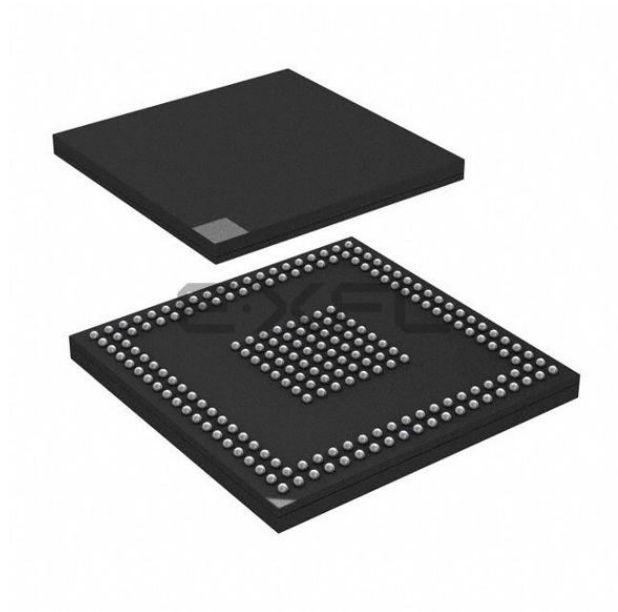

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Understanding Embedded - DSP (Digital Signal Processors)

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	500MHz
Non-Volatile Memory	External
On-Chip RAM	132kB
Voltage - I/O	2.50V, 3.30V
Voltage - Core	1.26V
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/adsp-bf534bbcz-5b

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REVISION HISTORY

2/14—Rev. I to Rev. J

Corrected typographical error from Three 16-bit MACs to Two 16-bit MACs in Features 1

Updated Development Tools 17

Added t_{HDRE} parameter to Serial Port Timing 38

Added footnotes in Serial Port Timing 38

The address arithmetic unit provides two addresses for simultaneous dual fetches from memory. It contains a multiported register file consisting of four sets of 32-bit index, modify, length, and base registers (for circular buffering), and eight additional 32-bit pointer registers (for C-style indexed stack manipulation).

Blackfin processors support a modified Harvard architecture in combination with a hierarchical memory structure. Level 1 (L1) memories are those that typically operate at the full processor speed with little or no latency. At the L1 level, the instruction memory holds instructions only. The two data memories hold data, and a dedicated scratchpad data memory stores stack and local variable information.

In addition, multiple L1 memory blocks are provided, offering a configurable mix of SRAM and cache. The memory management unit (MMU) provides memory protection for individual tasks that may be operating on the core and can protect system registers from unintended access.

The architecture provides three modes of operation: user mode, supervisor mode, and emulation mode. User mode has restricted access to certain system resources, thus providing a protected software environment, while supervisor mode has unrestricted access to the system and core resources.

The Blackfin processor instruction set has been optimized so that 16-bit opcodes represent the most frequently used instructions, resulting in excellent compiled code density. Complex DSP instructions are encoded into 32-bit opcodes, representing fully featured multifunction instructions. Blackfin processors support a limited multi-issue capability, where a 32-bit instruction can be issued in parallel with two 16-bit instructions, allowing the programmer to use many of the core resources in a single instruction cycle.

The Blackfin processor assembly language uses an algebraic syntax for ease of coding and readability. The architecture has been optimized for use in conjunction with the C/C++ compiler, resulting in fast and efficient software implementations.

MEMORY ARCHITECTURE

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors view memory as a single unified 4G byte address space, using 32-bit addresses. All resources, including internal memory, external memory, and I/O control registers, occupy separate sections of this common address space. The memory portions of this address space are arranged in a hierarchical structure to provide a good cost/performance balance of some very fast, low latency on-chip memory as cache or SRAM, and larger, lower cost, and performance off-chip memory systems. (See Figure 3).

The on-chip L1 memory system is the highest performance memory available to the Blackfin processor. The off-chip memory system, accessed through the external bus interface unit (EBIU), provides expansion with SDRAM, flash memory, and SRAM, optionally accessing up to 516M bytes of physical memory.

The memory DMA controller provides high bandwidth data-movement capability. It can perform block transfers of code or data between the internal memory and the external memory spaces.

Internal (On-Chip) Memory

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors have three blocks of on-chip memory providing high-bandwidth access to the core.

The first block is the L1 instruction memory, consisting of 64K bytes SRAM, of which 16K bytes can be configured as a four-way set-associative cache. This memory is accessed at full processor speed.

The second on-chip memory block is the L1 data memory, consisting of up to two banks of up to 32K bytes each. Each memory bank is configurable, offering both cache and SRAM functionality. This memory block is accessed at full processor speed.

The third memory block is a 4K byte scratchpad SRAM, which runs at the same speed as the L1 memories, but is only accessible as data SRAM, and cannot be configured as cache memory.

External (Off-Chip) Memory

External memory is accessed via the EBIU. This 16-bit interface provides a glueless connection to a bank of synchronous DRAM (SDRAM) as well as up to four banks of asynchronous memory devices including flash, EPROM, ROM, SRAM, and memory mapped I/O devices.

The PC133-compliant SDRAM controller can be programmed to interface to up to 128M bytes of SDRAM. A separate row can be open for each SDRAM internal bank, and the SDRAM controller supports up to 4 internal SDRAM banks, improving overall performance.

The asynchronous memory controller can be programmed to control up to four banks of devices with very flexible timing parameters for a wide variety of devices. Each bank occupies a 1M byte segment regardless of the size of the devices used, so that these banks are only contiguous if each is fully populated with 1M byte of memory.

I/O Memory Space

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processors do not define a separate I/O space. All resources are mapped through the flat 32-bit address space. On-chip I/O devices have their control registers mapped into memory-mapped registers (MMRs) at addresses near the top of the 4G byte address space. These are separated into two smaller blocks, one which contains the control MMRs for all core functions, and the other which contains the registers needed for setup and control of the on-chip peripherals outside of the core. The MMRs are accessible only in supervisor mode and appear as reserved space to on-chip peripherals.

Booting

The Blackfin processor contains a small on-chip boot kernel, which configures the appropriate peripheral for booting. If the Blackfin processor is configured to boot from boot ROM

Core Event Controller (CEC)

The CEC supports nine general-purpose interrupts (IVG15–7), in addition to the dedicated interrupt and exception events. Of these general-purpose interrupts, the two lowest priority interrupts (IVG15–14) are recommended to be reserved for software interrupt handlers, leaving seven prioritized interrupt inputs to support the peripherals of the Blackfin processor. Table 2 describes the inputs to the CEC, identifies their names in the event vector table (EVT), and lists their priorities.

Table 2. Core Event Controller (CEC)

Priority (0 Is Highest)	Event Class	EVT Entry
0	Emulation/Test Control	EMU
1	Reset	RST
2	Nonmaskable Interrupt	NMI
3	Exception	EVX
4	Reserved	—
5	Hardware Error	IVHW
6	Core Timer	IVTMR
7	General-Purpose Interrupt 7	IVG7
8	General-Purpose Interrupt 8	IVG8
9	General-Purpose Interrupt 9	IVG9
10	General-Purpose Interrupt 10	IVG10
11	General-Purpose Interrupt 11	IVG11
12	General-Purpose Interrupt 12	IVG12
13	General-Purpose Interrupt 13	IVG13
14	General-Purpose Interrupt 14	IVG14
15	General-Purpose Interrupt 15	IVG15

System Interrupt Controller (SIC)

The system interrupt controller provides the mapping and routing of events from the many peripheral interrupt sources to the prioritized general-purpose interrupt inputs of the CEC. Although the processor provides a default mapping, the user can alter the mappings and priorities of interrupt events by writing the appropriate values into the interrupt assignment registers (IAR). Table 3 describes the inputs into the SIC and the default mappings into the CEC.

Table 3. System Interrupt Controller (SIC)

Peripheral Interrupt Event	Default Mapping	Peripheral Interrupt ID
PLL Wakeup	IVG7	0
DMA Error (Generic)	IVG7	1
DMAR0 Block Interrupt	IVG7	1
DMAR1 Block Interrupt	IVG7	1
DMAR0 Overflow Error	IVG7	1
DMAR1 Overflow Error	IVG7	1
CAN Error	IVG7	2
Ethernet Error (ADSP-BF536 and ADSP-BF537 only)	IVG7	2
SPORT 0 Error	IVG7	2
SPORT 1 Error	IVG7	2
PPI Error	IVG7	2
SPI Error	IVG7	2
UART0 Error	IVG7	2
UART1 Error	IVG7	2
Real-Time Clock	IVG8	3
DMA Channel 0 (PPI)	IVG8	4
DMA Channel 3 (SPORT 0 Rx)	IVG9	5
DMA Channel 4 (SPORT 0 Tx)	IVG9	6
DMA Channel 5 (SPORT 1 Rx)	IVG9	7
DMA Channel 6 (SPORT 1 Tx)	IVG9	8
TWI	IVG10	9
DMA Channel 7 (SPI)	IVG10	10
DMA Channel 8 (UART0 Rx)	IVG10	11
DMA Channel 9 (UART0 Tx)	IVG10	12
DMA Channel 10 (UART1 Rx)	IVG10	13
DMA Channel 11 (UART1 Tx)	IVG10	14
CAN Rx	IVG11	15
CAN Tx	IVG11	16
DMA Channel 1 (Ethernet Rx, ADSP-BF536 and ADSP-BF537 only)	IVG11	17
Port H Interrupt A	IVG11	17
DMA Channel 2 (Ethernet Tx, ADSP-BF536 and ADSP-BF537 only)	IVG11	18
Port H Interrupt B	IVG11	18
Timer 0	IVG12	19
Timer 1	IVG12	20
Timer 2	IVG12	21
Timer 3	IVG12	22
Timer 4	IVG12	23
Timer 5	IVG12	24
Timer 6	IVG12	25
Timer 7	IVG12	26
Port F, G Interrupt A	IVG12	27
Port G Interrupt B	IVG12	28

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.

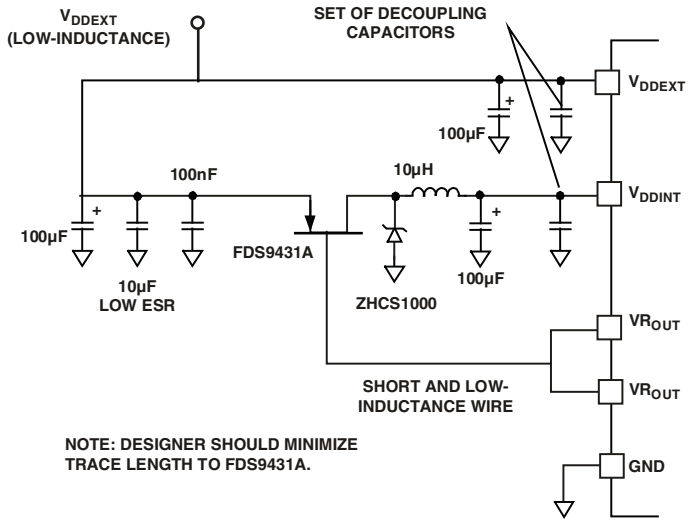


Figure 5. Voltage Regulator Circuit

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

(VCO) and the system clock. SCLK divider values are 1 through 15. Table 6 illustrates typical system clock ratios.

Table 6. Example System Clock Ratios

Signal Name SSEL3–0	Divider Ratio VCO:SCLK	Example Frequency Ratios (MHz)	
		VCO	SCLK
0001	1:1	100	100
0110	6:1	300	50
1010	10:1	500	50

Note that the divisor ratio must be chosen to limit the system clock frequency to its maximum of f_{SCLK}. The SSEL value can be changed dynamically without any PLL lock latencies by writing the appropriate values to the PLL divisor register (PLL_DIV).

The core clock (CCLK) frequency can also be dynamically changed by means of the CSEL1–0 bits of the PLL_DIV register. Supported CCLK divider ratios are 1, 2, 4, and 8, as shown in Table 7. This programmable core clock capability is useful for fast core frequency modifications.

Table 7. Core Clock Ratios

Signal Name CSEL1–0	Divider Ratio VCO:CCLK	Example Frequency Ratios (MHz)	
		VCO	CCLK
00	1:1	300	300
01	2:1	300	150
10	4:1	500	125
11	8:1	200	25

The maximum CCLK frequency not only depends on the part's speed grade (see Ordering Guide on Page 67), it also depends on the applied V_{DDINT} voltage (see Table 10, Table 11, and Table 12 on Page 24 for details). The maximal system clock rate (SCLK) depends on the chip package and the applied V_{DDEXT} voltage (see Table 14 on Page 24).

BOOTING MODES

The ADSP-BF534/ADSP-BF536/ADSP-BF537 processor has six mechanisms (listed in Table 8) for automatically loading internal and external memory after a reset. A seventh mode is provided to execute from external memory, bypassing the boot sequence.

Table 8. Booting Modes

BMODE2–0	Description
000	Execute from 16-bit external memory (bypass boot ROM)
001	Boot from 8-bit or 16-bit memory (EPROM/flash)
010	Reserved
011	Boot from serial SPI memory (EEPROM/flash)
100	Boot from SPI host (slave mode)
101	Boot from serial TWI memory (EEPROM/flash)
110	Boot from TWI host (slave mode)
111	Boot from UART host (slave mode)

The BMODE pins of the reset configuration register, sampled during power-on resets and software-initiated resets, implement the following modes:

- Execute from 16-bit external memory – Execution starts from address 0x2000 0000 with 16-bit packing. The boot ROM is bypassed in this mode. All configuration settings are set for the slowest device possible (3-cycle hold time; 15-cycle R/W access times; 4-cycle setup).
- Boot from 8-bit and 16-bit external flash memory – The 8-bit or 16-bit flash boot routine located in Boot ROM memory space is set up using asynchronous memory bank 0. All configuration settings are set for the slowest device possible (3-cycle hold time; 15-cycle R/W access times; 4-cycle setup). The Boot ROM evaluates the first byte of the boot stream at address 0x2000 0000. If it is 0x40, 8-bit boot is performed. A 0x60 byte assumes a 16-bit memory device and performs 8-bit DMA. A 0x20 byte also assumes 16-bit memory but performs 16-bit DMA.
- Boot from serial SPI memory (EEPROM or flash) – 8-, 16-, or 24-bit addressable devices are supported as well as AT45DB041, AT45DB081, AT45DB161, AT45DB321, AT45DB642, and AT45DB1282 DataFlash® devices from Atmel. The SPI uses the PF10/SPI SSEL1 output pin to select a single SPI EEPROM/flash device, submits a read command and successive address bytes (0x00) until a valid 8-, 16-, or 24-bit, or Atmel addressable device is detected, and begins clocking data into the processor.
- Boot from SPI host device – The Blackfin processor operates in SPI slave mode and is configured to receive the bytes of the .LDR file from an SPI host (master) agent. To hold off the host device from transmitting while the boot ROM is busy, the Blackfin processor asserts a GPIO pin, called host wait (HWAIT), to signal the host device not to send any more bytes until the flag is deasserted. The flag is chosen by the user and this information is transferred to the Blackfin processor via bits 10:5 of the FLAG header.
- Boot from UART – Using an autobaud handshake sequence, a boot-stream-formatted program is downloaded by the host. The host agent selects a baud rate within the UART's clocking capabilities. When performing the autobaud, the UART expects an "@" (boot stream) character (8 bits data, 1 start bit, 1 stop bit, no parity bit) on the RXD pin to determine the bit rate. It then replies with an acknowledgement that is composed of 4 bytes: 0xBF, the value of UART_DLL, the value of UART_DLH, and 0x00. The host can then download the boot stream. When the processor needs to hold off the host, it deasserts CTS. Therefore, the host must monitor this signal.

- 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

Table 9. Pin Descriptions (Continued)

Pin Name	Type	Function	Driver Type[1]
Port H: GPIO/10/100 Ethernet MAC (On ADSP-BF534, these pins are GPIO only)			
PH0 – GPIO/*ETxD0*	I/O	GPIO/*Ethernet MII or RMII Transmit D0*	E
PH1 – GPIO/*ETxD1*	I/O	GPIO/*Ethernet MII or RMII Transmit D1*	E
PH2 – GPIO/*ETxD2*	I/O	GPIO/*Ethernet MII Transmit D2*	E
PH3 – GPIO/*ETxD3*	I/O	GPIO/*Ethernet MII Transmit D3*	E
PH4 – GPIO/*ETxEN*	I/O	GPIO/*Ethernet MII or RMII Transmit Enable*	E
PH5 – GPIO/*MII TxCLK/RMII REF_CLK*	I/O	GPIO/*Ethernet MII Transmit Clock/RMII Reference Clock*	E
PH6 – GPIO/*MII* $\overline{PHYINT}$/*RMII* $\overline{MDINT}$	I/O	GPIO/*Ethernet MII PHY Interrupt/RMII Management Data Interrupt* (This pin should be pulled high when used as a hibernate wake-up.)	E
PH7 – GPIO/*COL*	I/O	GPIO/*Ethernet Collision*	E
PH8 – GPIO/*ERxD0*	I/O	GPIO/*Ethernet MII or RMII Receive D0*	E
PH9 – GPIO/*ERxD1*	I/O	GPIO/*Ethernet MII or RMII Receive D1*	E
PH10 – GPIO/*ERxD2*	I/O	GPIO/*Ethernet MII Receive D2*	E
PH11 – GPIO/*ERxD3*	I/O	GPIO/*Ethernet MII Receive D3*	E
PH12 – GPIO/*ERxDV/TACLK5*	I/O	GPIO/*Ethernet MII Receive Data Valid/Alternate Timer5 Input Clock*	E
PH13 – GPIO/*ERxCLK/TACLK6*	I/O	GPIO/*Ethernet MII Receive Clock/Alternate Timer6 Input Clock*	E
PH14 – GPIO/*ERxER/TACLK7*	I/O	GPIO/*Ethernet MII or RMII Receive Error/Alternate Timer7 Input Clock*	E
PH15 – GPIO/*MII CRS/RMII CRS_DV*	I/O	GPIO/*Ethernet MII Carrier Sense/Ethernet RMII Carrier Sense and Receive Data Valid*	E
Port J: SPORT0/TWI/SPI Select/CAN			
PJ0 – MDC	O	Ethernet Management Channel Clock (On ADSP-BF534 processors, do not connect this pin.)	E
PJ1 – MDIO	I/O	Ethernet Management Channel Serial Data (On ADSP-BF534 processors, tie this pin to ground.)	E
PJ2 – SCL	I/O	TWI Serial Clock (This pin is an open-drain output and requires a pull-up resistor.)	F
PJ3 – SDA	I/O	TWI Serial Data (This pin is an open-drain output and requires a pull-up resistor.)	F
PJ4 – DR0SEC/*CANRX/TACI0*	I	SPORT0 Receive Data Secondary/*CAN Receive/Timer0 Alternate Input Capture*	
PJ5 – DT0SEC/*CANTX/SPI SSEL7*	O	SPORT0 Transmit Data Secondary/*CAN Transmit/SPI Slave Select Enable 7*	C
PJ6 – RSCLK0/*TACLK2*	I/O	SPORT0 Receive Serial Clock/*Alternate Timer2 Clock Input*	D
PJ7 – RFS0/*TACLK3*	I/O	SPORT0 Receive Frame Sync/*Alternate Timer3 Clock Input*	C
PJ8 – DR0PRI/*TACLK4*	I	SPORT0 Receive Data Primary/*Alternate Timer4 Clock Input*	
PJ9 – TSCLK0/*TACLK1*	I/O	SPORT0 Transmit Serial Clock/*Alternate Timer1 Clock Input*	D
PJ10 – TFS0/*SPI SSEL3*	I/O	SPORT0 Transmit Frame Sync/*SPI Slave Select Enable 3*	C
PJ11 – DT0PRI/*SPI SSEL2*	O	SPORT0 Transmit Data Primary/*SPI Slave Select Enable 2*	C
Real-Time Clock			
RTXI	I	RTC Crystal Input (This pin should be pulled low when not used.)	
RTXO	O	RTC Crystal Output (Does not three-state in hibernate.)	
JTAG Port			
TCK	I	JTAG Clock	
TDO	O	JTAG Serial Data Out	C
TDI	I	JTAG Serial Data In	
TMS	I	JTAG Mode Select	
$\overline{TRST}$	I	JTAG Reset (This pin should be pulled low if the JTAG port is not used.)	
$\overline{EMU}$	O	Emulation Output	C

Table 10 through Table 12 describe the voltage/frequency requirements for the ADSP-BF534/ADSP-BF536/ADSP-BF537 processor clocks. Take care in selecting MSEL, SSEL, and CSEL ratios so as not to exceed the maximum core clock and system clock. Table 13 describes phase-locked loop operating conditions.

Table 10. Core Clock Requirements—500 MHz, 533 MHz, and 600 MHz Speed Grades[1]

Parameter		Internal Regulator Setting	Max	Unit
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.30 V Minimum)[2]	1.30 V	600	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.20 V Minimum)[3]	1.25 V	533	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.14 V Minimum)	1.20 V	500	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.045 V Minimum)	1.10 V	444	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.95 V Minimum)	1.00 V	400	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.85 V Minimum)	0.90 V	333	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.8 V Minimum)	0.85 V	250	MHz

[1] See Ordering Guide on Page 67.
[2] Applies to 600 MHz models only. See Ordering Guide on Page 67.
[3] Applies to 533 MHz and 600 MHz models only. See Ordering Guide on Page 67.

Table 11. Core Clock Requirements—400 MHz Speed Grade[1]

Parameter		Internal Regulator Setting	120°C ≥ T_J > 105°C Max	All[2] Other T_J Max	Unit
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.14 V Minimum)	1.20 V	400	400	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.045 V Minimum)	1.10 V	333	363	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.95 V Minimum)	1.00 V	295	333	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.85 V Minimum)	0.90 V		280	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.8 V Minimum)	0.85 V		250	MHz

[1] See Ordering Guide on Page 67.
[2] See Operating Conditions on Page 23.

Table 12. Core Clock Requirements—300 MHz Speed Grade[1]

Parameter		Internal Regulator Setting	Max	Unit
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.14 V Minimum)	1.20 V	300	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 1.045 V Minimum)	1.10 V	255	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.95 V Minimum)	1.00 V	210	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.85 V Minimum)	0.90 V	180	MHz
f_{CCLK}	Core Clock Frequency (V_{DDINT} = 0.8 V Minimum)	0.85 V	160	MHz

[1] See Ordering Guide on Page 67.

Table 13. Phase-Locked Loop Operating Conditions

Parameter		Min	Max	Unit
f_{VCO}	Voltage Controlled Oscillator (VCO) Frequency	50	Max f_{CCLK}	MHz

Table 14. System Clock Requirements

Parameter	Condition	Max	Unit
f_{SCLK}[1]	V_{DDEXT} = 3.3 V or 2.5 V, V_{DDINT} ≥ 1.14 V	133[2]	MHz
f_{SCLK}[1]	V_{DDEXT} = 3.3 V or 2.5 V, V_{DDINT} < 1.14 V	100	MHz

[1] f_{SCLK} must be less than or equal to f_{CCLK} and is subject to additional restrictions for SDRAM interface operation. See Table 27 on Page 34.
[2] Rounded number. Actual test specification is SCLK period of 7.5 ns. See Table 27 on Page 34.

Table 17. Activity Scaling Factors

I_{DDINT} Power Vector[1]	Activity Scaling Factor (ASF)[2]
$I_{DD-PEAK}$	1.33
$I_{DD-HIGH}$	1.29
I_{DD-TYP}	1.00
I_{DD-APP}	0.88
I_{DD-NOP}	0.72
$I_{DD-IDLE}$	0.43

[1] See EE-297 for power vector definitions.
[2] All ASF values determined using a 10:1 CCLK:SCLK ratio.

Table 18. Dynamic Current (mA, with ASF = 1.0)[1]

	Voltage (V_{DDINT})													
Frequency (MHz)	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
50	11.0	13.7	19.13	18.2	18.67	19.13	19.6	21.2	24.1	25.5	28.5	28.6	28.85	29.2
100	27.9	22.7	30.8	28.4	29.3	30.8	32.9	35.3	37.8	40.6	43.5	43.7	44.1	45.8
200	36.9	42.6	55.0	49.2	51.5	55.0	58.3	62.9	67.0	69.7	73.0	74.0	75.7	80.7
300	N/A	61.5	79.2	70.4	74.6	79.2	84.4	90.7	94.3	99.1	103.9	105.5	108.0	113.4
400	N/A	N/A	N/A	92.4	97.2	104.3	109.8	116.5	121.9	128.0	134.6	136.6	139.8	145.1
500	N/A	N/A	N/A	N/A	N/A	N/A	N/A	142.3	149.3	157.5	164.7	166.7	169.8	176.9
533	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	158.6	167.0	174.3	176.6	180.1	187.9
600	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	193.7	196.5	200.7	210.0

[1] The values are not guaranteed as stand-alone maximum specifications, they must be combined with static current per the equations of Electrical Characteristics on Page 25.

ABSOLUTE MAXIMUM RATINGS

Stresses greater than those listed in Table 19 may cause permanent damage to the device. These are stress ratings only. Functional operation of the device at these or any other conditions greater than those indicated in the operational sections of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

Table 19. Absolute Maximum Ratings

Parameter	Rating
Internal (Core) Supply Voltage (V_{DDINT})	−0.3 V to +1.43 V
External (I/O) Supply Voltage (V_{DDEXT})	−0.3 V to +3.8 V
Input Voltage[1]	−0.5 V to +3.6 V
Input Voltage[1, 2]	−0.5 V to +5.5 V
Output Voltage Swing	−0.5 V to V_{DDEXT} + 0.5 V
Storage Temperature Range	−65°C to +150°C
Junction Temperature While Biased	+125°C

[1] Applies only when V_{DDEXT} is within specifications. When V_{DDEXT} is outside specifications, the range is V_{DDEXT} ± 0.2 V.
[2] Applies to 5 V tolerant pins SCL, SDA, and PJ4. For duty cycles, see Table 20.

Table 20. Maximum Duty Cycle for Input[1] Transient Voltage

V_{IN} Min (V)[2]	V_{IN} Max (V)[2]	Maximum Duty Cycle[3]
−0.50	+3.80	100%
−0.70	+4.00	40%
−0.80	+4.10	25%
−0.90	+4.20	15%
−1.00	+4.30	10%

[1] Applies to all signal pins with the exception of CLKIN, XTAL, and VROUT1–0.
[2] The individual values cannot be combined for analysis of a single instance of overshoot or undershoot. The worst case observed value must fall within one of the voltages specified and the total duration of the overshoot or undershoot (exceeding the 100% case) must be less than or equal to the corresponding duty cycle.
[3] Duty cycle refers to the percentage of time the signal exceeds the value for the 100% case. This is equivalent to the measured duration of a single instance of overshoot or undershoot as a percentage of the period of occurrence.

ESD SENSITIVITY

ESD (electrostatic discharge) sensitive device. Charged devices and circuit boards can discharge without detection. Although this product features patented or proprietary protection circuitry, damage may occur on devices subjected to high energy ESD. Therefore, proper ESD precautions should be taken to avoid performance degradation or loss of functionality.

PACKAGE INFORMATION

The information presented in Figure 8 and Table 21 provide details about the package branding for the Blackfin processors. For a complete listing of product availability, see Ordering Guide on Page 67.

Figure 8. Product Information on Package

Table 21. Package Brand Information[1]

Brand Key	Field Description
t	Temperature Range
pp	Package Type
Z	RoHS Compliant Designation
ccc	See Ordering Guide
vvvvvv.x	Assembly Lot Code
n.n	Silicon Revision
#	RoHS Compliant Designation
yyww	Date Code

[1] Nonautomotive only. For branding information specific to Automotive products, contact Analog Devices Inc.

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).

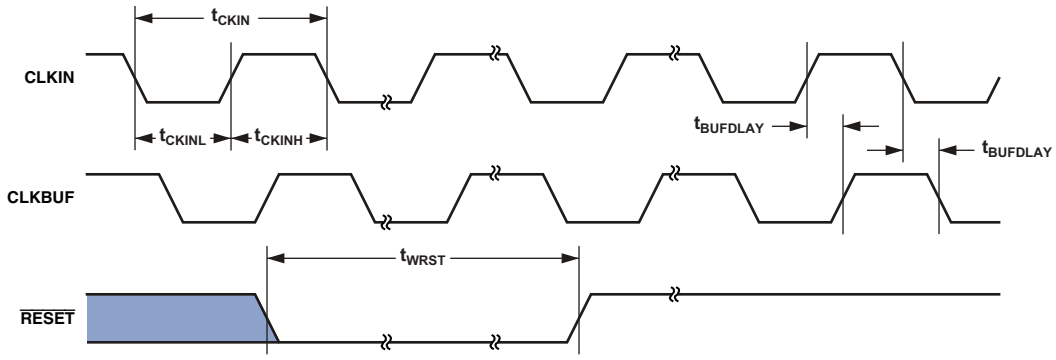
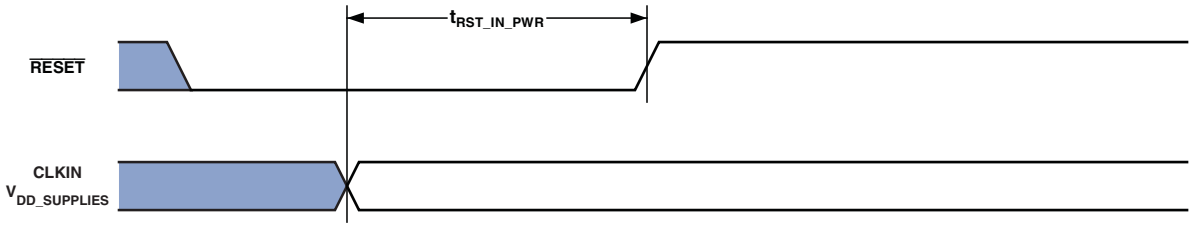


Figure 9. Clock and Reset Timing

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 Read Cycle Timing

Table 24. Asynchronous Memory Read Cycle Timing

Parameter		Min	Max	Unit
Timing Requirements				
t_{SDAT}	DATA15–0 Setup Before CLKOUT	2.1		ns
t_{HDAT}	DATA15–0 Hold After CLKOUT	0.8		ns
t_{SARDY}	ARDY Setup Before CLKOUT	4.0		ns
t_{HARDY}	ARDY Hold After CLKOUT	0.0		ns
Switching Characteristics				
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, $\overline{AOE}$, $\overline{ARE}$.

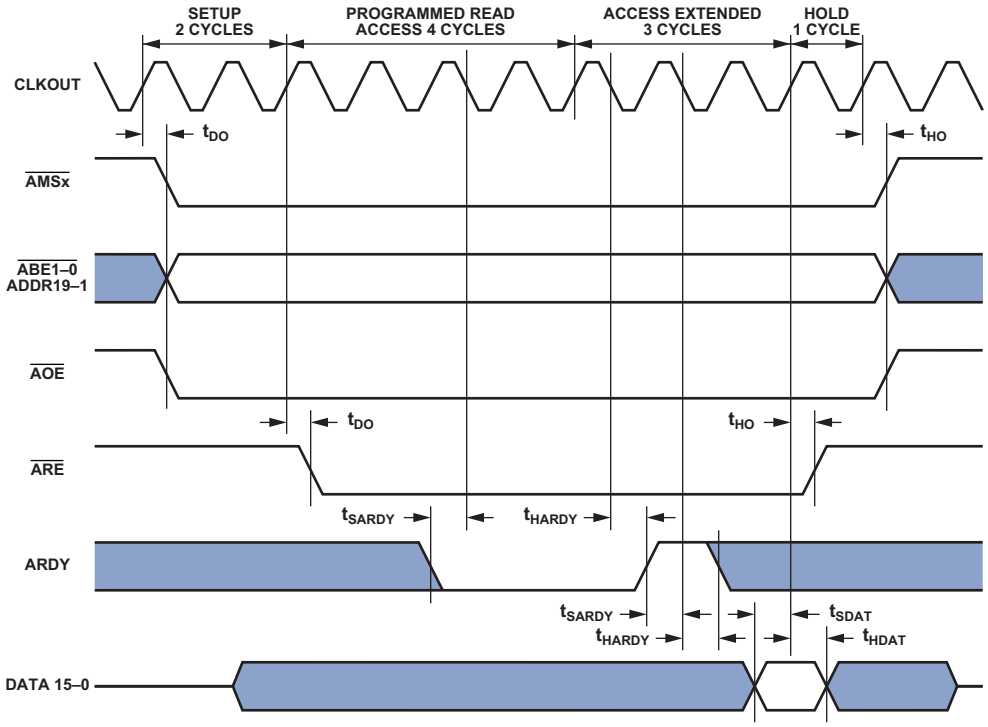


Figure 11. Asynchronous Memory Read Cycle Timing

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

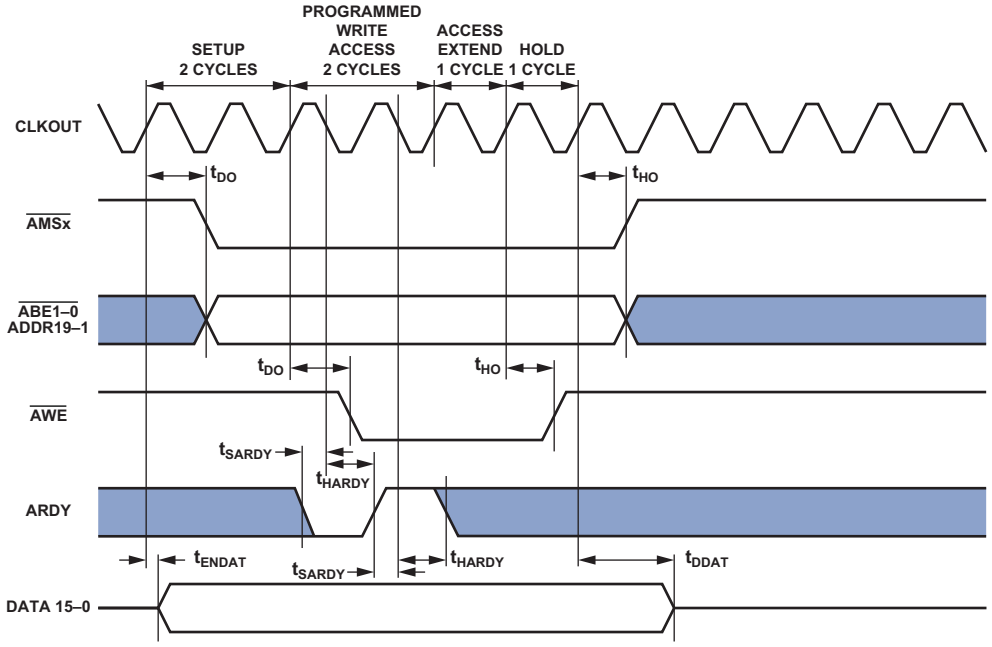


Figure 12. Asynchronous Memory Write Cycle Timing

JTAG Test and Emulation Port Timing

Table 39 and Figure 29 describe JTAG port operations.

Table 39. JTAG Port Timing

Parameter		Min	Max	Unit
Timing Parameters				
t_{TCK}	TCK Period	20		ns
t_{STAP}	TDI, TMS Setup Before TCK High	4		ns
t_{HTAP}	TDI, TMS Hold After TCK High	4		ns
t_{SSYS}	System Inputs Setup Before TCK High[1]	4		ns
t_{HSYS}	System Inputs Hold After TCK High[1]	5		ns
t_{TRSTW}	$\overline{\text{TRST}}$ Pulse Width[2] (Measured in TCK Cycles)	4		TCK
Switching Characteristics				
t_{DTDO}	TDO Delay From TCK Low		10	ns
t_{DSYS}	System Outputs Delay After TCK Low[3]	0	12	ns

[1] System Inputs = DATA15–0, $\overline{\text{BR}}$, ARDY, SCL, SDA, TFS0, TSCLK0, RSCLK0, RFS0, DR0PRI, DR0SEC, PF15–0, PG15–0, PH15–0, MDIO, TCK, $\overline{\text{TRST}}$, $\overline{\text{RESET}}$, $\overline{\text{NMI}}$, RTXI, BMODE2–0.

[2] 50 MHz maximum.

[3] System Outputs = DATA15–0, ADDR19–1, $\overline{\text{ABE1–0}}$, $\overline{\text{BG}}$, $\overline{\text{BGH}}$, $\overline{\text{AOE}}$, $\overline{\text{ARE}}$, $\overline{\text{AWE}}$, $\overline{\text{AMS3–0}}$, $\overline{\text{SRAS}}$, $\overline{\text{SCAS}}$, $\overline{\text{SWE}}$, SCKE, CLKOUT, SA10, $\overline{\text{SMS}}$, SCL, SDA, MDC, MDIO, TSCLK0, TFS0, RFS0, RSCLK0, DT0PRI, DT0SEC, PF15–0, PG15–0, PH15–0, RTXO, TDO, $\overline{\text{EMU}}$, XTAL, VROUT1–0.

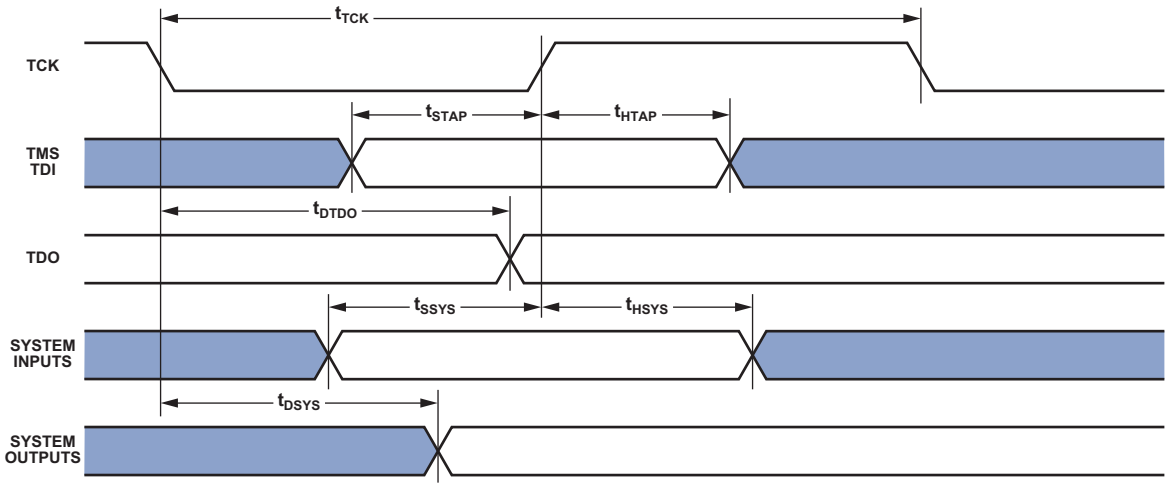


Figure 29. JTAG Port Timing

10/100 Ethernet MAC Controller Timing

Table 40 through Table 45 and Figure 30 through Figure 35 describe the 10/100 Ethernet MAC controller operations. This feature is only available on the ADSP-BF536 and ADSP-BF537 processors.

Table 40. 10/100 Ethernet MAC Controller Timing: MII Receive Signal

Parameter[1]		Min	Max	Unit
f_{ERXCLK}	ERxCLK Frequency (f_{SCLK} = SCLK Frequency)	None	25 + 1% f_{SCLK} + 1%	MHz
$t_{ERXCLKW}$	ERxCLK Width (t_{ERxCLK} = ERxCLK Period)	t_{ERxCLK} × 35%	t_{ERxCLK} × 65%	ns
$t_{ERXCLKIS}$	Rx Input Valid to ERxCLK Rising Edge (Data In Setup)	7.5		ns
$t_{ERXCLKIH}$	ERxCLK Rising Edge to Rx Input Invalid (Data In Hold)	7.5		ns

[1] MII inputs synchronous to ERxCLK are ERxD3–0, ERxDV, and ERxER.

Table 41. 10/100 Ethernet MAC Controller Timing: MII Transmit Signal

Parameter[1]		Min	Max	Unit
f_{ETXCLK}	ETxCLK Frequency (f_{SCLK} = SCLK Frequency)	None	25 + 1% f_{SCLK} + 1%	MHz
$t_{ETXCLKW}$	ETxCLK Width (t_{ETXCLK} = ETxCLK Period)	t_{ETxCLK} × 35%	t_{ETxCLK} × 65%	ns
$t_{ETXCLKOV}$	ETxCLK Rising Edge to Tx Output Valid (Data Out Valid)		20	ns
$t_{ETXCLKOH}$	ETxCLK Rising Edge to Tx Output Invalid (Data Out Hold)	0		ns

[1] MII outputs synchronous to ETxCLK are ETxD3–0.

Table 42. 10/100 Ethernet MAC Controller Timing: RMII Receive Signal

Parameter[1]		Min	Max	Unit
f_{REFCLK}	REF_CLK Frequency (f_{SCLK} = SCLK Frequency)	None	50 + 1% 2 × f_{SCLK} + 1%	MHz
$t_{REFCLKW}$	REF_CLK Width (t_{REFCLK} = REFCLK Period)	t_{REFCLK} × 35%	t_{REFCLK} × 65%	ns
$t_{REFCLKIS}$	Rx Input Valid to RMII REF_CLK Rising Edge (Data In Setup)	4		ns
$t_{REFCLKIH}$	RMII REF_CLK Rising Edge to Rx Input Invalid (Data In Hold)	2		ns

[1] RMII inputs synchronous to RMII REF_CLK are ERxD1–0, RMII CRS_DV, and ERxER.

Table 43. 10/100 Ethernet MAC Controller Timing: RMII Transmit Signal

Parameter[1]		Min	Max	Unit
$t_{REFCLKOV}$	RMII REF_CLK Rising Edge to Tx Output Valid (Data Out Valid)		7.5	ns
$t_{REFCLKOH}$	RMII REF_CLK Rising Edge to Tx Output Invalid (Data Out Hold)	2		ns

[1] RMII outputs synchronous to RMII REF_CLK are ETxD1–0.

182-BALL CSP_BGA BALL ASSIGNMENT

Table 49 lists the CSP_BGA ball assignment by signal mnemonic. Table 50 on Page 58 lists the CSP_BGA ball assignment by ball number.

Table 49. 182-Ball CSP_BGA Ball Assignment (Alphabetically by Signal Mnemonic)

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

208-BALL CSP_BGA BALL ASSIGNMENT

Table 51 lists the CSP_BGA ball assignment by signal mnemonic. Table 52 on Page 61 lists the CSP_BGA ball assignment by ball number.

Table 51. 208-Ball CSP_BGA Ball Assignment (Alphabetically by Signal Mnemonic)

Mnemonic	Ball No.	Mnemonic	Ball No.	Mnemonic	Ball No.	Mnemonic	Ball No.	Mnemonic	Ball No.
$\overline{ABE0}$	P19	DATA12	Y4	GND	M13	PG6	E2	TDI	V1
$\overline{ABE1}$	P20	DATA13	W4	GND	N9	PG7	D1	TDO	Y2
ADDR1	R19	DATA14	Y3	GND	N10	PG8	D2	TMS	U2
ADDR10	W18	DATA15	W3	GND	N11	PG9	C1	$\overline{TRST}$	U1
ADDR11	Y18	DATA2	Y9	GND	N12	PH0	B4	V_{DDEXT}	G7
ADDR12	W17	DATA3	W9	GND	N13	PH1	A5	V_{DDEXT}	G8
ADDR13	Y17	DATA4	Y8	GND	P11	PH10	B9	V_{DDEXT}	G9
ADDR14	W16	DATA5	W8	GND	V2	PH11	A10	V_{DDEXT}	G10
ADDR15	Y16	DATA6	Y7	GND	W2	PH12	B10	V_{DDEXT}	H7
ADDR16	W15	DATA7	W7	GND	W19	PH13	A11	V_{DDEXT}	H8
ADDR17	Y15	DATA8	Y6	GND	Y1	PH14	B11	V_{DDEXT}	J7
ADDR18	W14	DATA9	W6	GND	Y13	PH15	A12	V_{DDEXT}	J8
ADDR19	Y14	$\overline{EMU}$	T1	GND	Y20	PH2	B5	V_{DDEXT}	K7
ADDR2	T20	GND	A1	$\overline{NMI}$	C20	PH3	A6	V_{DDEXT}	K8
ADDR3	T19	GND	A13	PF0	T2	PH4	B6	V_{DDEXT}	L7
ADDR4	U20	GND	A20	PF1	R1	PH5	A7	V_{DDEXT}	L8
ADDR5	U19	GND	B2	PF10	L2	PH6	B7	V_{DDEXT}	M7
ADDR6	V20	GND	G11	PF11	K1	PH7	A8	V_{DDEXT}	M8
ADDR7	V19	GND	H9	PF12	K2	PH8	B8	V_{DDEXT}	N7
ADDR8	W20	GND	H10	PF13	J1	PH9	A9	V_{DDEXT}	N8
ADDR9	Y19	GND	H11	PF14	J2	PJ0	B12	V_{DDEXT}	P7
$\overline{AMS0}$	M20	GND	H12	PF15	H1	PJ1	B13	V_{DDEXT}	P8
$\overline{AMS1}$	M19	GND	H13	PF2	R2	PJ10	B19	V_{DDEXT}	P9
$\overline{AMS2}$	G20	GND	J9	PF3	P1	PJ11	C19	V_{DDEXT}	P10
$\overline{AMS3}$	G19	GND	J10	PF4	P2	PJ2	D19	V_{DDINT}	G12
$\overline{AOE}$	N20	GND	J11	PF5	N1	PJ3	E19	V_{DDINT}	G13
ARDY	J19	GND	J12	PF6	N2	PJ4	B18	V_{DDINT}	G14
$\overline{ARE}$	N19	GND	J13	PF7	M1	PJ5	A19	V_{DDINT}	H14
$\overline{AWE}$	R20	GND	K9	PF8	M2	PJ6	B15	V_{DDINT}	J14
$\overline{BG}$	Y11	GND	K10	PF9	L1	PJ7	B16	V_{DDINT}	K14
$\overline{BGH}$	Y12	GND	K11	PG0	H2	PJ8	B17	V_{DDINT}	L14
BMODE0	W13	GND	K12	PG1	G1	PJ9	B20	V_{DDINT}	M14
BMODE1	W12	GND	K13	PG10	C2	$\overline{RESET}$	D20	V_{DDINT}	N14
BMODE2	W11	GND	L9	PG11	B1	RTXO	A15	V_{DDINT}	P12
$\overline{BR}$	F19	GND	L10	PG12	A2	RTXI	A14	V_{DDINT}	P13
CLKBUF	B14	GND	L11	PG13	A3	SA10	L20	V_{DDINT}	P14
CLKIN	A18	GND	L12	PG14	B3	$\overline{SCAS}$	K20	V_{DDRTC}	A16
CLKOUT	H19	GND	L13	PG15	A4	SCKE	H20	VROUT0	E20
DATA0	Y10	GND	M9	PG2	G2	$\overline{SMS}$	J20	VROUT1	F20
DATA1	W10	GND	M10	PG3	F1	$\overline{SRAS}$	K19	XTAL	A17
DATA10	Y5	GND	M11	PG4	F2	$\overline{SWE}$	L19		
DATA11	W5	GND	M12	PG5	E1	TCK	W1		

AUTOMOTIVE PRODUCTS

The ADBF534W model is available with controlled manufacturing to support the quality and reliability requirements of automotive applications. Note that these automotive models may have specifications that differ from the commercial models and designers should review the Specifications section of this data sheet carefully. Only the automotive grade products shown in Table 53 are available for use in automotive applications. Contact your local ADI account representative for specific product ordering information and to obtain the specific Automotive Reliability reports for these models.

Table 53. Automotive Products

Product Family[1,2]	Temperature Range[3]	Speed Grade (Max)	Package Description	Package Option
ADBF534WBBCZ4Axx	–40°C to +85°C	400 MHz	182-Ball CSP_BGA	BC-182
ADBF534WBBCZ4Bxx	–40°C to +85°C	400 MHz	208-Ball CSP_BGA	BC-208-2
ADBF534WYBCZ4Bxx	–40°C to +105°C	400 MHz	208-Ball CSP_BGA	BC-208-2

[1] Z = RoHS compliant part.
[2] xx denotes silicon revision.
[3] Referenced temperature is ambient temperature.

ORDERING GUIDE

In the following table CSP_BGA = Chip Scale Package Ball Grid Array.

Model [1]	Temperature Range [2]	Speed Grade (Max)	Package Description	Package Option
ADSP-BF534BBC-4A	–40°C to +85°C	400 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF534BBCZ-4A	–40°C to +85°C	400 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF534BBC-5A	–40°C to +85°C	500 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF534BBCZ-5A	–40°C to +85°C	500 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF534BBCZ-4B	–40°C to +85°C	400 MHz	208-Ball CSP_BGA	BC-208-2
ADSP-BF534YBCZ-4B	–40°C to +105°C	400 MHz	208-Ball CSP_BGA	BC-208-2
ADSP-BF534BBCZ-5B	–40°C to +85°C	500 MHz	208-Ball CSP_BGA	BC-208-2
ADSP-BF536BBC-3A	–40°C to +85°C	300 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF536BBCZ-3A	–40°C to +85°C	300 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF536BBC-4A	–40°C to +85°C	400 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF536BBCZ-4A	–40°C to +85°C	400 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF536BBCZ-3B	–40°C to +85°C	300 MHz	208-Ball CSP_BGA	BC-208-2
ADSP-BF536BBCZ3BRL	–40°C to +85°C	300 MHz	208-Ball CSP_BGA, 13" Tape and Reel	BC-208-2
ADSP-BF536BBCZ-4B	–40°C to +85°C	400 MHz	208-Ball CSP_BGA	BC-208-2
ADSP-BF537BBC-5A	–40°C to +85°C	500 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF537BBCZ-5A	–40°C to +85°C	500 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF537BBCZ-5B	–40°C to +85°C	500 MHz	208-Ball CSP_BGA	BC-208-2
ADSP-BF537BBCZ-5AV	–40°C to +85°C	533 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF537BBCZ-5BV	–40°C to +85°C	533 MHz	208-Ball CSP_BGA	BC-208-2
ADSP-BF537KBCZ-6AV	0°C to +70°C	600 MHz	182-Ball CSP_BGA	BC-182
ADSP-BF537KBCZ-6BV	0°C to +70°C	600 MHz	208-Ball CSP_BGA	BC-208-2

[1] Z = RoHS compliant part.

[2] Referenced temperature is ambient temperature. The ambient temperature is not a specification. Please see Operating Conditions on Page 23 for junction temperature (T_J) specification which is the only temperature specification.

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