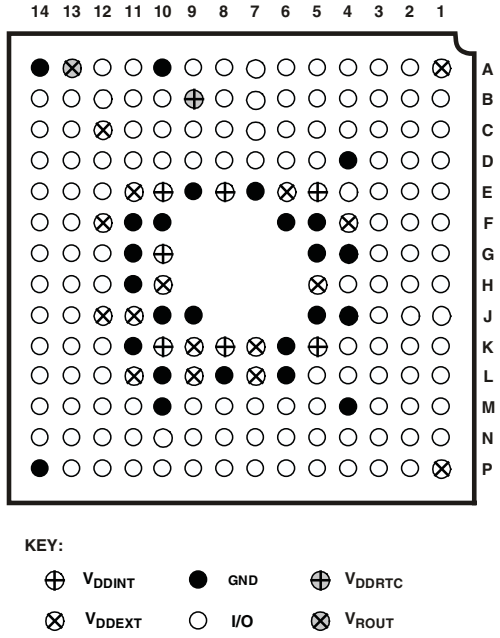

Figure 64. 182-Ball CSP_BGA Configuration (Bottom View)

OUTLINE DIMENSIONS

Dimensions in Figure 67 and Figure 68 are shown in millimeters.

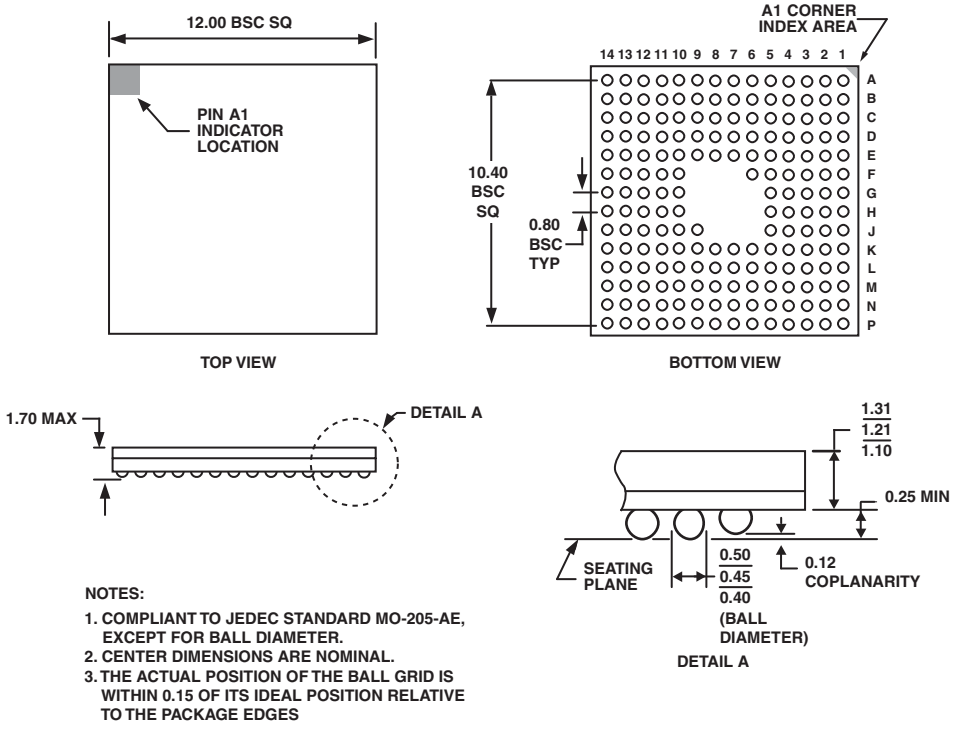

Figure 67. 182-Ball Chip Scale Package Ball Grid Array [CSP_BGA]
(BC-182)
Dimensions shown in millimeters

SURFACE-MOUNT DESIGN

The following table 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.*

Package	Package Ball Attach Type	Package Solder Mask Opening	Package Ball Pad Size
182-Ball CSP_BGA (BC-182)	Solder Mask Defined	0.40 mm diameter	0.55 mm diameter
208-Ball CSP_BGA (BC-208-2)	Solder Mask Defined	0.40 mm diameter	0.55 mm diameter

D05317-0-2/14(J)