Chipsmall Limited consists of a professional team with an average of over 10 year of expertise in the distribution of electronic components. Based in Hongkong, we have already established firm and mutual-benefit business relationships with customers from,Europe,America and south Asia,supplying obsolete and hard-to-find components to meet their specific needs.

With the principle of “Quality Parts,Customers Priority,Honest Operation,and Considerate Service”,our business mainly focus on the distribution of electronic components. Line cards we deal with include Microchip,ALPS,ROHM,Xilinx,Pulse,ON,Everlight and Freescale. Main products comprise IC,Modules,Potentiometer,IC Socket,Relay,Connector.Our parts cover such applications as commercial,industrial, and automotives areas.

We are looking forward to setting up business relationship with you and hope to provide you with the best service and solution. Let us make a better world for our industry!

Contact us

Tel: +86-755-8981 8866 Fax: +86-755-8427 6832
Email & Skype: info@chipsmall.com Web: www.chipsmall.com
Address: A1208, Overseas Decoration Building, #122 Zhenhua RD., Futian, Shenzhen, China

DSP Microcomputer

ADSP-21065L

SUMMARY

High Performance Signal Computer for Communications, Audio, Automotive, Instrumentation and Industrial Applications

Super Harvard Architecture Computer (SHARC®)
Four Independent Buses for Dual Data, Instruction, and I/O Fetch on a Single Cycle

32-Bit Fixed-Point Arithmetic; 32-Bit and 40-Bit Floating-Point Arithmetic

544 Kbits On-Chip SRAM Memory and Integrated I/O Peripheral

I^2S Support, for Eight Simultaneous Receive and Transmit Channels

KEY FEATURES

66 MIPS, 198 MFLOPS Peak, 132 MFLOPS Sustained Performance

User-Configurable 544 Kbits On-Chip SRAM Memory

Two External Port, DMA Channels and Eight Serial Port, DMA Channels

SDRAM Controller for Glueless Interface to Low Cost External Memory (@ 66 MHz)

64M Words External Address Range

12 Programmable I/O Pins and Two Timers with Event Capture Options

Code-Compatible with ADSP-2106x Family

208-Lead MQFP or 196-Ball Mini-BGA Package

3.3 Volt Operation

Flexible Data Formats and 40-Bit Extended Precision

32-Bit Single-Precision and 40-Bit Extended-Precision IEEE Floating-Point Data Formats

32-Bit Fixed-Point Data Format, Integer and Fractional, with Dual 80-Bit Accumulators

Parallel Computations

Single-Cycle Multiply and ALU Operations in Parallel with Dual Memory Read/Writes and Instruction Fetch

Multiply with Add and Subtract for Accelerated FFT Butterfly Computation

1024-Point Complex FFT Benchmark: 0.274 ms (18,221 Cycles)

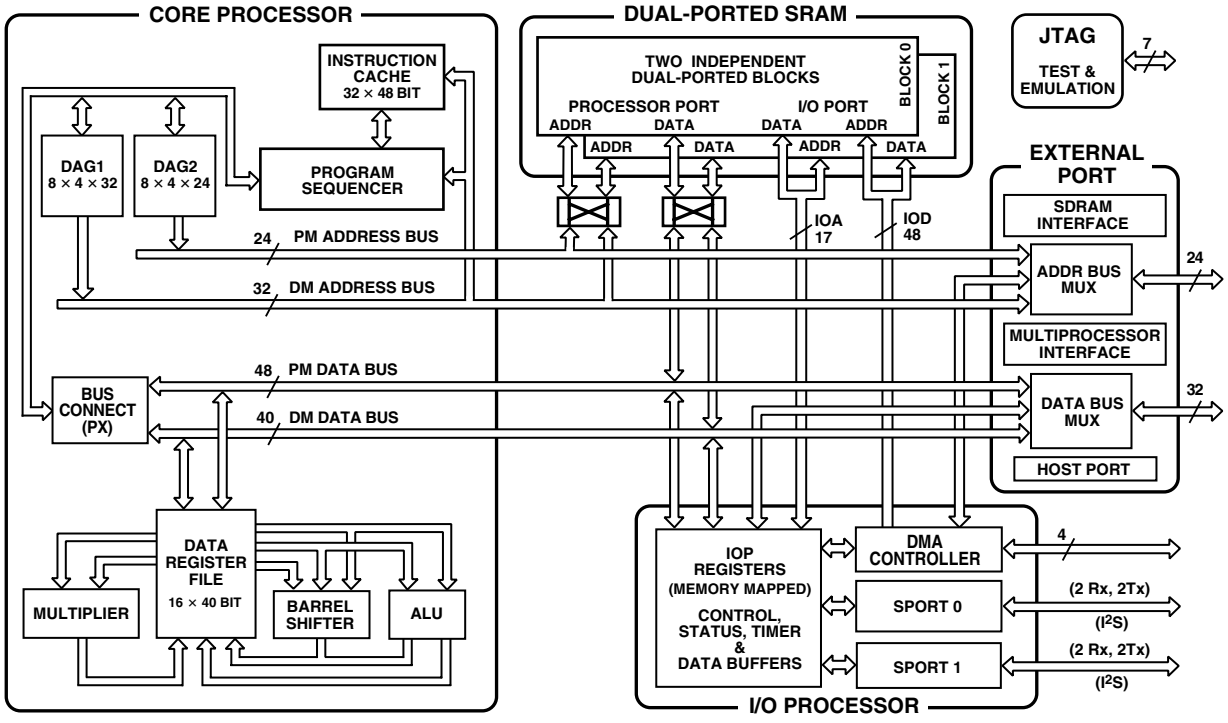


Figure 1. Functional Block Diagram

SHARC is a registered trademark of Analog Devices, Inc.

REV. C

One Technology Way, P.O. Box 9106, Norwood, MA 02062-9106, U.S.A.
Tel: 781/329-4700 **www.analog.com**
Fax: 781/326-8703

ADSP-21065L* PRODUCT PAGE QUICK LINKS

Last Content Update: 04/08/2017

COMPARABLE PARTS

View a parametric search of comparable parts.

DOCUMENTATION

Application Notes

- EE-103: Performing Level Conversion Between 5v and 3.3v IC's
- EE-104: Setting Up Streams with the VisualDSP Debugger
- EE-107: ADSP-21065L EPROM Booting
- EE-109: ADSP2106x : Using 2106x SPORT's as Timers
- EE-110: A Quick Primer on ELF and DWARF File Formats
- EE-112: Class Implementation in Analog C++
- EE-116: SHARC Shortword DMA
- EE-127: The ADSP-21065L On-chip SDRAM Controller
- EE-128: DSP in C++: Calling Assembly Class Member Functions From C++
- EE-132: Placing C Code and Data Modules in SHARC memory using VisualDSP++™
- EE-141: Benchmarking C Code on the ADSP-2106x and the ADSP-2116x Family of DSPs
- EE-159: Initializing DSP System & Control Registers From C and C++
- EE-166: ADSP-2106x EPROM Overlay Support with VisualDSP++ 2.0
- EE-175: Emulator and Evaluation Hardware Troubleshooting Guide for VisualDSP++ Users
- EE-191: Implementing a Glueless UART Using The SHARC® DSP SPORTs
- EE-202: Using the Expert Linker for Multiprocessor LDFs
- EE-219: Connecting Character LCD Panels to ADSP-21262 SHARC® DSPs
- EE-244: Interfacing Gated Clocks to ADSP-21065L SHARC® Processors
- EE-247: Interfacing AD7676 ADCs to ADSP-21065L SHARC® Processors
- EE-253: Power Bypass Decoupling of SHARC® Processors
- EE-261: Understanding Jitter Requirements of PLL-Based Processors
- EE-267: Implementing In-Place FFTs on SISD and SIMD SHARC® Processors
- EE-273: Using the VisualDSP++ Command-Line Installer
- EE-280: In-Circuit Flash Programming on ADSP-2106x SHARC® Processors
- EE-285: Migrating from ADSP-21065L to ADSP-21375 SHARC® Processors

- EE-305: Designing and Debugging Systems with SHARC Processors
- EE-323: Implementing Dynamically Loaded Software Modules
- EE-328: Migrating from ADSP-2106x/2116x to ADSP-2126x/2136x/2137x SHARC® Processors
- EE-330: Windows Vista Compatibility in VisualDSP++ 5.0 Development Tools
- EE-332: Cycle Counting and Profiling
- EE-340: Connecting SHARC® and Blackfin® Processors over SPI
- EE-42: C-Programs on the ADSP-2106x
- EE-45: Using the ADSP-2106x/21020 EZ-ICE DBWIN Utility
- EE-46: SHARC Internal Power Measurements
- EE-47: ADSP-2106x Link Ports - Maximum Throughput
- EE-56: Tips and Tricks on SHARC® EPROM and Host Boot Loader
- EE-62: Accessing Short Word Memory In C
- EE-68: Analog Devices JTAG Emulation Technical Reference
- EE-69: Understanding and Using Linker Description Files on SHARC Processors
- EE-70: ADSP-2106x SPORT DTx pins: Is There Potential MCM Data Contention Between Different SHARCs
- EE-74: Analog Devices Serial Port Development and Troubleshooting Guide
- EE-84: External Port DMA Modes of Operation for SHARC Processors
- EE-85: Recommended Handling of Unused SHARC Pins
- EE-86: Interfacing SHARC 2106x DSPs to PLX 9080 PCI Bridge Chips
- EE-98: Using External Bus Arbitration to Group More Than Two ADSP-21065L into a Multiprocessing Cluster
- Interfacing the ADSP21065L SHARC DSP to the AD1819A AC-97 Soundport Codec
- TN: Interfacing I2S Compatible Audio Devices to the ADSP-21065L
- TN: Using the Low Cost, High Performance ADSP21065L DSP for Digital Audio Applications

Data Sheet

- ADSP-21065L: SHARC, 198 MFLOPS, 3.3v Data Sheet

Evaluation Kit Manuals

- ADSP-21061, 21065L and the 21160M EZ-KIT Lite® Installation Procedure

Integrated Circuit Anomalies

- ADSP-21065L Anomaly List for Revision 0.0, 0.1, 0.2, 0.3

Processor Manuals

- ADSP-21065L Technical Reference
- ADSP-21065L User's Manual
- Getting Started with SHARC
- SHARC Processors: Manuals

Product Highlight

- ADSP-21065L SHARC DSP 32-Bit Floating Point Performance Product Highlight
- EZ-KIT Lite for ADSP-21065L SHARC DSP Product Highlight
- SHARC Processor Family

SOFTWARE AND SYSTEMS REQUIREMENTS

- Software and Tools Anomalies Search

TOOLS AND SIMULATIONS

- ADSP-21065L: MBGA Package
- ADSP-21065L: PQFP package
- Designing with BGA
- ADSP-21065L IBIS Datafile (QFP Package)

REFERENCE MATERIALS

Product Selection Guide

- ADI Complementary Parts Guide - Supervisory Devices and DSP Processors

Technical Articles

- An Efficient Asynchronous Sampling-rate Conversion Algorithm for Multi-channel Audio Applications

DESIGN RESOURCES

- ADSP-21065L Material Declaration
- PCN-PDN Information
- Quality And Reliability
- Symbols and Footprints

DISCUSSIONS

View all ADSP-21065L EngineerZone Discussions.

SAMPLE AND BUY

Visit the product page to see pricing options.

TECHNICAL SUPPORT

Submit a technical question or find your regional support number.

DOCUMENT FEEDBACK

Submit feedback for this data sheet.

544 Kbits Configurable On-Chip SRAM

Dual-Ported for Independent Access by Core Processor and DMA

Configurable in Combinations of 16-, 32-, 48-Bit Data and Program Words in Block 0 and Block 1

DMA Controller

Ten DMA Channels—Two Dedicated to the External Port and Eight Dedicated to the Serial Ports

Background DMA Transfers at up to 66 MHz, in Parallel with Full Speed Processor Execution

Performs Transfers Between:

- **Internal RAM and Host**
- **Internal RAM and Serial Ports**
- **Internal RAM and Master or Slave SHARC**
- **Internal RAM and External Memory or I/O Devices**
- **External Memory and External Devices**

Host Processor Interface

Efficient Interface to 8-, 16-, and 32-Bit Microprocessors

Host Can Directly Read/Write ADSP-21065L IOP Registers

Multiprocessing

Distributed On-Chip Bus Arbitration for Glueless, Parallel Bus Connect Between Two ADSP-21065Ls Plus Host

132 Mbytes/s Transfer Rate Over Parallel Bus

Serial Ports

Independent Transmit and Receive Functions

Programmable 3-Bit to 32-Bit Serial Word Width

I^2S Support Allowing Eight Transmit and Eight Receive Channels

Glueless Interface to Industry Standard Codecs

TDM Multichannel Mode with μ-Law/A-Law Hardware Companding

Multichannel Signaling Protocol

GENERAL DESCRIPTION

The ADSP-21065L is a powerful member of the SHARC family of 32-bit processors optimized for cost sensitive applications. The SHARC—Super Harvard Architecture—offers the highest levels of performance and memory integration of any 32-bit DSP in the industry—they are also the only DSP in the industry that offer both fixed and floating-point capabilities, without compromising precision or performance.

The ADSP-21065L is fabricated in a high speed, low power CMOS process, 0.35 µm technology. With its on-chip instruction cache, the processor can execute every instruction in a single cycle. Table I lists the performance benchmarks for the ADSP-21065L.

The ADSP-21065L SHARC combines a floating-point DSP core with integrated, on-chip system features, including a 544 Kbit SRAM memory, host processor interface, DMA controller, SDRAM controller, and enhanced serial ports.

Figure 1 shows a block diagram of the ADSP-21065L, illustrating the following architectural features:

- Computation Units (ALU, Multiplier, and Shifter) with a Shared Data Register File
- Data Address Generators (DAG1, DAG2)
- Program Sequencer with Instruction Cache
- Timers with Event Capture Modes
- On-Chip, dual-ported SRAM
- External Port for Interfacing to Off-Chip Memory and Peripherals
- Host Port and SDRAM Interface
- DMA Controller
- Enhanced Serial Ports
- JTAG Test Access Port

Table I. Performance Benchmarks

Benchmark	Timing	Cycles
Cycle Time	15.00 ns	1
1024-Pt. Complex FFT (Radix 4, with Digit Reverse)	0.274 ns	18221
Matrix Multiply (Pipelined)		
$[3 \times 3] \times [3 \times 1]$	135 ns	9
$[4 \times 4] \times [4 \times 1]$	240 ns	16
FIR Filter (per Tap)	15 ns	1
IIR Filter (per Biquad)	60 ns	4
Divide Y/X	90 ns	6
Inverse Square Root ($1/\sqrt{x}$)	135 ns	9
DMA Transfers	264 Mbytes/sec.	

ADSP-21000 FAMILY CORE ARCHITECTURE

The ADSP-21065L is code and function compatible with the ADSP-21060/ADSP-21061/ADSP-21062. The ADSP-21065L includes the following architectural features of the SHARC family core.

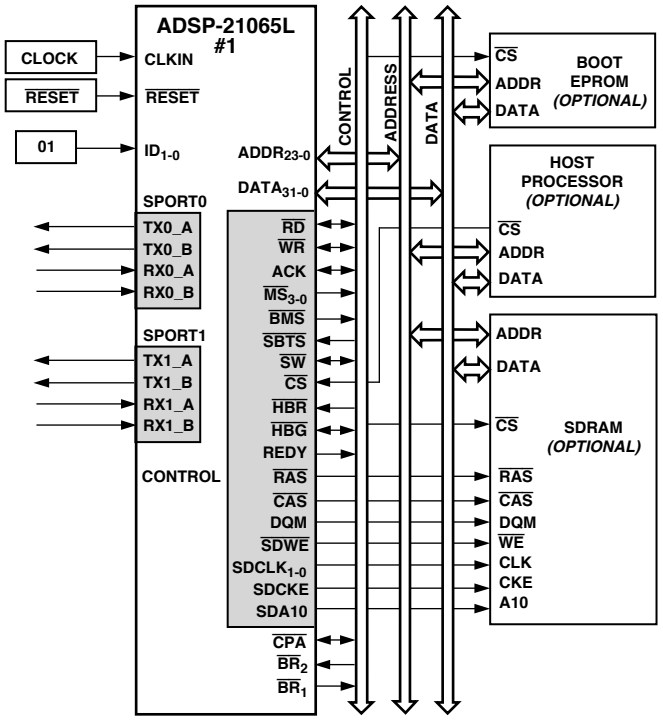


Figure 2. ADSP-21065L Single-Processor System

Independent, Parallel Computation Units

The arithmetic/logic unit (ALU), multiplier, and shifter all perform single-cycle instructions. The three units are arranged in parallel, maximizing computational throughput. Single multifunction instructions execute parallel ALU and multiplier operations. These computation units support IEEE 32-bit single-precision floating-point, extended precision 40-bit floating-point, and 32-bit fixed-point data formats.

Data Register File

A general-purpose data register file is used for transferring data between the computation units and the data buses, and for storing intermediate results. This 10-port, 32-register (16 primary, 16 secondary) register file, combined with the ADSP-21000 Harvard architecture, allows unconstrained data flow between computation units and internal memory.

Single-Cycle Fetch of Instruction and Two Operands

The ADSP-21065L features an enhanced Super Harvard Architecture in which the data memory (DM) bus transfers data and the program memory (PM) bus transfers both instructions and data (see Figure 1). With its separate program and data memory buses, and on-chip instruction cache, the processor can simultaneously fetch two operands and an instruction (from the cache), all in a single cycle.

Instruction Cache

The ADSP-21065L includes an on-chip instruction cache that enables three-bus operation for fetching an instruction and two data values. The cache is selective—only the instructions that fetches conflict with PM bus data accesses are cached. This allows full-speed execution of core, looped operations such as digital filter multiply-accumulates and FFT butterfly processing.

Data Address Generators with Hardware Circular Buffers

The ADSP-21065L's two data address generators (DAGs) implement circular data buffers in hardware. Circular buffers allow efficient programming of delay lines and other data

structures required in digital signal processing, and are commonly used in digital filters and Fourier transforms. The ADSP-21065L's two DAGs contain sufficient registers to allow the creation of up to 32 circular buffers (16 primary register sets, 16 secondary). The DAGs automatically handle address pointer wraparound, reducing overhead, increasing performance, and simplifying implementation. Circular buffers can start and end at any memory location.

Flexible Instruction Set
The 48-bit instruction word accommodates a variety of parallel operations, for concise programming. For example, the ADSP-21065L can conditionally execute a multiply, an add, a subtract and a branch, all in a single instruction.

ADSP-21065L FEATURES

The ADSP-21065L is designed to achieve the highest system throughput to enable maximum system performance. It can be clocked by either a crystal or a TTL-compatible clock signal. The ADSP-21065L uses an input clock with a frequency equal to half the instruction rate—a 33 MHz input clock yields a 15 ns processor cycle (which is equivalent to 66 MHz). Interfaces on the ADSP-21065L operate as shown below. Hereafter in this document, 1x = input clock frequency, and 2x = processor's instruction rate.

The following clock operation ratings are based on 1x = 33 MHz (instruction rate/core = 66 MHz):

SDRAM	66 MHz
External SRAM	33 MHz
Serial Ports	33 MHz
Multiprocessing	33 MHz
Host (Asynchronous)	33 MHz

Augmenting the ADSP-21000 family core, the ADSP-21065L adds the following architectural features:

Dual-Ported On-Chip Memory
The ADSP-21065L contains 544 Kbits of on-chip SRAM, organized into two banks: Bank 0 has 288 Kbits, and Bank 1 has 256 Kbits. Bank 0 is configured with 9 columns of 2K × 16 bits, and Bank 1 is configured with 8 columns of 2K × 16 bits. Each memory block is dual-ported for single-cycle, independent accesses by the core processor and I/O processor or DMA controller. The dual-ported memory and separate on-chip buses allow two data transfers from the core and one from I/O, all in a single cycle (see Figure 4 for the ADSP-21065L Memory Map).

On the ADSP-21065L, the memory can be configured as a maximum of 16K words of 32-bit data, 34K words for 16-bit data, 10K words of 48-bit instructions (and 40-bit data) or combinations of different word sizes up to 544 Kbits. All the memory can be accessed as 16-bit, 32-bit or 48-bit.

While each memory block can store combinations of code and data, accesses are most efficient when one block stores data, using the DM bus for transfers, and the other block stores instructions and data, using the PM bus for transfers. Using the DM and PM busses in this way, with one dedicated to each memory block, assures single-cycle execution with two data transfers. In this case, the instruction must be available in the cache. Single-cycle execution is also maintained when one of the data operands is transferred to or from off-chip, via the ADSP-21065L's external port.

Off-Chip Memory and Peripherals Interface
The ADSP-21065L's external port provides the processor's interface to off-chip memory and peripherals. The 64M words, off-chip address space is included in the ADSP-21065L's unified address space. The separate on-chip buses—for program memory, data memory and I/O—are multiplexed at the external port to create an external system bus with a single 24-bit address bus, four memory selects, and a single 32-bit data bus. The on-chip Super Harvard Architecture provides three bus performance, while the off-chip unified address space gives flexibility to the designer.

SDRAM Interface
The SDRAM interface enables the ADSP-21065L to transfer data to and from synchronous DRAM (SDRAM) at 2x clock frequency. The synchronous approach coupled with 2x clock frequency supports data transfer at a high throughput—up to 220 Mbytes/sec.

The SDRAM interface provides a glueless interface with standard SDRAMs—16 Mb, 64 Mb, and 128 Mb—and includes options to support additional buffers between the ADSP-21065L and SDRAM. The SDRAM interface is extremely flexible and provides capability for connecting SDRAMs to any one of the ADSP-21065L's four external memory banks.

Systems with several SDRAM devices connected in parallel may require buffering to meet overall system timing requirements. The ADSP-21065L supports pipelining of the address and control signals to enable such buffering between itself and multiple SDRAM devices.

Host Processor Interface
The ADSP-21065L's host interface provides easy connection to standard microprocessor buses—8-, 16-, and 32-bit—requiring little additional hardware. Supporting asynchronous transfers at speeds up to 1x clock frequency, the host interface is accessed through the ADSP-21065L's external port. Two channels of DMA are available for the host interface; code and data transfers are accomplished with low software overhead.

The host processor requests the ADSP-21065L's external bus with the host bus request ($\overline{\text{HBR}}$), host bus grant ($\overline{\text{HBG}}$), and ready (REDY) signals. The host can directly read and write the IOP registers of the ADSP-21065L and can access the DMA channel setup and mailbox registers. Vector interrupt support enables efficient execution of host commands.

DMA Controller
The ADSP-21065L's on-chip DMA controller allows zero-overhead, nonintrusive data transfers without processor intervention. The DMA controller operates independently and invisibly to the processor core, allowing DMA operations to occur while the core is simultaneously executing its program instructions.

DMA transfers can occur between the ADSP-21065L's internal memory and either external memory, external peripherals, or a host processor. DMA transfers can also occur between the ADSP-21065L's internal memory and its serial ports. DMA transfers between external memory and external peripheral devices are another option. External bus packing to 16-, 32-, or 48-bit internal words is performed during DMA transfers.

Ten channels of DMA are available on the ADSP-21065L—eight via the serial ports, and two via the processor's external port (for either host processor, other ADSP-21065L, memory or

I/O transfers). Programs can be downloaded to the ADSP-21065L using DMA transfers. Asynchronous off-chip peripherals can control two DMA channels using DMA Request/Grant lines ($\overline{DMAR}_{1-2}$, $\overline{DMAG}_{1-2}$). Other DMA features include interrupt generation on completion of DMA transfers and DMA chaining for automatically linked DMA transfers.

Serial Ports
The ADSP-21065L features two synchronous serial ports that provide an inexpensive interface to a wide variety of digital and mixed-signal peripheral devices. The serial ports can operate at 1x clock frequency, providing each with a maximum data rate of 33 Mbit/s. Each serial port has a primary and a secondary set of transmit and receive channels. Independent transmit and receive functions provide greater flexibility for serial communications. Serial port data can be automatically transferred to and from on-chip memory via DMA. Each of the serial ports supports three operation modes: DSP serial port mode, I^2S mode (an interface commonly used by audio codecs), and TDM (Time Division Multiplex) multichannel mode.

The serial ports can operate with little-endian or big-endian transmission formats, with selectable word lengths of 3 bits to 32 bits. They offer selectable synchronization and transmit modes and optional μ-law or A-law companding. Serial port clocks and frame syncs can be internally or externally generated. The serial ports also include keyword and keymask features to enhance interprocessor communication.

Programmable Timers and General-Purpose I/O Ports
The ADSP-21065L has two independent timer blocks, each of which performs two functions—Pulsewidth Generation and Pulse Count and Capture.

In Pulsewidth Generation mode, the ADSP-21065L can generate a modulated waveform with an arbitrary pulsewidth within a maximum period of 71.5 secs.

In Pulse Counter mode, the ADSP-21065L can measure either the high or low pulsewidth and the period of an input waveform.

The ADSP-21065L also contains twelve programmable, general purpose I/O pins that can function as either input or output. As output, these pins can signal peripheral devices; as input, these pins can provide the test for conditional branching.

Program Booting
The internal memory of the ADSP-21065L can be booted at system power-up from an 8-bit EPROM, a host processor, or external memory. Selection of the boot source is controlled by the $\overline{BMS}$ (Boot Memory Select) and BSEL (EPROM Boot) pins. Either 8-, 16-, or 32-bit host processors can be used for booting. For details, see the descriptions of the $\overline{BMS}$ and BSEL pins in the Pin Descriptions section of this data sheet.

Multiprocessing
The ADSP-21065L offers powerful features tailored to multiprocessing DSP systems. The unified address space allows direct interprocessor accesses of both ADSP-21065L's IOP registers. Distributed bus arbitration logic is included on-chip for simple, glueless connection of systems containing a maximum of two ADSP-21065Ls and a host processor. Master processor changeover incurs only one cycle of overhead. Bus lock allows indivisible read-modify-write sequences for semaphores. A vector interrupt is provided for interprocessor commands. Maximum throughput for interprocessor data transfer is 132 Mbytes/sec over the external port.

DEVELOPMENT TOOLS
The ADSP-21065L is supported with a complete set of software and hardware development tools, including the EZ-ICE® In-Circuit Emulator and development software.

The same EZ-ICE hardware that you use for the ADSP-21060/ ADSP-21062 also fully emulates the ADSP-21065L.

Both the SHARC Development Tools family and the VisualDSP® integrated project management and debugging environment support the ADSP-21065L. The VisualDSP project management environment enables you to develop and debug an application from within a single integrated program.

The SHARC Development Tools include an easy to use Assembler that is based on an algebraic syntax; an Assembly library/ librarian; a linker; a loader; a cycle-accurate, instruction-level simulator; a C compiler; and a C run-time library that includes DSP and mathematical functions.

Debugging both C and Assembly programs with the Visual DSP debugger, you can:

- View Mixed C and Assembly Code
- Insert Break Points
- Set Watch Points
- Trace Bus Activity
- Profile Program Execution
- Fill and Dump Memory
- Create Custom Debugger Windows

The Visual IDE enables you to define and manage multiuser projects. Its dialog boxes and property pages enable you to configure and manage all of the SHARC Development Tools. This capability enables you to:

- Control how the development tools process inputs and generate outputs.
- Maintain a one-to-one correspondence with the tool's command line switches.

The EZ-ICE Emulator uses the IEEE 1149.1 JTAG test access port of the ADSP-21065L processor to monitor and control the target board processor during emulation. The EZ-ICE provides full-speed emulation, allowing inspection and modification of memory, registers, and processor stacks. Nonintrusive in-circuit emulation is assured by the use of the processor's JTAG interface—the emulator does not affect target system loading or timing.

In addition to the software and hardware development tools available from Analog Devices, third parties provide a wide range of tools supporting the SHARC processor family. Hardware tools include SHARC PC plug-in cards multiprocessor SHARC VME boards, and daughter and modules with multiple SHARCs and additional memory. These modules are based on the SHARCPAC™ module specification. Third Party software tools include an Ada compiler, DSP libraries, operating systems, and block diagram design tools.

Additional Information
For detailed information on the ADSP-21065L instruction set and architecture, see the *ADSP-21065L SHARC User's Manual*, Third Edition, and the *ADSP-21065L SHARC Technical Reference.*

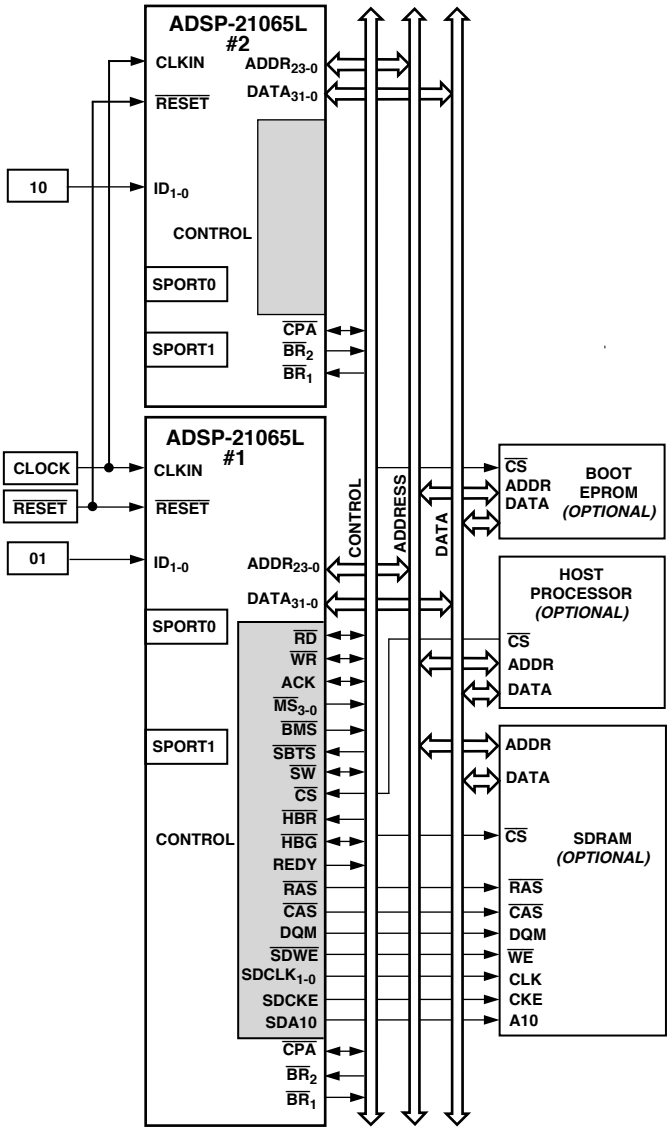


Figure 3. Multiprocessing System

PIN DESCRIPTIONS

ADSP-21065L pin definitions are listed below. Inputs identified as synchronous (S) must meet timing requirements with respect to CLKIN (or with respect to TCK for TMS, TDI). Inputs identified as asynchronous (A) can be asserted asynchronously to CLKIN (or to TCK for $\overline{\text{TRST}}$).

Unused inputs should be tied or pulled to VDD or GND, except for $\text{ADDR}_{23\text{-}0}$, $\text{DATA}_{31\text{-}0}$, $\text{FLAG}_{11\text{-}0}$, $\overline{\text{SW}}$, and inputs that have internal pull-up or pull-down resistors ($\overline{\text{CPA}}$, ACK, DTxX, DRxX, TCLKx, RCLKx, TMS, and TDI)—these pins can be left floating. These pins have a logic-level hold circuit that prevents the input from floating internally.

I = Input S = Synchronous P = Power Supply (O/D) = Open Drain
O = Output A = Asynchronous G = Ground (A/D) = Active Drive
T = Three-state (when $\overline{\text{SBTS}}$ is asserted, or when the ADSP-2106x is a bus slave)

Pin	Type	Function
$\text{ADDR}_{23\text{-}0}$	I/O/T	**External Bus Address**. The ADSP-21065L outputs addresses for external memory and peripherals on these pins. In a multiprocessor system the bus master outputs addresses for read/writes of the IOP registers of the other ADSP-21065L. The ADSP-21065L inputs addresses when a host processor or multiprocessing bus master is reading or writing its IOP registers.
$\text{DATA}_{31\text{-}0}$	I/O/T	**External Bus Data**. The ADSP-21065L inputs and outputs data and instructions on these pins. The external data bus transfers 32-bit single-precision floating-point data and 32-bit fixed-point data over bits 31-0. 16-bit short word data is transferred over bits 15-0 of the bus. Pull-up resistors on unused DATA pins are not necessary.
$\overline{\text{MS}}_{3\text{-}0}$	I/O/T	**Memory Select Lines**. These lines are asserted as chip selects for the corresponding banks of external memory. Internal $\text{ADDR}_{25\text{-}24}$ are decoded into $\overline{\text{MS}}_{3\text{-}0}$. The $\overline{\text{MS}}_{3\text{-}0}$ lines are decoded memory address lines that change at the same time as the other address lines. When no external memory access is occurring the $\overline{\text{MS}}_{3\text{-}0}$ lines are inactive; they are active, however, when a conditional memory access instruction is executed, whether or not the condition is true. Additionally, an $\overline{\text{MS}}_{3\text{-}0}$ line which is mapped to SDRAM may be asserted even when no SDRAM access is active. In a multiprocessor system, the $\overline{\text{MS}}_{3\text{-}0}$ lines are output by the bus master.
$\overline{\text{RD}}$	I/O/T	**Memory Read Strobe**. This pin is asserted when the ADSP-21065L reads from external memory devices or from the IOP register of another ADSP-21065L. External devices (including another ADSP-21065L) must assert $\overline{\text{RD}}$ to read from the ADSP-21065L's IOP registers. In a multiprocessor system, $\overline{\text{RD}}$ is output by the bus master and is input by another ADSP-21065L.
$\overline{\text{WR}}$	I/O/T	**Memory Write Strobe.** This pin is asserted when the ADSP-21065L writes to external memory devices or to the IOP register of another ADSP-21065L. External devices must assert $\overline{\text{WR}}$ to write to the ADSP-21065L's IOP registers. In a multiprocessor system, $\overline{\text{WR}}$ is output by the bus master and is input by the other ADSP-21065L.
$\overline{\text{SW}}$	I/O/T	**Synchronous Write Select.** This signal interfaces the ADSP-21065L to synchronous memory devices (including another ADSP-21065L). The ADSP-21065L asserts $\overline{\text{SW}}$ to provide an early indication of an impending write cycle, which can be aborted if $\overline{\text{WR}}$ is not later asserted (e.g., in a conditional write instruction). In a multiprocessor system, $\overline{\text{SW}}$ is output by the bus master and is input by the other ADSP-21065L to determine if the multiprocessor access is a read or write. $\overline{\text{SW}}$ is asserted at the same time as the address output.
ACK	I/O/S	**Memory Acknowledge**. External devices can deassert ACK to add wait states to an external memory access. ACK is used by I/O devices, memory controllers, or other peripherals to hold off completion of an external memory access. The ADSP-21065L deasserts ACK as an output to add wait states to a synchronous access of its IOP registers. In a multiprocessor system, a slave ADSP-21065L deasserts the bus master's ACK input to add wait state(s) to an access of its IOP registers. The bus master has a keeper latch on its ACK pin that maintains the input at the level to which it was last driven.
$\overline{\text{SBTS}}$	I/S	**Suspend Bus Three-State.** External devices can assert $\overline{\text{SBTS}}$ to place the external bus address, data, selects, and strobes—but not SDRAM control pins—in a high impedance state for the following cycle. If the ADSP-21065L attempts to access external memory while $\overline{\text{SBTS}}$ is asserted, the processor will halt and the memory access will not finish until $\overline{\text{SBTS}}$ is deasserted. $\overline{\text{SBTS}}$ should only be used to recover from host processor/ADSP-21065L deadlock.
$\overline{\text{IRQ}}_{2\text{-}0}$	I/A	Interrupt Request Lines. May be either edge-triggered or level-sensitive.
$\text{FLAG}_{11\text{-}0}$	I/O/A	Flag Pins. Each is configured via control bits as either an input or an output. As an input, it can be tested as a condition. As an output, it can be used to signal external peripherals.

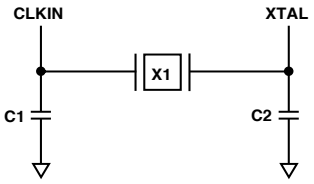
Pin	Type	Function
$\overline{HBR}$	I/A	**Host Bus Request.** Must be asserted by a host processor to request control of the ADSP-21065L's external bus. When $\overline{HBR}$ is asserted in a multiprocessing system, the ADSP-21065L that is bus master will relinquish the bus and assert $\overline{HBG}$. To relinquish the bus, the ADSP-21065L places the address, data, select, and strobe lines in a high impedance state. It does, however, continue to drive the SDRAM control pins. $\overline{HBR}$ has priority over all ADSP-21065L bus requests ($\overline{BR}_{2-1}$) in a multiprocessor system.
$\overline{HBG}$	I/O	**Host Bus Grant**. Acknowledges an $\overline{HBR}$ bus request, indicating that the host processor may take control of the external bus. $\overline{HBG}$ is asserted by the ADSP-21065L until $\overline{HBR}$ is released. In a multiprocessor system, $\overline{HBG}$ is output by the ADSP-21065L bus master.
$\overline{CS}$	I/A	**Chip Select.** Asserted by host processor to select the ADSP-21065L.
REDY (O/D)	O	**Host Bus Acknowledge.** The ADSP-21065L deasserts REDY to add wait states to an asynchronous access of its internal memory or IOP registers by a host. Open drain output (O/D) by default; can be programmed in ADREDY bit of SYSCON register to be active drive (A/D). REDY will only be output if the $\overline{CS}$ and $\overline{HBR}$ inputs are asserted.
$\overline{DMAR}_1$	I/A	**DMA Request 1** (DMA Channel 9).
$\overline{DMAR}_2$	I/A	**DMA Request 2** (DMA Channel 8).
$\overline{DMAG}_1$	O/T	**DMA Grant 1** (DMA Channel 9).
$\overline{DMAG}_2$	O/T	**DMA Grant 2** (DMA Channel 8).
$\overline{BR}_{2-1}$	I/O/S	**Multiprocessing Bus Requests.** Used by multiprocessing ADSP-21065Ls to arbitrate for bus mastership. An ADSP-21065L drives its own $\overline{BR}$x line (corresponding to the value of its ID_{2-0} inputs) only and monitors all others. In a uniprocessor system, tie both $\overline{BR}$x pins to VDD.
ID_{1-0}	I	**Multiprocessing ID.** Determines which multiprocessor bus request ($\overline{BR}_1$–$\overline{BR}_2$) is used by ADSP-21065L. ID = 01 corresponds to $\overline{BR}_1$, ID = 10 corresponds to $\overline{BR}_2$. ID = 00 in single-processor systems. These lines are a system configuration selection which should be hard-wired or changed only at reset.
$\overline{CPA}$ (O/D)	I/O	**Core Priority Access.** Asserting its $\overline{CPA}$ pin allows the core processor of an ADSP-21065L bus slave to interrupt background DMA transfers and gain access to the external bus. $\overline{CPA}$ is an open drain output that is connected to both ADSP-21065Ls in the system. The $\overline{CPA}$ pin has an internal 5 kΩ pull-up resistor. If core access priority is not required in a system, leave the $\overline{CPA}$ pin unconnected.
DTxX	O	**Data Transmit** (Serial Ports 0, 1; Channels A, B). Each DTxX pin has a 50 kΩ internal pull-up resistor.
DRxX	I	**Data Receive** (Serial Ports 0, 1; Channels A, B). Each DRxX pin has a 50 kΩ internal pull-up resistor.
TCLKx	I/O	**Transmit Clock** (Serial Ports 0, 1). Each TCLK pin has a 50 kΩ internal pull-up resistor.
RCLKx	I/O	**Receive Clock** (Serial Ports 0, 1). Each RCLK pin has a 50 kΩ internal pull-up resistor.
TFSx	I/O	**Transmit Frame Sync** (Serial Ports 0, 1).
RFSx	I/O	**Receive Frame Sync** (Serial Ports 0, 1).
BSEL	I	**EPROM Boot Select.** When BSEL is high, the ADSP-21065L is configured for booting from an 8-bit EPROM. When BSEL is low, the BSEL and $\overline{BMS}$ inputs determine booting mode. See $\overline{BMS}$ for details. This signal is a system configuration selection which should be hardwired.

Pin	Type	Function
$\overline{\text{BMS}}$	I/O/T*	**Boot Memory Select.** Output: used as chip select for boot EPROM devices (when BSEL = 1). In a multiprocessor system, $\overline{\text{BMS}}$ is output by the bus master. Input: When low, indicates that no booting will occur and that the ADSP-21065L will begin executing instructions from external memory. See following table. This input is a system configuration selection which should be hardwired. *Three-statable only in EPROM boot mode (when $\overline{\text{BMS}}$ is an output). **BSEL** / **$\overline{\text{BMS}}$** / **Booting Mode** 1 / Output / EPROM (connect $\overline{\text{BMS}}$ to EPROM chip select). 0 / 1 (Input) / Host processor (HBW [SYSCON] bit selects host bus width). 0 / 0 (Input) / No booting. Processor executes from external memory.
CLKIN	I	**Clock In.** Used in conjunction with XTAL, configures the ADSP-21065L to use either its internal clock generator or an external clock source. The external crystal should be rated at 1x frequency. Connecting the necessary components to CLKIN and XTAL enables the internal clock generator. The ADSP-21065L's internal clock generator multiplies the 1x clock to generate 2x clock for its core and SDRAM. It drives 2x clock out on the SDCLKx pins for the SDRAM interface to use. See also SDCLKx. Connecting the 1x external clock to CLKIN while leaving XTAL unconnected configures the ADSP-21065L to use the external clock source. The instruction cycle rate is equal to 2x CLKIN. CLKIN may not be halted, changed, or operated below the specified frequency.
$\overline{\text{RESET}}$	I/A	**Processor Reset.** Resets the ADSP-21065L to a known state and begins execution at the program memory location specified by the hardware reset vector address. This input must be asserted at power-up.
TCK	I	**Test Clock (JTAG).** Provides an asynchronous clock for JTAG boundary scan.
TMS	I/S	**Test Mode Select (JTAG).** Used to control the test state machine. TMS has a 20 kΩ internal pull-up resistor.
TDI	I/S	**Test Data Input (JTAG).** Provides serial data for the boundary scan logic. TDI has a 20 kΩ internal pull-up resistor.
TDO	O	**Test Data Output (JTAG).** Serial scan output of the boundary scan path.
$\overline{\text{TRST}}$	I/A	**Test Reset (JTAG).** Resets the test state machine. $\overline{\text{TRST}}$ must be asserted (pulsed low) after power-up or held low for proper operation of the ADSP-21065L. $\overline{\text{TRST}}$ has a 20 kΩ internal pull-up resistor.
$\overline{\text{EMU}}$ (O/D)	O	**Emulation Status.** Must be connected to the ADSP-21065L EZ-ICE target board connector only.
BMSTR	O	**Bus Master Output.** In a multiprocessor system, indicates whether the ADSP-21065L is current bus master of the shared external bus. The ADSP-21065L drives BMSTR high only while it is the bus master. In a single-processor system (ID = 00), the processor drives this pin high.
$\overline{\text{CAS}}$	I/O/T	**SDRAM Column Access Strobe.** Provides the column address. In conjunction with $\overline{\text{RAS}}$, $\overline{\text{MS}}$x, $\overline{\text{SDWE}}$, SDCLKx, and sometimes SDA10, defines the operation for the SDRAM to perform.
$\overline{\text{RAS}}$	I/O/T	**SDRAM Row Access Strobe.** Provides the row address. In conjunction with $\overline{\text{CAS}}$, $\overline{\text{MS}}$x, $\overline{\text{SDWE}}$, SDCLKx, and sometimes SDA10, defines the operation for the SDRAM to perform.
$\overline{\text{SDWE}}$	I/O/T	**SDRAM Write Enable.** In conjunction with $\overline{\text{CAS}}$, $\overline{\text{RAS}}$, $\overline{\text{MS}}$x, SDCLKx, and sometimes SDA10, defines the operation for the SDRAM to perform.
DQM	O/T	**SDRAM Data Mask.** In write mode, DQM has a latency of zero and is used to block write operations.
$\text{SDCLK}_{1\text{-}0}$	I/O/S/T	**SDRAM 2x Clock Output.** In systems with multiple SDRAM devices connected in parallel, supports the corresponding increased clock load requirements, eliminating need of off-chip clock buffers. Either SDCLK_1 or both SDCLKx pins can be three-stated.
SDCKE	I/O/T	**SDRAM Clock Enable.** Enables and disables the CLK signal. For details, see the data sheet supplied with your SDRAM device.

Pin	Type	Function
SDA10	O/T	**SDRAM A10 Pin.** Enables applications to refresh an SDRAM in parallel with a host access.
$\overline{\text{XTAL}}$	O	**Crystal Oscillator Terminal.** Used in conjunction with CLKIN to enable the ADSP-21065L's internal clock generator or to disable it to use an external clock source. See CLKIN.
$\overline{\text{PWM\_EVENT}}_{1-0}$	I/O/A	**PWM Output/Event Capture.** In PWMOUT mode, is an output pin and functions as a timer counter. In WIDTH_CNT mode, is an input pin and functions as a pulse counter/event capture.
VDD	P	**Power Supply;** nominally +3.3 V dc. (33 pins)
GND	G	**Power Supply Return**. (37 pins)
NC		**Do Not Connect.** Reserved pins that must be left open and unconnected. (7 pins)

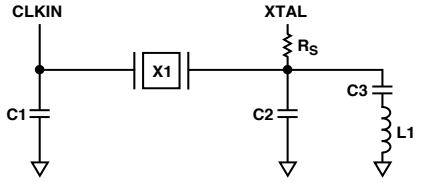
CLOCK SIGNALS

The ADSP-21065L can use an external clock or a crystal. See CLKIN pin description. You can configure the ADSP-21065L to use its internal clock generator by connecting the necessary components to CLKIN and XTAL. You can use either a crystal operating in the fundamental mode or a crystal operating at an overtone. Figure 4 shows the component connections used for a crystal operating in fundamental mode, and Figure 5 shows the component connections used for a crystal operating at an overtone.



SUGGESTED COMPONENTS FOR 30 MHz OPERATION:
ECLIPTEK EC2SM-33-30.000M (SURFACE MOUNT PACKAGE)
ECLIPTEK EC-33-30.000M (THROUGH-HOLE PACKAGE)
C1 = 33pF
C2 = 27pF
NOTE: C1 AND C2 ARE SPECIFIC TO CRYSTAL SPECIFIED FOR X1.
CONTACT CRYSTAL MANUFACTURER FOR DETAILS.

Figure 4. 30 MHz Operation (Fundamental Mode Crystal)



SUGGESTED COMPONENTS FOR 30MHz OPERATION:
ECLIPTEK EC2SM-T-30.000M (SURFACE MOUNT PACKAGE)
ECLIPTEK ECT-30.000M (THROUGH-HOLE PACKAGE)
C1 = 18pF
C2 = 27pF
C3 = 75pF
L_1 = 3300nH
R_S = SEE NOTE.
NOTE: C1, C2, C3, R_S AND L_1 ARE SPECIFIC TO CRYSTAL SPECIFIED FOR X1. CONTACT MANUFACTURER FOR DETAILS.

Figure 5. 30 MHz Operation (3rd Overtone Crystal)

TARGET BOARD CONNECTOR FOR EZ-ICE PROBE

The ADSP-2106x EZ-ICE emulator uses the IEEE 1149.1 JTAG test access port of the ADSP-2106x to monitor and control the target board processor during emulation. The EZ-ICE probe requires the ADSP-2106x's CLKIN, TMS, TCK, $\overline{\text{TRST}}$, TDI, TDO, $\overline{\text{EMU}}$ and GND signals be made accessible on the target system via a 14-pin connector (a 2 row x 7 pin strip header) such as that shown in Figure 6. The EZ-ICE probe plugs directly onto this connector for chip-on-board emulation. You must add this connector to your target board design if you, intend to use the ADSP-2106x EZ-ICE.

The total trace length between the EZ-ICE connector and the furthest device sharing the EZ-ICE JTAG pins should be limited to 15 inches maximum for guaranteed operation. This restriction on length must include EZ-ICE JTAG signals, which are routed to one or more 2106x devices or to a combination of 2106xs and other JTAG devices on the chain.

The 14-pin, 2-row pin strip header is keyed at the Pin 3 location—you must remove Pin 3 from the header. The pins must be 0.025 inch square and at least 0.20 inch in length. Pin spacing should be 0.1 × 0.1 inches. Pin strip headers are available from vendors such as 3M, McKenzie and Samtec.

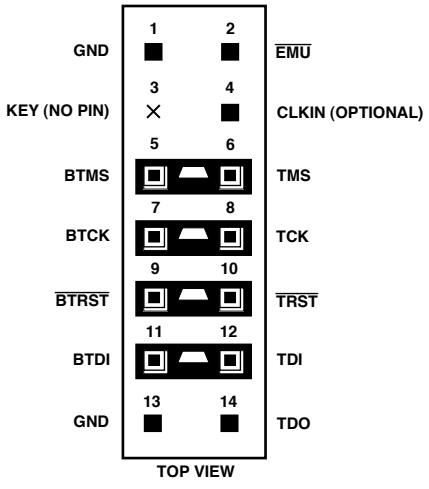


Figure 6. Target Board Connector for ADSP-2106x EZ-ICE (JTAG Header)

The BTMS, BTCK, $\overline{\text{BTRST}}$ and BTDI signals are provided so that the test access port can also be used for board-level testing. When the connector is not being used for emulation, place jumpers between the Bxxx pins and the xxx pins. If you are not going to use the test access port for board testing, tie $\overline{\text{BTRST}}$ to GND and tie or pull-up BTCK to V_{DD}. The $\overline{\text{TRST}}$ pin must be asserted after power-up (through $\overline{\text{BTRST}}$ on the connector) or held low for proper operation of the ADSP-2106x. None of the Bxxx pins (Pins 5, 7, 9, 11) are connected on the EZ-ICE probe.

The JTAG signals are terminated on the EZ-ICE probe as follows:

Signal	Termination
TMS	Driven through 22 Ω resistor (16 mA driver)
TCK	Driven at 10 MHz through 22 Ω resistor (16 mA driver)
$\overline{\text{TRST}}$*	Driven through 22 Ω resistor (16 mA driver) (pulled up by on-chip 20 kΩ resistor)
TDI	Driven by 22 Ω resistor (16 mA driver)
TDO	One TTL load, Split Termination (160/220)
CLKIN	One TTL load, Split Termination (160/220). (Caution: Do not connect to CLKIN if internal XTAL oscillator is used.)
EMU	Active Low 4.7 kΩ pull-up resistor, one TTL load (open-drain output from ADSP-2106xs)

*$\overline{\text{TRST}}$ is driven low until the EZ-ICE probe is turned on by the emulator at software start-up. After software start-up, $\overline{\text{TRST}}$ is driven high.

Connecting CLKIN to Pin 4 of the EZ-ICE header is optional. The emulator only uses CLKIN when directed to perform operations such as starting, stopping, and single-stepping two ADSP-21065Ls in a synchronous manner. If you do not need these operations to occur synchronously on the two processors, simply tie Pin 4 of the EZ-ICE header to ground.

For systems which use the internal clock generator and an external discrete crystal, do not directly connect the CLKIN pin to the JTAG probe. This will load the oscillator circuit and possibly cause it to fail to oscillate. Instead the JTAG probe's CLKIN can be driven by the XTAL pin through a high impedance buffer.

If synchronous multiprocessor operations are needed and CLKIN is connected, clock skew between multiple ADSP-2106x processors and the CLKIN pin on the EZ-ICE header must be minimal. If the skew is too large, synchronous operations may be off by one cycle between processors. For synchronous multiprocessor operation TCK, TMS, CLKIN and $\overline{\text{EMU}}$ should be treated as critical signals in terms of skew, and should be laid out as short as possible on your board.

If synchronous multiprocessor operations are not needed (i.e., CLKIN is not connected), just use appropriate parallel termination on TCK and TMS. TDI, TDO, $\overline{\text{EMU}}$ and $\overline{\text{TRST}}$ are not critical signals in terms of skew.

For complete information on the SHARC EZ-ICE, see the *ADSP-21000 Family JTAG EZ-ICE User's Guide and Reference.*

ADSP-21065L–SPECIFICATIONS

RECOMMENDED OPERATING CONDITIONS

Parameter		Test Conditions	C Grade Min	C Grade Max	K Grade Min	K Grade Max	Unit
V_{DD}	Supply Voltage		3.13	3.60	3.13	3.60	V
T_{CASE}	Case Operating Temperature		–40	+100	0	+85	°C
V_{IH}	High Level Input Voltage	@ V_{DD} = max	2.0	V_{DD} + 0.5	2.0	V_{DD} + 0.5	V
V_{IL1}	Low Level Input Voltage[1]	@ V_{DD} = min	–0.5	0.8	–0.5	0.8	V
V_{IL2}	Low Level Input Voltage[2]	@ V_{DD} = min	–0.5	0.7	–0.5	0.7	V

NOTE
See Environmental Conditions for information on thermal specifications.

ELECTRICAL CHARACTERISTICS

Parameter		Test Conditions	C and K Grades Min	C and K Grades Max	Unit
V_{OH}	High Level Output Voltage[3]	@ V_{DD} = min, I_{OH} = –2.0 mA[4]	2.4		V
V_{OL}	Low Level Output Voltage[3]	@ V_{DD} = min, I_{OL} = 4.0 mA[4]		0.4	V
I_{IH}	High Level Input Current[5]	@ V_{DD} = max, V_{IN} = V_{DD} max		10	µA
I_{IL}	Low Level Input Current[5]	@ V_{DD} = max, V_{IN} = 0 V		10	µA
I_{ILP}	Low Level Input Current[6]	@ V_{DD} = max, V_{IN} = 0 V		150	µA
I_{OZH}	Three-State Leakage Current[7, 8, 9, 10]	@ V_{DD} = max, V_{IN} = V_{DD} max		10	µA
I_{OZL}	Three-State Leakage Current[7]	@ V_{DD} = max, V_{IN} = 0 V		8	µA
I_{OZLS}	Three-State Leakage Current[8]	@ V_{DD} = max, V_{IN} = 0 V		150	µA
I_{OZLA}	Three-State Leakage Current[11]	@ V_{DD} = max, V_{IN} = 1.5 V		350	µA
I_{OZLAR}	Three-State Leakage Current[10]	@ V_{DD} = max, V_{IN} = 0 V		4	mA
I_{OZLC}	Three-State Leakage Current[9]	@ V_{DD} = max, V_{IN} = 0 V		1.5	mA
C_{IN}	Input Capacitance[12, 13]	f_{IN} = 1 MHz, T_{CASE} = 25°C, V_{IN} = 2.5 V		8	pF

NOTES
[1] Applies to input and bidirectional pins: $DATA_{31-0}$, $ADDR_{23-0}$, BSEL, $\overline{RD}$, $\overline{WR}$, $\overline{SW}$, ACK, $\overline{SBTS}$, $\overline{IRQ}_{2-0}$, $FLAG_{11-0}$, $\overline{HBG}$, $\overline{CS}$, $\overline{DMAR1}$, $\overline{DMAR2}$, $\overline{BR}_{2-1}$, $\overline{ID}_{2-0}$, RPBA, $\overline{CPA}$, TFS0, TFS1, RFS0, RFS1, $\overline{BMS}$, TMS, TDI, TCK, $\overline{HBR}$, DR0A, DR1A, DR0B, DR1B, TCLK0, TCLK1, RCLK0, RCLK1, $\overline{RESET}$, $\overline{TRST}$, PWM_EVENT0, PWM_EVENT1, $\overline{RAS}$, $\overline{CAS}$, $\overline{SDWE}$, $\overline{SDCKE}$.
[2] Applies to input pin CLKIN.
[3] Applies to output and bidirectional pins: $DATA_{31-0}$, $ADDR_{23-0}$, MS_{3-0}, $\overline{RD}$, $\overline{WR}$, $\overline{SW}$, ACK, $FLAG_{11-0}$, $\overline{HBG}$, REDY, $\overline{DMAG1}$, $\overline{DMAG2}$, $\overline{BR}_{2-1}$, $\overline{CPA}$, TCLK0, TCLK1, RCLK0, RCLK1, TFS0, TFS1, RFS0, RFS1, DT0A, DT1A, DT0B, DT1B, XTAL, $\overline{BMS}$, TDO, $\overline{EMU}$, BMSTR, PWM_EVENT0, PWM_EVENT1, $\overline{RAS}$, $\overline{CAS}$, DQM, $\overline{SDWE}$, SDCLK0, SDCLK1, $\overline{SDCKE}$, SDA10.
[4] See Output Drive Currents for typical drive current capabilities.
[5] Applies to input pins: ACK, $\overline{SBTS}$, $\overline{IRQ}_{2-0}$, $\overline{HBR}$, $\overline{CS}$, $\overline{DMAR1}$, $\overline{DMAR2}$, ID_{1-0}, BSEL, CLKIN, $\overline{RESET}$, TCK (Note that ACK is pulled up internally with 2 kΩ during reset in a multiprocessor system, when ID_{1-0} = 01 and another ADSP-21065L is not requesting bus mastership.)
[6] Applies to input pins with internal pull-ups: DR0A, DR1A, DR0B, DR1B, $\overline{TRST}$, TMS, TDI.
[7] Applies to three-statable pins: $DATA_{31-0}$, $ADDR_{23-0}$, $\overline{MS}_{3-0}$, $\overline{RD}$, $\overline{WR}$, $\overline{SW}$, ACK, $FLAG_{11-0}$, REDY, $\overline{HBG}$, $\overline{DMAG}_1$, $\overline{DMAG}_2$, $\overline{BMS}$, TDO, $\overline{RAS}$, $\overline{CAS}$, DQM, $\overline{SDWE}$, SDCLK0, SDCLK1, $\overline{SDCKE}$, SDA10, and $\overline{EMU}$ (Note that ACK is pulled up internally with 2 kΩ during reset in a multiprocessor system, when ID_{1-0} = 01 and another ADSP-21065L is not requesting bus mastership).
[8] Applies to three-statable pins with internal pull-ups: DT0A, DT1A, DT0B, DT1B, TCLK0, TCLK1, RCLK0, RCLK1.
[9] Applies to $\overline{CPA}$ pin.
[10] Applies to ACK pin when pulled up.
[11] Applies to ACK pin when keeper latch enabled.
[12] Guaranteed but not tested.
[13] Applies to all signal pins.

Specifications subject to change without notice.

ABSOLUTE MAXIMUM RATINGS*

Supply Voltage . . . . . –0.3 V to +4.6 V
Input Voltage . . . . . –0.5 V to V_{DD} + 0.5 V
Output Voltage Swing . . . . . –0.5 V to V_{DD} + 0.5 V
Load Capacitance . . . . . 200 pF
Junction Temperature Under Bias . . . . . 130°C
Storage Temperature Range . . . . . –65°C to +150°C
Lead Temperature (5 seconds) . . . . . 280°C

*Stresses greater than those listed above 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.

ESD SENSITIVITY

ESD (electrostatic discharge) sensitive device. Electrostatic charges as high as 4000 V readily accumulate on the human body and test equipment and can discharge without detection. Although the ADSP-21065L features proprietary ESD protection circuitry, permanent damage may occur on devices subjected to high energy electrostatic discharges. Therefore, proper ESD precautions are recommended to avoid performance degradation or loss of functionality.

POWER DISSIPATION ADSP-21065L

These specifications apply to the internal power portion of V_{DD} only. See the Power Dissipation section of this data sheet for calculation of external supply current and total supply current. For a complete discussion of the code used to measure power dissipation, see the technical note SHARC Power Dissipation Measurements.

Specifications are based on the following operating scenarios:

Table II. Internal Current Measurements

Operation	Peak Activity ($I_{DDINPEAK}$)	High Activity ($I_{DDINHIGH}$)	Low Activity ($I_{DDINLOW}$)
Instruction Type	Multifunction	Multifunction	Single Function
Instruction Fetch	Cache	Internal Memory	Internal Memory
Core Memory Access	2 per Cycle (DM and PM)	1 per Cycle (DM)	None
Internal Memory DMA	1 per Cycle	1 per 2 Cycles	1 per 2 Cycles

To estimate power consumption for a specific application, use the following equation where % is the amount of time your program spends in that state:

$\%PEAK \times I_{DDINPEAK} + \%HIGH \times I_{DDINHIGH} + \%LOW \times I_{DDINLOW} + \%IDLE \times I_{DDIDLE} = POWER\ CONSUMPTION$
(See note 4 below Table III.)

OR $\%PEAK \times I_{DDINPEAK} + \%HIGH \times I_{DDINHIGH} + \%LOW \times I_{DDINLOW} + \%IDLE16 \times I_{DDIDLE16} = POWER\ CONSUMPTION$
(See note 5 below Table III.)

Table III. Internal Current Measurement Scenarios

Parameter		Test Conditions	Max	Unit
$I_{DDINPEAK}$	Supply Current (Internal)[1]	t_{CK} = 33 ns, V_{DD} = max	470	mA
		t_{CK} = 30 ns, V_{DD} = max	510	mA
$I_{DDINHIGH}$	Supply Current (Internal)[2]	t_{CK} = 33 ns, V_{DD} = max	275	mA
		t_{CK} = 30 ns, V_{DD} = max	300	mA
$I_{DDINLOW}$	Supply Current (Internal)[3]	t_{CK} = 33 ns, V_{DD} = max	240	mA
		t_{CK} = 30 ns, V_{DD} = max	260	mA
I_{DDIDLE}	Supply Current (IDLE)[4]	t_{CK} = 33 ns, V_{DD} = max	150	mA
		t_{CK} = 30 ns, V_{DD} = max	155	mA
$I_{DDIDLE16}$	Supply Current (IDLE16)[5]	V_{DD} = max	50	mA

NOTES
[1]The test program used to measure $I_{DDINPEAK}$ represents worst-case processor operation and is not sustainable under normal application conditions. Actual internal power measurements made using typical applications are less than specified.
[2]$I_{DDINHIGH}$ is a composite average based on a range of high activity code.
[3]$I_{DDINLOW}$ is a composite average based on a range of low activity code.
[4]IDLE denotes ADSP-21065L state during execution of IDLE instruction.
[5]IDLE16 denotes ADSP-21065L state during execution of IDLE16 instruction.

TIMING SPECIFICATIONS

General Notes

Two speed grades of the ADSP-21065L are offered, 60 MHz and 66 MHz instruction rates. The specifications shown are based on a CLKIN frequency of 30 MHz (t_{CK} = 33.3 ns). The DT derating allows specifications at other CLKIN frequencies (within the min–max range of the t_{CK} specification; see Clock Input below). DT is the difference between the actual CLKIN period and a CLKIN period of 33.3 ns:

$$DT = (t_{CK} - 33.3)/32$$

Use the exact timing information given. Do not attempt to derive parameters from the addition or subtraction of others. While addition or subtraction would yield meaningful results for an individual device, the values given in this data sheet reflect statistical variations and worst cases. Consequently, you cannot meaningfully add parameters to derive longer times.

See Figure 27 in Equivalent Device Loading for AC Measurements (Includes All Fixtures) for voltage reference levels.

Switching Characteristics specify how the processor changes its signals. You have no control over this timing—circuitry external to the processor must be designed for compatibility with these signal characteristics. Switching characteristics tell you what the processor will do in a given circumstance. You can also use switching characteristics to ensure that any timing requirement of a device connected to the processor (such as memory) is satisfied.

Timing Requirements apply to signals that are controlled by circuitry external to the processor, such as the data input for a read operation. Timing requirements guarantee that the processor operates correctly with other devices.

(O/D) = Open Drain
(A/D) = Active Drive

Parameter		66 MHz Min	66 MHz Max	60 MHz Min	60 MHz Max	Unit
Clock Input						
Timing Requirements:						
t_{CK}	CLKIN Period	30.00	100	33.33	100	ns
t_{CKL}	CLKIN Width Low	7.0		7.0		ns
t_{CKH}	CLKIN Width High	5.0		5.0		ns
t_{CKRF}	CLKIN Rise/Fall (0.4 V–2.0 V)		3.0		3.0	ns

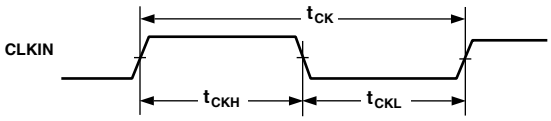


Figure 7. Clock Input

Parameter		Min	Max	Unit
Reset				
Timing Requirements:				
t_{WRST}	$\overline{\text{RESET}}$ Pulsewidth Low[1]	2 t_{CK}		ns
t_{SRST}	$\overline{\text{RESET}}$ Setup Before CLKIN High[2]	23.5 + 24 DT	t_{CK}	ns

NOTES
[1]Applies after the power-up sequence is complete. At power-up, the processor's internal phase-locked loop requires no more than 3000 CLKIN cycles while $\overline{\text{RESET}}$ is low, assuming stable V_{DD} and CLKIN (not including start-up time of external clock oscillator).
[2]Only required if multiple ADSP-2106xs must come out of reset synchronous to CLKIN with program counters (PC) equal (i.e., for a SIMD system). Not required for multiple ADSP-2106xs communicating over the shared bus (through the external port), because the bus arbitration logic synchronizes itself automatically after reset.

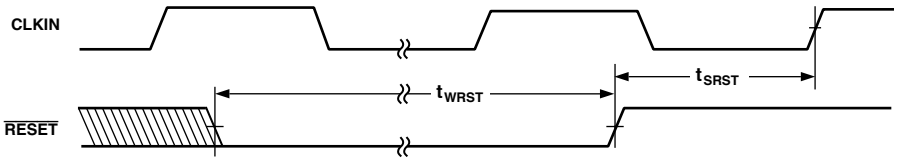


Figure 8. Reset

Parameter		Min	Max	Unit
Interrupts				
Timing Requirements:				
t_{SIR}	$\overline{\text{IRQ}}$2-0 Setup Before CLKIN High or Low[1]	11.0 + 12 DT		ns
t_{HIR}	$\overline{\text{IRQ}}$2-0 Hold Before CLKIN High or Low[1]		0.0 + 12 DT	ns
t_{IPW}	$\overline{\text{IRQ}}$2-0 Pulsewidth[2]	2.0 + t_{CK}/2		ns

NOTES
[1]Only required for $\overline{\text{IRQ}}$x recognition in the following cycle.
[2]Applies only if t_{SIR} and t_{HIR} requirements are not met.

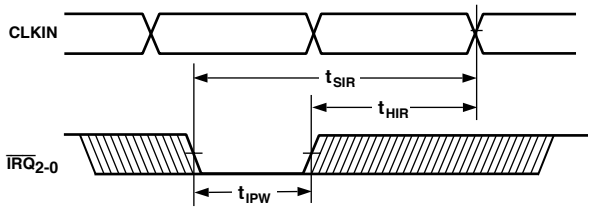


Figure 9. Interrupts

Parameter		Min	Max	Unit
Timer				
Timing Requirements:				
t_{STI}	Timer Setup Before SDCLK High	0.0		ns
t_{HTI}	Timer Hold After SDCLK High	6.0		ns
Switching Characteristics:				
t_{DTEX}	Timer Delay After SDCLK High		1.0	ns
t_{HTEX}	Timer Hold After SDCLK High	–5.0		ns

Parameter		Min	Max	Unit
Flags				
Timing Requirements:				
t_{SFI}	$FLAG_{11-0}$IN Setup Before SDCLK High[1]	–2.0		ns
t_{HFI}	$FLAG_{11-0}$IN Hold After SDCLK High[1]	6.0		ns
Switching Characteristics:				
t_{DFO}	$FLAG_{11-0}$OUT Delay After SDCLK High		1.0	ns
t_{HFO}	$FLAG_{11-0}$OUT Hold After SDCLK High	–4.0		ns
t_{DFOE}	SDCLK High to $FLAG_{11-0}$OUT Enable	–4.0		ns
t_{DFOD}	SDCLK High to $FLAG_{11-0}$OUT Disable		–1.75	ns

NOTE
[1]Flag inputs meeting these setup and hold times will affect conditional instructions in the following instruction cycle.

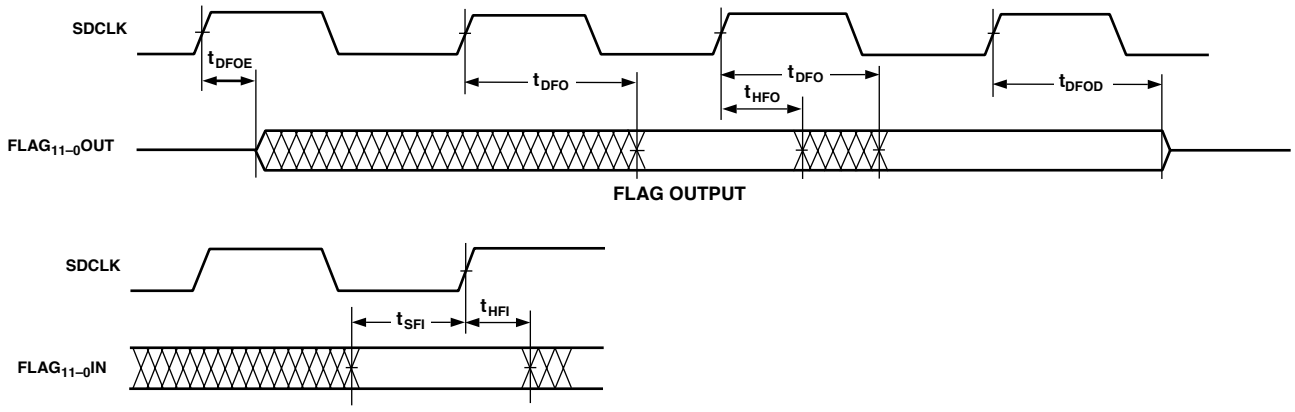


Figure 10. Flags

Memory Read—Bus Master

Use these specifications for asynchronous interfacing to memories (and memory-mapped peripherals) without reference to CLKIN. These specifications apply when the ADSP-21065L is the bus master when accessing external memory space. These switching characteristics also apply for bus master synchronous read/write timing (see Synchronous Read/Write—Bus Master below). If these timing requirements are met, the synchronous read/write timing can be ignored (and vice versa). An exception to this is the ACK pin timing requirements as described in the note below.

Parameter		Min	Max	Unit
Timing Requirements:				
t_{DAD}	Address, Selects Delay to Data Valid[1, 2]		28.0 + 32 DT + W	ns
t_{DRLD}	$\overline{RD}$ Low to Data Valid[1]		24.0 + 26 DT + W	ns
t_{HDA}	Data Hold from Address Selects[3]	0.0		ns
t_{HDRH}	Data Hold from $\overline{RD}$ High[3]	0.0		ns
t_{DAAK}	ACK Delay from Address, Selects[2, 3]		24.0 + 30 DT + W	ns
t_{DSAK}	ACK Delay from $\overline{RD}$ Low[3]		19.5 + 24 DT + W	ns
Switching Characteristics:				
t_{DRHA}	Address, Selects Hold After $\overline{RD}$ High	–1.0 + H		ns
t_{DARL}	Address, Selects to $\overline{RD}$ Low[2]	3.0 + 6 DT		ns
t_{RW}	$\overline{RD}$ Pulsewidth	25.0 + 26 DT + W		ns
t_{RWR}	$\overline{RD}$ High to $\overline{WR}$, $\overline{RD}$ Low	4.5 + 6 DT + HI		ns
t_{RDGL}	$\overline{RD}$ High to $\overline{DMAG}$x Low	11.0 +12 DT + HI		ns

W = (number of wait states specified in WAIT register) × t_{CK}.
HI = t_{CK} (if an address hold cycle or bus idle cycle occurs, as specified in WAIT register; otherwise HI = 0).
H = t_{CK} (if an address hold cycle occurs as specified in WAIT register; otherwise H = 0).

NOTES
[1]Data Delay/Setup: User must meet t_{DAD} or to t_{DRLD} or synchronous specification t_{SSDATI}.
[2]The falling edge of $\overline{MS}$x, $\overline{SW}$, $\overline{BMS}$, are referenced.
[3]ACK is not sampled on external memory accesses that use the *Internal* wait state mode. For the first CLKIN cycle of a new external memory access, ACK must be valid by t_{DAAK} or t_{DSAK} or synchronous specification t_{SACKC} for wait state modes *External*, *Either*, or *Both* (*Both*, if the internal wait state is zero). For the second and subsequent cycles of a wait stated external memory access, synchronous specifications t_{SACKC} and t_{HACKC} must be met for wait state modes *External*, *Either*, or *Both* (*Both*, after internal wait states have completed).

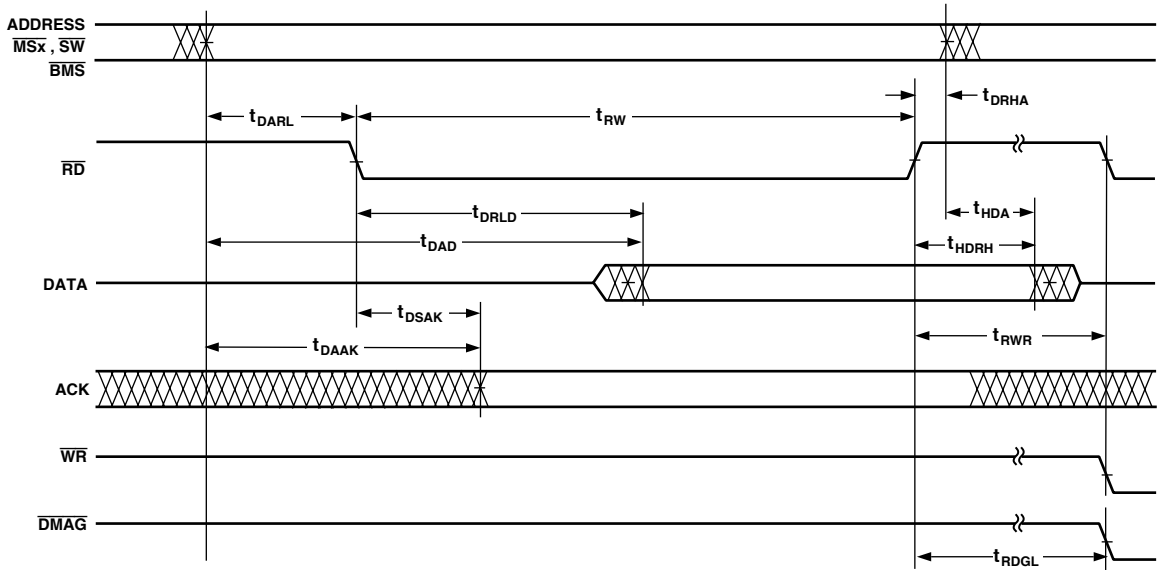


Figure 11. Memory Read—Bus Master

Memory Write—Bus Master

Use these specifications for asynchronous interfacing to memories (and memory-mapped peripherals) without reference to CLKIN. These specifications apply when the ADSP-21065L is the bus master when accessing external memory space. These switching characteristics also apply for bus master synchronous read/write timing (see Synchronous Read/Write—Bus Master below). If these timing requirements are met, the synchronous read/write timing can be ignored (and vice versa). An exception to this is the ACK pin timing requirements as described in the note below.

Parameter		Min	Max	Unit
Timing Requirements:				
t_{DAAK}	ACK Delay from Address[1, 2]		24.0 + 30 DT + W	ns
t_{DSAK}	ACK Delay from $\overline{WR}$ Low[1]		19.5 + 24 DT + W	ns
Switching Characteristics:				
t_{DAWH}	Address, Selects to $\overline{WR}$ Deasserted[2]	29.0 + 31 DT + W		ns
t_{DAWL}	Address, Selects to $\overline{WR}$ Low[2]	3.5 + 6 DT		ns
t_{WW}	$\overline{WR}$ Pulsewidth	24.5 + 25 DT + W		ns
t_{DDWH}	Data Setup Before $\overline{WR}$ High	15.5 + 19 DT + W		ns
t_{DWHA}	Address Hold After $\overline{WR}$ Deasserted	0.0 + 1 DT + H		ns
t_{DATRWH}	Data Disable After $\overline{WR}$ Deasserted[3]	1.0 + 1 DT + H	4.0 + 1 DT + H	ns
t_{WWR}	$\overline{WR}$ High to $\overline{WR}$, $\overline{RD}$ Low	4.5 + 7 DT + H		ns
t_{WRDGL}	$\overline{WR}$ High to $\overline{DMAG}$x Low	11.0 + 13 DT + H		ns
t_{DDWR}	Data Disable Before $\overline{WR}$ or $\overline{RD}$ Low	3.5 + 6 DT + I		ns
t_{WDE}	$\overline{WR}$ Low to Data Enabled	4.5 + 6 DT		ns

W = (number of wait states specified in WAIT register) × t_{CK}.
H = t_{CK} (if an address hold cycle occurs, as specified in WAIT register; otherwise H = 0).
I = t_{CK} (if a bus idle cycle occurs, as specified in WAIT register; otherwise I = 0).

NOTES

[1]ACK is not sampled on external memory accesses that use the *Internal* wait state mode. For the first CLKIN cycle of a new external memory access, ACK must be valid by t_{DAAK} or t_{DSAK} or synchronous specification t_{SACKC} for wait state modes *External*, *Either*, or *Both* (*Both*, if the internal wait state is zero). For the second and subsequent cycles of a wait stated external memory access, synchronous specifications t_{SACKC} and t_{HACKC} must be met for wait state modes *External*, *Either*, or *Both* (*Both*, after internal wait states have completed).

[2]The falling edge of $\overline{MS}$x, $\overline{SW}$, and $\overline{BMS}$ is referenced.

[3]See System Hold Time Calculation under Test Conditions for calculation of hold times given capacitive and dc loads.

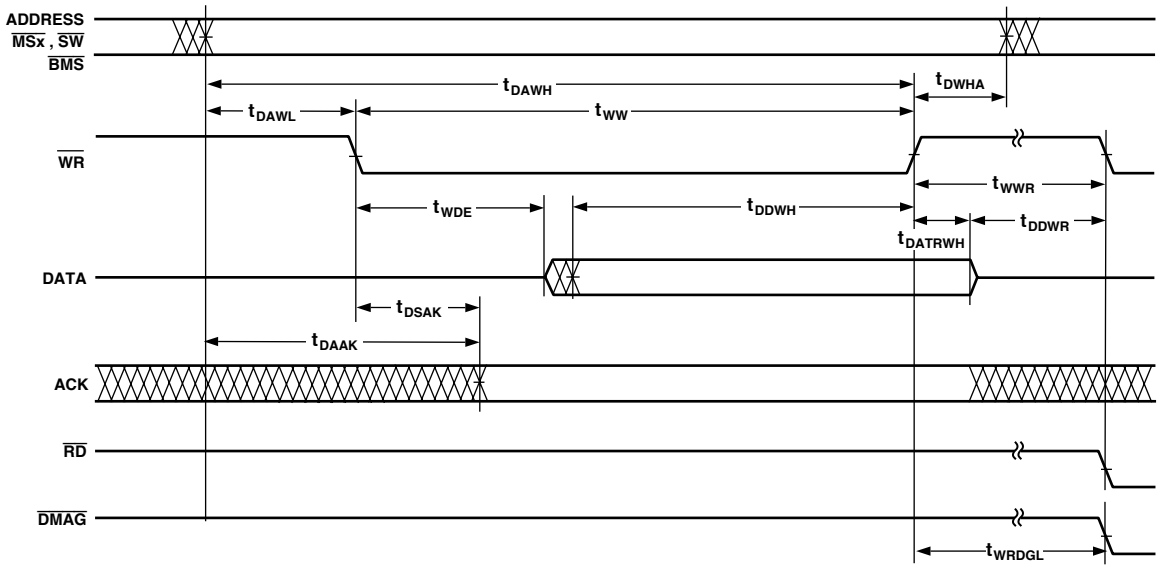


Figure 12. Memory Write—Bus Master

Synchronous Read/Write—Bus Master

Use these specifications for interfacing to external memory systems that require CLKIN-relative timing or for accessing a slave ADSP-21065L (in multiprocessor memory space). These synchronous switching characteristics are also valid during asynchronous memory reads and writes (see Memory Read—Bus Master and Memory Write—Bus Master).

When accessing a slave ADSP-21065L, these switching characteristics must meet the slave's timing requirements for synchronous read/writes (see Synchronous Read/Write—Bus Slave). The slave ADSP-21065L must also meet these (bus master) timing requirements for data and acknowledge setup and hold times.

Parameter		Min	Max	Unit
Timing Requirements:				
t_{SSDATI}	Data Setup Before CLKIN	0.25 + 2 DT		ns
t_{HSDATI}	Data Hold After CLKIN	4.0 – 2 DT		ns
t_{DAAK}	ACK Delay After Address, $\overline{MS}$x, $\overline{SW}$, $\overline{BMS}$[1, 2]		24.0 + 30 DT + W	ns
t_{SACKC}	ACK Setup Before CLKIN[1]	2.75 + 4 DT		ns
t_{HACK}	ACK Hold After CLKIN	2.0 – 4 DT		ns
Switching Characteristics:				
t_{DADRO}	Address, $\overline{MS}$x, $\overline{BMS}$, $\overline{SW}$ Delay After CLKIN[1]		7.0 – 2 DT	ns
t_{HADRO}	Address, $\overline{MS}$x, $\overline{BMS}$, $\overline{SW}$ Hold After CLKIN	0.5 – 2 DT		ns
t_{DRDO}	$\overline{RD}$ High Delay After CLKIN	0.5 – 2 DT	6.0 – 2 DT	ns
t_{DWRO}	$\overline{WR}$ High Delay After CLKIN	0.0 – 3 DT	6.0 – 3 DT	ns
t_{DRWL}	$\overline{RD}$/$\overline{WR}$ Low Delay After CLKIN	7.5 + 4 DT	11.75 + 4 DT	ns
t_{DDATO}	Data Delay After CLKIN		22.0 + 10 DT	ns
t_{DATTR}	Data Disable After CLKIN[3]	1.0 – 2 DT	7.0 – 2 DT	ns
t_{DBM}	BMSTR Delay After CLKIN		3.0	ns
t_{HBM}	BMSTR Hold After CLKIN	–4.0		ns

W = (number of wait states specified in WAIT register) × t_{CK}.

NOTES

[1]Data Hold: User must meet t_{HDA} or t_{HDRH} or synchronous specification t_{HDATI}. See system hold time calculation under test conditions for the calculation of hold times given capacitive and dc loads.

[2]ACK is not sampled on external memory accesses that use the *Internal* wait state mode. For the first CLKIN cycle of a new external memory access, ACK must be valid by t_{DAAK} or t_{DSAK} or synchronous specification t_{SACKC} for wait state modes *External*, *Either*, or *Both* (*Both*, if the internal wait state is zero). For the second and subsequent cycles of a wait stated external memory access, synchronous specifications t_{SACKC} and t_{HACKC} must be met for wait state modes *External*, *Either*, or *Both* (*Both*, after internal wait states have completed).

[3]See System Hold Time Calculation under Test Conditions for calculation of hold times given capacitive and dc loads.

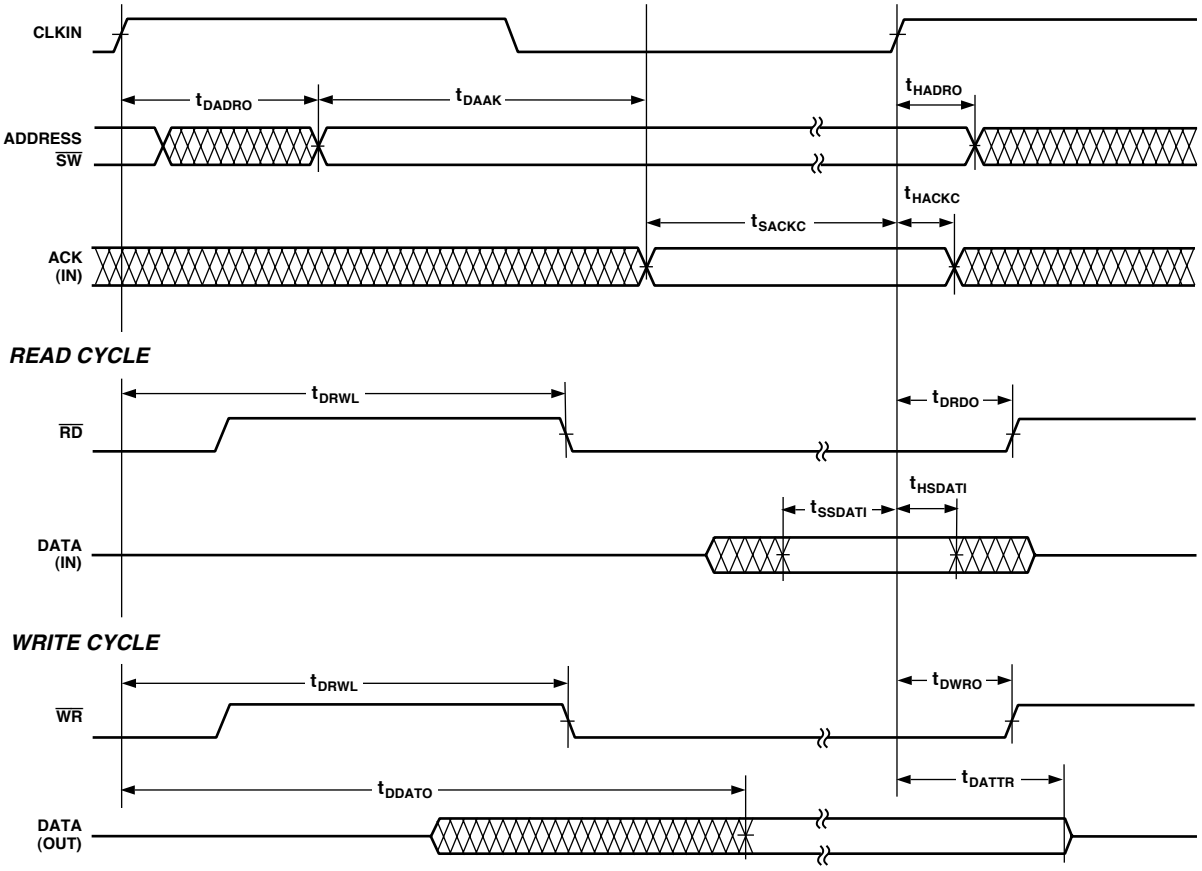


Figure 13. Synchronous Read/Write—Bus Master

Synchronous Read/Write—Bus Slave

Use these specifications for ADSP-21065L bus master accesses of a slave's IOP registers or internal memory (in multiprocessor memory space). The bus master must meet these (bus slave) timing requirements.

Parameter		Min	Max	Unit
Timing Requirements:				
t_{SADRI}	Address, $\overline{SW}$ Setup Before CLKIN	24.5 + 25 DT		ns
t_{HADRI}	Address, $\overline{SW}$ Hold Before CLKIN		4.0 + 8 DT	ns
t_{SRWLI}	$\overline{RD}/\overline{WR}$ Low Setup Before CLKIN[1]	21.0 + 21 DT		ns
t_{HRWLI}	$\overline{RD}/\overline{WR}$ Low Hold After CLKIN	–2.50 – 5 DT	7.5 + 7 DT	ns
t_{RWHPI}	$\overline{RD}/\overline{WR}$ Pulse High	2.5		ns
t_{SDATWH}	Data Setup Before $\overline{WR}$ High	4.5		ns
t_{HDATWH}	Data Hold After $\overline{WR}$ High	0.0		ns
Switching Characteristics:				
t_{SDDATO}	Data Delay After CLKIN		31.75 + 21 DT	ns
t_{DATTR}	Data Disable After CLKIN[2]	1.0 – 2 DT	7.0 – 2 DT	ns
t_{DACK}	ACK Delay After CLKIN		29.5 + 20 DT	ns
t_{ACKTR}	ACK Disable After CLKIN[2]	1.0 – 2 DT	6.0 – 2 DT	ns

NOTES

[1]t_{SRWLI} is specified when Multiprocessor Memory Space Wait State (MMSWS bit in WAIT register) is disabled; when MMSWS is enabled, t_{SRWLI} (min) = 17.5 + 18 DT.

[2]See System Hold Time Calculation under Test Conditions for calculation of hold times given capacitive and dc loads.

For two ADSP-21065Ls to communicate synchronously as master and slave, certain master and slave specification combinations must be satisfied. Do not compare specification values directly to calculate master/slave clock skew margins for those specifications listed below. The following table shows the appropriate clock skew margin.

Table IV. Bus Master to Slave Skew Margins

Master Specification	Slave Specification	Skew Margin	
t_{SSDATI}	t_{SDDATO}	t_{CK} = 33.3 ns	+ 2.25 ns
		t_{CK} = 30.0 ns	+ 1.50 ns
t_{SACKC}	t_{DACK}	t_{CK} = 33.3 ns	+ 3.00 ns
		t_{CK} = 30.0 ns	+ 2.25 ns
t_{DADRO}	t_{SADRI}	t_{CK} = 33.3 ns	N/A
		t_{CK} = 30.0 ns	+ 2.75 ns
t_{DRWL} (Max)	t_{SRWLI}	t_{CK} = 33.3 ns	+ 1.50 ns
		t_{CK} = 30.0 ns	+ 1.25 ns
t_{DRDO} (Max)	t_{HRWLI} (Max)	t_{CK} = 33.3 ns	N/A
		t_{CK} = 30.0 ns	3.00 ns
t_{DWRO} (Max)	t_{HRWLI} (Max)	t_{CK} = 33.3 ns	N/A
		t_{CK} = 30.0 ns	3.75 ns

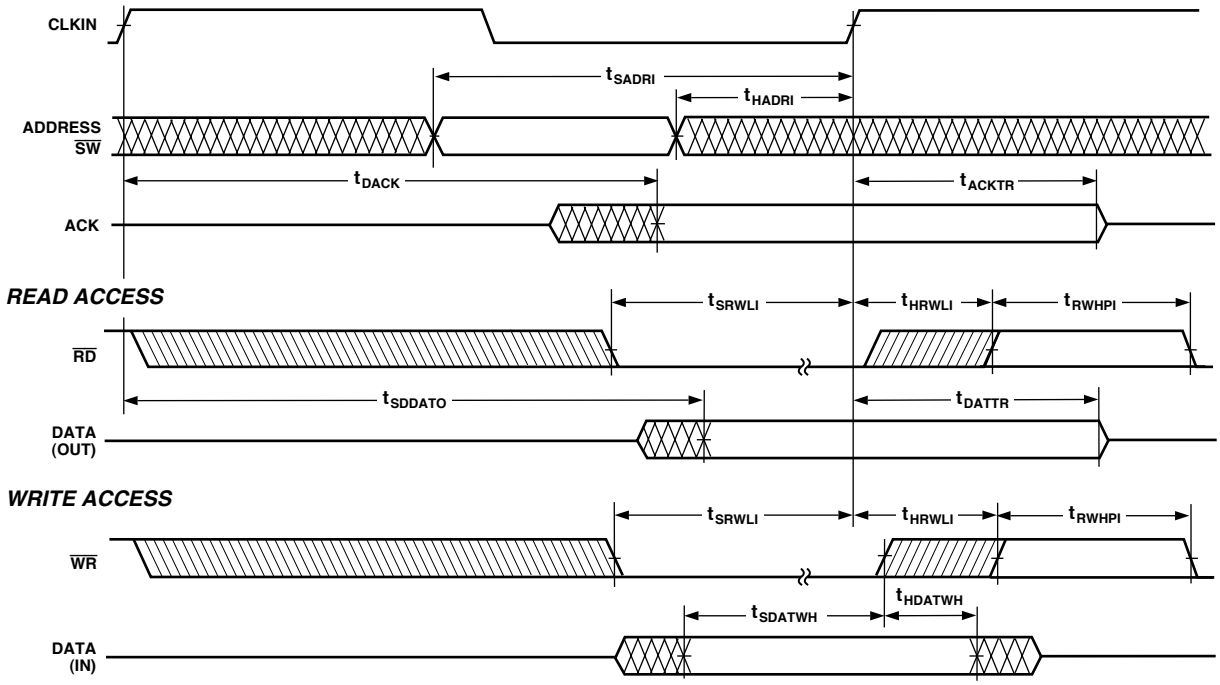


Figure 14. Synchronous Read/Write—Bus Slave

Multiprocessor Bus Request and Host Bus Request

Use these specifications for passing of bus mastership between multiprocessing ADSP-21065Ls ($\overline{BR}$x) or a host processor ($\overline{HBR}$, $\overline{HBG}$).

Parameter		Min	Max	Unit
Timing Requirements:				
$t_{HBGRCSV}$	$\overline{HBG}$ Low to $\overline{RD}$/$\overline{WR}$/$\overline{CS}$ Valid[1]		20.0 + 36 DT	ns
t_{SHBRI}	$\overline{HBR}$ Setup Before CLKIN[2]	12.0 + 12 DT		ns
t_{HHBRI}	$\overline{HBR}$ Hold Before CLKIN[2]		6.0 + 12 DT	ns
t_{SHBGI}	$\overline{HBG}$ Setup Before CLKIN	6.0 + 8 DT		ns
t_{HHBGI}	$\overline{HBG}$ Hold Before CLKIN High		1.0 + 8 DT	ns
t_{SBRI}	$\overline{BR}$x, $\overline{CPA}$ Setup Before CLKIN[3]	7.0 + 8 DT		ns
t_{HBRI}	$\overline{BR}$x, $\overline{CPA}$ Hold Before CLKIN High		1.0 + 8 DT	ns
Switching Characteristics:				
t_{DHBGO}	$\overline{HBG}$ Delay After CLKIN		8.0 – 2 DT	ns
t_{HHBGO}	$\overline{HBG}$ Hold After CLKIN	1.0 – 2 DT		ns
t_{DBRO}	$\overline{BR}$x Delay After CLKIN		7.0 – 2 DT	ns
t_{HBRO}	$\overline{BR}$x Hold After CLKIN	1.0 – 2 DT		ns
t_{DCPAO}	$\overline{CPA}$ Low Delay After CLKIN		11.5 – 2 DT	ns
t_{TRCPA}	$\overline{CPA}$ Disable After CLKIN	1.0 – 2 DT	5.5 – 2 DT	ns
t_{DRDYCS}	REDY (O/D) or (A/D) Low from $\overline{CS}$ and $\overline{HBR}$ Low[4]		13.0	ns
t_{TRDYHG}	REDY (O/D) Disable or REDY (A/D) High from $\overline{HBG}$[4]	44.0 + 43 DT		ns
t_{ARDYTR}	REDY (A/D) Disable from $\overline{CS}$ or $\overline{HBR}$ High[4]		10.0	ns

NOTES

[1]For first asynchronous access after $\overline{HBR}$ and $\overline{CS}$ asserted, $ADDR_{23-0}$ must be a nonMMS value 1/2 t_{CK} before $\overline{RD}$ or $\overline{WR}$ goes low or by $t_{HBGRCSV}$ after $\overline{HBG}$ goes low. This is easily accomplished by driving an upper address signal high when $\overline{HBG}$ is asserted. See the Host Processor Control of the ADSP-21065L section of the *ADSP-21065L SHARC User's Manual*, Second Edition.

[2]Only required for recognition in the current cycle.

[3]$\overline{CPA}$ assertion must meet the setup to CLKIN; deassertion does not need to meet the setup to CLKIN.

[4](O/D) = open drain, (A/D) = active drive.