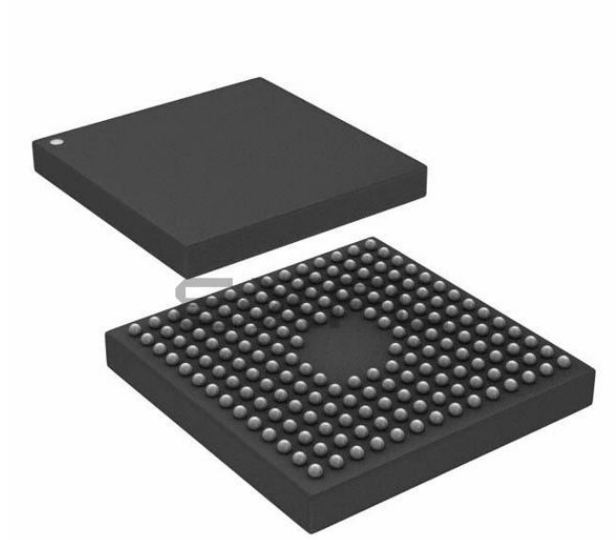

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Understanding Embedded - DSP (Digital Signal Processors)

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	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	182-LFBGA, CSPBGA
Supplier Device Package	182-CSPBGA (12x12)
Purchase URL	https://www.e-xfl.com/product-detail/analog-devices/adsp-bf534bbc-4a

GENERAL DESCRIPTION

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors are members of the Blackfin® family of products, incorporating the Analog Devices, Inc./Intel Micro Signal Architecture (MSA). Blackfin processors combine a dual-MAC, state-of-the-art signal processing engine, the advantages of a clean, orthogonal RISC-like microprocessor instruction set, and single-instruction, multiple-data (SIMD) multimedia capabilities into a single instruction-set architecture.

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors are completely code and pin compatible. They differ only with respect to their performance, on-chip memory, and presence of the Ethernet MAC module. Specific performance, memory, and feature configurations are shown in Table 1.

Table 1. Processor Comparison

Features		ADSP-BF534	ADSP-BF536	ADSP-BF537
Ethernet MAC		—	1	1
CAN		1	1	1
TWI		1	1	1
SPORTs		2	2	2
UARTs		2	2	2
SPI		1	1	1
GP Timers		8	8	8
Watchdog Timers		1	1	1
RTC		1	1	1
Parallel Peripheral Interface		1	1	1
GPIOs		48	48	48
Memory Configuration	L1 Instruction SRAM/Cache	16K bytes	16K bytes	16K bytes
	L1 Instruction SRAM	48K bytes	48K bytes	48K bytes
	L1 Data SRAM/Cache	32K bytes	32K bytes	32K bytes
	L1 Data SRAM	32K bytes	—	32K bytes
	L1 Scratchpad	4K bytes	4K bytes	4K bytes
	L3 Boot ROM	2K bytes	2K bytes	2K bytes
Maximum Speed Grade		500 MHz	400 MHz	600 MHz
Package Options: CSP_BGA CSP_BGA		 208-Ball 182-Ball	 208-Ball 182-Ball	 208-Ball 182-Ball

By integrating a rich set of industry-leading system peripherals and memory, the Blackfin processors are the platform of choice for next-generation applications that require RISC-like programmability, multimedia support, and leading-edge signal processing in one integrated package.

PORTABLE LOW POWER ARCHITECTURE

Blackfin processors provide world-class power management and performance. They are produced with a low power and low voltage design methodology and feature on-chip dynamic power management, which is the ability to vary both the voltage and frequency of operation to significantly lower overall power consumption. This capability can result in a substantial reduction in power consumption, compared with just varying the frequency of operation. This allows longer battery life for portable appliances.

SYSTEM INTEGRATION

The Blackfin processor is a highly integrated system-on-a-chip solution for the next generation of embedded network-connected applications. By combining industry-standard interfaces with a high performance signal processing core, cost-effective applications can be developed quickly, without the need for costly external components. The system peripherals include an IEEE-compliant 802.3 10/100 Ethernet MAC (ADSP-BF536 and ADSP-BF537 only), a CAN 2.0B controller, a TWI controller, two UART ports, an SPI port, two serial ports (SPORTs), nine general-purpose 32-bit timers (eight with PWM capability), a real-time clock, a watchdog timer, and a parallel peripheral interface (PPI).

BLACKFIN PROCESSOR PERIPHERALS

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors contain a rich set of peripherals connected to the core via several high bandwidth buses, providing flexibility in system configuration as well as excellent overall system performance (see Figure 1). The processors contain dedicated network communication modules and high speed serial and parallel ports, an interrupt controller for flexible management of interrupts from the on-chip peripherals or external sources, and power management control functions to tailor the performance and power characteristics of the processor and system to many application scenarios.

All of the peripherals, except for the general-purpose I/O, CAN, TWI, real-time clock, and timers, are supported by a flexible DMA structure. There are also separate memory DMA channels dedicated to data transfers between the processor's various memory spaces, including external SDRAM and asynchronous memory. Multiple on-chip buses running at up to 133 MHz provide enough bandwidth to keep the processor core running along with activity on all of the on-chip and external peripherals.

The Blackfin processors include an on-chip voltage regulator in support of the processors' dynamic power management capability. The voltage regulator provides a range of core voltage levels when supplied from V_{DDEXT}. The voltage regulator can be bypassed at the user's discretion.

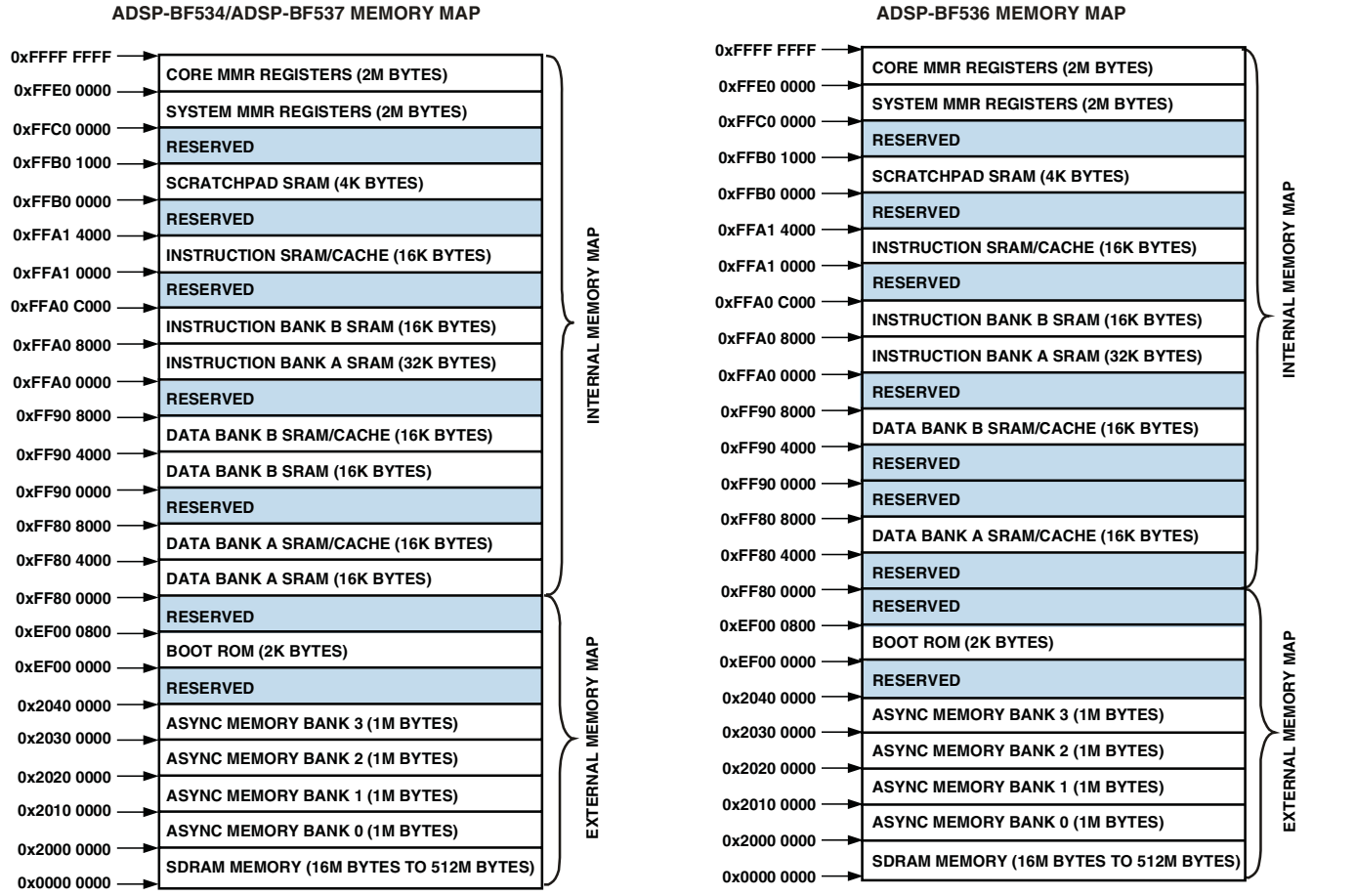


Figure 3. ADSP-BF534/ADSP-BF536/ADSP-BF537 Memory Maps

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.

Table 3. System Interrupt Controller (SIC) (Continued)

Peripheral Interrupt Event	Default Mapping	Peripheral Interrupt ID
DMA Channels 12 and 13 (Memory DMA Stream 0)	IVG13	29
DMA Channels 14 and 15 (Memory DMA Stream 1)	IVG13	30
Software Watchdog Timer	IVG13	31
Port F Interrupt B	IVG13	31

Event Control

The Blackfin processor provides a very flexible mechanism to control the processing of events. In the CEC, three registers are used to coordinate and control events. Each register is 32 bits wide:

- CEC interrupt latch register (ILAT) – Indicates when events have been latched. The appropriate bit is set when the processor has latched the event and cleared when the event has been accepted into the system. This register is updated automatically by the controller, but it can be written only when its corresponding IMASK bit is cleared.
- CEC interrupt mask register (IMASK) – Controls the masking and unmasking of individual events. When a bit is set in the IMASK register, that event is unmasked and is processed by the CEC when asserted. A cleared bit in the IMASK register masks the event, preventing the processor from servicing the event even though the event may be latched in the ILAT register. This register can be read or written while in supervisor mode. (Note that general-purpose interrupts can be globally enabled and disabled with the STI and CLI instructions, respectively.)
- CEC interrupt pending register (IPEND) – The IPEND register keeps track of all nested events. A set bit in the IPEND register indicates the event is currently active or nested at some level. This register is updated automatically by the controller but can be read while in supervisor mode.

The SIC allows further control of event processing by providing three 32-bit interrupt control and status registers. Each register contains a bit corresponding to each of the peripheral interrupt events shown in Table 3 on Page 7.

- SIC interrupt mask register (SIC_IMASK) – Controls the masking and unmasking of each peripheral interrupt event. When a bit is set in the register, that peripheral event is unmasked and is processed by the system when asserted. A cleared bit in the register masks the peripheral event, preventing the processor from servicing the event.
- SIC interrupt status register (SIC_ISR) – As multiple peripherals can be mapped to a single event, this register allows the software to determine which peripheral event source triggered the interrupt. A set bit indicates the peripheral is asserting the interrupt, and a cleared bit indicates the peripheral is not asserting the event.
- SIC interrupt wake-up enable register (SIC_IWR) – By enabling the corresponding bit in this register, a peripheral can be configured to wake up the processor, should the core be idled when the event is generated. (For more information, see Dynamic Power Management on Page 13.)

Because multiple interrupt sources can map to a single general-purpose interrupt, multiple pulse assertions can occur simultaneously, before or during interrupt processing for an interrupt event already detected on this interrupt input. The IPEND register contents are monitored by the SIC as the interrupt acknowledgement.

The appropriate ILAT register bit is set when an interrupt rising edge is detected (detection requires two core clock cycles). The bit is cleared when the respective IPEND register bit is set. The IPEND bit indicates that the event has entered into the processor pipeline. At this point the CEC recognizes and queues the next rising edge event on the corresponding event input. The minimum latency from the rising edge transition of the general-purpose interrupt to the IPEND output asserted is three core clock cycles; however, the latency can be much higher, depending on the activity within and the state of the processor.

DMA CONTROLLERS

The Blackfin processors have multiple, independent DMA channels that support automated data transfers with minimal overhead for the processor core. DMA transfers can occur between the processor's internal memories and any of its DMA-capable peripherals. Additionally, DMA transfers can be accomplished between any of the DMA-capable peripherals and external devices connected to the external memory interfaces, including the SDRAM controller and the asynchronous memory controller. DMA-capable peripherals include the Ethernet MAC (ADSP-BF536 and ADSP-BF537 only), SPORTs, SPI port, UARTs, and PPI. Each individual DMA-capable peripheral has at least one dedicated DMA channel.

The DMA controller supports both one-dimensional (1-D) and two-dimensional (2-D) DMA transfers. DMA transfer initialization can be implemented from registers or from sets of parameters called descriptor blocks.

The 2-D DMA capability supports arbitrary row and column sizes up to 64K elements by 64K elements, and arbitrary row and column step sizes up to ±32K elements. Furthermore, the column step size can be less than the row step size, allowing implementation of interleaved data streams. This feature is especially useful in video applications where data can be de-interleaved on the fly.

Examples of DMA types supported by the DMA controller include

- A single, linear buffer that stops upon completion
- A circular, auto-refreshing buffer that interrupts on each full or fractionally full buffer
- 1-D or 2-D DMA using a linked list of descriptors
- 2-D DMA using an array of descriptors, specifying only the base DMA address within a common page.

In addition to the dedicated peripheral DMA channels, there are two memory DMA channels provided for transfers between the various memories of the processor system. This enables transfers of blocks of data between any of the memories—including external SDRAM, ROM, SRAM, and flash memory—with minimal processor intervention. Memory DMA transfers can be controlled by a very flexible descriptor-based methodology or by a standard register-based autobuffer mechanism.

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors also have an external DMA controller capability via dual external DMA request pins when used in conjunction with the external bus interface unit (EBIU). This functionality can be used when a high speed interface is required for external FIFOs and high bandwidth communications peripherals such as USB 2.0. It allows control of the number of data transfers for memDMA. The number of transfers per edge is programmable. This feature can be programmed to allow memDMA to have an increased priority on the external bus relative to the core.

REAL-TIME CLOCK

The real-time clock (RTC) provides a robust set of digital watch features, including current time, stopwatch, and alarm. The RTC is clocked by a 32.768 kHz crystal external to the processor. The RTC peripheral has dedicated power supply pins so that it can remain powered up and clocked even when the rest of the processor is in a low power state. The RTC provides several programmable interrupt options, including interrupt per second, minute, hour, or day clock ticks, interrupt on programmable stopwatch countdown, or interrupt at a programmed alarm time.

The 32.768 kHz input clock frequency is divided down to a 1 Hz signal by a prescaler. The counter function of the timer consists of four counters: a 60-second counter, a 60-minute counter, a 24-hour counter, and an 32,768-day counter.

When enabled, the alarm function generates an interrupt when the output of the timer matches the programmed value in the alarm control register. There are two alarms: The first alarm is for a time of day, while the second alarm is for a day and time of that day.

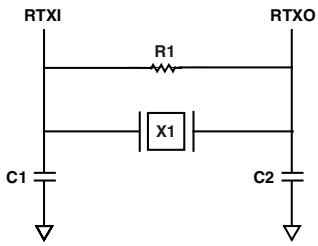
The stopwatch function counts down from a programmed value, with one-second resolution. When the stopwatch is enabled and the counter underflows, an interrupt is generated.

Like the other peripherals, the RTC can wake up the processor from sleep mode upon generation of any RTC wake-up event. Additionally, an RTC wake-up event can wake up the processor from deep sleep mode, and wake up the on-chip internal voltage regulator from the hibernate operating mode.

Connect RTC pins RTXI and RTXO with external components as shown in Figure 4.

WATCHDOG TIMER

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors include a 32-bit timer that can be used to implement a software watchdog function. A software watchdog can improve system availability by forcing the processor to a known state through generation of a system reset, nonmaskable interrupt (NMI), or general-purpose interrupt, if the timer expires before being reset by software. The programmer initializes the count value of the timer, enables the appropriate interrupt, then enables the timer. Thereafter, the software must reload the counter before it counts to zero from the programmed value. This protects the system from remaining in an unknown state where software, which would normally reset the timer, has stopped running due to an external noise condition or software error.



SUGGESTED COMPONENTS:
X1 = ECLIPTEK EC38J (THROUGH-HOLE PACKAGE) OR
EPSON MC405 12 pF LOAD (SURFACE-MOUNT PACKAGE)
C1 = 22 pF
C2 = 22 pF
R1 = 10 MΩ

NOTE: C1 AND C2 ARE SPECIFIC TO CRYSTAL SPECIFIED FOR X1. CONTACT CRYSTAL MANUFACTURER FOR DETAILS. C1 AND C2 SPECIFICATIONS ASSUME BOARD TRACE CAPACITANCE OF 3 pF.

Figure 4. External Components for RTC

If configured to generate a hardware reset, the watchdog timer resets both the core and the processor peripherals. After a reset, software can determine if the watchdog was the source of the hardware reset by interrogating a status bit in the watchdog timer control register.

The timer is clocked by the system clock (SCLK), at a maximum frequency of f_{SCLK}.

TIMERS

There are nine general-purpose programmable timer units in the processor. Eight timers have an external pin that can be configured either as a pulse-width modulator (PWM) or timer output, as an input to clock the timer, or as a mechanism for measuring pulse widths and periods of external events. These timers can be synchronized to an external clock input to the several other associated PF pins, to an external clock input to the PPI_CLK input pin, or to the internal SCLK.

The timer units can be used in conjunction with the two UARTs and the CAN controller to measure the width of the pulses in the data stream to provide a software auto-baud detect function for the respective serial channels.

The timers can generate interrupts to the processor core providing periodic events for synchronization, either to the system clock or to a count of external signals.

In addition to the eight general-purpose programmable timers, a ninth timer is also provided. This extra timer is clocked by the internal processor clock and is typically used as a system tick clock for generating periodic interrupts in an operating system.

Hibernate State—Maximum Static Power Savings

The hibernate state maximizes static power savings by disabling the voltage and clocks to the processor core (CCLK) and to all of the synchronous peripherals (SCLK). The internal voltage regulator for the processor can be shut off by writing b#00 to the FREQ bits of the VR_CTL register. This disables both CCLK and SCLK. Furthermore, it sets the internal power supply voltage (V_{DDINT}) to 0 V to provide the greatest power savings. To preserve the processor state, prior to removing power, any critical information stored internally (memory contents, register contents, etc.) must be written to a nonvolatile storage device.

Since V_{DDEXT} is still supplied in this state, all of the external pins three-state, unless otherwise specified. This allows other devices that are connected to the processor to still have power applied without drawing unwanted current.

The Ethernet or CAN modules can wake up the internal supply regulator. If the PH6 pin does not connect as the $\overline{\text{PHYINT}}$ signal to an external PHY device, it can be pulled low by any other device to wake the processor up. The regulator can also be woken up by a real-time clock wake-up event or by asserting the $\overline{\text{RESET}}$ pin. All hibernate wake-up events initiate the hardware reset sequence. Individual sources are enabled by the VR_CTL register.

With the exception of the VR_CTL and the RTC registers, all internal registers and memories lose their content in the hibernate state. State variables can be held in external SRAM or SDRAM. The SCKELOW bit in the VR_CTL register provides a means of waking from hibernate state without disrupting a self-refreshing SDRAM, provided that there is also an external pull-down on the SCKE pin.

Power Savings

As shown in Table 5, the processors support three different power domains which maximizes flexibility, while maintaining compliance with industry standards and conventions. By isolating the internal logic of the processor into its own power domain, separate from the RTC and other I/O, the processor can take advantage of dynamic power management, without affecting the RTC or other I/O devices. There are no sequencing requirements for the various power domains.

Table 5. Power Domains

Power Domain	V_{DD} Range
All internal logic, except RTC	V_{DDINT}
RTC internal logic and crystal I/O	V_{DDRTC}
All other I/O	V_{DDEXT}

The dynamic power management feature allows both the processor's input voltage (V_{DDINT}) and clock frequency (f_{CCLK}) to be dynamically controlled.

The power dissipated by a processor is largely a function of its clock frequency and the square of the operating voltage. For example, reducing the clock frequency by 25% results in a 25% reduction in power dissipation, while reducing the voltage by 25% reduces power dissipation by more than 40%. Further, these power savings are additive, in that if the clock frequency and supply voltage are both reduced, the power savings can be dramatic, as shown in the following equations.

The power savings factor (PSF) is calculated as:

$$PSF = \frac{f_{CCLKRED}}{f_{CCLKNOM}} \times \left(\frac{V_{DDINTRED}}{V_{DDINTNOM}}\right)^2 \times \left(\frac{t_{RED}}{t_{NOM}}\right)$$

where:

$f_{CCLKNOM}$ is the nominal core clock frequency

$f_{CCLKRED}$ is the reduced core clock frequency

$V_{DDINTNOM}$ is the nominal internal supply voltage

$V_{DDINTRED}$ is the reduced internal supply voltage

t_{NOM} is the duration running at $f_{CCLKNOM}$

t_{RED} is the duration running at $f_{CCLKRED}$

The percent power savings is calculated as

$$\%\ power\ savings = (1 - PSF) \times 100\%$$

VOLTAGE REGULATION

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors provide an on-chip voltage regulator that can generate appropriate V_{DDINT} voltage levels from the V_{DDEXT} supply. See Operating Conditions on Page 23 for regulator tolerances and acceptable V_{DDEXT} ranges for specific models.

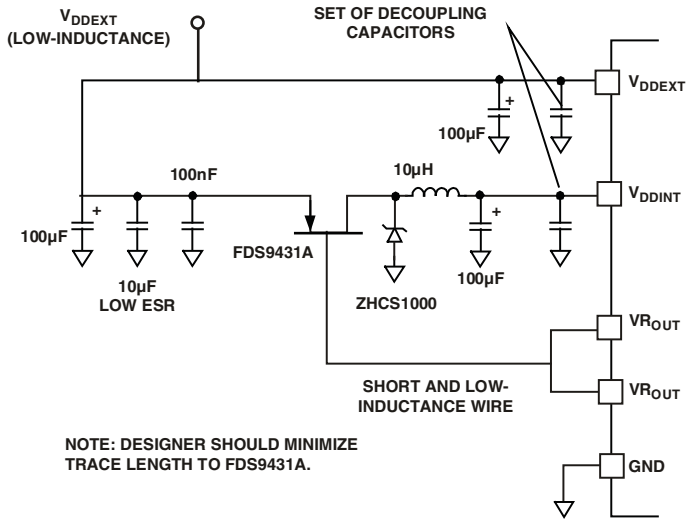


Figure 5. Voltage Regulator Circuit

Figure 5 shows the typical external components required to complete the power management system. The regulator controls the internal logic voltage levels and is programmable with the voltage regulator control register (VR_CTL) in increments of 50 mV. To reduce standby power consumption, the internal voltage regulator can be programmed to remove power to the processor core while keeping I/O power supplied. While in

Table 9. Pin Descriptions (Continued)

Pin Name	Type	Function	Driver Type[1]
Port F: GPIO/UART1–0/Timer7–0/SPI/ External DMA Request/PPI (= High Source/High Sink Pin)*			
PF0* – GPIO/*UART0 TX/DMAR0*	I/O	GPIO/*UART0 Transmit/DMA Request 0*	C
PF1* – GPIO/*UART0 RX/DMAR1/TACI1*	I/O	GPIO/*UART0 Receive/DMA Request 1/Timer1 Alternate Input Capture*	C
PF2* – GPIO/*UART1 TX/TMR7*	I/O	GPIO/*UART1 Transmit/Timer7*	C
PF3* – GPIO/*UART1 RX/TMR6/TACI6*	I/O	GPIO/*UART1 Receive/Timer6/Timer6 Alternate Input Capture*	C
PF4* – GPIO/*TMR5/SPI SSEL6*	I/O	GPIO/*Timer5/SPI Slave Select Enable 6*	C
PF5* – GPIO/*TMR4/SPI SSEL5*	I/O	GPIO/*Timer4/SPI Slave Select Enable 5*	C
PF6* – GPIO/*TMR3/SPI SSEL4*	I/O	GPIO/*Timer3/SPI Slave Select Enable 4*	C
PF7* – GPIO/*TMR2/PPI FS3*	I/O	GPIO/*Timer2/PPI Frame Sync 3*	C
PF8 – GPIO/*TMR1/PPI FS2*	I/O	GPIO/*Timer1/PPI Frame Sync 2*	C
PF9 – GPIO/*TMR0/PPI FS1*	I/O	GPIO/*Timer0/PPI Frame Sync 1*	C
PF10 – GPIO/*SPI SSEL1*	I/O	GPIO/*SPI Slave Select Enable 1*	C
PF11 – GPIO/*SPI MOSI*	I/O	GPIO/*SPI Master Out Slave In*	C
PF12 – GPIO/*SPI MISO*	I/O	GPIO/*SPI Master In Slave Out* (This pin should be pulled high through a 4.7 kΩ resistor if booting via the SPI port.)	C
PF13 – GPIO/*SPI SCK*	I/O	GPIO/*SPI Clock*	D
PF14 – GPIO/*SPI SS/TACLK0*	I/O	GPIO/*SPI Slave Select/Alternate Timer0 Clock Input*	C
PF15 – GPIO/*PPI CLK/TMRCLK*	I/O	GPIO/*PPI Clock/External Timer Reference*	C
Port G: GPIO/PPI/SPORT1			
PG0 – GPIO/*PPI D0*	I/O	GPIO/*PPI Data 0*	C
PG1 – GPIO/*PPI D1*	I/O	GPIO/*PPI Data 1*	C
PG2 – GPIO/*PPI D2*	I/O	GPIO/*PPI Data 2*	C
PG3 – GPIO/*PPI D3*	I/O	GPIO/*PPI Data 3*	C
PG4 – GPIO/*PPI D4*	I/O	GPIO/*PPI Data 4*	C
PG5 – GPIO/*PPI D5*	I/O	GPIO/*PPI Data 5*	C
PG6 – GPIO/*PPI D6*	I/O	GPIO/*PPI Data 6*	C
PG7 – GPIO/*PPI D7*	I/O	GPIO/*PPI Data 7*	C
PG8 – GPIO/*PPI D8/DR1SEC*	I/O	GPIO/*PPI Data 8/SPORT1 Receive Data Secondary*	C
PG9 – GPIO/*PPI D9/DT1SEC*	I/O	GPIO/*PPI Data 9/SPORT1 Transmit Data Secondary*	C
PG10 – GPIO/*PPI D10/RSCLK1*	I/O	GPIO/*PPI Data 10/SPORT1 Receive Serial Clock*	D
PG11 – GPIO/*PPI D11/RFS1*	I/O	GPIO/*PPI Data 11/SPORT1 Receive Frame Sync*	C
PG12 – GPIO/*PPI D12/DR1PRI*	I/O	GPIO/*PPI Data 12/SPORT1 Receive Data Primary*	C
PG13 – GPIO/*PPI D13/TSCLK1*	I/O	GPIO/*PPI Data 13/SPORT1 Transmit Serial Clock*	D
PG14 – GPIO/*PPI D14/TFS1*	I/O	GPIO/*PPI Data 14/SPORT1 Transmit Frame Sync*	C
PG15 – GPIO/*PPI D15/DT1PRI*	I/O	GPIO/*PPI Data 15/SPORT1 Transmit Data Primary*	C

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.

System designers should refer to *Estimating Power for the ADSP-BF534/BF536/BF537 Blackfin Processors (EE-297)*, which provides detailed information for optimizing designs for lowest power. All topics discussed in this section are described in detail in EE-297. Total power dissipation has two components:

1. Static, including leakage current
2. Dynamic, due to transistor switching characteristics

Many operating conditions can also affect power dissipation, including temperature, voltage, operating frequency, and processor activity. Electrical Characteristics on Page 25 shows the current dissipation for internal circuitry (V_{DDINT}). $I_{DDDEEPSLEEP}$ specifies static power dissipation as a function of voltage (V_{DDINT}) and temperature (see Table 16 or Table 15), and I_{DDINT} specifies the total power specification for the listed test conditions, including the dynamic component as a function of voltage (V_{DDINT}) and frequency (Table 18).

The dynamic component is also subject to an Activity Scaling Factor (ASF) which represents application code running on the processor (Table 17).

Table 15. Static Current–500 MHz, 533 MHz, and 600 MHz Speed Grade Devices (mA)[1]

	Voltage (V_{DDINT})													
T_J (°C)	0.80 V	0.85 V	0.90 V	0.95 V	1.00 V	1.05 V	1.10 V	1.15 V	1.20 V	1.25 V	1.30 V	1.32 V	1.375 V	1.43 V
–40	3.9	4.7	6.8	8.2	9.9	12.0	14.6	17.3	20.3	24.1	27.1	28.6	36.3	44.4
0	17.0	19.2	21.9	25.0	28.2	32.1	36.9	41.8	47.7	53.8	61.0	63.8	73.2	84.1
25	35.0	39.2	44.3	50.8	56.1	63.3	69.1	76.4	84.7	93.5	104.5	109.1	123.4	138.8
40	53.0	59.2	65.3	71.9	79.1	88.0	96.6	108.0	120.0	130.7	142.6	148.5	166.5	185.6
55	76.7	84.6	93.6	103.1	113.7	123.9	136.3	148.3	162.8	178.4	194.4	201.4	223.7	247.5
70	110.1	120.0	130.9	142.2	156.5	171.3	185.2	201.7	220.6	239.7	259.8	268.8	295.9	325.2
85	150.1	164.5	178.7	193.2	210.4	228.9	247.7	268.8	291.4	314.1	341.1	351.2	384.6	420.3
100	202.3	219.2	236.5	255.8	277.8	299.8	323.8	351.2	378.8	407.5	440.4	453.4	494.3	538.2
105	223.8	241.4	260.4	282.0	303.4	328.7	354.5	381.7	410.8	443.6	477.8	492.2	535.1	581.5

[1] Values are guaranteed maximum $I_{DDDEEPSLEEP}$ specifications.

Table 16. Static Current–300 MHz and 400 MHz Speed Grade Devices (mA)[1]

	Voltage (V_{DDINT})											
T_J (°C)	0.80 V	0.85 V	0.90 V	0.95 V	1.00 V	1.05 V	1.10 V	1.15 V	1.20 V	1.25 V	1.30 V	1.32 V
–40	2.6	3.2	3.7	4.5	5.5	6.6	7.9	9.3	10.5	12.5	13.9	14.8
0	6.6	7.8	8.4	9.9	10.9	12.3	13.8	15.5	17.5	19.6	21.7	23.1
25	12.2	13.5	14.8	16.4	18.2	19.9	22.7	25.6	28.4	31.8	35.7	37.2
40	17.2	19.0	20.6	22.9	25.9	28.2	31.6	34.9	38.9	42.9	47.6	49.5
55	25.7	27.8	30.9	33.7	37.3	41.4	44.8	50.0	54.8	59.4	66.1	68.4
70	37.6	41.3	44.8	48.9	53.9	58.6	63.9	69.7	76.9	84.0	92.2	94.9
85	53.7	58.3	63.7	69.0	75.9	82.9	90.5	98.4	106.4	115.3	124.6	128.1
100	75.1	82.3	88.5	95.8	104.0	112.5	121.8	130.6	141.3	153.2	164.8	169.7
105	84.5	91.2	98.2	106.0	114.2	123.0	132.4	143.3	155.0	167.4	179.8	185.4
115[2]	103.8	111.8	120.3	127.6	138.0	148.5	159.6	171.4	184.6	198.8	213.4	219.6
120[2]	115.5	123.6	132.2	141.9	152.3	163.7	175.6	189.3	202.8	217.7	232.3	238.6

[1] Values are guaranteed maximum $I_{DDDEEPSLEEP}$ specifications.
[2] Applies to automotive grade models only.

TIMING SPECIFICATIONS

Component specifications are subject to change without notice.

Clock and Reset Timing

Table 22. Clock Input and Reset Timing

Parameter		Min	Max	Unit
Timing Requirements				
t_{CKIN}	CLKIN Period[1, 2, 3, 4]	20.0	100.0	ns
t_{CKINL}	CLKIN Low Pulse	8.0		ns
t_{CKINH}	CLKIN High Pulse	8.0		ns
$t_{BUFDLAY}$	CLKIN to CLKBUF Delay		10	ns
t_{WRST}	$\overline{\text{RESET}}$ Asserted Pulse Width Low	$11 \times t_{CKIN}$		ns
t_{NOBOOT}	$\overline{\text{RESET}}$ Deassertion to First External Access Delay[5]	$3 \times t_{CKIN}$	$5 \times t_{CKIN}$	ns

[1] Combinations of the CLKIN frequency and the PLL clock multiplier must not exceed the allowed f_{VCO}, f_{CCLK}, and f_{SCLK} settings discussed in Table 10 through Table 14. Since by default the PLL is multiplying the CLKIN frequency by 10 MHz, 300 MHz, and 400 MHz speed grade parts can not use the full CLKIN period range.
[2] Applies to PLL bypass mode and PLL non bypass mode.
[3] CLKIN frequency must not change on the fly.
[4] If the DF bit in the PLL_CTL register is set, then the maximum t_{CKIN} period is 50 ns.
[5] Applies when processor is configured in No Boot Mode (BMODE2-0 = b#000).

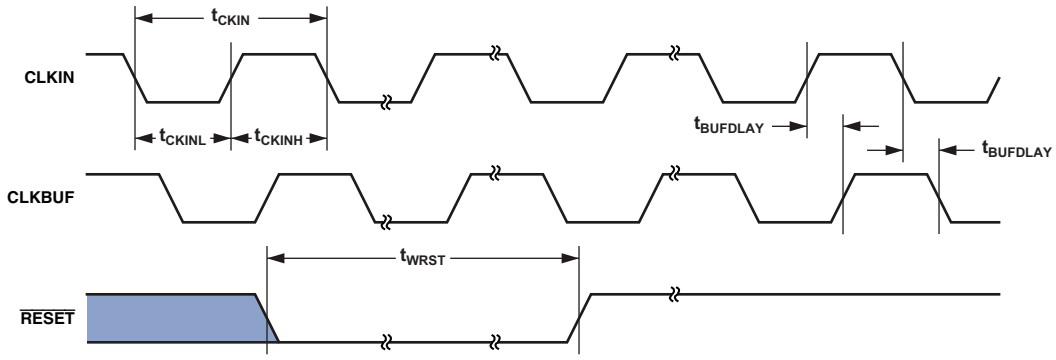
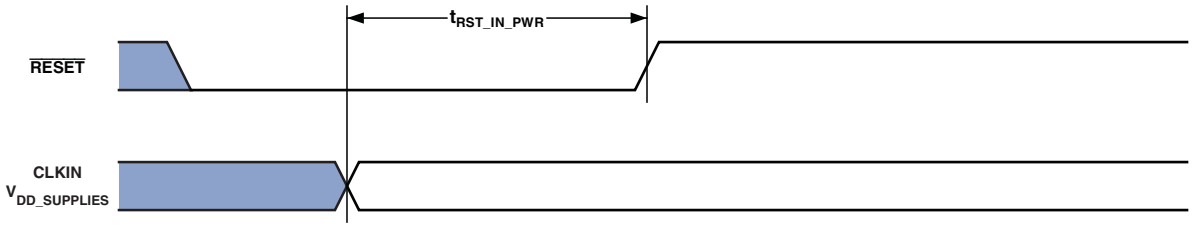


Figure 9. Clock and Reset Timing

Table 23. Power-Up Reset Timing

Parameter		Min	Max	Unit
Timing Requirements				
$t_{RST\_IN\_PWR}$	$\overline{\text{RESET}}$ Deasserted After the V_{DDINT}, V_{DDEXT}, V_{DDRTC}, and CLKIN Pins Are Stable and Within Specification	$3500 \times t_{CKIN}$		ns



In Figure 10, $V_{DD\_SUPPLIES}$ is V_{DDINT}, V_{DDEXT}, V_{DDRTC}

Figure 10. Power-Up Reset Timing

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, $\overline{AOE}$, $\overline{AWE}$.

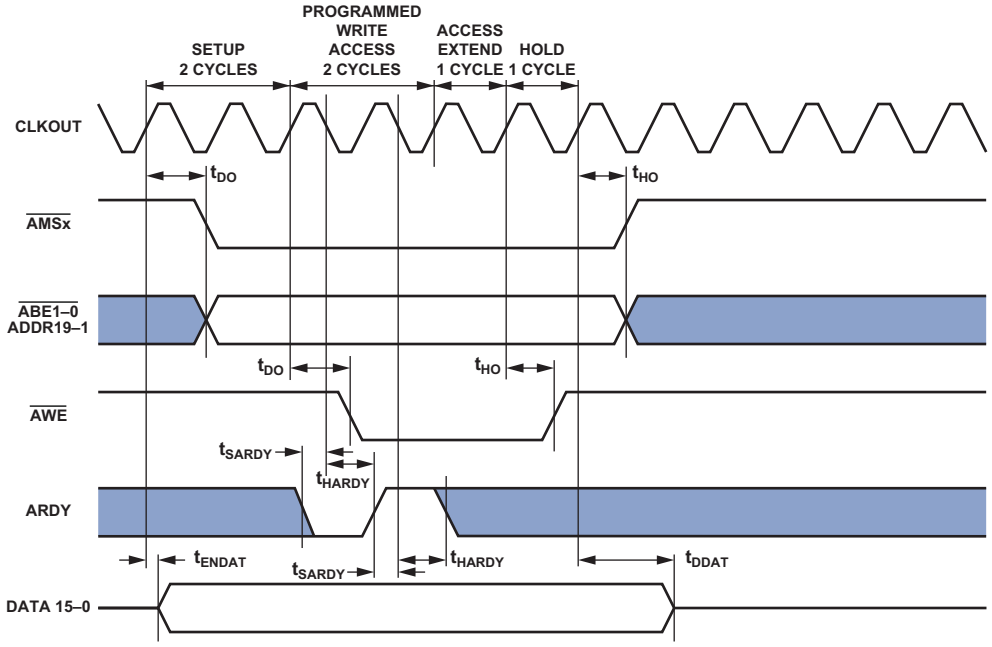


Figure 12. Asynchronous Memory Write Cycle Timing

SDRAM Interface Timing

Table 27. SDRAM Interface Timing

Parameter		Min	Max	Unit
Timing Requirements				
t_{SSDAT}	DATA15–0 Setup Before CLKOUT	1.5		ns
t_{HSDAT}	DATA15–0 Hold After CLKOUT	0.8		ns
Switching Characteristics				
t_{DCAD}	COMMAND[1], ADDR19–1, DATA15–0 Delay After CLKOUT		4.0	ns
t_{HCAD}	COMMAND[1], ADDR19–1, DATA15–0 Hold After CLKOUT	1.0		ns
t_{DSDAT}	DATA15–0 Disable After CLKOUT		6.0	ns
t_{ENSDAT}	DATA15–0 Enable After CLKOUT	0.5		ns
t_{SCLK}[2]	CLKOUT Period when $T_J \leq +105°C$	7.5		ns
t_{SCLK}[2]	CLKOUT Period when $T_J > +105°C$	10		ns
t_{SCLKH}	CLKOUT Width High	2.5		ns
t_{SCLKL}	CLKOUT Width Low	2.5		ns

[1] Command pins include: $\overline{SRAS}$, $\overline{SCAS}$, $\overline{SWE}$, SDQM, $\overline{SMS}$, SA10, SCKE.
[2] These limits are specific to the SDRAM interface only. In addition, CLKOUT must always comply with the limits in Table 14 on Page 24.

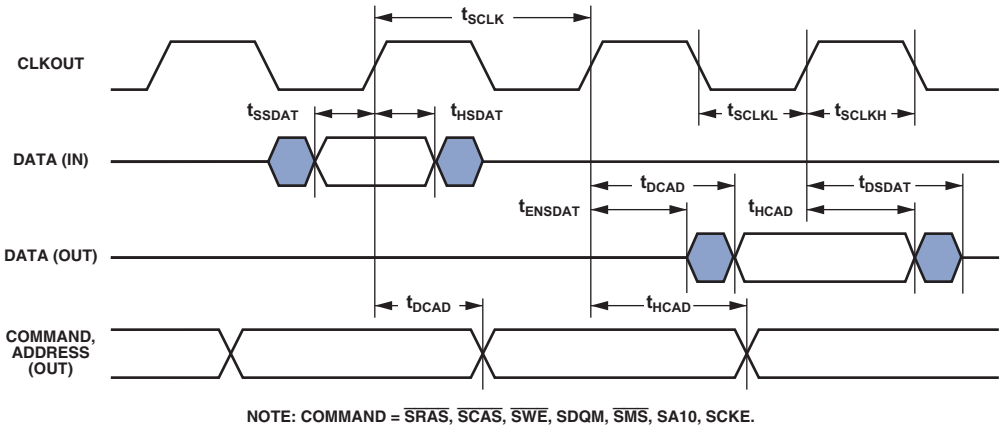


Figure 14. SDRAM Interface Timing

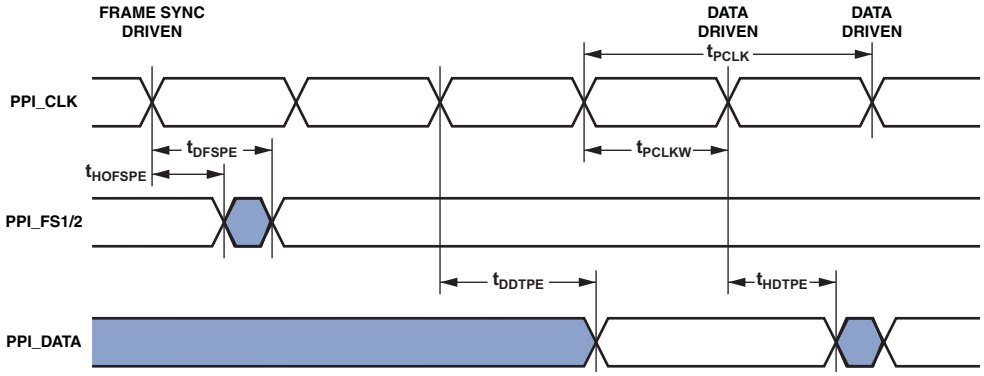


Figure 18. PPI GP Tx Mode with Internal Frame Sync Timing

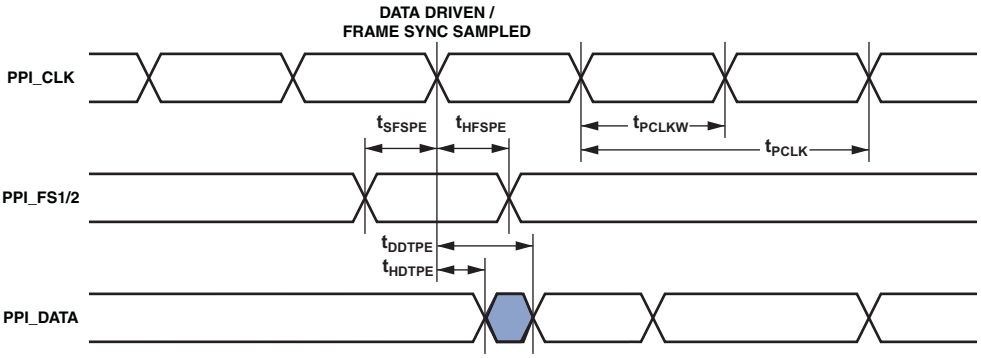


Figure 19. PPI GP Tx Mode with External Frame Sync Timing

Serial Peripheral Interface Port—Master Timing

Table 34 and Figure 24 describe SPI port master operations.

Table 34. Serial Peripheral Interface (SPI) Port—Master Timing

Parameter		$2.25\ V \le V_{DDEXT} < 2.70\ V$ or $0.80\ V \le V_{DDINT} < 0.95\ V$[1] Min	Max	$2.70\ V \le V_{DDEXT} \le 3.60\ V$ and $0.95\ V \le V_{DDINT} \le 1.43\ V$[2, 3] Min	Max	Unit
Timing Requirements						
t_{SSPIDM}	Data Input Valid to SCK Edge (Data Input Setup)	8.7		7.5		ns
t_{HSPIDM}	SCK Sampling Edge to Data Input Invalid	−1.5		−1.5		ns
Switching Characteristics						
t_{SDSCIM}	$\overline{SPISEL}$x Low to First SCK Edge	$2 \times t_{SCLK} - 1.5$		$2 \times t_{SCLK} - 1.5$		ns
t_{SPICHM}	Serial Clock High Period	$2 \times t_{SCLK} - 1.5$		$2 \times t_{SCLK} - 1.5$		ns
t_{SPICLM}	Serial Clock Low Period	$2 \times t_{SCLK} - 1.5$		$2 \times t_{SCLK} - 1.5$		ns
t_{SPICLK}	Serial Clock Period	$4 \times t_{SCLK} - 1.5$		$4 \times t_{SCLK} - 1.5$		ns
t_{HDSM}	Last SCK Edge to $\overline{SPISEL}$x High	$2 \times t_{SCLK} - 1.5$		$2 \times t_{SCLK} - 1.5$		ns
t_{SPITDM}	Sequential Transfer Delay	$2 \times t_{SCLK} - 1.5$		$2 \times t_{SCLK} - 1.5$		ns
$t_{DDSPIDM}$	SCK Edge to Data Out Valid (Data Out Delay)		6		6	ns
$t_{HDSPIDM}$	SCK Edge to Data Out Invalid (Data Out Hold)	−1.0		−1.0		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.

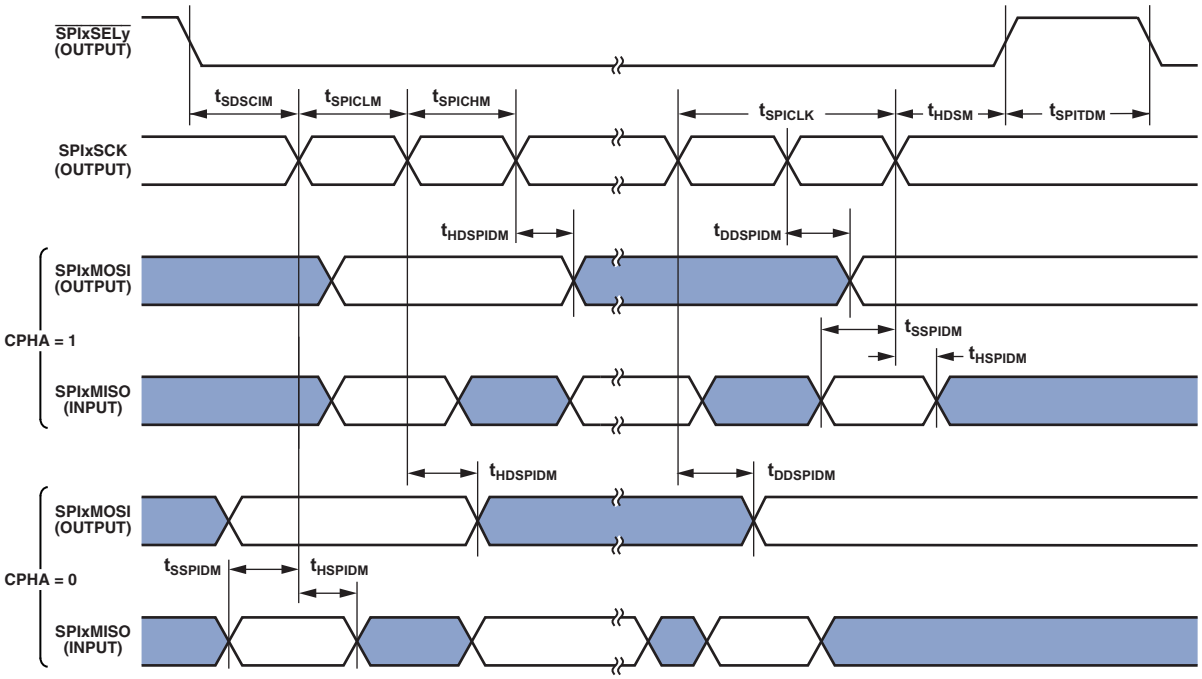


Figure 24. Serial Peripheral Interface (SPI) Port—Master Timing

Serial Peripheral Interface Port—Slave Timing

Table 35 and Figure 25 describe SPI port slave operations.

Table 35. Serial Peripheral Interface (SPI) Port—Slave Timing

Parameter		Min	Max	Unit
Timing Requirements				
t_{SPICHS}	Serial Clock High Period	$2 \times t_{SCLK} - 1.5$		ns
t_{SPICLS}	Serial Clock Low Period	$2 \times t_{SCLK} - 1.5$		ns
t_{SPICLK}	Serial Clock Period	$4 \times t_{SCLK}$		ns
t_{HDS}	Last SCK Edge to $\overline{SPISS}$ Not Asserted	$2 \times t_{SCLK} - 1.5$		ns
t_{SPITDS}	Sequential Transfer Delay	$2 \times t_{SCLK} - 1.5$		ns
t_{SDSCI}	$\overline{SPISS}$ Assertion to First SCK Edge	$2 \times t_{SCLK} - 1.5$		ns
t_{SSPID}	Data Input Valid to SCK Edge (Data Input Setup)	1.6		ns
t_{HSPID}	SCK Sampling Edge to Data Input Invalid	1.6		ns
Switching Characteristics				
t_{DSOE}	$\overline{SPISS}$ Assertion to Data Out Active	0	8	ns
t_{DSDHI}	$\overline{SPISS}$ Deassertion to Data High Impedance	0	8	ns
t_{DDSPID}	SCK Edge to Data Out Valid (Data Out Delay)		10	ns
t_{HDSPID}	SCK Edge to Data Out Invalid (Data Out Hold)	0		ns

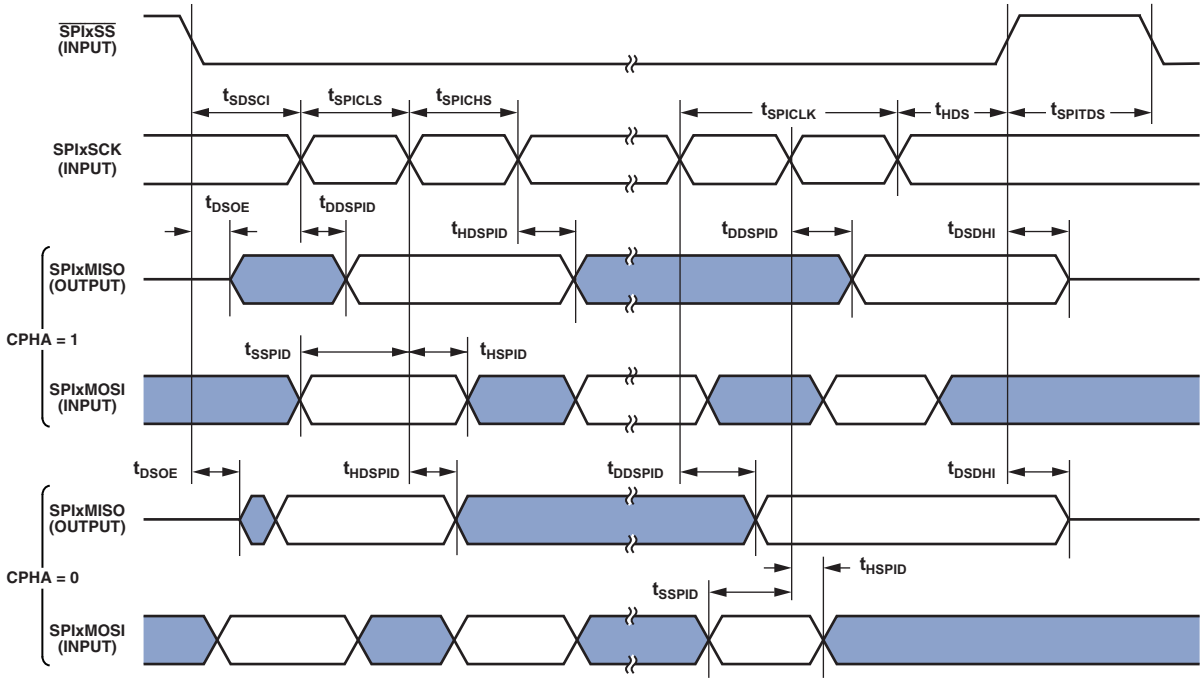


Figure 25. Serial Peripheral Interface (SPI) Port—Slave Timing

General-Purpose Port Timing

Table 36 and Figure 26 describe general-purpose port operations.

Table 36. General-Purpose Port Timing

Parameter		Min	Max	Unit
Timing Requirement				
t_{WFI}	General-Purpose Port Pin Input Pulse Width	t_{SCLK} + 1		ns
Switching Characteristic				
t_{GPOD}	General-Purpose Port Pin Output Delay from CLKOUT Low	0	6	ns

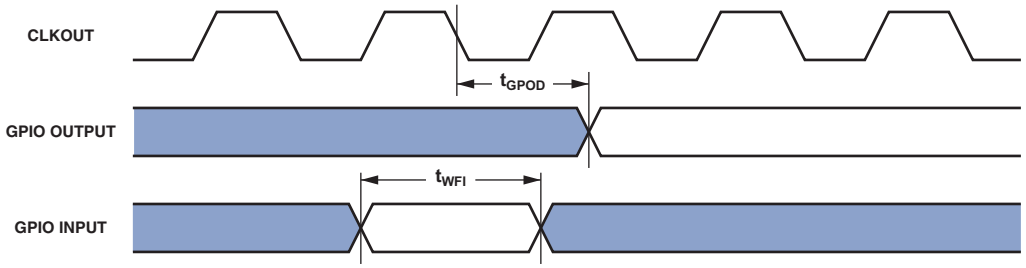


Figure 26. General-Purpose Port Timing

Universal Asynchronous Receiver-Transmitter (UART) Ports—Receive and Transmit Timing

For information on the UART port receive and transmit operations, see the *ADSP-BF537 Blackfin Processor Hardware Reference*.

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.

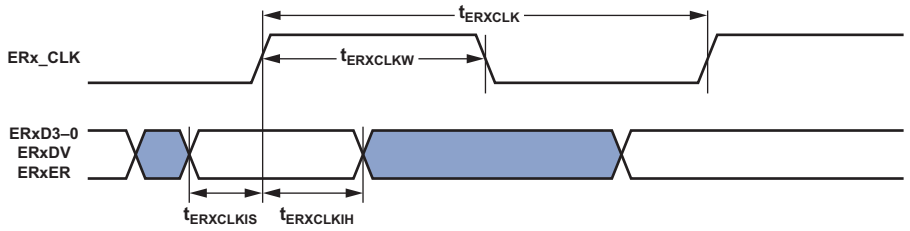


Figure 30. 10/100 Ethernet MAC Controller Timing: MII Receive Signal

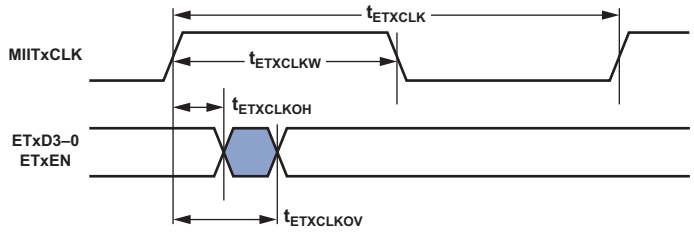


Figure 31. 10/100 Ethernet MAC Controller Timing: MII Transmit Signal

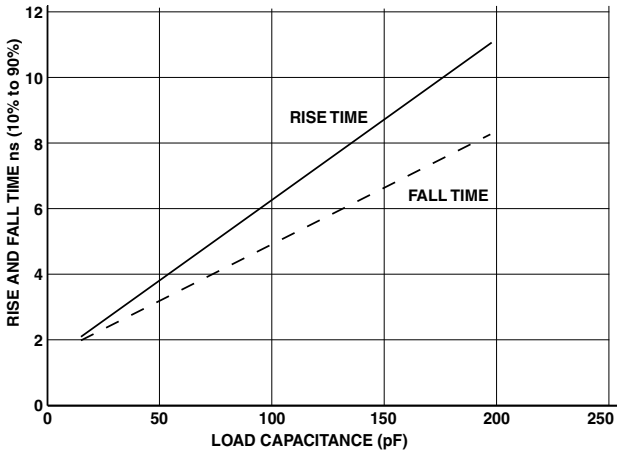


Figure 53. Typical Output Delay or Hold for Driver B at V_{DDEXT} Min

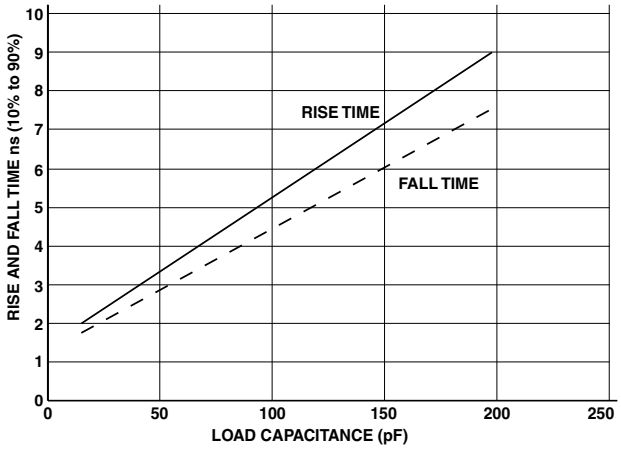


Figure 54. Typical Output Delay or Hold for Driver B at V_{DDEXT} Max

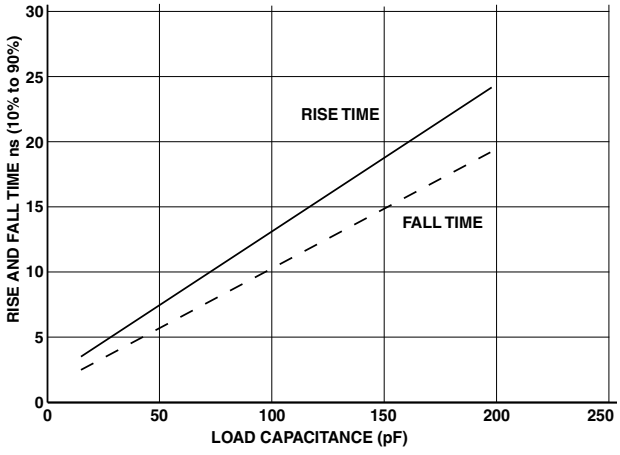


Figure 55. Typical Output Delay or Hold for Driver C at V_{DDEXT} Min

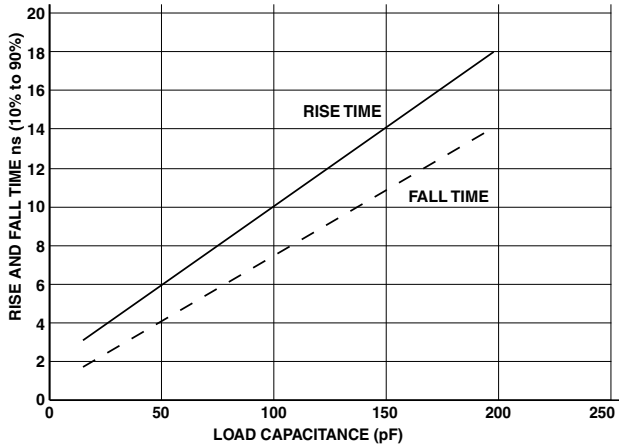


Figure 56. Typical Output Delay or Hold for Driver C at V_{DDEXT} Max

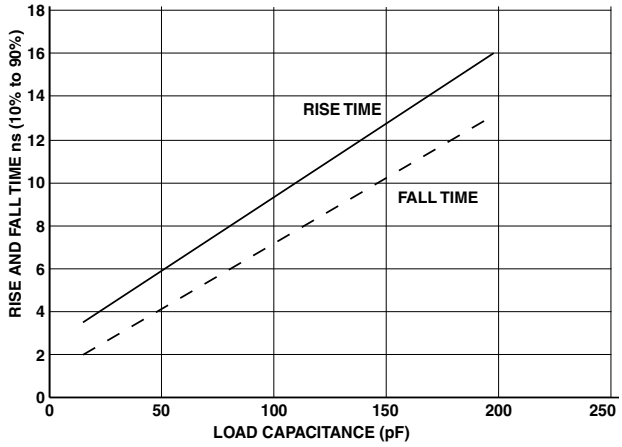


Figure 57. Typical Output Delay or Hold for Driver D at V_{DDEXT} Min

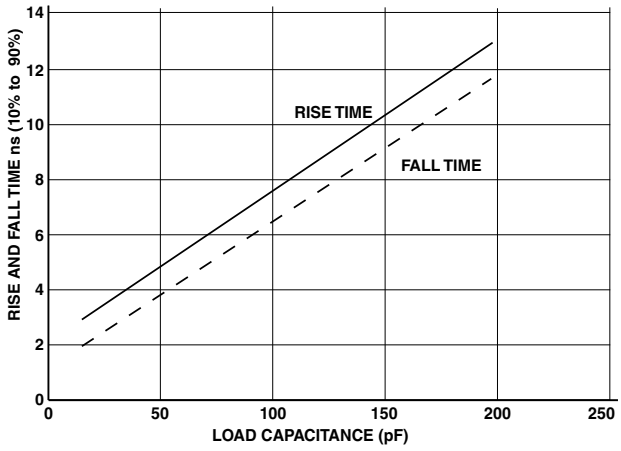


Figure 58. Typical Output Delay or Hold for Driver D at V_{DDEXT} Max

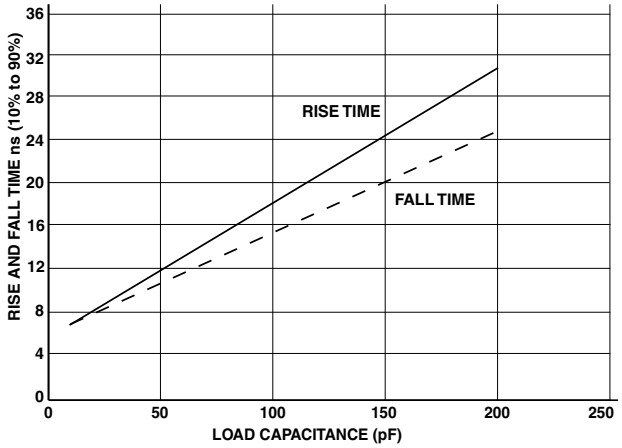


Figure 59. Typical Output Delay or Hold for Driver E at V_{DDEXT} Min

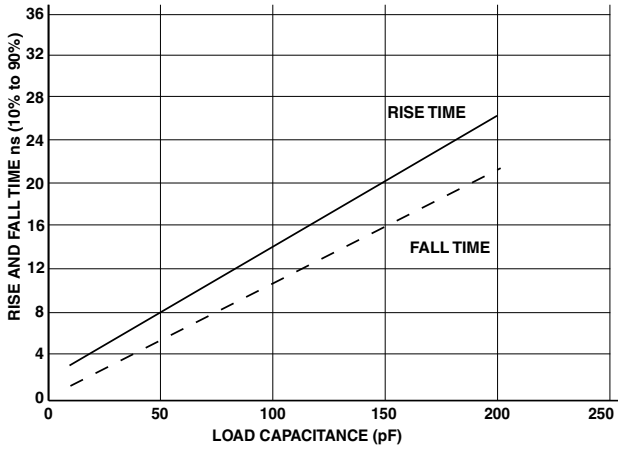


Figure 60. Typical Output Delay or Hold for Driver E at V_{DDEXT} Max

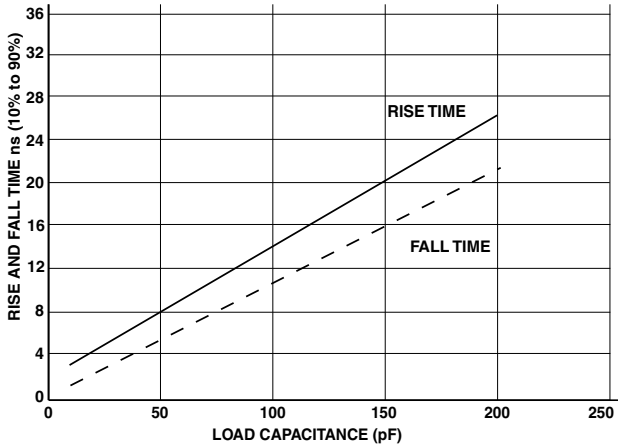


Figure 61. Typical Output Delay or Hold for Driver F at V_{DDEXT} Min

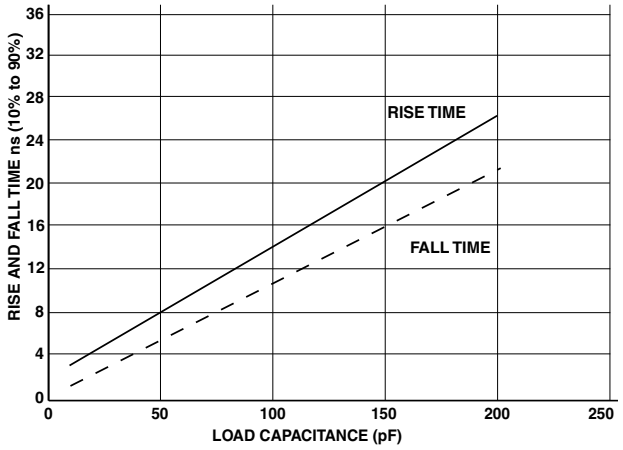


Figure 62. Typical Output Delay or Hold for Driver F at V_{DDEXT} Max

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

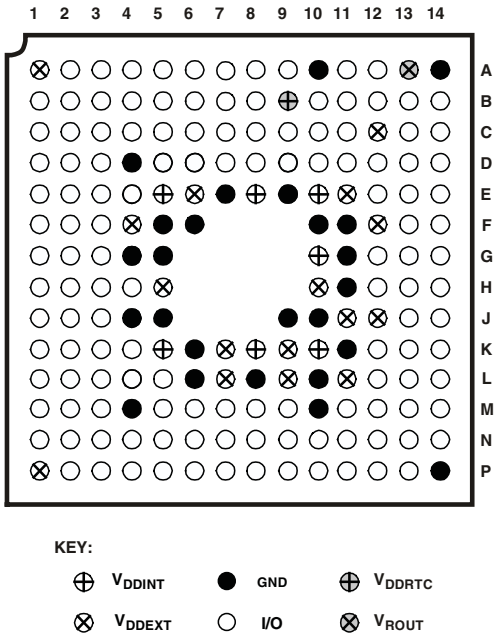


Figure 63. 182-Ball CSP_BGA Configuration (Top View)

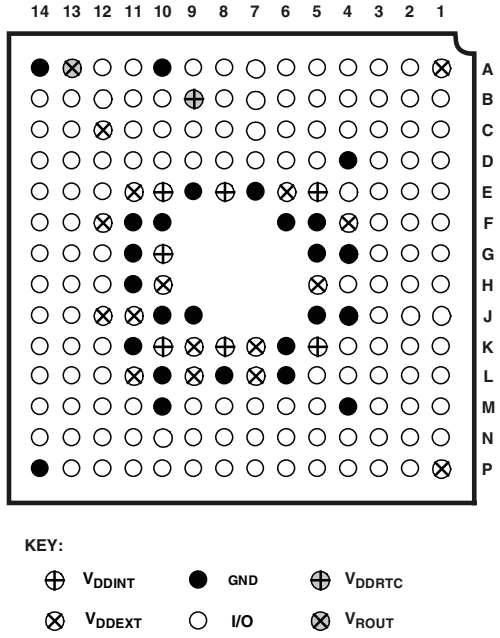


Figure 64. 182-Ball CSP_BGA Configuration (Bottom View)

Figure 65 shows the top view of the CSP_BGA ball configuration. Figure 66 shows the bottom view of the CSP_BGA ball configuration.

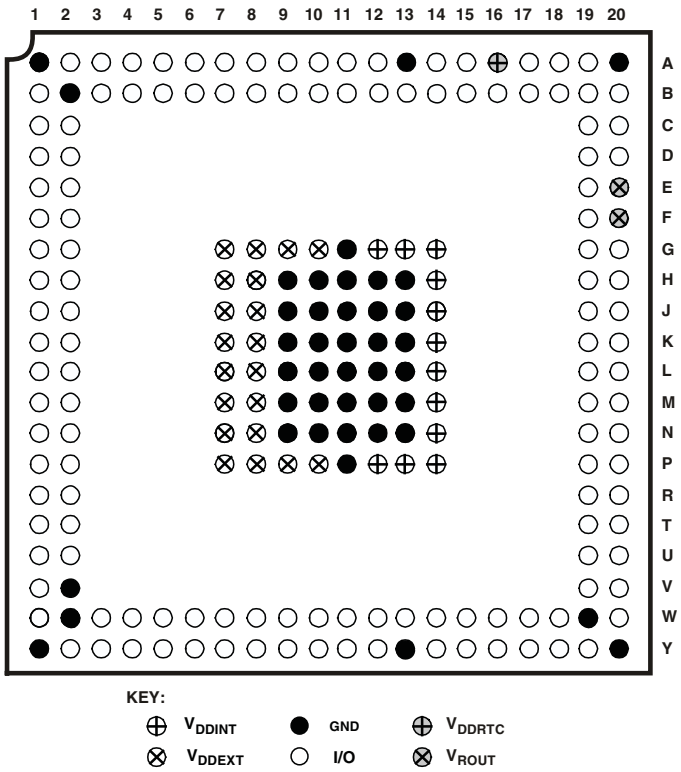


Figure 65. 208-Ball CSP_BGA Configuration (Top View)

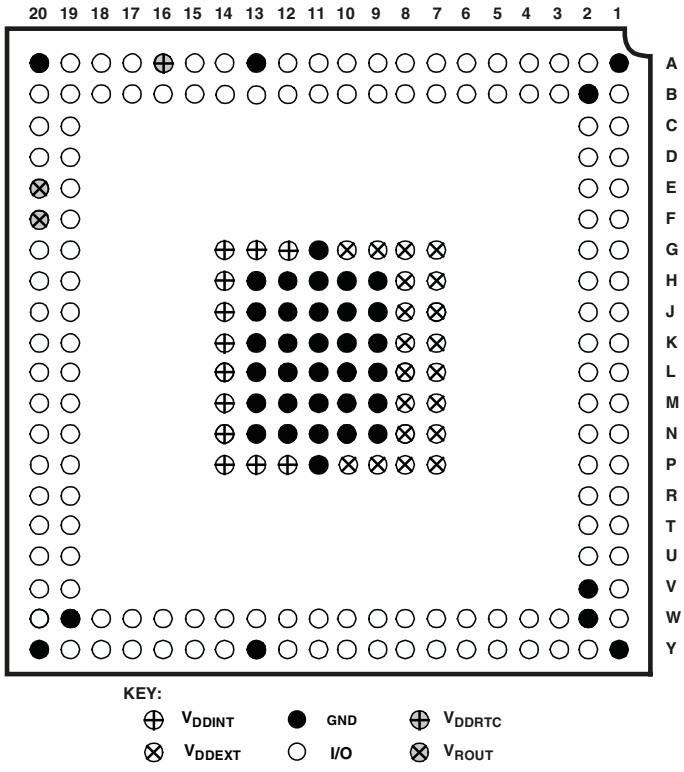


Figure 66. 208-Ball CSP_BGA Configuration (Bottom View)