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SUMMARY

High performance 32-bit/40-bit floating-point processor optimized for high performance audio processing
Single-instruction, multiple-data (SIMD) computational architecture

On-chip memory—2M bits of on-chip SRAM and 6M bits of on-chip mask programmable ROM

Code compatible with all other members of the SHARC family

The ADSP-21367/ADSP-21368/ADSP-21369 are available with a 400 MHz core instruction rate with unique audiocentric peripherals such as the digital applications interface, S/PDIF transceiver, serial ports, 8-channel asynchronous sample rate converter, precision clock generators, and more. For complete ordering information, see [Ordering Guide on Page 61](#).

DEDICATED AUDIO COMPONENTS

S/PDIF-compatible digital audio receiver/transmitter
4 independent asynchronous sample rate converters (SRC)
16 PWM outputs configured as four groups of four outputs
ROM-based security features include

JTAG access to memory permitted with a 64-bit key
Protected memory regions that can be assigned to limit access under program control to sensitive code

PLL has a wide variety of software and hardware multiplier/divider ratios

Available in 256-ball BGA_ED and 208-lead LQFP_EP packages

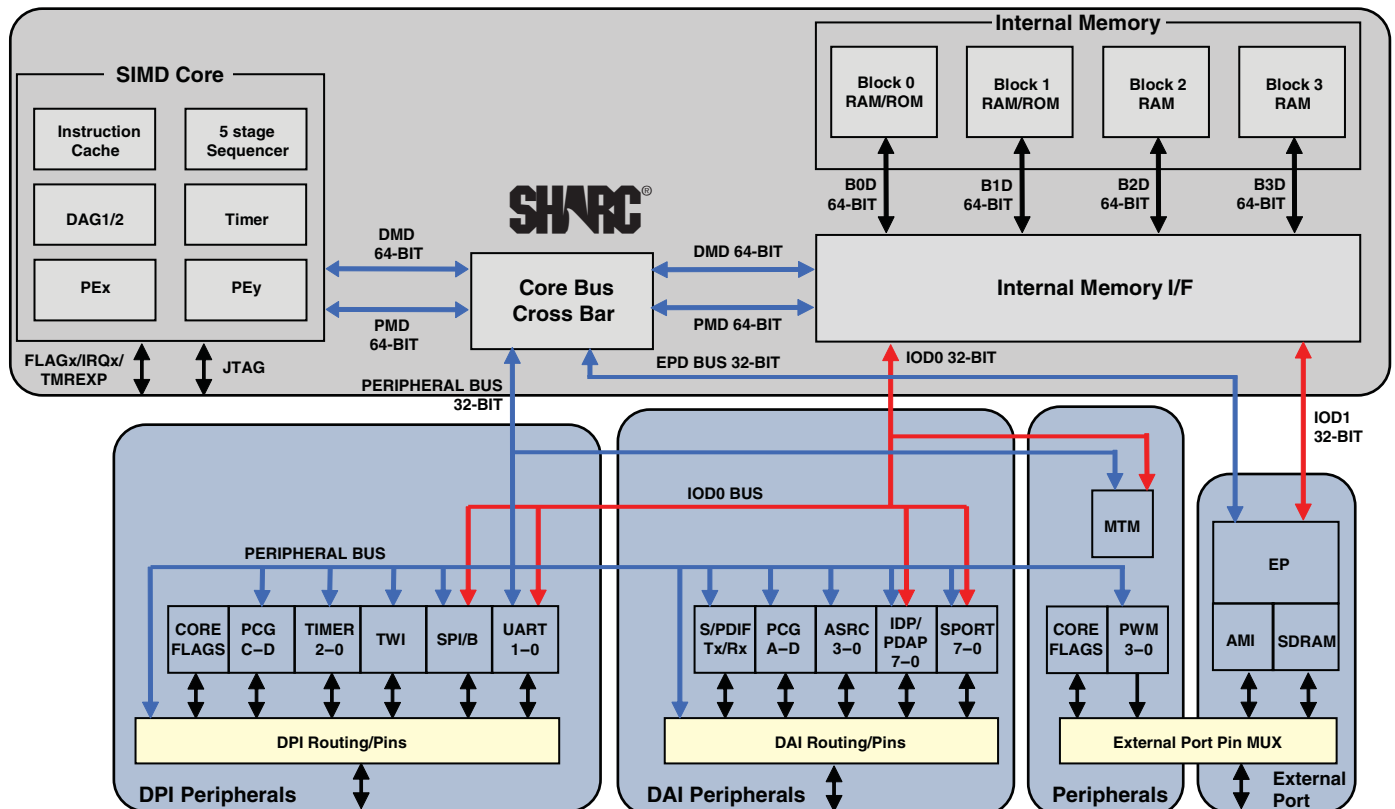


Figure 1. Functional Block Diagram

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Rev. F

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ADSP-21367/ADSP-21368/ADSP-21369

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REVISION HISTORY

10/13—Rev. E to Rev. F

Updated Development Tools	11
Added Related Signal Chains	12
Corrected $\overline{\text{EMU}}$ pin type from O/T(pu) to O(O/D, pu) in Pin Function Descriptions	13
Corrected Junction Temperature 256-Ball BGA Min Value at ambient temperature (–40°C to +85°C) from 0 to –40 in Operating Conditions	16
Added 400 MHz Min and Max values for Junction Temperature 208-Lead LQFP_EP at ambient temperature 0°C to +70°C in Operating Conditions	16
Added footnote 2 to Table 24 in Memory Read	30
Changed Max values in Table 34 in Pulse-Width Modulation Generators	41
Updated timing parameters in Table 40 and in Figure 36 in SPI Interface—Master	48
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To view product/process change notifications (PCNs) related to this data sheet revision, please visit the processor's product page on the www.analog.com website and use the View PCN link.

GENERAL DESCRIPTION

The ADSP-21367/ADSP-21368/ADSP-21369 SHARC® processors are members of the SIMD SHARC family of DSPs that feature Analog Devices' Super Harvard Architecture. These processors are source code-compatible with the ADSP-2126x and ADSP-2116x DSPs as well as with first generation ADSP-2106x SHARC processors in SISD (single-instruction, single-data) mode. The processors are 32-bit/40-bit floating-point processors optimized for high performance automotive audio applications with its large on-chip SRAM, mask programmable ROM, multiple internal buses to eliminate I/O bottlenecks, and an innovative digital applications interface (DAI).

As shown in the functional block diagram on Page 1, the processors use two computational units to deliver a significant performance increase over the previous SHARC processors on a range of DSP algorithms. Fabricated in a state-of-the-art, high speed, CMOS process, the ADSP-21367/ADSP-21368/ADSP-21369 processors achieve an instruction cycle time of up to 2.5 ns at 400 MHz. With its SIMD computational hardware, the processors can perform 2.4 GFLOPS running at 400 MHz.

Table 1 shows performance benchmarks for these devices.

Table 1. Processor Benchmarks (at 400 MHz)

Benchmark Algorithm	Speed (at 400 MHz)
1024 Point Complex FFT (Radix 4, with reversal)	23.2 μs
FIR Filter (per tap) ¹	1.25 ns
IIR Filter (per biquad) ¹	5.0 ns
Matrix Multiply (pipelined)	
[3×3] × [3×1]	11.25 ns
[4×4] × [4×1]	20.0 ns
Divide (y/x)	8.75 ns
Inverse Square Root	13.5 ns

¹ Assumes two files in multichannel SIMD mode.

Table 2. ADSP-2136x Family Features¹

Feature	ADSP-21367	ADSP-21368	ADSP-21369/ ADSP-21369W
Frequency	400 MHz		
RAM	2M bits		
ROM ²	6M bits		
Audio Decoders in ROM	Yes		
Pulse-Width Modulation	Yes		
S/PDIF	Yes		
SDRAM Memory Bus Width	32/16 bits		

Table 2. ADSP-2136x Family Features¹ (Continued)

Feature	ADSP-21367	ADSP-21368	ADSP-21369/ ADSP-21369W
Serial Ports	8		
IDP	Yes		
DAI	Yes		
UART	2		
DAI	Yes		
DPI	Yes		
S/PDIF Transceiver	1		
AMI Interface Bus Width	32/16/8 bits		
SPI	2		
TWI	Yes		
SRC Performance	128 dB		
Package	256 Ball-BGA, 208-Lead LQFP_EP	256 Ball-BGA	256 Ball-BGA, 208-Lead LQFP_EP

¹ W = Automotive grade product. See [Automotive Products on Page 61](#) for more information.

² Audio decoding algorithms include PCM, Dolby Digital EX, Dolby Prologic IIX, DTS 96/24, Neo:6, DTS ES, MPEG-2 AAC, MP3, and functions like bass management, delay, speaker equalization, graphic equalization, and more. Decoder/post-processor algorithm combination support varies depending upon the chip version and the system configurations. Please visit www.analog.com for complete information.

The diagram on Page 1 shows the two clock domains that make up the ADSP-21367/ADSP-21368/ADSP-21369 processors. The core clock domain contains the following features.

- Two processing elements (PE_x, PE_y), each of which comprises an ALU, multiplier, shifter, and data register file
- Data address generators (DAG1, DAG2)
- Program sequencer with instruction cache
- PM and DM buses capable of supporting 2x64-bit data transfers between memory and the core at every core processor cycle
- One periodic interval timer with pinout
- On-chip SRAM (2M bit)
- On-chip mask-programmable ROM (6M bit)
- JTAG test access port for emulation and boundary scan. The JTAG provides software debug through user breakpoints which allows flexible exception handling.

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The block diagram of the ADSP-21368 on Page 1 also shows the peripheral clock domain (also known as the I/O processor) and contains the following features:

- IOD0 (peripheral DMA) and IOD1 (external port DMA) buses for 32-bit data transfers
- Peripheral and external port buses for core connection
- External port with an AMI and SDRAM controller
- 4 units for PWM control
- 1 MTM unit for internal-to-internal memory transfers
- Digital applications interface that includes four precision clock generators (PCG), a input data port (IDP) for serial and parallel interconnect, an S/PDIF receiver/transmitter, four asynchronous sample rate converters, eight serial ports, a flexible signal routing unit (DAI SRU).

- Digital peripheral interface that includes three timers, a 2-wire interface, two UARTs, two serial peripheral interfaces (SPI), 2 precision clock generators (PCG) and a flexible signal routing unit (DPI SRU).

SHARC FAMILY CORE ARCHITECTURE

The ADSP-21367/ADSP-21368/ADSP-21369 are code compatible at the assembly level with the ADSP-2126x, ADSP-21160, and ADSP-21161, and with the first generation ADSP-2106x SHARC processors. The ADSP-21367/ADSP-21368/ADSP-21369 processors share architectural features with the ADSP-2126x and ADSP-2116x SIMD SHARC processors, as shown in Figure 2 and detailed in the following sections.

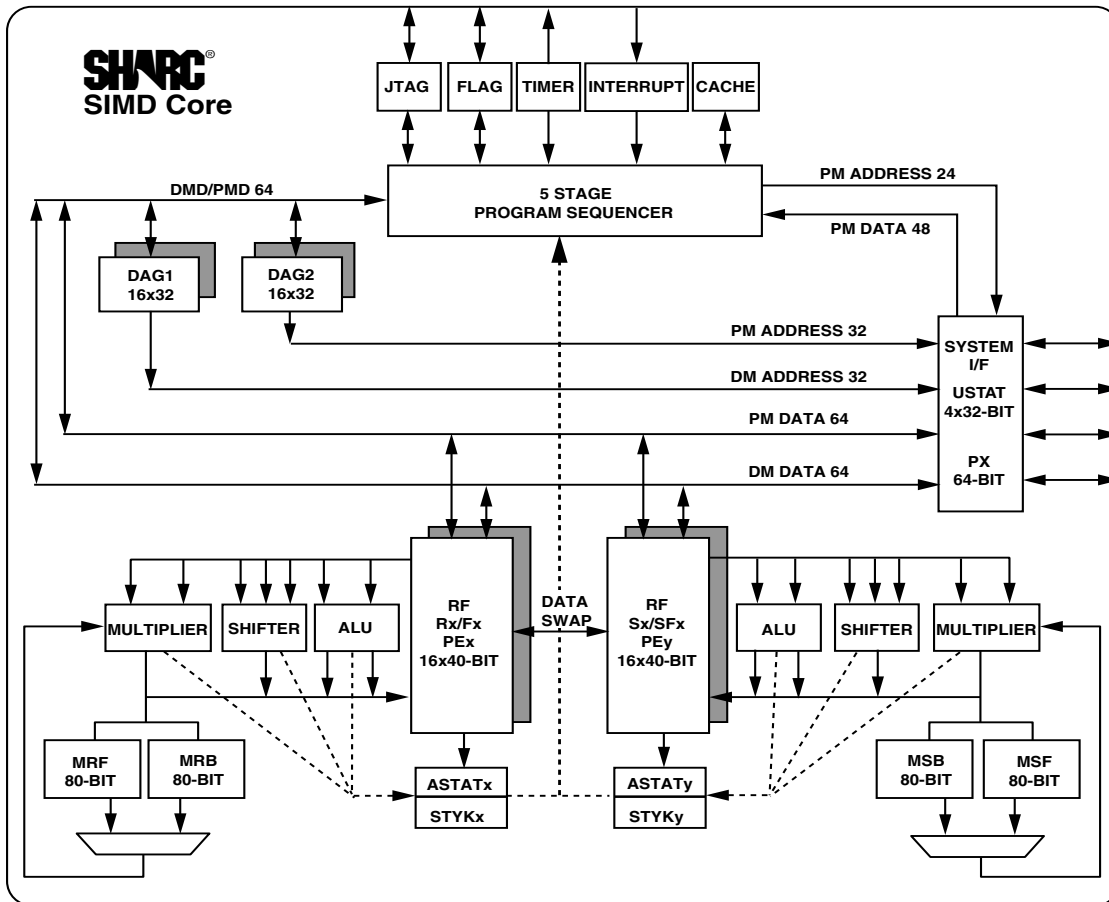


Figure 2. SHARC Core Block Diagram

SIMD Computational Engine

The processors contain two computational processing elements that operate as a single-instruction, multiple-data (SIMD) engine. The processing elements are referred to as PEX and PEY and each contains an ALU, multiplier, shifter, and register file. PEX is always active, and PEY may be enabled by setting the PEYEN mode bit in the MODE1 register. When this mode is enabled, the same instruction is executed in both processing elements, but each processing element operates on different data. This architecture is efficient at executing math intensive DSP algorithms.

Entering SIMD mode also has an effect on the way data is transferred between memory and the processing elements. When in SIMD mode, twice the data bandwidth is required to sustain computational operation in the processing elements. Because of this requirement, entering SIMD mode also doubles the bandwidth between memory and the processing elements. When using the DAGs to transfer data in SIMD mode, two data values are transferred with each access of memory or the register file.

Independent, Parallel Computation Units

Within each processing element is a set of computational units. The computational units consist of an arithmetic/logic unit (ALU), multiplier, and shifter. These units perform all operations in a single cycle. The three units within each processing element are arranged in parallel, maximizing computational throughput. Single multifunction instructions execute parallel ALU and multiplier operations. In SIMD mode, the parallel ALU and multiplier operations occur in both processing elements. These computation units support IEEE 32-bit single-precision floating-point, 40-bit extended precision floating-point, and 32-bit fixed-point data formats.

Data Register File

A general-purpose data register file is contained in each processing element. The register files transfer data between the computation units and the data buses, and store intermediate results. These 10-port, 32-register (16 primary, 16 secondary) register files, combined with the ADSP-2136x enhanced Harvard architecture, allow unconstrained data flow between computation units and internal memory. The registers in PEX are referred to as R0–R15 and in PEY as S0–S15.

Context Switch

Many of the processor's registers have secondary registers that can be activated during interrupt servicing for a fast context switch. The data registers in the register file, the DAG registers, and the multiplier result registers all have secondary registers. The primary registers are active at reset, while the secondary registers are activated by control bits in a mode control register.

Universal Registers

These registers can be used for general-purpose tasks. The USTAT (4) registers allow easy bit manipulations (Set, Clear, Toggle, Test, XOR) for all system registers (control/status) of the core.

The data bus exchange register (PX) permits data to be passed between the 64-bit PM data bus and the 64-bit DM data bus, or between the 40-bit register file and the PM data bus. These registers contain hardware to handle the data width difference.

Timer

A core timer that can generate periodic software Interrupts. The core timer can be configured to use FLAG3 as a timer expired signal.

Single-Cycle Fetch of Instruction and Four Operands

The ADSP-21367/ADSP-21368/ADSP-21369 feature an enhanced Harvard architecture in which the data memory (DM) bus transfers data and the program memory (PM) bus transfers both instructions and data (see [Figure 2 on Page 4](#)). With separate program and data memory buses and on-chip instruction cache, the processors can simultaneously fetch four operands (two over each data bus) and one instruction (from the cache), all in a single cycle.

Instruction Cache

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

Data Address Generators with Zero-Overhead Hardware Circular Buffer Support

The ADSP-21367/ADSP-21368/ADSP-21369 have two data address generators (DAGs). The DAGs are used for indirect addressing and implementing 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 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, reduce overhead, increase performance, and simplify 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-21367/ADSP-21368/ADSP-21369 can conditionally execute a multiply, an add, and a subtract in both processing elements while branching and fetching up to four 32-bit values from memory—all in a single instruction.

On-Chip Memory

The processors contain two megabits of internal RAM and six megabits of internal mask-programmable ROM. Each block can be configured for different combinations of code and data storage (see [Table 3 on Page 6](#)). Each memory block supports single-cycle, independent accesses by the core processor and I/O

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processor. The memory architecture, in combination with its separate on-chip buses, allows two data transfers from the core and one from the I/O processor, in a single cycle.

Table 3. Internal Memory Space¹

IOP Registers 0x0000 0000–0x0003 FFFF			
Long Word (64 Bits)	Extended Precision Normal or Instruction Word (48 Bits)	Normal Word (32 Bits)	Short Word (16 Bits)
Block 0 ROM (Reserved) 0x0004 0000–0x0004 BFFF	Block 0 ROM (Reserved) 0x0008 0000–0x0008 FFFF	Block 0 ROM (Reserved) 0x0008 0000–0x0009 7FFF	Block 0 ROM (Reserved) 0x0010 0000–0x0012 FFFF
Reserved 0x0004 F000–0x0004 FFFF	Reserved 0x0009 4000–0x0009 FFFF	Reserved 0x0009 E000–0x0009 FFFF	Reserved 0x0013 C000–0x0013 FFFF
Block 0 SRAM 0x0004 C000–0x0004 EFFF	Block 0 SRAM 0x0009 0000–0x0009 3FFF	Block 0 SRAM 0x0009 8000–0x0009 DFFF	Block 0 SRAM 0x0013 0000–0x0013 BFFF
Block 1 ROM (Reserved) 0x0005 0000–0x0005 BFFF	Block 1 ROM (Reserved) 0x000A 0000–0x000A FFFF	Block 1 ROM (Reserved) 0x000A 0000–0x000B 7FFF	Block 1 ROM (Reserved) 0x0014 0000–0x0016 FFFF
Reserved 0x0005 F000–0x0005 FFFF	Reserved 0x000B 4000–0x000B FFFF	Reserved 0x000B E000–0x000B FFFF	Reserved 0x0017 C000–0x0017 FFFF
Block 1 SRAM 0x0005 C000–0x0005 EFFF	Block 1 SRAM 0x000B 0000–0x000B 3FFF	Block 1 SRAM 0x000B 8000–0x000B DFFF	Block 1 SRAM 0x0017 0000–0x0017 BFFF
Block 2 SRAM 0x0006 0000–0x0006 0FFF	Block 2 SRAM 0x000C 0000–0x000C 1554	Block 2 SRAM 0x000C 0000–0x000C 1FFF	Block 2 SRAM 0x0018 0000–0x0018 3FFF
Reserved 0x0006 1000–0x0006 FFFF	Reserved 0x000C 1555–0x000C 3FFF	Reserved 0x000C 2000–0x000D FFFF	Reserved 0x0018 4000–0x001B FFFF
Block 3 SRAM 0x0007 0000–0x0007 0FFF	Block 3 SRAM 0x000E 0000–0x000E 1554	Block 3 SRAM 0x000E 0000–0x000E 1FFF	Block 3 SRAM 0x001C 0000–0x001C 3FFF
Reserved 0x0007 1000–0x0007 FFFF	Reserved 0x000E 1555–0x000F FFFF	Reserved 0x000E 2000–0x000F FFFF	Reserved 0x001C 4000–0x001F FFFF

¹The ADSP-21368 and ADSP-21369 processors include a customer-definable ROM block. Please contact your Analog Devices sales representative for additional details.

The SRAM can be configured as a maximum of 64k words of 32-bit data, 128k words of 16-bit data, 42k words of 48-bit instructions (or 40-bit data), or combinations of different word sizes up to two megabits. All of the memory can be accessed as 16-bit, 32-bit, 48-bit, or 64-bit words. A 16-bit floating-point storage format is supported that effectively doubles the amount of data that can be stored on-chip. Conversion between the 32-bit floating-point and 16-bit floating-point formats is performed in a single instruction. 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 bus and PM buses, with one bus dedicated to each memory block, assures single-cycle execution with two data transfers. In this case, the instruction must be available in the cache.

On-Chip Memory Bandwidth

The internal memory architecture allows programs to have four accesses at the same time to any of the four blocks (assuming there are no block conflicts). The total bandwidth is realized using the DMD and PMD buses (2x64-bits, core CLK) and the IOD0/1 buses (2x32-bit, PCLK).

ROM-Based Security

The ADSP-21367/ADSP-21368/ADSP-21369 have a ROM security feature that provides hardware support for securing user software code by preventing unauthorized reading from the internal code when enabled. When using this feature, the processor does not boot-load any external code, executing exclusively from internal ROM. Additionally, the processor is not freely accessible via the JTAG port. Instead, a unique 64-bit key, which must be scanned in through the JTAG or test access port will be assigned to each customer. The device will ignore a wrong key. Emulation features and external boot modes are only available after the correct key is scanned.

FAMILY PERIPHERAL ARCHITECTURE

The ADSP-21367/ADSP-21368/ADSP-21369 family contains a rich set of peripherals that support a wide variety of applications including high quality audio, medical imaging, communications, military, test equipment, 3D graphics, speech recognition, motor control, imaging, and other applications.

External Port

The external port interface supports access to the external memory through core and DMA accesses. The external memory address space is divided into four banks. Any bank can be programmed as either asynchronous or synchronous memory. The external ports of the ADSP-21367/8/9 processors are comprised of the following modules.

- An Asynchronous Memory Interface which communicates with SRAM, FLASH, and other devices that meet the standard asynchronous SRAM access protocol. The AMI supports 14M words of external memory in bank 0 and 16M words of external memory in bank 1, bank 2, and bank 3.
- An SDRAM controller that supports a glueless interface with any of the standard SDRAMs. The SDC supports 62M words of external memory in bank 0, and 64M words of external memory in bank 1, bank 2, and bank 3.
- Arbitration Logic to coordinate core and DMA transfers between internal and external memory over the external port.
- A Shared Memory Interface that allows the connection of up to four ADSP-21368 processors to create shared external bus systems (ADSP-21368 only).

SDRAM Controller

The SDRAM controller provides an interface of up to four separate banks of industry-standard SDRAM devices or DIMMs, at speeds up to f_{CLK} . Fully compliant with the SDRAM standard, each bank has its own memory select line ($\overline{\text{MS0}}\text{--}\overline{\text{MS3}}$), and can be configured to contain between 16M bytes and 128M bytes of memory. SDRAM external memory address space is shown in [Table 4](#).

A set of programmable timing parameters is available to configure the SDRAM banks to support slower memory devices. The memory banks can be configured as either 32 bits wide for maximum performance and bandwidth or 16 bits wide for minimum device count and lower system cost.

The SDRAM controller address, data, clock, and control pins can drive loads up to distributed 30 pF loads. For larger memory systems, the SDRAM controller external buffer timing should be selected and external buffering should be provided so that the load on the SDRAM controller pins does not exceed 30 pF.

External Memory

The external port provides a high performance, glueless interface to a wide variety of industry-standard memory devices. The 32-bit wide bus can be used to interface to synchronous and/or asynchronous memory devices through the use of its separate internal memory controllers. The first is an SDRAM controller

Table 4. External Memory for SDRAM Addresses

Bank	Size in Words	Address Range
Bank 0	62M	0x0020 0000–0x03FF FFFF
Bank 1	64M	0x0400 0000–0x07FF FFFF
Bank 2	64M	0x0800 0000–0x0BFF FFFF
Bank 3	64M	0x0C00 0000–0x0FFF FFFF

for connection of industry-standard synchronous DRAM devices and DIMMs (dual inline memory module), while the second is an asynchronous memory controller intended to interface to a variety of memory devices. Four memory select pins enable up to four separate devices to coexist, supporting any desired combination of synchronous and asynchronous device types. Non-SDRAM external memory address space is shown in [Table 5](#).

Table 5. External Memory for Non-SDRAM Addresses

Bank	Size in Words	Address Range
Bank 0	14M	0x0020 0000–0x00FF FFFF
Bank 1	16M	0x0400 0000–0x04FF FFFF
Bank 2	16M	0x0800 0000–0x08FF FFFF
Bank 3	16M	0x0C00 0000–0x0CFF FFFF

Shared External Memory

The ADSP-21368 processor supports connecting to common shared external memory with other ADSP-21368 processors to create shared external bus processor systems. This support includes:

- Distributed, on-chip arbitration for the shared external bus
- Fixed and rotating priority bus arbitration
- Bus time-out logic
- Bus lock

Multiple processors can share the external bus with no additional arbitration logic. Arbitration logic is included on-chip to allow the connection of up to four processors.

Bus arbitration is accomplished through the $\overline{\text{BR1}}\text{--}\overline{\text{BR4}}$ signals and the priority scheme for bus arbitration is determined by the setting of the RPBA pin. [Table 8 on Page 13](#) provides descriptions of the pins used in multiprocessor systems.

External Port Throughput

The throughput for the external port, based on 166 MHz clock and 32-bit data bus, is 221M bytes/s for the AMI and 664M bytes/s for SDRAM.

Asynchronous Memory Controller

The asynchronous memory controller provides a configurable interface for up to four separate banks of memory or I/O devices. Each bank can be independently programmed with different timing parameters, enabling connection to a wide variety of memory devices including SRAM, ROM, flash, and EPROM, as well as I/O devices that interface with standard memory control lines. Bank 0 occupies a 14M word window and Banks 1, 2, and 3 occupy a 16M word window in the processor's address space but, if not fully populated, these windows are not made contiguous by the memory controller logic. The banks can also be configured as 8-bit, 16-bit, or 32-bit wide buses for ease of interfacing to a range of memories and I/O devices tailored either to high performance or to low cost and power.

Pulse-Width Modulation

The PWM module is a flexible, programmable, PWM waveform generator that can be programmed to generate the required switching patterns for various applications related to motor and engine control or audio power control. The PWM generator can generate either center-aligned or edge-aligned PWM waveforms. In addition, it can generate complementary signals on two outputs in paired mode or independent signals in non-paired mode (applicable to a single group of four PWM waveforms).

The entire PWM module has four groups of four PWM outputs each. Therefore, this module generates 16 PWM outputs in total. Each PWM group produces two pairs of PWM signals on the four PWM outputs.

The PWM generator is capable of operating in two distinct modes while generating center-aligned PWM waveforms: single update mode or double update mode. In single update mode, the duty cycle values are programmable only once per PWM period. This results in PWM patterns that are symmetrical about the midpoint of the PWM period. In double update mode, a second updating of the PWM registers is implemented at the midpoint of the PWM period. In this mode, it is possible to produce asymmetrical PWM patterns that produce lower harmonic distortion in 2-phase PWM inverters.

Digital Applications Interface (DAI)

The digital applications interface (DAI) provide the ability to connect various peripherals to any of the DSP's DAI pins (DAI_P20-1). Programs make these connections using the signal routing unit (SRU1), shown in [Figure 1](#).

The SRU is a matrix routing unit (or group of multiplexers) that enable the peripherals provided by the DAI to be interconnected under software control. This allows easy use of the associated peripherals for a much wider variety of applications by using a larger set of algorithms than is possible with nonconfigurable signal paths.

The DAI include eight serial ports, an S/PDIF receiver/transmitter, four precision clock generators (PCG), eight channels of synchronous sample rate converters, and an input data port (IDP). The IDP provides an additional input path to the

processor core, configurable as either eight channels of I²S serial data or as seven channels plus a single 20-bit wide synchronous parallel data acquisition port. Each data channel has its own DMA channel that is independent from the processor's serial ports.

For complete information on using the DAI, see the *ADSP-21368 SHARC Processor Hardware Reference*.

Serial Ports

The processors feature eight synchronous serial ports (SPORTs) that provide an inexpensive interface to a wide variety of digital and mixed-signal peripheral devices such as Analog Devices' AD183x family of audio codecs, ADCs, and DACs. The serial ports are made up of two data lines, a clock, and frame sync. The data lines can be programmed to either transmit or receive and each data line has a dedicated DMA channel.

Serial ports are enabled via 16 programmable and simultaneous receive or transmit pins that support up to 32 transmit or 32 receive channels of audio data when all eight SPORTs are enabled, or eight full duplex TDM streams of 128 channels per frame.

The serial ports operate at a maximum data rate of 50 Mbps. Serial port data can be automatically transferred to and from on-chip memory via dedicated DMA channels. Each of the serial ports can work in conjunction with another serial port to provide TDM support. One SPORT provides two transmit signals while the other SPORT provides the two receive signals. The frame sync and clock are shared.

Serial ports operate in five modes:

- Standard DSP serial mode
- Multichannel (TDM) mode with support for packed I²S mode
- I²S mode
- Packed I²S mode
- Left-justified sample pair mode

Left-justified sample pair mode is a mode where in each frame sync cycle two samples of data are transmitted/received—one sample on the high segment of the frame sync, the other on the low segment of the frame sync. Programs have control over various attributes of this mode.

Each of the serial ports supports the left-justified sample pair and I²S protocols (I²S is an industry-standard interface commonly used by audio codecs, ADCs, and DACs such as the Analog Devices AD183x family), with two data pins, allowing four left-justified sample pair or I²S channels (using two stereo devices) per serial port, with a maximum of up to 32 I²S channels. The serial ports permit little-endian or big-endian transmission formats and word lengths selectable from 3 bits to 32 bits. For the left-justified sample pair and I²S modes, data-word lengths are selectable between 8 bits and 32 bits. Serial ports offer selectable synchronization and transmit modes as well as optional μ -law or A-law companding selection on a per channel basis. Serial port clocks and frame syncs can be internally or externally generated.

The serial ports also contain frame sync error detection logic where the serial ports detect frame syncs that arrive early (for example, frame syncs that arrive while the transmission/reception of the previous word is occurring). All the serial ports also share one dedicated error interrupt.

S/PDIF-Compatible Digital Audio Receiver/Transmitter

The S/PDIF receiver/transmitter has no separate DMA channels. It receives audio data in serial format and converts it into a biphasic encoded signal. The serial data input to the receiver/transmitter can be formatted as left-justified, I²S, or right-justified with word widths of 16, 18, 20, or 24 bits.

The serial data, clock, and frame sync inputs to the S/PDIF receiver/transmitter are routed through the signal routing unit (SRU). They can come from a variety of sources such as the SPORTs, external pins, the precision clock generators (PCGs), or the sample rate converters (SRC) and are controlled by the SRU control registers.

Synchronous/Asynchronous Sample Rate Converter

The sample rate converter (SRC) contains four SRC blocks and is the same core as that used in the AD1896 192 kHz stereo asynchronous sample rate converter and provides up to 128 dB SNR. The SRC block is used to perform synchronous or asynchronous sample rate conversion across independent stereo channels, without using internal processor resources. The four SRC blocks can also be configured to operate together to convert multichannel audio data without phase mismatches. Finally, the SRC can be used to clean up audio data from jittery clock sources such as the S/PDIF receiver.

Input Data Port

The IDP provides up to eight serial input channels—each with its own clock, frame sync, and data inputs. The eight channels are automatically multiplexed into a single 32-bit by eight-deep FIFO. Data is always formatted as a 64-bit frame and divided into two 32-bit words. The serial protocol is designed to receive audio channels in I²S, left-justified sample pair, or right-justified mode. One frame sync cycle indicates one 64-bit left/right pair, but data is sent to the FIFO as 32-bit words (that is, one-half of a frame at a time). The processor supports 24- and 32-bit I²S, 24- and 32-bit left-justified, and 24-, 20-, 18- and 16-bit right-justified formats.

Precision Clock Generators

The precision clock generators (PCG) consist of four units, each of which generates a pair of signals (clock and frame sync) derived from a clock input signal. The units, A, B, C, and D, are identical in functionality and operate independently of each other. The two signals generated by each unit are normally used as a serial bit clock/frame sync pair.

Digital Peripheral Interface (DPI)

The digital peripheral interface provides connections to two serial peripheral interface ports (SPI), two universal asynchronous receiver-transmitters (UARTs), a 2-wire interface (TWI), 12 flags, and three general-purpose timers.

Serial Peripheral (Compatible) Interface

The processors contain two serial peripheral interface ports (SPIs). The SPI is an industry-standard synchronous serial link, enabling the SPI-compatible port to communicate with other SPI-compatible devices. The SPI consists of two data pins, one device select pin, and one clock pin. It is a full-duplex synchronous serial interface, supporting both master and slave modes. The SPI port can operate in a multimaster environment by interfacing with up to four other SPI-compatible devices, either acting as a master or slave device. The ADSP-21367/ADSP-21368/ADSP-21369 SPI-compatible peripheral implementation also features programmable baud rate and clock phase and polarities. The SPI-compatible port uses open-drain drivers to support a multimaster configuration and to avoid data contention.

UART Port

The processors provide a full-duplex universal asynchronous receiver/transmitter (UART) port, which is fully compatible with PC-standard UARTs. The UART port provides a simplified UART interface to other peripherals or hosts, supporting full-duplex, DMA-supported, asynchronous transfers of serial data. The UART also has multiprocessor communication capability using 9-bit address detection. This allows it to be used in multidrop networks through the RS-485 data interface standard. The UART port also includes support for five data bits to eight data bits, one stop bit or two stop bits, and none, even, or odd parity. The UART port supports two modes of operation:

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

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

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

Where the 16-bit UART_Divisor comes from the DLH register (most significant eight bits) and DLL register (least significant eight bits).

In conjunction with the general-purpose timer functions, auto-baud detection is supported.

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Peripheral Timers

Three general-purpose timers can generate periodic interrupts and be independently set to operate in one of three modes:

- Pulse waveform generation mode
- Pulse width count/capture mode
- External event watchdog mode

Each general-purpose timer has one bidirectional pin and four registers that implement its mode of operation: a 6-bit configuration register, a 32-bit count register, a 32-bit period register, and a 32-bit pulse width register. A single control and status register enables or disables all three general-purpose timers independently.

2-Wire Interface Port (TWI)

The TWI is a bidirectional 2-wire serial bus used to move 8-bit data while maintaining compliance with the I²C bus protocol. The TWI master incorporates the following features:

- Simultaneous master and slave operation on multiple device systems with support for multimaster data arbitration
- Digital filtering and timed event processing
- 7-bit and 10-bit addressing
- 100 kbps and 400 kbps data rates
- Low interrupt rate

I/O PROCESSOR FEATURES

The I/O processor provides many channels of DMA, and controls the extensive set of peripherals described in the previous sections.

DMA Controller

The processor's on-chip DMA controller allows 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 processor's internal memory and its serial ports, the SPI-compatible (serial peripheral interface) ports, the IDP (input data port), the parallel data acquisition port (PDAP), or the UART.

Thirty four channels of DMA are available on the ADSP-2136x processors as shown in [Table 6](#).

Table 6. DMA Channels

Peripheral	DMA Channels
SPORTs	16
PDAP	8
SPI	2
UART	4
External Port	2
Memory-to-Memory	2

Delay Line DMA

The ADSP-21367/ADSP-21368/ADSP-21369 processors provide delay line DMA functionality. This allows processor reads and writes to external delay line buffers (in external memory, SRAM, or SDRAM) with limited core interaction.

SYSTEM DESIGN

The following sections provide an introduction to system design options and power supply issues.

Program Booting

The internal memory of the processors can be booted up at system power-up from an 8-bit EPROM via the external port, an SPI master or slave, or an internal boot. Booting is determined by the boot configuration (BOOT_CFG1–0) pins (see [Table 7](#) and the processor hardware reference). Selection of the boot source is controlled via the SPI as either a master or slave device, or it can immediately begin executing from ROM.

Table 7. Boot Mode Selection

BOOT_CFG1–0	Booting Mode
00	SPI Slave Boot
01	SPI Master Boot
10	EPROM/FLASH Boot
11	No boot (processor executes from internal ROM after reset)

Power Supplies

The processors have separate power supply connections for the internal (V_{DDINT}), external (V_{DDEXT}), and analog (A_{VDD}/A_{VSS}) power supplies. The internal and analog supplies must meet the 1.3 V requirement for the 400 MHz device and 1.2 V for the 333 MHz and 266 MHz devices. The external supply must meet the 3.3 V requirement. All external supply pins must be connected to the same power supply.

Note that the analog supply pin (A_{VDD}) powers the processor's internal clock generator PLL. To produce a stable clock, it is recommended that PCB designs use an external filter circuit for the A_{VDD} pin. Place the filter components as close as possible to the A_{VDD}/A_{VSS} pins. For an example circuit, see [Figure 3](#). (A recommended ferrite chip is the muRata BLM18AG102SN1D). To reduce noise coupling, the PCB should use a parallel pair of power and ground planes for V_{DDINT} and GND. Use wide traces to connect the bypass capacitors to the analog power (A_{VDD}) and ground (A_{VSS}) pins. Note that the A_{VDD} and A_{VSS} pins specified in [Figure 3](#) are inputs to the processor and not the analog ground plane on the board—the A_{VSS} pin should connect directly to digital ground (GND) at the chip.

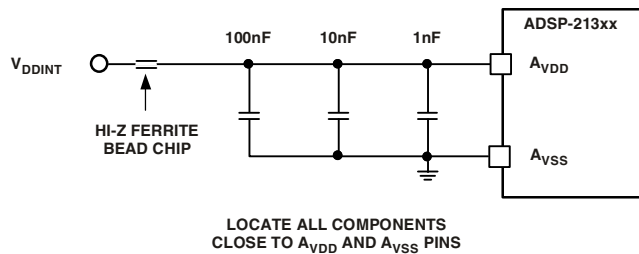


Figure 3. Analog Power (A_{VDD}) Filter Circuit

Target Board JTAG Emulator Connector

Analog Devices DSP Tools product line of JTAG emulators uses the IEEE 1149.1 JTAG test access port of the ADSP-21367/ADSP-21368/ADSP-21369 processors to monitor and control the target board processor during emulation. Analog Devices DSP Tools product line of JTAG emulators provides emulation at full processor speed, allowing inspection and modification of memory, registers, and processor stacks. The processor's JTAG interface ensures that the emulator will not affect target system loading or timing.

For complete information on Analog Devices' SHARC DSP Tools product line of JTAG emulator operation, see the appropriate "Emulator Hardware User's Guide."

DEVELOPMENT TOOLS

Analog Devices supports its processors with a complete line of software and hardware development tools, including integrated development environments (which include CrossCore[®] Embedded Studio and/or VisualDSP++[®]), evaluation products, emulators, and a wide variety of software add-ins.

Integrated Development Environments (IDEs)

For C/C++ software writing and editing, code generation, and debug support, Analog Devices offers two IDEs.

The newest IDE, CrossCore Embedded Studio, is based on the Eclipse™ framework. Supporting most Analog Devices processor families, it is the IDE of choice for future processors, including multicore devices. CrossCore Embedded Studio seamlessly integrates available software add-ins to support real time operating systems, file systems, TCP/IP stacks, USB stacks, algorithmic software modules, and evaluation hardware board support packages. For more information visit www.analog.com/cces.

The other Analog Devices IDE, VisualDSP++, supports processor families introduced prior to the release of CrossCore Embedded Studio. This IDE includes the Analog Devices VDK real time operating system and an open source TCP/IP stack. For more information visit www.analog.com/visualdsp. Note that VisualDSP++ will not support future Analog Devices processors.

EZ-KIT Lite Evaluation Board

For processor evaluation, Analog Devices provides wide range of EZ-KIT Lite[®] evaluation boards. Including the processor and key peripherals, the evaluation board also supports on-chip emulation capabilities and other evaluation and development features. Also available are various EZ-Extenders[®], which are daughter cards delivering additional specialized functionality, including audio and video processing. For more information visit www.analog.com and search on "ezkit" or "ezextender".

EZ-KIT Lite Evaluation Kits

For a cost-effective way to learn more about developing with Analog Devices processors, Analog Devices offer a range of EZ-KIT Lite evaluation kits. Each evaluation kit includes an EZ-KIT Lite evaluation board, directions for downloading an evaluation version of the available IDE(s), a USB cable, and a power supply. The USB controller on the EZ-KIT Lite board connects to the USB port of the user's PC, enabling the chosen IDE evaluation suite to emulate the on-board processor in-circuit. This permits the customer to download, execute, and debug programs for the EZ-KIT Lite system. It also supports in-circuit programming of the on-board Flash device to store user-specific boot code, enabling standalone operation. With the full version of CrossCore Embedded Studio or VisualDSP++ installed (sold separately), engineers can develop software for supported EZ-KITs or any custom system utilizing supported Analog Devices processors.

Software Add-Ins for CrossCore Embedded Studio

Analog Devices offers software add-ins which seamlessly integrate with CrossCore Embedded Studio to extend its capabilities and reduce development time. Add-ins include board support packages for evaluation hardware, various middleware packages, and algorithmic modules. Documentation, help, configuration dialogs, and coding examples present in these add-ins are viewable through the CrossCore Embedded Studio IDE once the add-in is installed.

Board Support Packages for Evaluation Hardware

Software support for the EZ-KIT Lite evaluation boards and EZ-Extender daughter cards is provided by software add-ins called Board Support Packages (BSPs). The BSPs contain the required drivers, pertinent release notes, and select example code for the given evaluation hardware. A download link for a specific BSP is located on the web page for the associated EZ-KIT or EZ-Extender product. The link is found in the *Product Download* area of the product web page.

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Middleware Packages

Analog Devices separately offers middleware add-ins such as real time operating systems, file systems, USB stacks, and TCP/IP stacks. For more information see the following web pages:

- www.analog.com/ucos3
- www.analog.com/ucfs
- www.analog.com/ucusbdb
- www.analog.com/lwip

Algorithmic Modules

To speed development, Analog Devices offers add-ins that perform popular audio and video processing algorithms. These are available for use with both CrossCore Embedded Studio and VisualDSP++. For more information visit www.analog.com and search on “Blackfin software modules” or “SHARC software modules”.

Designing an Emulator-Compatible DSP Board (Target)

For embedded system test and debug, Analog Devices provides a family of emulators. On each JTAG DSP, Analog Devices supplies an IEEE 1149.1 JTAG Test Access Port (TAP). In-circuit emulation is facilitated by use of this JTAG interface. The emulator accesses the processor’s internal features via the processor’s TAP, allowing the developer to load code, set breakpoints, and view variables, memory, and registers. The processor must be halted to send data and commands, but once an operation is completed by the emulator, the DSP system is set to run at full speed with no impact on system timing. The emulators require the target board to include a header that supports connection of the DSP’s JTAG port to the emulator.

For details on target board design issues including mechanical layout, single processor connections, signal buffering, signal termination, and emulator pod logic, see the Engineer-to-Engineer Note “*Analog Devices JTAG Emulation Technical Reference*” (EE-68) on the Analog Devices website (www.analog.com)—use site search on “EE-68.” This document is updated regularly to keep pace with improvements to emulator support.

ADDITIONAL INFORMATION

This data sheet provides a general overview of the ADSP-21367/ADSP-21368/ADSP-21369 architecture and functionality. For detailed information on the ADSP-2136x family core architecture and instruction set, refer to the *ADSP-21368 SHARC Processor Hardware Reference* and the *SHARC Processor Programming Reference*.

RELATED SIGNAL CHAINS

A *signal chain* is a series of signal conditioning electronic components that receive input (data acquired from sampling either real-time phenomena or from stored data) in tandem, with the output of one portion of the chain supplying input to the next. Signal chains are often used in signal processing applications to gather and process data or to apply system controls based on analysis of real-time phenomena. For more information about this term and related topics, see the “signal chain” entry in the [Glossary of EE Terms](#) on the Analog Devices website.

Analog Devices eases signal processing system development by providing signal processing components that are designed to work together well. A tool for viewing relationships between specific applications and related components is available on the www.analog.com website.

The Circuits from the Lab™ site (www.analog.com/signalchains) provides:

- Graphical circuit block diagram presentation of signal chains for a variety of circuit types and applications
- Drill down links for components in each chain to selection guides and application information
- Reference designs applying best practice design techniques

PIN FUNCTION DESCRIPTIONS

The following symbols appear in the Type column of Table 8:
 A = asynchronous, G = ground, I = input, O = output,
 O/T = output three-state, P = power supply, S = synchronous,
 (A/D) = active drive, (O/D) = open-drain, (pd) = pull-down
 resistor, (pu) = pull-up resistor.

The ADSP-21367/ADSP-21368/ADSP-21369 SHARC proces-
 sors use extensive pin multiplexing to achieve a lower pin count.
 For complete information on the multiplexing scheme, see the
ADSP-21368 SHARC Processor Hardware Reference, “System
 Design” chapter.

Table 8. Pin Descriptions

Name	Type	State During/ After Reset (ID = 00x)	Description
ADDR ₂₃₋₀	O/T (pu) ¹	Pulled high/ driven low	External Address. The processors output addresses for external memory and peripherals on these pins.
DATA ₃₁₋₀	I/O (pu) ¹	Pulled high/ pulled high	External Data. Data pins can be multiplexed to support external memory interface data (I/O), the PDAP (I), FLAGS (I/O), and PWM (O). After reset, all DATA pins are in EMIF mode and FLAG(0-3) pins are in FLAGS mode (default). When configured using the IDP_P-DAP_CTL register, IDP Channel 0 scans the external port data pins for parallel input data.
ACK	I (pu) ¹		Memory Acknowledge. External devices can deassert ACK (low) 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.
\overline{MS}_{0-1}	O/T (pu) ¹	Pulled high/ driven high	Memory Select Lines 0–1. These lines are asserted (low) as chip selects for the corresponding banks of external memory. The \overline{MS}_{3-0} 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{MS}_{3-0} lines are inactive; they are active, however, when a conditional memory access instruction is executed, whether or not the condition is true. The \overline{MS}_1 pin can be used in EPORT/FLASH boot mode. See the processor hardware reference for more information.
\overline{RD}	O/T (pu) ¹	Pulled high/ driven high	External Port Read Enable. \overline{RD} is asserted whenever the processors read a word from external memory.
\overline{WR}	O/T (pu) ¹	Pulled high/ driven high	External Port Write Enable. \overline{WR} is asserted when the processors write a word to external memory.
FLAG[0]/ $\overline{IRQ0}$	I/O	FLAG[0] INPUT	FLAG0/Interrupt Request 0.
FLAG[1]/ $\overline{IRQ1}$	I/O	FLAG[1] INPUT	FLAG1/Interrupt Request 1.
FLAG[2]/ $\overline{IRQ2}$ / \overline{MS}_2	I/O with pro- grammablepu (for MS mode)	FLAG[2] INPUT	FLAG2/Interrupt Request 2/Memory Select 2.
FLAG[3]/ TMREXP/ \overline{MS}_3	I/O with pro- grammablepu (for MS mode)	FLAG[3] INPUT	FLAG3/Timer Expired/Memory Select 3.

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Table 8. Pin Descriptions (Continued)

Name	Type	State During/ After Reset (ID = 00x)	Description
$\overline{\text{SDRAS}}$	O/T (pu) ¹	Pulled high/ driven high	SDRAM Row Address Strobe. Connect to SDRAM's RAS pin. In conjunction with other SDRAM command pins, defines the operation for the SDRAM to perform.
$\overline{\text{SDCAS}}$	O/T (pu) ¹	Pulled high/ driven high	SDRAM Column Address Select. Connect to SDRAM's CAS pin. In conjunction with other SDRAM command pins, defines the operation for the SDRAM to perform.
$\overline{\text{SDWE}}$	O/T (pu) ¹	Pulled high/ driven high	SDRAM Write Enable. Connect to SDRAM's WE or W buffer pin.
SDCKE	O/T (pu) ¹	Pulled high/ driven high	SDRAM Clock Enable. Connect to SDRAM's CKE pin. Enables and disables the CLK signal. For details, see the data sheet supplied with the SDRAM device.
SDA10	O/T (pu) ¹	Pulled high/ driven low	SDRAM A10 Pin. Enables applications to refresh an SDRAM in parallel with non-SDRAM accesses. This pin replaces the DSP's A10 pin only during SDRAM accesses.
SDCLK0	O/T	High-Z/driving	SDRAM Clock Output 0. Clock driver for this pin differs from all other clock drivers. See Figure 40 on Page 51 .
SDCLK1	O/T		SDRAM Clock Output 1. Additional clock for SDRAM devices. For systems with multiple SDRAM devices, handles the increased clock load requirements, eliminating need of off-chip clock buffers. Either SDCLK1 or both SDCLKx pins can be three-stated. Clock driver for this pin differs from all other clock drivers. See Figure 40 on Page 51 . The SDCLK1 signal is only available on the SBGA package. SDCLK1 is not available on the LQFP_EP package.
DAI_P ₂₀₋₁	I/O with programmable pu ²	Pulled high/ pulled high	Digital Applications Interface. These pins provide the physical interface to the DAI SRU. The DAI SRU configuration registers define the combination of on-chip audiocentric peripheral inputs or outputs connected to the pin, and to the pin's output enable. The configuration registers then determines the exact behavior of the pin. Any input or output signal present in the DAI SRU may be routed to any of these pins. The DAI SRU provides the connection from the serial ports (8), the SRC module, the S/PDIF module, input data ports (2), and the precision clock generators (4), to the DAI_P20-1 pins. Pull-ups can be disabled via the DAI_PIN_PULLUP register.
DPI_P ₁₄₋₁	I/O with programmable pu ²	Pulled high/ pulled high	Digital Peripheral Interface. These pins provide the physical interface to the DPI SRU. The DPI SRU configuration registers define the combination of on-chip peripheral inputs or outputs connected to the pin and to the pin's output enable. The configuration registers of these peripherals then determines the exact behavior of the pin. Any input or output signal present in the DPI SRU may be routed to any of these pins. The DPI SRU provides the connection from the timers (3), SPIs (2), UARTs (2), flags (12) TWI (1), and general-purpose I/O (9) to the DPI_P14-1 pins. The TWI output is an open-drain output—so the pins used for I ² C data and clock should be connected to logic level 0. Pull-ups can be disabled via the DPI_PIN_PULLUP register.
TDI	I (pu)		Test Data Input (JTAG). Provides serial data for the boundary scan logic.
TDO	O/T		Test Data Output (JTAG). Serial scan output of the boundary scan path.
TMS	I (pu)		Test Mode Select (JTAG). Used to control the test state machine.
TCK	I		Test Clock (JTAG). Provides a clock for JTAG boundary scan. TCK must be asserted (pulsed low) after power-up, or held low for proper operation of the processor
$\overline{\text{TRST}}$	I (pu)		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 processor.

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Table 8. Pin Descriptions (Continued)

Name	Type	State During/ After Reset (ID = 00x)	Description
$\overline{\text{EMU}}$	O (O/D, pu)		Emulation Status. Must be connected to the ADSP-21367/ADSP-21368/ADSP-21369 Analog Devices DSP Tools product line of JTAG emulator target board connectors only.
CLK_CFG ₁₋₀	I		Core/CLKIN Ratio Control. These pins set the start-up clock frequency. See the processor hardware reference for a description of the clock configuration modes. Note that the operating frequency can be changed by programming the PLL multiplier and divider in the PMCTL register at any time after the core comes out of reset.
CLKIN	I		Local Clock In. Used with XTAL. CLKIN is the processor's clock input. It configures the processors to use either its internal clock generator or an external clock source. Connecting the necessary components to CLKIN and XTAL enables the internal clock generator. Connecting the external clock to CLKIN while leaving XTAL unconnected configures the processor to use an external clock such as an external clock oscillator. CLKIN may not be halted, changed, or operated below the specified frequency.
XTAL	O		Crystal Oscillator Terminal. Used in conjunction with CLKIN to drive an external crystal.
$\overline{\text{RESET}}$	I		Processor Reset. Resets the processor to a known state. Upon deassertion, there is a 4096 CLKIN cycle latency for the PLL to lock. After this time, the core begins program execution from the hardware reset vector address. The $\overline{\text{RESET}}$ input must be asserted (low) at power-up.
$\overline{\text{RESETOUT}}$	O	Driven low/ driven high	Reset Out. Drives out the core reset signal to an external device.
BOOT_CFG ₁₋₀	I		Boot Configuration Select. These pins select the boot mode for the processor. The BOOT_CFG pins must be valid before reset is asserted. See the processor hardware reference for a description of the boot modes.
$\overline{\text{BR}}_{4-1}$	I/O (pu) ¹	Pulled high/ pulled high	External Bus Request. Used by the ADSP-21368 processor to arbitrate for bus master-ship. A processor only drives its own $\overline{\text{BR}}_x$ line (corresponding to the value of its ID ₂₋₀ inputs) and monitors all others. In a system with less than four processors, the unused $\overline{\text{BR}}_x$ pins should be tied high; the processor's own $\overline{\text{BR}}_x$ line must not be tied high or low because it is an output.
ID ₂₋₀	I (pd)		Processor ID. Determines which bus request ($\overline{\text{BR}}_{4-1}$) is used by the ADSP-21368 processor. ID = 001 corresponds to $\overline{\text{BR}}_1$, ID = 010 corresponds to $\overline{\text{BR}}_2$, and so on. Use ID = 000 or 001 in single-processor systems. These lines are a system configuration selection that should be hardwired or only changed at reset. ID = 101, 110, and 111 are reserved.
RPBA	I (pu) ¹		Rotating Priority Bus Arbitration Select. When RPBA is high, rotating priority for the ADSP-21368 external bus arbitration is selected. When RPBA is low, fixed priority is selected. This signal is a system configuration selection which must be set to the same value on every processor in the system.

¹ The pull-up is always enabled on the ADSP-21367 and ADSP-21369 processors. The pull-up on the ADSP-21368 processor is only enabled on the processor with ID₂₋₀ = 00x

² Pull-up can be enabled/disabled, value of pull-up cannot be programmed.

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SPECIFICATIONS

OPERATING CONDITIONS

Parameter ¹	Description	400 MHz		366 MHz 350 MHz		333 MHz 266 MHz		Unit
		Min	Max	Min	Max	Min	Max	
V _{DDINT}	Internal (Core) Supply Voltage	1.25	1.35	1.235	1.365	1.14	1.26	V
A _{VDD}	Analog (PLL) Supply Voltage	1.25	1.35	1.235	1.365	1.14	1.26	V
V _{DDEXT}	External (I/O) Supply Voltage	3.13	3.47	3.13	3.47	3.13	3.47	V
V _{IH} ²	High Level Input Voltage @ V _{DDEXT} = Max	2.0	V _{DDEXT} + 0.5	2.0	V _{DDEXT} + 0.5	2.0	V _{DDEXT} + 0.5	V
V _{IL} ²	Low Level Input Voltage @ V _{DDEXT} = Min	-0.5	+0.8	-0.5	+0.8	-0.5	+0.8	V
V _{IH_CLKIN} ³	High Level Input Voltage @ V _{DDEXT} = Max	1.74	V _{DDEXT} + 0.5	1.74	V _{DDEXT} + 0.5	1.74	V _{DDEXT} + 0.5	V
V _{IL_CLKIN} ³	Low Level Input Voltage @ V _{DDEXT} = Min	-0.5	+1.1	-0.5	+1.1	-0.5	+1.1	V
T _J	Junction Temperature 208-Lead LQFP_EP @ T _{AMBIENT} 0°C to 70°C	0	95	0	110	0	110	°C
T _J	Junction Temperature 208-Lead LQFP_EP @ T _{AMBIENT} -40°C to +85°C	N/A	N/A	N/A	N/A	-40	+120	°C
T _J	Junction Temperature 256-Ball BGA_ED @ T _{AMBIENT} 0°C to 70°C	0	95	N/A	N/A	0	105	°C
T _J	Junction Temperature 256-Ball BGA_ED @ T _{AMBIENT} -40°C to +85°C	N/A	N/A	N/A	N/A	-40	+105	°C

¹ Specifications subject to change without notice.

² Applies to input and bidirectional pins: DATAx, ACK, RPBA, $\overline{\text{BRx}}$, IDx, FLAGx, DAI_Px, DPI_Px, BOOT_CFGx, CLK_CFGx, $\overline{\text{RESET}}$, TCK, TMS, TDI, $\overline{\text{TRST}}$.

³ Applies to input pin CLKIN.

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ELECTRICAL CHARACTERISTICS

Parameter	Description	Test Conditions	Min	Typ	Max	Unit
V_{OH}^1	High Level Output Voltage	@ $V_{DDEXT} = \text{Min}$, $I_{OH} = -1.0 \text{ mA}^2$	2.4			V
V_{OL}^1	Low Level Output Voltage	@ $V_{DDEXT} = \text{Min}$, $I_{OL} = 1.0 \text{ mA}^2$			0.4	V
$I_{IH}^{3,4}$	High Level Input Current	@ $V_{DDEXT} = \text{Max}$, $V_{IN} = V_{DDEXT} \text{ Max}$			10	μA
$I_{IL}^{3,5,6}$	Low Level Input Current	@ $V_{DDEXT} = \text{Max}$, $V_{IN} = 0 \text{ V}$			10	μA
I_{IHPP}^5	High Level Input Current Pull-Down	@ $V_{DDEXT} = \text{Max}$, $V_{IN} = 0 \text{ V}$			250	μA
I_{ILPU}^4	Low Level Input Current Pull-Up	@ $V_{DDEXT} = \text{Max}$, $V_{IN} = 0 \text{ V}$			200	μA
$I_{OZH}^{7,8}$	Three-State Leakage Current	@ $V_{DDEXT} = \text{Max}$, $V_{IN} = V_{DDEXT} \text{ Max}$			10	μA
$I_{OZL}^{7,9}$	Three-State Leakage Current	@ $V_{DDEXT} = \text{Max}$, $V_{IN} = 0 \text{ V}$			10	μA
I_{OZLPU}^8	Three-State Leakage Current Pull-Up	@ $V_{DDEXT} = \text{Max}$, $V_{IN} = 0 \text{ V}$			200	μA
$I_{DD-INTYP}^{10}$	Supply Current (Internal)	$t_{CLK} = 3.75 \text{ ns}$, $V_{DDINT} = 1.2 \text{ V}$, 25°C $t_{CLK} = 3.00 \text{ ns}$, $V_{DDINT} = 1.2 \text{ V}$, 25°C $t_{CLK} = 2.85 \text{ ns}$, $V_{DDINT} = 1.3 \text{ V}$, 25°C $t_{CLK} = 2.73 \text{ ns}$, $V_{DDINT} = 1.3 \text{ V}$, 25°C $t_{CLK} = 2.50 \text{ ns}$, $V_{DDINT} = 1.3 \text{ V}$, 25°C		700 900 1050 1080 1100		mA mA mA mA mA
A_{IDD}^{11}	Supply Current (Analog)	$A_{VDD} = \text{Max}$			11	mA
$C_{IN}^{12,13}$	Input Capacitance	$f_{IN} = 1 \text{ MHz}$, $T_{CASE} = 25^\circ\text{C}$, $V_{IN} = 1.3 \text{ V}$			4.7	pF

¹ Applies to output and bidirectional pins: ADDR_x, DATA_x, $\overline{\text{RD}}$, $\overline{\text{WR}}$, $\overline{\text{MSx}}$, $\overline{\text{BRx}}$, FLAG_x, DAI_{Px}, DPI_{Px}, $\overline{\text{SDRAS}}$, $\overline{\text{SDCAS}}$, $\overline{\text{SDWE}}$, $\overline{\text{SDCKE}}$, SDA10, $\overline{\text{SDCLKx}}$, $\overline{\text{EMU}}$, TDO.

² See [Output Drive Currents on Page 51](#) for typical drive current capabilities.

³ Applies to input pins without internal pull-ups: BOOT_CFG_x, CLK_CFG_x, CLKIN, $\overline{\text{RESET}}$, TCK.

⁴ Applies to input pins with internal pull-ups: ACK, RPBA, TMS, TDI, $\overline{\text{TRST}}$.

⁵ Applies to input pins with internal pull-downs: ID_x.

⁶ Applies to input pins with internal pull-ups disabled: ACK, RPBA.

⁷ Applies to three-statable pins without internal pull-ups: FLAG_x, $\overline{\text{SDCLKx}}$, TDO.

⁸ Applies to three-statable pins with internal pull-ups: ADDR_x, DATA_x, $\overline{\text{RD}}$, $\overline{\text{WR}}$, $\overline{\text{MSx}}$, $\overline{\text{BRx}}$, DAI_{Px}, DPI_{Px}, $\overline{\text{SDRAS}}$, $\overline{\text{SDCAS}}$, $\overline{\text{SDWE}}$, $\overline{\text{SDCKE}}$, SDA10, $\overline{\text{EMU}}$.

⁹ Applies to three-statable pins with internal pull-ups disabled: ADDR_x, DATA_x, $\overline{\text{RD}}$, $\overline{\text{WR}}$, $\overline{\text{MSx}}$, $\overline{\text{BRx}}$, DAI_{Px}, DPI_{Px}, $\overline{\text{SDRAS}}$, $\overline{\text{SDCAS}}$, $\overline{\text{SDWE}}$, $\overline{\text{SDCKE}}$, SDA10

¹⁰ See the Engineer-to-Engineer Note "Estimating Power Dissipation for ADSP-21368 SHARC Processors" (EE-299) for further information.

¹¹ Characterized, but not tested.

¹² Applies to all signal pins.

¹³ Guaranteed, but not tested.

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PACKAGE INFORMATION

The information presented in [Figure 4](#) provides details about the package branding for the ADSP-21367/ADSP-21368/ADSP-21369 processors. For a complete listing of product availability, see [Ordering Guide on Page 61](#).



Figure 4. Typical Package Brand

Table 9. Package Brand Information

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

ESD CAUTION



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.

MAXIMUM POWER DISSIPATION

See the Engineer-to-Engineer Note “*Estimating Power Dissipation for ADSP-21368 SHARC Processors*” (EE-299) for detailed thermal and power information regarding maximum power dissipation. For information on package thermal specifications, see [Thermal Characteristics on Page 53](#).

ABSOLUTE MAXIMUM RATINGS

Stresses greater than those listed in [Table 10](#) 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 10. Absolute Maximum Ratings

Parameter	Rating
Internal (Core) Supply Voltage (V_{DDINT})	-0.3 V to +1.5 V
Analog (PLL) Supply Voltage (A_{VDD})	-0.3 V to +1.5 V
External (I/O) Supply Voltage (V_{DDEXT})	-0.3 V to +4.6 V
Input Voltage	-0.5 V to +3.8 V
Output Voltage Swing	-0.5 V to $V_{DDEXT} + 0.5$ V
Load Capacitance	200 pF
Storage Temperature Range	-65°C to +150°C
Junction Temperature Under Bias	125°C

TIMING SPECIFICATIONS

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, it is not meaningful to add parameters to derive longer times. See [Figure 41 on Page 51](#) under [Test Conditions](#) for voltage reference levels.

Switching Characteristics specify how the processor changes its signals. Circuitry external to the processor must be designed for compatibility with these signal characteristics. Switching characteristics describe what the processor will do in a given circumstance. 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.

Core Clock Requirements

The processor’s internal clock (a multiple of CLKIN) provides the clock signal for timing internal memory, processor core, and serial ports. During reset, program the ratio between the processor’s internal clock frequency and external (CLKIN) clock frequency with the CLK_CFG1–0 pins.

The processor’s internal clock switches at higher frequencies than the system input clock (CLKIN). To generate the internal clock, the processor uses an internal phase-locked loop (PLL, see [Figure 5](#)). This PLL-based clocking minimizes the skew between the system clock (CLKIN) signal and the processor’s internal clock.

Voltage Controlled Oscillator

In application designs, the PLL multiplier value should be selected in such a way that the VCO frequency never exceeds f_{VCO} specified in [Table 13](#).

- The product of CLKIN and PLLM must never exceed 1/2 of $f_{VCO}(\text{max})$ in [Table 13](#) if the input divider is not enabled (INDIV = 0).

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- The product of CLKIN and PLLM must never exceed f_{VCO} (max) in Table 13 if the input divider is enabled (INDIV = 1).

The VCO frequency is calculated as follows:

$$f_{VCO} = 2 \times PLLM \times f_{INPUT}$$

$$f_{CLK} = (2 \times PLLM \times f_{INPUT}) \div (2 \times PLLD)$$

where:

f_{VCO} = VCO output

$PLLM$ = Multiplier value programmed in the PMCTL register. During reset, the $PLLM$ value is derived from the ratio selected using the CLK_CFG pins in hardware.

$PLLD$ = Divider value 1, 2, 4, or 8 based on the $PLLD$ value programmed on the PMCTL register. During reset this value is 1.

f_{INPUT} = Input frequency to the PLL.

f_{INPUT} = CLKIN when the input divider is disabled or

f_{INPUT} = CLKIN \div 2 when the input divider is enabled

Note the definitions of the clock periods that are a function of CLKIN and the appropriate ratio control shown in and Table 11. All of the timing specifications for the ADSP-2136x peripherals are defined in relation to t_{PCLK} . See the peripheral specific timing section for each peripheral's timing information.

Table 11. Clock Periods

Timing Requirements	Description
t_{CK}	CLKIN Clock Period
t_{CLK}	Processor Core Clock Period
t_{PCLK}	Peripheral Clock Period = $2 \times t_{CLK}$

Figure 5 shows core to CLKIN relationships with external oscillator or crystal. The shaded divider/multiplier blocks denote where clock ratios can be set through hardware or software using the power management control register (PMCTL). For more information, see the processor hardware reference.

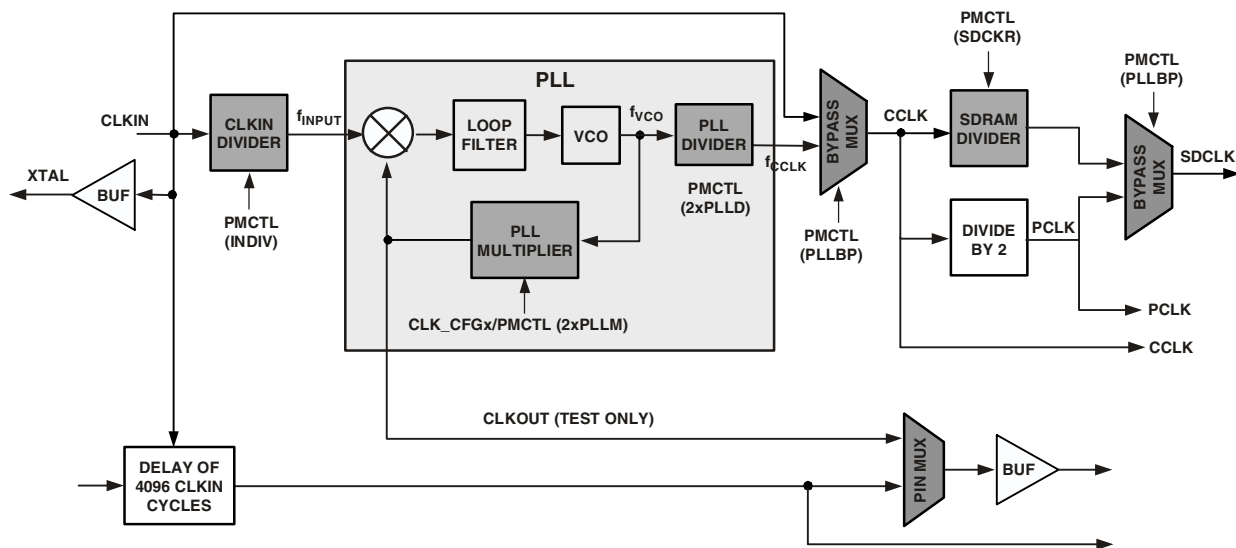


Figure 5. Core Clock and System Clock Relationship to CLKIN

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Power-Up Sequencing

The timing requirements for processor start-up are given in Table 12. Note that during power-up, a leakage current of approximately 200µA may be observed on the $\overline{\text{RESET}}$ pin if it is

driven low before power up is complete. This leakage current results from the weak internal pull-up resistor on this pin being enabled during power-up.

Table 12. Power-Up Sequencing Timing Requirements (Processor Start-up)

Parameter		Min	Max	Unit
<i>Timing Requirements</i>				
t_{RSTVDD}	$\overline{\text{RESET}}$ Low Before $V_{\text{DDINT}}/V_{\text{DDEXT}}$ On	0		ns
t_{VDDEVDD}	V_{DDINT} On Before V_{DDEXT}	-50	+200	ms
t_{CLKVDD}^1	CLKIN Valid After $V_{\text{DDINT}}/V_{\text{DDEXT}}$ Valid	0	200	ms
t_{CLKRST}	CLKIN Valid Before $\overline{\text{RESET}}$ Deasserted	10^2		µs
t_{PLLST}	PLL Control Setup Before $\overline{\text{RESET}}$ Deasserted	20		µs
<i>Switching Characteristic</i>				
t_{CORERST}	Core Reset Deasserted After $\overline{\text{RESET}}$ Deasserted	$4096t_{\text{CK}} + 2t_{\text{CLK}}^{3,4}$		

¹ Valid $V_{\text{DDINT}}/V_{\text{DDEXT}}$ assumes that the supplies are fully ramped to their 1.2 V rails and 3.3 V rails. Voltage ramp rates can vary from microseconds to hundreds of milliseconds depending on the design of the power supply subsystem.

² Assumes a stable CLKIN signal, after meeting worst-case start-up timing of crystal oscillators. Refer to your crystal oscillator manufacturer's data sheet for start-up time. Assume a 25 ms maximum oscillator start-up time if using the XTAL pin and internal oscillator circuit in conjunction with an external crystal.

³ Applies after the power-up sequence is complete. Subsequent resets require $\overline{\text{RESET}}$ to be held low a minimum of four CLKIN cycles in order to properly initialize and propagate default states at all I/O pins.

⁴ The 4096 cycle count depends on t_{rst} specification in Table 14. If setup time is not met, 1 additional CLKIN cycle may be added to the core reset time, resulting in 4097 cycles maximum.

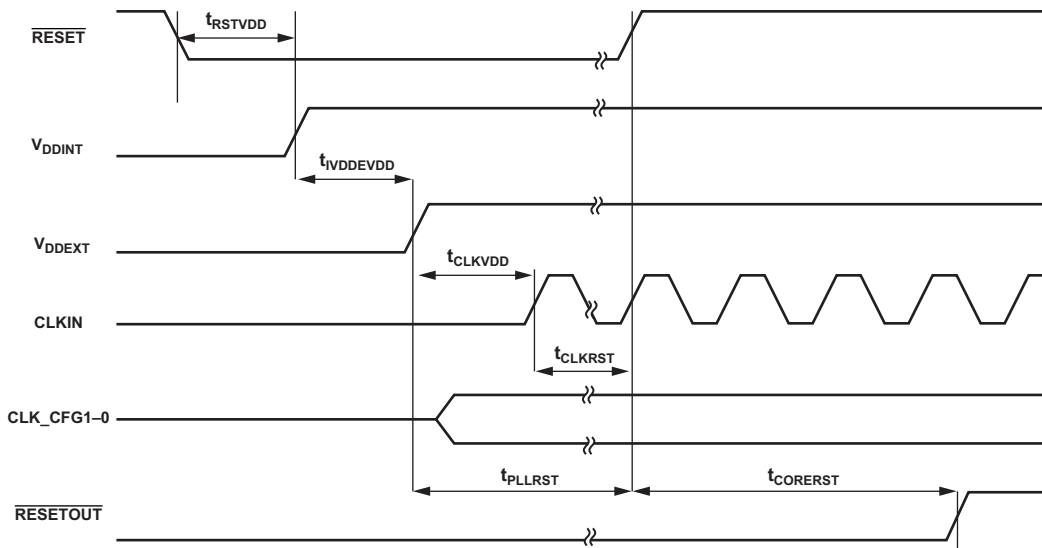


Figure 6. Power-Up Sequencing

Clock Input

Table 13. Clock Input

Parameter	400 MHz ¹		366 MHz ²		350 MHz ³		333 MHz ⁴		266 MHz ⁵		Unit
	Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	
<i>Timing Requirements</i>											
t_{CK} CLKIN Period	15 ⁶	100	16.39 ⁶	100	17.14 ⁶	100	18 ⁶	100	22.5 ⁶	100	ns
t_{CKL} CLKIN Width Low	7.5 ¹	45	8.1 ¹	45	8.5 ¹	45	9 ¹	45	11.25 ¹	45	ns
t_{CKH} CLKIN Width High	7.5 ¹	45	8.1 ¹	45	8.5 ¹	45	9 ¹	45	11.25 ¹	45	ns
t_{CKRF} CLKIN Rise/Fall (0.4 V to 2.0 V)		3		3		3		3		3	ns
t_{CCLK} ⁷ CCLK Period	2.5 ⁶	10	2.73 ⁶	10	2.85 ⁶	10	3.0 ⁶	10	3.75 ⁶	10	ns
f_{VCO} ⁸ VCO Frequency	100	800	100	800	100	800	100	800	100	600	MHz
t_{CKJ} ^{9,10} CLKIN Jitter Tolerance	-250	+250	-250	+250	-250	+250	-250	+250	-250	+250	ps

¹ Applies to all 400 MHz models. See [Ordering Guide on Page 61](#).

² Applies to all 366 MHz models. See [Ordering Guide on Page 61](#).

³ Applies to all 350 MHz models. See [Ordering Guide on Page 61](#).

⁴ Applies to all 333 MHz models. See [Ordering Guide on Page 61](#).

⁵ Applies to all 266 MHz models. See [Ordering Guide on Page 61](#).

⁶ Applies only for CLK_CFG1-0 = 00 and default values for PLL control bits in PMCTL.

⁷ Any changes to PLL control bits in the PMCTL register must meet core clock timing specification t_{CCLK} .

⁸ See [Figure 5 on Page 19](#) for VCO diagram.

⁹ Actual input jitter should be combined with ac specifications for accurate timing analysis.

¹⁰ jitter specification is maximum peak-to-peak time interval error (TIE) jitter.

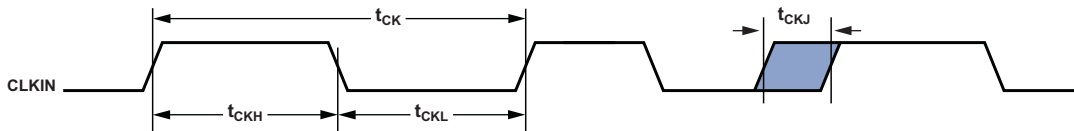


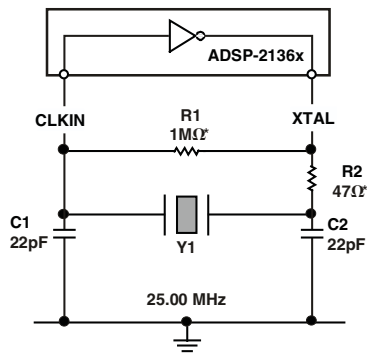
Figure 7. Clock Input

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Clock Signals

The processors can use an external clock or a crystal. See the CLKIN pin description in [Table 8 on Page 13](#). Programs can configure the processor to use its internal clock generator by connecting the necessary components to CLKIN and XTAL. [Figure 8](#) shows the component connections used for a crystal operating in fundamental mode.

Note that the clock rate is achieved using a 25 MHz crystal and a PLL multiplier ratio 16:1 (CCLK:CLKIN achieves a clock speed of 400 MHz). To achieve the full core clock rate, programs need to configure the multiplier bits in the PMCTL register.



R2 SHOULD BE CHOSEN TO LIMIT CRYSTAL DRIVE POWER. REFER TO CRYSTAL MANUFACTURER'S SPECIFICATIONS

Figure 8. 400 MHz Operation (Fundamental Mode Crystal)

Reset

Table 14. Reset

Parameter	Min	Max	Unit
<i>Timing Requirements</i>			
t_{WRST}^1 $\overline{\text{RESET}}$ Pulse Width Low	$4t_{CK}$		ns
t_{SRST} $\overline{\text{RESET}}$ Setup Before CLKIN Low	8		ns

¹ Applies after the power-up sequence is complete. At power-up, the processor's internal phase-locked loop requires no more than 100 μs while $\overline{\text{RESET}}$ is low, assuming stable V_{DD} and CLKIN (not including start-up time of external clock oscillator).

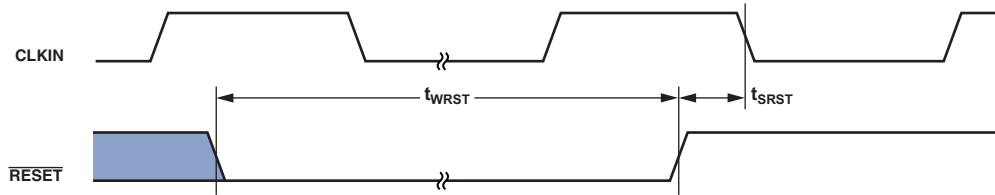


Figure 9. Reset

Interrupts

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

Table 15. Interrupts

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

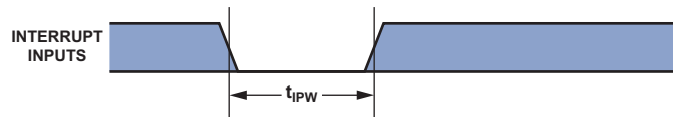


Figure 10. Interrupts

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Core Timer

The following timing specification applies to FLAG3 when it is configured as the core timer (TMREXP).

Table 16. Core Timer

Parameter	Min	Max	Unit
<i>Switching Characteristic</i>			
t_{WCTIM} TMREXP Pulse Width	$4 \times t_{PCLK} - 1$		ns

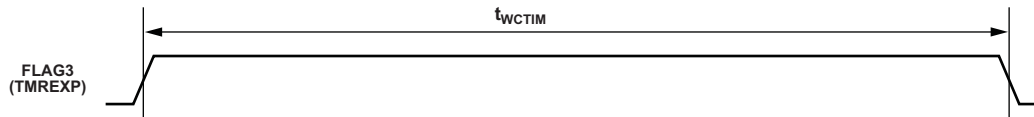


Figure 11. Core Timer

Timer PWM_OUT Cycle Timing

The following timing specification applies to Timer0, Timer1, and Timer2 in PWM_OUT (pulse-width modulation) mode. Timer signals are routed to the DPI_P14-1 pins through the DPI SRU. Therefore, the timing specifications provided below are valid at the DPI_P14-1 pins.

Table 17. Timer PWM_OUT Timing

Parameter	Min	Max	Unit
<i>Switching Characteristic</i>			
t_{PWMO} Timer Pulse Width Output	$2 \times t_{PCLK} - 1.2$	$2 \times (2^{31} - 1) \times t_{PCLK}$	ns

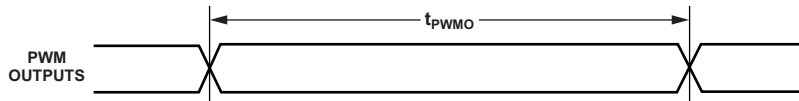


Figure 12. Timer PWM_OUT Timing

Timer WDT_H_CAP Timing

The following specification applies to Timer0, Timer1, and Timer2 in WDT_H_CAP (pulse width count and capture) mode. Timer signals are routed to the DPI_P14–1 pins through the DPI SRU. Therefore, the specification provided in Table 18 is valid at the DPI_P14–1 pins.

Table 18. Timer Width Capture Timing

Parameter	Min	Max	Unit
<i>Switching Characteristic</i>			
t_{PWI} Timer Pulse Width	$2 \times t_{PCLK}$	$2 \times (2^{31} - 1) \times t_{PCLK}$	ns

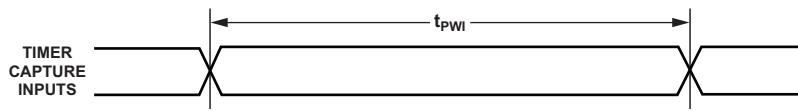


Figure 13. Timer Width Capture Timing

Pin to Pin Direct Routing (DAI and DPI)

For direct pin connections only (for example, DAI_PB01_I to DAI_PB02_O).

Table 19. DAI/DPI Pin to Pin Routing

Parameter	Min	Max	Unit
<i>Timing Requirement</i>			
t_{DPIO} Delay DAI/DPI Pin Input Valid to DAI/DPI Output Valid	1.5	12	ns

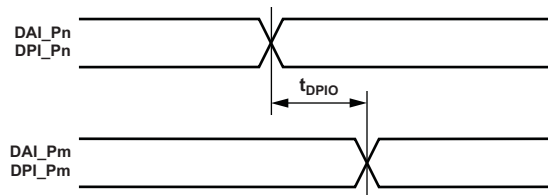


Figure 14. DAI/DPI Pin to Pin Direct Routing