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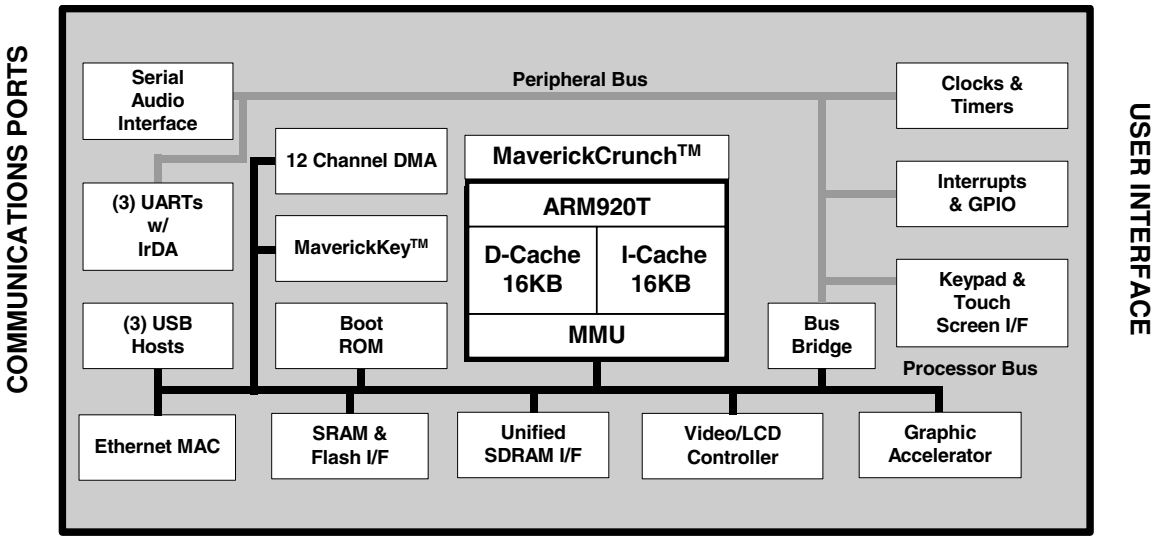
FEATURES

ARM9 SOC with Ethernet, USB, Display, and Touchscreen

- 200-MHz ARM920T Processor
  - 16-kbyte Instruction Cache
  - 16-kbyte Data Cache
  - Linux®, Microsoft® Windows® CE-enabled MMU
  - 100-MHz System Bus
- MaverickCrunch™ Math Engine
  - Floating Point, Integer and Signal Processing Instructions
  - Optimized for digital music compression and decompression algorithms.
  - Hardware interlocks allow in-line coding.
- MaverickKey™ IDs
  - 32-bit unique ID can be used for DRM-compliant, 128-bit random ID.
- Integrated Peripheral Interfaces
  - 32-bit SDRAM Interface (up to 4 banks)
  - 32/16-bit SRAM/FLASH/ROM
  - Serial EEPROM Interface
  - 1/10/100 Mbps Ethernet MAC
  - Three UARTs
  - Three-port USB 2.0 Full-speed Host (OHCI) (12 Mbits per second)
  - IrDA Interface
  - LCD and Raster Interface with Graphics Accelerator
  - Touchscreen Interface with ADC
  - 8 x 8 Keypad Scanner
  - One Serial Peripheral Interface (SPI) Port
  - 6-channel or 2-channel Serial Audio Interface (I^2S)
  - 2-channel, Low-cost Serial Audio Interface (AC'97)
- Internal Peripherals
  - 12 Direct Memory Access (DMA) Channels
  - Real-time Clock with Software Trim
  - Dual PLL controls all clock domains.
  - Watchdog Timer
  - Two General-purpose 16-bit Timers
  - One General-purpose 32-bit Timer
  - One 40-bit Debug Timer
  - Interrupt Controller
  - Boot ROM
- Package
  - 272 pin TFBGA



OVERVIEW

The EP9307 is an ARM920T-based system-on-a-chip (SOC) design with a large peripheral set targeted to a variety of applications:

- Thin client computers for business and home
- Internet radio
- Internet access devices
- Industrial computers
- Specialized terminals
- Point of sale terminals
- Test and measurement equipment

The ARM920T microprocessor core with separate 16-kbyte, 64-way set-associative instruction and data caches is augmented by the MaverickCrunch™ co-processor, enabling high-speed floating point calculations.

MaverickKey™ unique hardware programmed IDs are a solution to the growing concern over secure web content and commerce. With Internet security playing an important role in the delivery of digital media such as books or music, traditional software methods are quickly becoming unreliable. The MaverickKey unique IDs provide OEMs with a method of utilizing specific hardware IDs such as those assigned for SDMI (Secure Digital Music Initiative) or any other authentication mechanism.

A high-performance 1/10/100 Mbps Ethernet media access controller (MAC) is included along with external interfaces to SPI, I^2S audio, Raster/LCD, keypad and touchscreen. A three-port USB 2.0 Full-speed Host (OHCI) (12 Mbits per second) and three UARTs are included as well.

The EP9307 is a high-performance, low-power, RISC-based, single-chip computer built around an ARM920T microprocessor core with a maximum operating clock rate of 200 MHz (184 MHz for industrial conditions). The ARM core operates from a 1.8 V supply, while the I/O operates at 3.3 V with power usage between 100 mW and 750 mW (dependent on speed).

Table A. Change History

Revision	Date	Changes
PP1	July 2004	Initial Release.
PP2	August 2004	Correct error in pin out table, pages 42 & 43.
PP3	August 2004	Minor correction.
PP4	March 2005	Update electrical characteristics with most-current characterization data.
F1	February 2010	Removed “Preliminary Data” statement from legal disclaimer. Removed lead-containing device part numbers. Increased minimum CVDD & VDD_PLL voltages from 1.65 V min. to 1.71 V min. Changed operating temperatures to 0 to 60°C commercial, -40 to 70°C industrial.
F2	March 2010	Increased commercial/industrial temperatures to 70/85 deg. C max.

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Processor Core - ARM920T

The ARM920T is a Harvard architecture processor with separate 16 kbyte instruction and data caches with an 8-word line length but a unified memory. The processor utilizes a five-stage pipeline consisting of fetch, decode, execute, memory and write stages. Key features include:

- ARM (32-bit) and Thumb (16-bit compressed) instruction sets
- 32-bit Advanced Micro-Controller Bus Architecture (AMBA)
- 16 kbyte Instruction Cache with lockdown
- 16 kbyte Data Cache (programmable write-through or write-back) with lockdown
- MMU for Linux®, Microsoft® Windows® CE and other operating systems
- Translation Look Aside Buffers with 64 Data and 64 Instruction Entries
- Programmable Page Sizes of 1 Mbyte, 64 kbyte, 4 kbyte, and 1 kbyte
- Independent lockdown of TLB Entries

MaverickCrunch™ Math Engine

The MaverickCrunch Engine is a mixed-mode coprocessor designed primarily to accelerate the math processing required to rapidly encode digital audio formats. It accelerates single- and double-precision integer and floating point operations plus an integer multiply-accumulate (MAC) instruction that is considerably faster than the ARM920T's native MAC instruction. The ARM920T coprocessor interface is utilized thereby sharing its memory interface and instruction stream. Hardware forwarding and interlock allows the ARM to handle looping and addressing while MaverickCrunch handles computation. Features include:

- IEEE-754 single and double precision floating point
- 32/64-bit integer
- Add/multiply/compare
- Integer MAC 32-bit input with 72-bit accumulate
- Integer Shifts
- Floating point to/from integer conversion
- Sixteen 64-bit register files
- Four 72-bit accumulators

MaverickKey™ Unique ID

MaverickKey unique hardware programmed IDs are a solution to the growing concern over secure web content and commerce. With Internet security playing an important role in the delivery of digital media such as books or music, traditional software methods are quickly becoming unreliable. The MaverickKey unique IDs provide OEMs with a method of utilizing specific hardware IDs such as those assigned for SDMI (Secure Digital Music Initiative) or any other authentication mechanism.

Both a specific 32-bit ID as well as a 128-bit random ID are programmed into the EP9307 through the use of laser probing technology. These IDs can then be used to match secure copyrighted content with the ID of the target device the EP9307 is powering, and then deliver the copyrighted information over a secure connection. In addition, secure transactions can benefit by also matching device IDs to server IDs. MaverickKey IDs provide a level of hardware security required for today's Internet appliances.

General Purpose Memory Interface (SDRAM, SRAM, ROM, FLASH)

The EP9307 features a unified memory address model where all memory devices are accessed over a common address/data bus. A separate internal port is dedicated to the read-only Raster/LCD refresh engine, while the rest of the memory accesses are performed via the Processor bus. The SRAM memory controller supports 8, 16 and 32-bit devices and accommodates an internal boot ROM concurrently with 32-bit SDRAM memory.

- 1 to 4 banks of 32-bit, 100 MHz SDRAM
- One internal port dedicated to the Raster/LCD Refresh Engine (Read Only)
- Address and data bus shared between SDRAM, SRAM, ROM, and FLASH memory
- NOR FLASH memory supported

Table B. General Purpose Memory Interface Pin Assignments

Pin Mnemonic	Pin Description
SDCLK	SDRAM Clock
SDCLKEN	SDRAM Clock Enable
SDCSn[3:0]	SDRAM Chip Selects 3-0
RASn	SDRAM RAS
CASn	SDRAM CAS
SDWEn	SDRAM Write Enable
CSn[7:6] and CSn[3:0]	Chip Selects 7, 6, 3, 2, 1, 0
AD[25:0]	Address Bus 25-0
DA[31:0]	Data Bus 31-0
DQMn[3:0]	SDRAM Output Enables / Data Masks
WRn	SRAM Write Strobe
RDn	SRAM Read/OE Strobe
WAITn	SRAM Wait Input

Ethernet Media Access Controller (MAC)

The MAC subsystem is compliant with the ISO/TEC 802.3 topology for a single shared medium with several stations. Multiple MII-compliant PHYs are supported. Features include:

- Supports 1/10/100 Mbps transfer rates for home/small-business/large-business applications
- Interfaces to an off-chip PHY through industry standard Media Independent Interface (MII)

Table C. Ethernet Media Access Controller Pin Assignments

Pin Mnemonic	Pin Description
MDC	Management Data Clock
MDIO	Management Data I/O
RXCLK	Receive Clock
MIIRXD[3:0]	Receive Data
RXDVAL	Receive Data Valid
RXERR	Receive Data Error
TXCLK	Transmit Clock
MIITXD[3:0]	Transmit Data
TXEN	Transmit Enable
TXERR	Transmit Error
CRS	Carrier Sense
CLD	Collision Detect

Serial Interfaces (SPI, I^{2}S and AC ’97)

The SPI port can be configured as a master or a slave, supporting the National Semiconductor®, Motorola®, and Texas Instruments® signaling protocols.

The AC'97 port supports multiple codecs for multichannel audio output with a single stereo input. The I^{2}S port can be configured to support two channel, 24 bit audio.

These ports are multiplexed so that I^{2}S port 0 will take over either the AC'97 pins or the SPI pins. The second and third I2S ports' serial input and serial output pins are multiplexed with EGPIO[4,5,6,13]. The clocks supplied in the first I2S port are also used for the second and third I2S ports.

- Normal Mode: One SPI Port and one AC’97 Port
- I^{2}S on SSP Mode: One AC’97 Port and up to three I^{2}S Ports
- I^{2}S on AC’97 Mode: One SPI Port and up to three I^{2}S Ports

Note: I^{2}S may not be output on AC’97 and SSP ports at the same time.

Table D. Audio Interfaces Pin Assignment

Pin Name	Normal Mode	I2S on SSP Mode	I2S on AC'97 Mode
	Pin Description	Pin Description	Pin Description
SCLK1	SPI Bit Clock	I2S Serial Clock	SPI Bit Clock
SFRM1	SPI Frame Clock	I2S Frame Clock	SPI Frame Clock
SSPRX1	SPI Serial Input	I2S Serial Input	SPI Serial Input
SSPTX1	SPI Serial Output	I2S Serial Output	SPI Serial Output
		(No I2S Master Clock)	
ARSTn	AC'97 Reset	AC'97 Reset	I2S Master Clock
ABITCLK	AC'97 Bit Clock	AC'97 Bit Clock	I2S Serial Clock
ASYNC	AC'97 Frame Clock	AC'97 Frame Clock	I2S Frame Clock
ASDI	AC'97 Serial Input	AC'97 Serial Input	I2S Serial Input
ASDO	AC'97 Serial Output	AC'97 Serial Output	I2S Serial Output

Raster/LCD Interface

The Raster/LCD interface provides data and interface signals for a variety of display types. It features fully programmable video interface timing for non-interlaced flat panel or dual scan displays. Resolutions up to 1024 x 768 are supported from a unified SDRAM based frame buffer. A 16-bit PWM provides control for LCD panel contrast. LCD specific features include:

- Timing and interface signals for digital LCD and TFT displays
- Full programmability for either non-interlaced or dual-scan color and grayscale flat panel displays
- Dedicated data path to SDRAM controller for improved system performance
- Pixel depths of 4, 8, 16, or 24 bits per pixel or 256 levels of grayscale
- Hardware Cursor up to 64 x 64 pixels
- 256 x 18 Color Lookup Table
- Hardware Blinking
- 8-bit interface to low-end panel

Table E. LCD Interface Pin Assignments

Pin Mnemonic	Pin Description
SPCLK	Pixel Clock
P[17:0]	Pixel Data Bus [17:0]
HSYNC/LP	Horizontal Synchronization/Line Pulse
VCSYNC/FP	Vertical or Composite Synchronization / Frame Pulse
BLANK	Composite Blank
BRIGHT	Pulse Width Modulated Brightness

Graphics Accelerator

The EP9307 contains a hardware graphics acceleration engine that improves graphic performance by handling block copy, block fill and hardware line draw operations. The Graphics Accelerator is used in the system to off-load graphics operations from the processor.

Pixel depths supported by the Graphics Accelerator are 4, 8, 16 or 24 bits per pixel (bpp). The 24 bits per pixel mode can be operated as packed (4 pixels every 3 words) or unpacked (1 pixel per word with the high byte unused.)

The block copy operations of the Graphics Accelerator are similar to a DMA (Direct Memory Access) transfer that understands pixel organization, block width, transparency, and transformation from 1bpp to higher 4, 8, 16 or 24 bpp.

The line draw operations also allow for solid lines or dashed lines. The colors for line drawing can be either foreground color and background color or foreground color with the background being transparent.

Touch Screen Interface with 12-bit Analog-to-digital Converter (ADC)

The touch screen interface performs all sampling, averaging, ADC range checking, and control for a wide variety of analog resistive touch screens. This controller only interrupts the processor when a meaningful change occurs. The touch screen hardware may be disabled and the switch matrix and ADC controlled directly if desired. Features include:

- Support for 4-, 5-, 7-, or 8-wire analog resistive touch screens.
- Flexibility - unused lines may be used for temperature sensing or other functions.
- Touch screen interrupt function.

Table F. Touch Screen Interface with 12-bit Analog-to-Digital Converter Pin Assignments

Pin Mnemonic	Pin Description
Xp, Xm	Touch screen ADC X Axis
Yp, Ym	Touch screen ADC Y Axis
SXp, SXm	Touch screen ADC X Axis Voltage Feedback
SYp, SYm	Touch screen ADC Y Axis Voltage Feedback

64-key Keypad Interface

The keypad circuitry scans an 8 x 8 array of 64 normally open, single pole switches. Any one or two keys depressed will be de-bounced and decoded. An interrupt is generated whenever a stable set of depressed keys is detected. If the keypad is not utilized, the 16 column/row pins may be used as general purpose I/O. The Keypad interface:

- Provides scanning, debounce, and decoding for a 64-key switch array.
- Scans an 8-row by 8-column matrix.
- May decode 2 keys at once.
- Generates an interrupt when a new stable key is determined.
- Also generates a 3-key reset interrupt.

Table G. 64-Key Keypad Interface Pin Assignments

Pin Mnemonic	Pin Description	Alternative Usage
COL[7:0]	Key Matrix Column Inputs	General Purpose I/O
ROW[7:0]	Key Matrix Row Inputs	General Purpose I/O

Universal Asynchronous Receiver/Transmitters (UARTs)

Three 16550-compatible UARTs are supplied. Two provide asynchronous HDLC (High-level Data Link Control) protocol support for full duplex transmit and receive. The HDLC receiver handles framing, address matching, CRC checking, control-octet transparency, and optionally passes the CRC to the host at the end of the packet. The HDLC transmitter handles framing, CRC generation, and control-octet transparency. The host must assemble the frame in memory before transmission. The HDLC receiver and transmitter use the UART FIFOs to buffer the data streams. A third IrDA® compatible UART is also supplied.

- UART1 supports modem bit rates up to 115.2 kbps, supports HDLC and includes a 16 byte FIFO for receive and a 16 byte FIFO for transmit. Interrupts are generated on Rx, Tx and modem status change.
- UART2 contains an IrDA encoder operating at either the slow (up to 115 kbps), medium (0.576 or 1.152 Mbps), or fast (4 Mbps) IR data rates. It also has a 16 byte FIFO for receive and a 16 byte FIFO for transmit.
- UART3 supports HDLC and includes a 16 byte FIFO for receive and a 16 byte FIFO for transmit. Interrupts are generated on Rx and Tx.

Table H. Universal Asynchronous Receiver / Transmitters Pin Assignments

Pin Mnemonic	Pin Name - Description
TXD0	UART1 Transmit
RXD0	UART1 Receive
CTSn	UART1 Clear To Send / Transmit Enable
DSRn/DCDn	UART1 Data Set Ready / Data Carrier Detect
DTRn	UART1 Data Terminal Ready
RTSn	UART1 Ready To Send
EGPIO[0]/RI	UART1 Ring Indicator
TXD1/SIROUT	UART2 Transmit / IrDA Output
RXD1/SIRIN	UART2 Receive / IrDA Input
TXD2	UART3 Transmit
RXD2	UART3 Receive
TENn	HDLC3 Transmit Enable

Internal Boot ROM

The Internal 16-kbyte ROM allows booting from FLASH memory, SPI or UART. Consult the EP9307 User's Guide for operational details.

Triple-port USB Host

The USB Open Host Controller Interface (Open HCI) provides full-speed serial communications ports at a baud rate of 12 Mbits/sec. Up to 127 USB devices (printer, mouse, camera, keyboard, etc.) and USB hubs can be connected to the USB host in the USB "tiered-star" topology.

This includes the following features:

- Compliance with the USB 2.0 specification
- Compliance with the Open HCI Rev 1.0 specification
- Supports both low-speed (1.5 Mbps) and full-speed (12 Mbps) USB device connections
- Root HUB integrated with 3 downstream USB ports
- Transceiver buffers integrated, over-current protection on ports
- Supports power management
- Operates as a master on the bus

The Open HCI host controller initializes the master DMA transfer with the AHB bus:

- Fetches endpoint descriptors and transfer descriptors
- Accesses endpoint data from system memory
- Accesses the HC communication area
- Writes status and retire transfer descriptor

Table I. Triple Port USB Host Pin Assignments

Pin Mnemonic	Pin Name - Description
USBp[2:0]	USB Positive signals
USBm[2:0]	USB Negative Signals

Two-wire Interface Support

The two-wire interface provides communication and control for synchronous-serial-driven devices.

Table J. Two-Wire Port with EEPROM Support Pin Assignments

Pin Mnemonic	Pin Name - Description	Alternative Usage
EECLK	Two-wire Interface Clock	General Purpose I/O
EEDATA	Two-wire Interface Data	General Purpose I/O

Real-Time Clock with Software Trim

The software trim feature on the real time clock (RTC) provides software controlled digital compensation of the 32.768 KHz input clock. This compensation is accurate to ±1.24 sec/month.

Note: A real time clock must be connected to RTCXTALI or the EP9307 device will not boot.

Table K. Real-Time Clock with Pin Assignments

Pin Mnemonic	Pin Name - Description
RTCXTALI	Real-Time Clock Oscillator Input
RTCXTALO	Real-Time Clock Oscillator Output

PLL and Clocking

The Processor and the Peripheral Clocks operate from a single 14.7456 MHz crystal.

The Real Time Clock operates from a 32.768 KHz external oscillator.

Table L. PLL and Clocking Pin Assignments

Pin Mnemonic	Pin Name - Description
XTALI	Main Oscillator Input
XTALO	Main Oscillator Output
VDD_PLL	Main Oscillator Power
GND_PLL	Main Oscillator Ground

Timers

The Watchdog Timer ensures proper operation by requiring periodic attention to prevent a reset-on-time-out.

Two 16-bit timers operate as free running down-counters or as periodic timers for fixed interval interrupts and have a range of 0.03 ms to 4.27 seconds.

One 32-bit timer, plus a 6-bit prescale counter, has a range of 0.03 µs to 73.3 hours.

One 40-bit debug timer, plus a 6-bit prescale counter, has a range of 1.0 µs to 12.7 days.

Interrupt Controller

The interrupt controller allows up to 62 interrupts to generate an Interrupt Request (IRQ) or Fast Interrupt Request (FIQ) signal to the processor core. Thirty-two hardware priority assignments are provided for assisting IRQ vectoring, and two levels are provided for FIQ vectoring. This allows time critical interrupts to be processed in the shortest time possible. Internal interrupts may be programmed as active high or active low level sensitive inputs. GPIO pins programmed as interrupts may be programmed as active high level sensitive, active low level sensitive, rising edge triggered, falling edge triggered, or combined rising/falling edge triggered.

- Supports 64 interrupts from a variety of sources (such as UARTs, GPIO, and key matrix)
- Routes interrupt sources to either the ARM920T's IRQ or FIQ (Fast IRQ) inputs
- Three dedicated off-chip interrupt lines operate as active high level sensitive interrupts
- Any of the 16 GPIO lines maybe configured to generate interrupts
- Software supported priority mask for all FIQs and IRQs

Table M. External Interrupt Controller Pin Assignment

Pin Mnemonic	Pin Name - Description
INT[2:0]	External Interrupts 2, 1, 0

Dual LED Drivers

Two pins are assigned specifically to drive external LEDs.

Table N. Dual LED Pin Assignments

Pin Mnemonic	Pin Name - Description	Alternative Usage
GRLED	Green LED	General Purpose I/O
REDLED	Red LED	General Purpose I/O

General Purpose Input/Output (GPIO)

The 14 EGPIO pins may each be configured individually as an output, an input, or an interrupt input.

There are 22 pins that may alternatively be used as input, output, or open-drain pins, but do not support interrupts. These pins are:

- Key Matrix ROW[7:0], COL[7:0]
- Ethernet MDIO
- Both LED Outputs
- Two-wire Clock and Data
- GGPIO[2]
- HGPIO[7:2]

6 pins may alternatively be used as inputs only:

- CTSn, DSRn/DCDn
- 4 Interrupt Lines

2 pins may alternatively be used as outputs only:

- RTSn
- ARSTn

Table O. General Purpose Input/Output Pin Assignment

Pin Mnemonic	Pin Name - Description
EGPIO[15] EGPIO[13:0]	Expanded General Purpose Input / Output Pins with Interrupts
FGPIO[7] FGPIO[5] FGPIO[0]	Expanded General Purpose Input / Output Pins with Interrupts

Reset and Power Management

The chip may be reset through the PRSTn pin or through the open drain common reset pin, RSTOn.

Clocks are managed on a peripheral-by-peripheral basis and may be turned off to conserve power.

The processor clock is dynamically adjustable from 0 to 200 MHz (184 MHz for industrial conditions).

Table P. Reset and Power Management Pin Assignments

Pin Mnemonic	Pin Name - Description
PRSTn	Power On Reset
RSTOn	User Reset In/Out – Open Drain – Preserves Real Time Clock value

Hardware Debug Interface

The JTAG interface allows use of ARM's Multi-ICE or other in-circuit emulators.

Table Q. Hardware Debug Interface

Pin Mnemonic	Pin Name - Description
TCK	JTAG Clock
TDI	JTAG Data In
TDO	JTAG Data Out
TMS	JTAG Test Mode Select
TRSTn	JTAG Port Reset

12-Channel DMA Controller

The DMA module contains 12 separate DMA channels. These may be used for peripheral-to-memory or memory-to-peripheral access. Two of these are dedicated to memory-to-memory transfers. Each DMA channel is connected to the 16-bit DMA request bus.

The request bus is a collection of requests, Serial Audio and UARTs. Each DMA channel can be used independently or dedicated to any request signal. For each DMA channel, source and destination addressing can be independently programmed to increment, decrement, or stay at the same value. All DMA addresses are physical, not virtual addresses.

Electrical Specifications

Absolute Maximum Ratings

(All grounds = 0 V, all voltages with respect to 0 V)

Parameter		Symbol	Min	Max	Unit
Power Supplies		RVDD CVDD VDD_PLL VDD_ADC	- - - -	3.96 2.16 2.16 3.96	V V V V
Total Power Dissipation	(Note 1)		-	2	W
Input Current per Pin, DC (Except supply pins)			-	±10	mA
Output current per pin, DC			-	±50	mA
Digital Input voltage	(Note 2)		-0.3	RVDD+0.3	V
Storage temperature			-40	+125	°C

Note: 1. Includes all power generated due to AC and/or DC output loading.
2. The power supply pins are at maximum values listed in "Recommended Operating Conditions", below.

WARNING: Operation beyond these limits may result in permanent damage to the device. Normal operation is not guaranteed at these extremes.

Recommended Operating Conditions

(All grounds = 0 V, all voltages with respect to 0 V)

Parameter	Symbol	Min	Typ	Max	Unit
Power Supplies	RVDD CVDD VDD_PLL VDD_ADC	3.0 1.71 1.71 3.0	3.3 1.80 1.80 3.3	3.6 1.94 1.94 3.6	V V V V
Operating Ambient Temperature - Commercial	T_A	0	+25	+70	°C
Operating Ambient Temperature - Industrial	T_A	-40	+25	+85	°C
Processor Clock Speed - Commercial	FCLK	-	-	200	MHz
Processor Clock Speed - Industrial	FCLK	-	-	184	MHz
System Clock Speed - Commercial	HCLK	-	-	100	MHz
System Clock Speed - Industrial	HCLK	-	-	92	MHz

DC Characteristics

(T_A = 0 to 70° C; CVDD = VDD_PLL = 1.8; RVDD = 3.3 V;
All grounds = 0 V; all voltages with respect to 0 V unless otherwise noted)

Parameter			Symbol	Min	Max	Unit
High level output voltage	Iout = -4 mA	(Note 3)	V_{oh}	0.85 × RVDD	-	V
Low level output voltage	Iout = 4 mA		V_{ol}	-	0.15 × RVDD	V
High level input voltage		(Note 4)	V_{ih}	0.65 × RVDD	VDD + 0.3	V
Low level input voltage		(Note 4)	V_{il}	–0.3	0.35 × RVDD	V
High level leakage current	Vin = 3.3 V	(Note 4)	I_{ih}	-	10	µA
Low level leakage current	Vin = 0	(Note 4)	I_{il}	-	-10	µA

Parameter		Min	Typ	Max	Unit
Power Supply Pins (Outputs Unloaded)					
Power Supply Current:	CVDD/VDD_PLL Total RVDD	- -	190 45	240 80	mA mA
Low-Power Mode Supply Current	CVDD/VDD_PLL Total RVDD	- -	2 1.0	3.5 2	mA mA

Note: 3. For open drain pins, high level output voltage is dependent on the external load.
4. All inputs that do not include internal pull-ups or pull-downs, must be externally driven for proper operation (See Table S on page 46). If an input is not driven, it should be tied to power or ground, depending on the particular function. If an I/O pin is not driven and programmed as an input, it should be tied to power or ground through its own resistor.

Timings

Timing Diagram Conventions

This data sheet contains one or more timing diagrams. The following key explains the components used in these diagrams. Any variations are clearly labelled when they occur. Therefore, no additional meaning should be attached unless specifically stated.

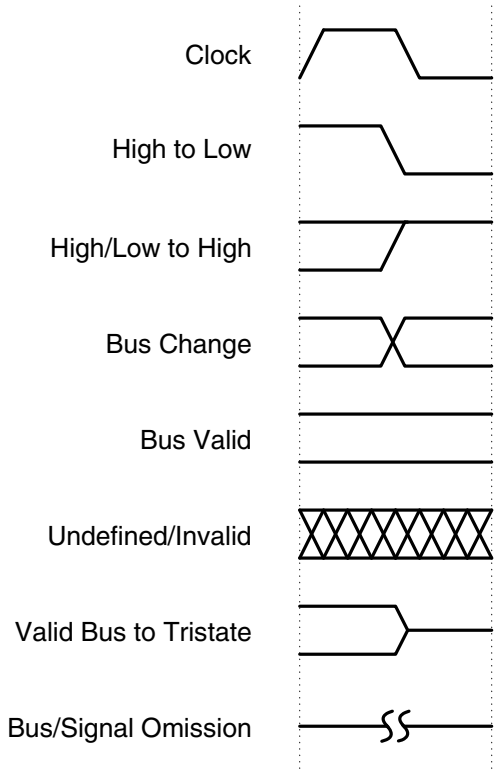


Figure 1. Timing Diagram Drawing Key

Timing Conditions

Unless specified otherwise, the following conditions are true for all timing measurements.

- T_A = 0 to 70° C
- CVDD = VDD_PLL = 1.8V
- RVDD = 3.3 V
- All grounds = 0 V
- Logic 0 = 0 V, Logic 1 = 3.3 V
- Output loading = 50 pF
- Timing reference levels = 1.5 V
- The Processor Bus Clock (HCLK) is programmable and is set by the user. The frequency is typically between 33 MHz and 100 MHz (92 MHz for industrial conditions).

Memory Interface

Figure 2 through Figure 5 define the timings associated with all phases of the SDRAM. The following table contains the values for the timings of each of the SDRAM modes.

Parameter	Symbol	Min	Typ	Max	Unit
SDCLK high time	t_{clk_high}	-	$(t_{HCLK}) / 2$	-	ns
SDCLK low time	t_{clk_low}	-	$(t_{HCLK}) / 2$	-	ns
SDCLK rise/fall time	t_{clkrf}	-	2	4	ns
Signal delay from SDCLK rising edge time	t_d	-	-	8	ns
Signal hold from SDCLK rising edge time	t_h	1	-	-	ns
DQMn delay from SDCLK rising edge time	t_{DQd}	-	-	8	ns
DQMn hold from SDCLK rising edge time	t_{DQh}	1	-	-	ns
DA valid setup to SDCLK rising edge time	t_{DAs}	2	-	-	ns
DA valid hold from SDCLK rising edge time	t_{DAh}	3	-	-	ns

SDRAM Load Mode Register Cycle

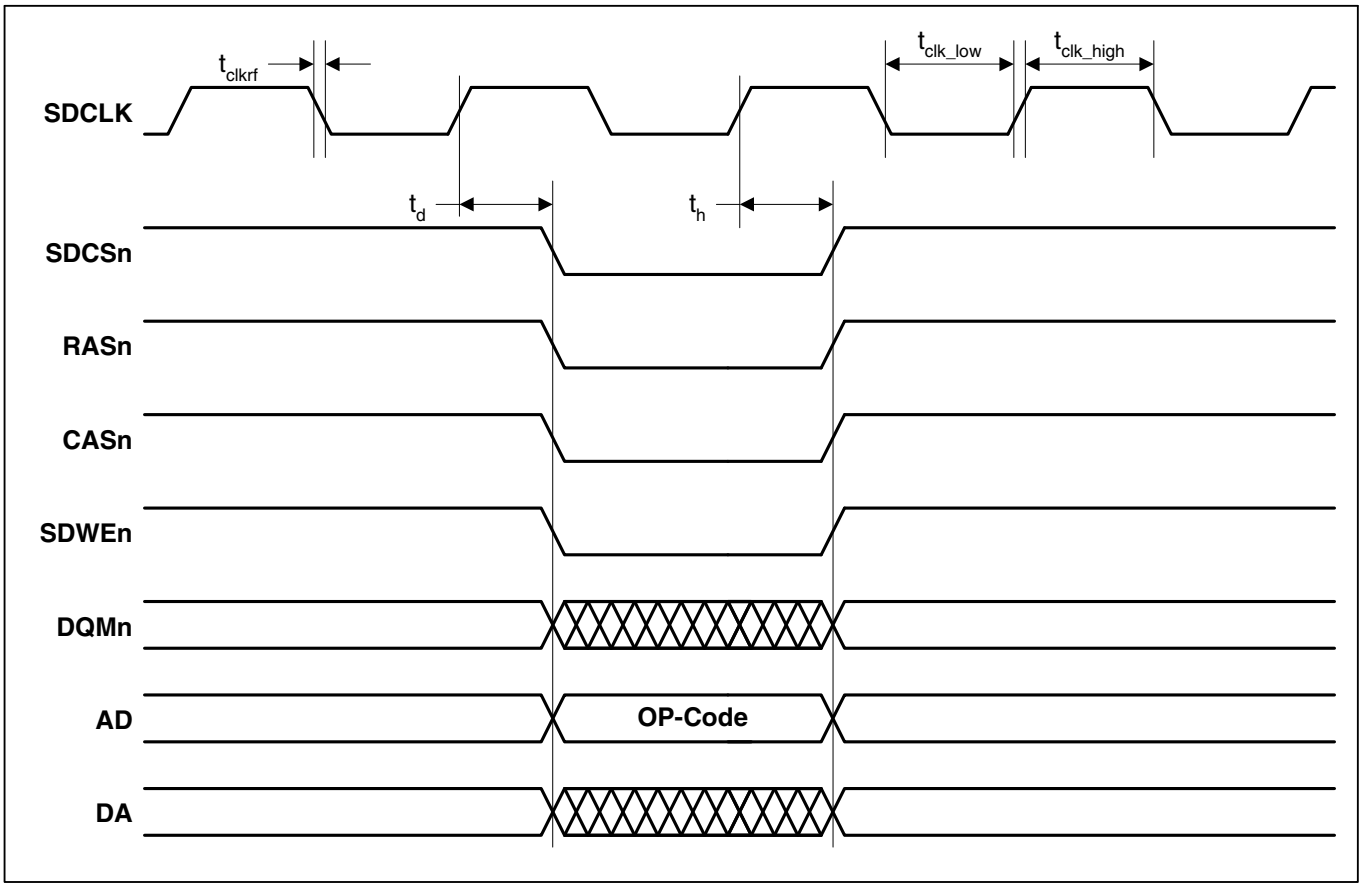


Figure 2. SDRAM Load Mode Register Cycle Timing Measurement

SDRAM Burst Read Cycle

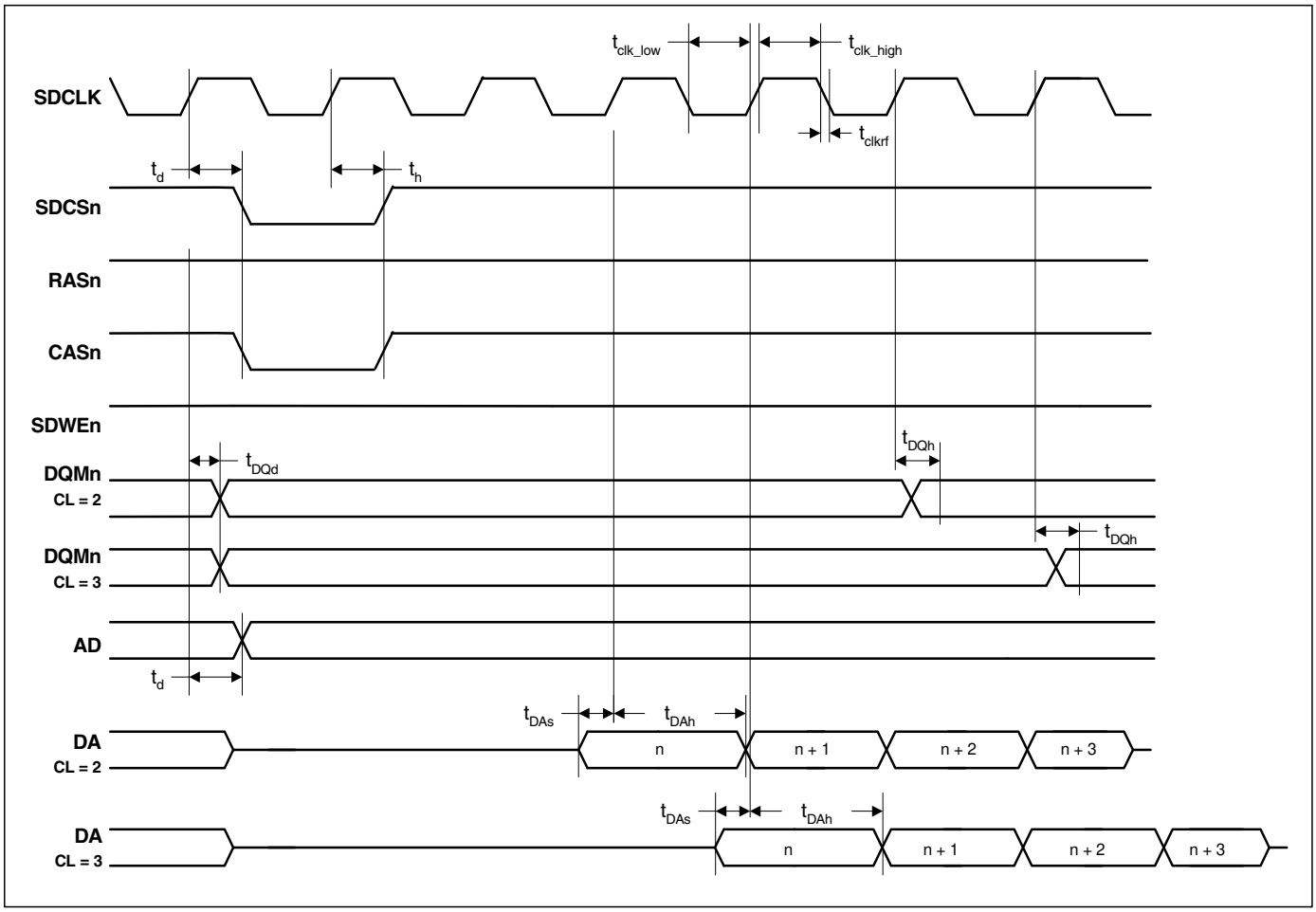


Figure 3. SDRAM Burst Read Cycle Timing Measurement

SDRAM Burst Write Cycle

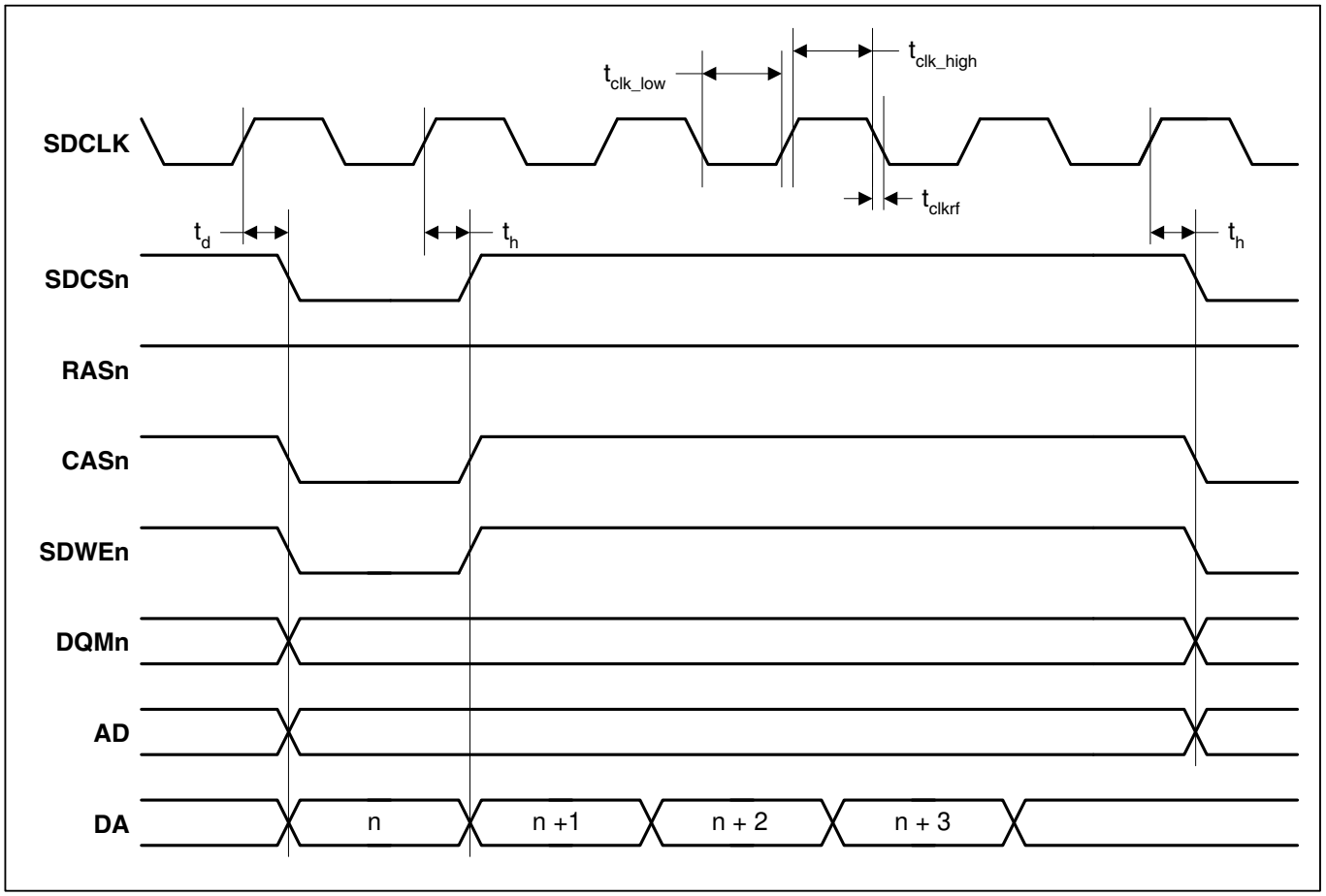
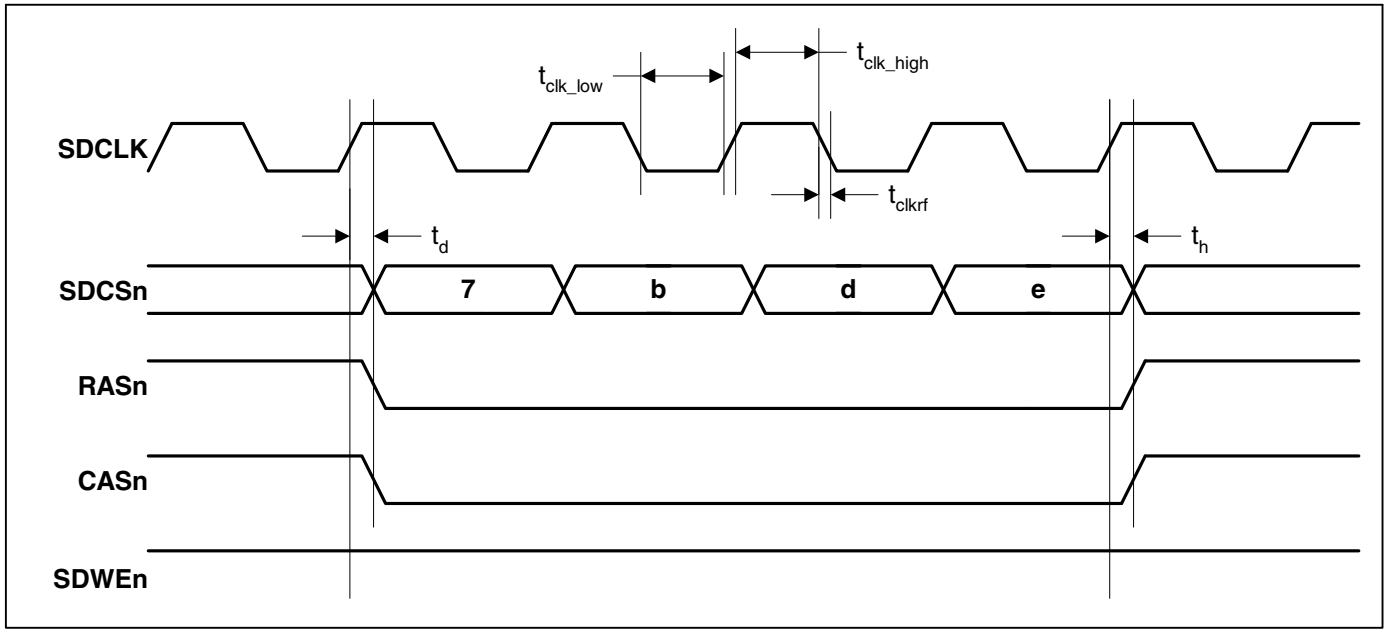


Figure 4. SDRAM Burst Write Cycle Timing Measurement

SDRAM Auto Refresh Cycle



Note: Chip select shown as bus to illustrate multiple devices being put into auto refresh in one access

Figure 5. SDRAM Auto Refresh Cycle Timing Measurement

Static Memory Single Word Read Cycle

Parameter	Symbol	Min	Typ	Max	Unit
AD setup to CSn assert time	t_{ADs}	0	-	-	ns
AD hold from CSn deassert time	t_{ADh}	t_{HCLK}	-	-	ns
RDn assert time	t_{RDpw}	-	$t_{HCLK} \times (WST1 + 2)$	-	ns
CSn to RDn delay time	t_{RDd}	-	-	3	ns
CSn assert to DQMn assert delay time	t_{DQMd}	-	-	1	ns
DA setup to RDn deassert time	t_{DAs}	$t_{HCLK} + 12$	-	-	ns
DA hold from RDn deassert time	t_{DAh}	0	-	-	ns

See "Timing Conditions" on page 14 for definition of HCLK.

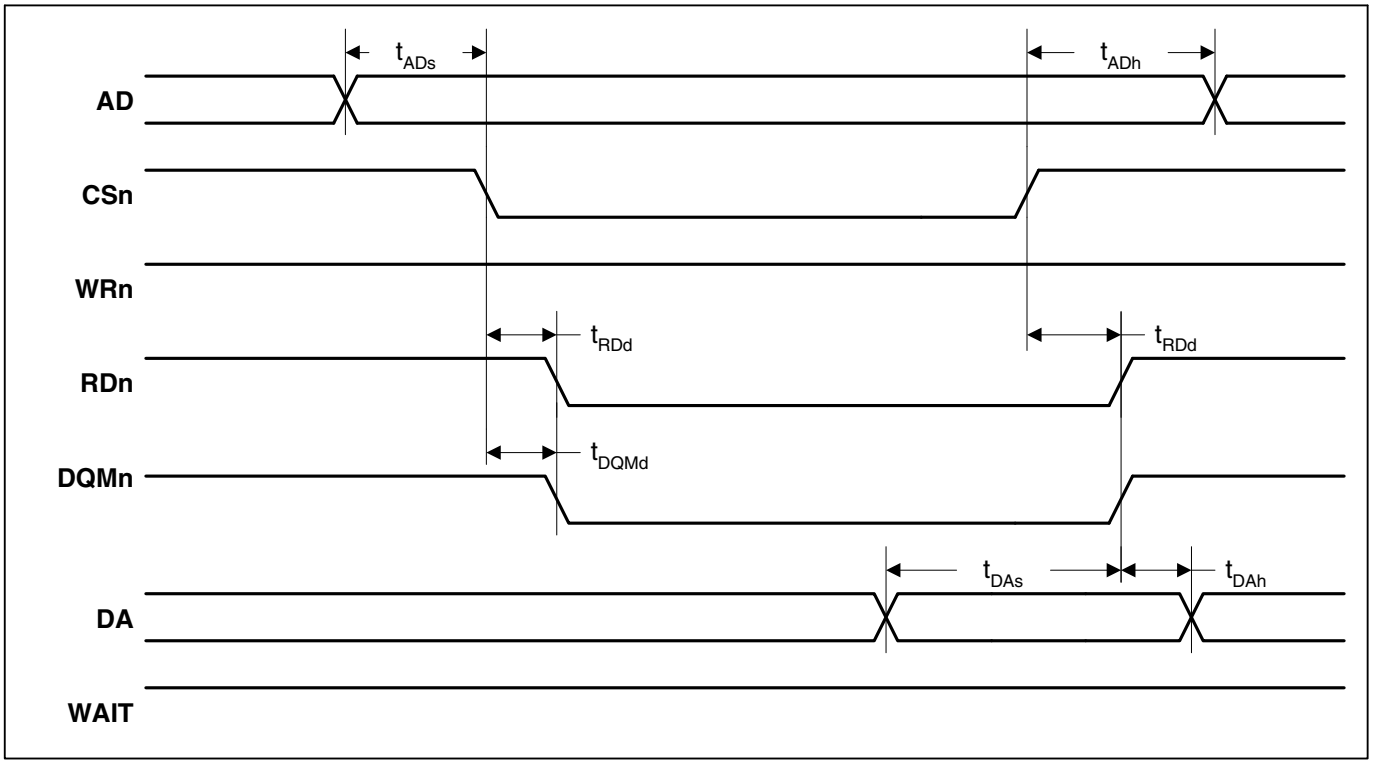


Figure 6. Static Memory Single Word Read Cycle Timing Measurement

Static Memory Single Word Write Cycle

Parameter	Symbol	Min	Typ	Max	Unit
AD setup to WRn assert time	t_{ADs}	t_{HCLK} - 3	-	-	ns
AD hold from WRn deassert time	t_{ADh}	$t_{HCLK} \times 2$	-	-	ns
WRn deassert to CSn deassert time	t_{CSh}	7	-	-	ns
CSn to WRn assert delay time	t_{WRd}	-	-	2	ns
WRn assert time	t_{WRpw}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
CSn to DQMn assert delay time	t_{DQMd}	-	-	1	ns
WRn deassert to DA transition time	t_{DAh}	t_{HCLK}	-	-	ns
WRn assert to DA valid	t_{DAV}	-	-	8	ns

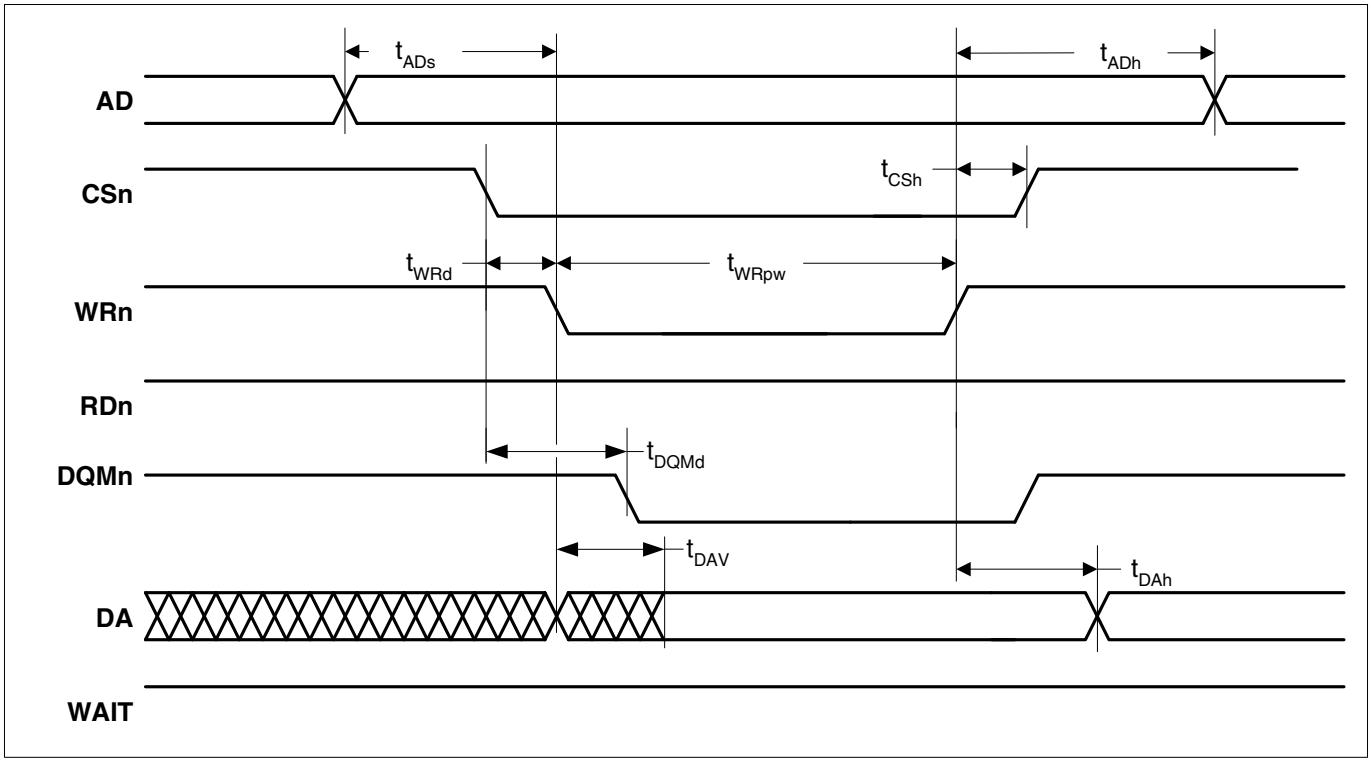


Figure 7. Static Memory Single Word Write Cycle Timing Measurement

Static Memory 32-bit Read on 8-bit External Bus

Parameter	Symbol	Min	Typ	Max	Unit
AD setup to CSn assert time	t_{ADs}	t_{HCLK}	-	-	ns
CSn assert to Address transition time	t_{AD1}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
Address assert time	t_{AD2}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
AD transition to CSn deassert time	t_{AD3}	-	$t_{HCLK} \times (WST1 + 2)$	-	ns
AD hold from CSn deassert time	t_{ADh}	t_{HCLK}	-	-	ns
RDn assert time	t_{RDpwL}	-	$t_{HCLK} \times (4 \times WST1 + 5)$	-	ns
CSn to RDn delay time	t_{RDd}	-	-	3	ns
CSn assert to DQMn assert delay time	t_{DQMd}	-	-	1	ns
DA setup to AD transition time	t_{DAs1}	15	-	-	ns
DA setup to RDn deassert time	t_{DAs2}	$t_{HCLK} + 12$	-	-	ns
DA hold from AD transition time	t_{DAh1}	0	-	-	ns
DA hold from RDn deassert time	t_{DAh2}	0	-	-	ns

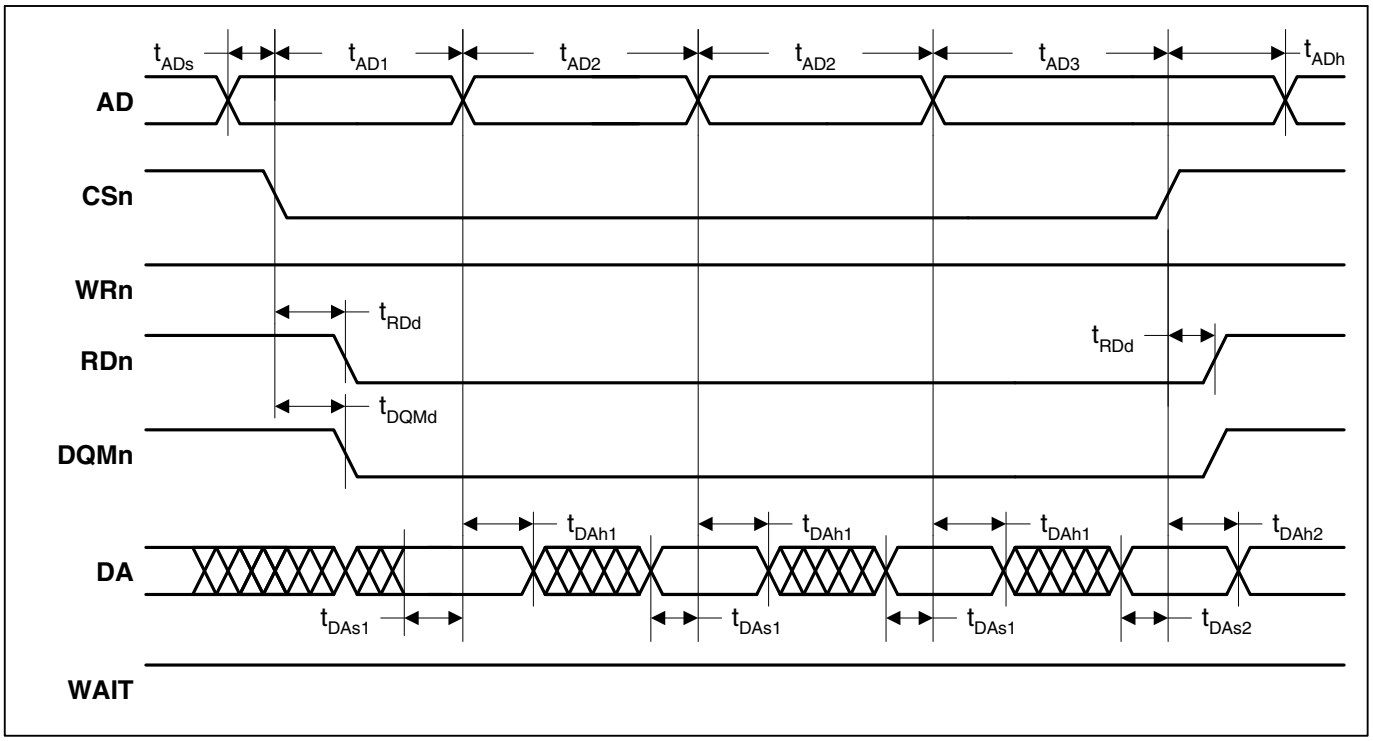


Figure 8. Static Memory Multiple Word Read 8-bit Cycle Timing Measurement

Static Memory 32-bit Write on 8-bit External Bus

Parameter	Symbol	Min	Typ	Max	Unit
AD setup to WRn assert time	t_{ADs}	$t_{HCLK} - 3$	-	-	ns
WRn/DQMn deassert to AD transition time	t_{ADd}	-	-	$t_{HCLK} + 6$	ns
AD hold from WRn deassert time	t_{ADh}	$t_{HCLK} \times 2$	-	-	ns
CSn hold from WRn deassert time	t_{CSh}	7	-	-	ns
CSn to WRn assert delay time	t_{WRd}	-	-	2	ns
WRn assert time	t_{WRpwL}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
WRn deassert time	t_{WRpwH}	-	$t_{HCLK} \times 2$	$(t_{HCLK} \times 2) + 14$	ns
CSn to DQMn assert delay time	t_{DQMd}	-	-	1	ns
DQMn assert time	t_{DQMpwL}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
DQMn deassert time	t_{DQMpwH}	-	-	$(t_{HCLK} \times 2) + 7$	ns
WRn / DQMn deassert to DA transition time	t_{DAh}	t_{HCLK}	-	-	ns
WRn / DQMn assert to DA valid time	t_{DAV}	-	-	8	ns

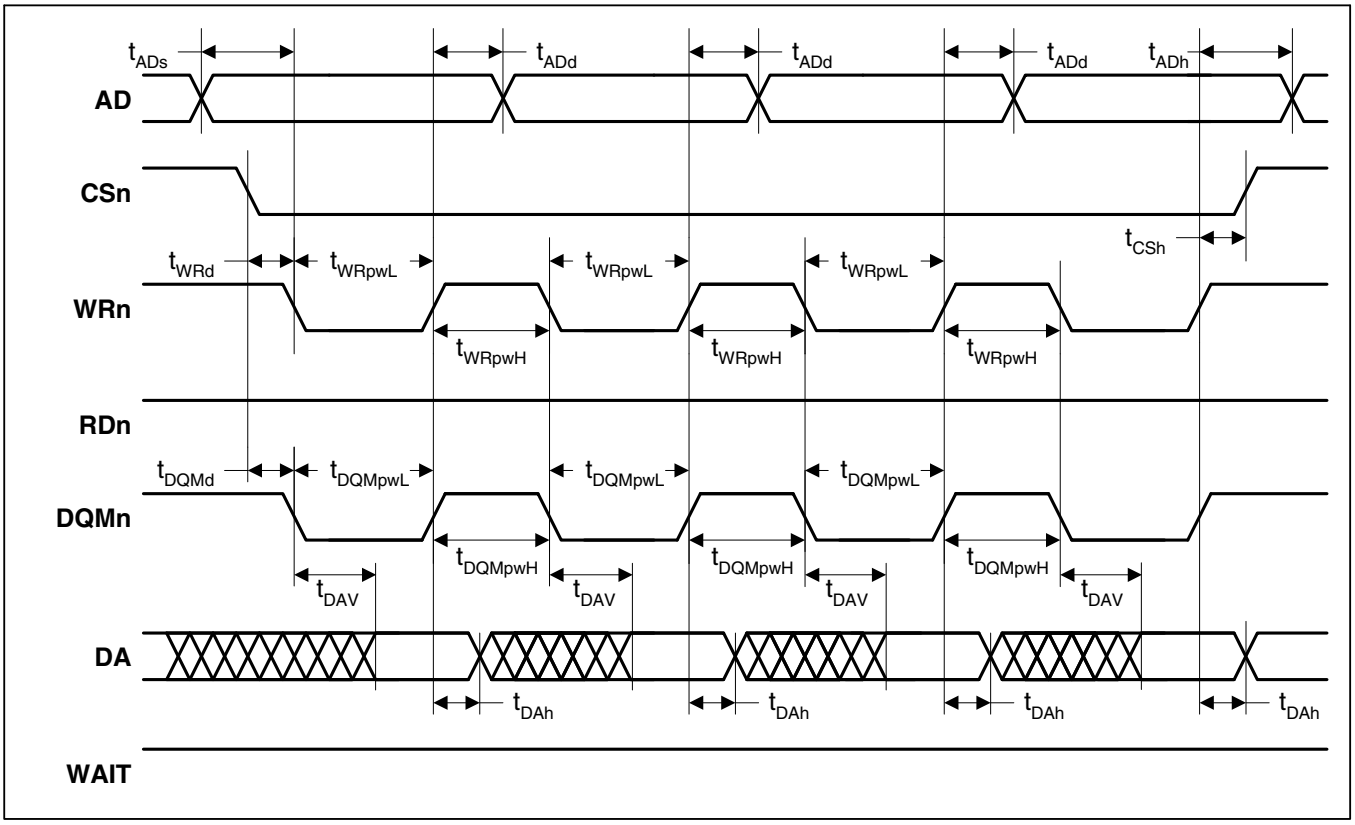


Figure 9. Static Memory Multiple Word Write 8-bit Cycle Timing Measurement

Static Memory 32-bit Read on 16-bit External Bus

Parameter	Symbol	Min	Typ	Max	Unit
AD setup to CSn assert time	t_{ADs}	t_{HCLK}	-	-	ns
CSn assert to AD transition time	t_{ADd1}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
AD transition to CSn deassert time	t_{ADd2}	-	$t_{HCLK} \times (WST1 + 2)$	-	ns
AD hold from CSn deassert time	t_{ADh}	t_{HCLK}	-	-	ns
RDn assert time	t_{RDpwL}	-	$t_{HCLK} \times ((2 \times WST1) + 3)$	-	ns
CSn to RDn delay time	t_{RDd}	-	-	3	ns
CSn assert to DQMn assert delay time	t_{DQMd}	-	-	1	ns
DA setup to AD transition time	t_{DAs1}	15	-	-	ns
DA to RDn deassert time	t_{DAs2}	t_{HCLK} + 12	-	-	ns
DA hold from AD transition time	t_{DAh1}	0	-	-	ns
DA hold from RDn deassert time	t_{DAh2}	0	-	-	ns

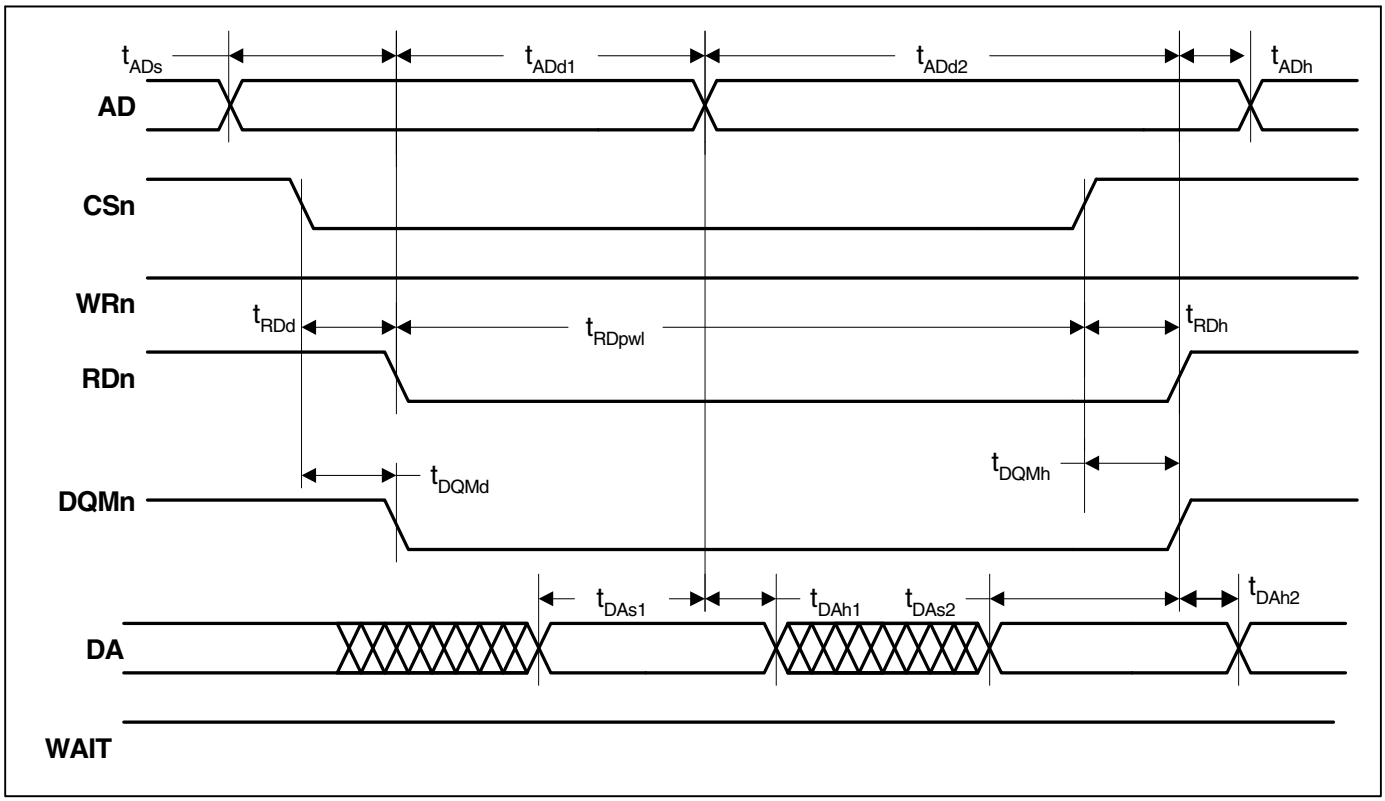


Figure 10. Static Memory Multiple Word Read 16-bit Cycle Timing Measurement

Static Memory 32-bit Write on 16-bit External Bus

Parameter	Symbol	Min	Typ	Max	Unit
AD setup to WRn assert time	t_{ADs}	$t_{HCLK} - 3$	-	-	ns
WRn/DQMn deassert to AD transition time	t_{ADd}	-	-	$t_{HCLK} + 6$	ns
AD hold from WRn deassert time	t_{ADh}	$t_{HCLK} \times 2$	-	-	ns
CSn hold from WRn deassert time	t_{CSh}	7	-	-	ns
CSn to WRn assert delay time	t_{WRd}	-	-	2	ns
WRn assert time	t_{WRpwL}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
WRn deassert time	t_{WRpwH}	-	-	$(t_{HCLK} \times 2) + 14$	ns
CSn to DQMn assert delay time	t_{DQMd}	-	-	1	ns
DQMn assert time	t_{DQMpwL}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
DQMn deassert time	t_{DQMpwH}	-	-	$(t_{HCLK} \times 2) + 7$	ns
WRn / DQMn deassert to DA transition time	t_{DAh1}	t_{HCLK}	-	-	ns
WRn / DQMn assert to DA valid time	t_{DAV}	-	-	8	ns

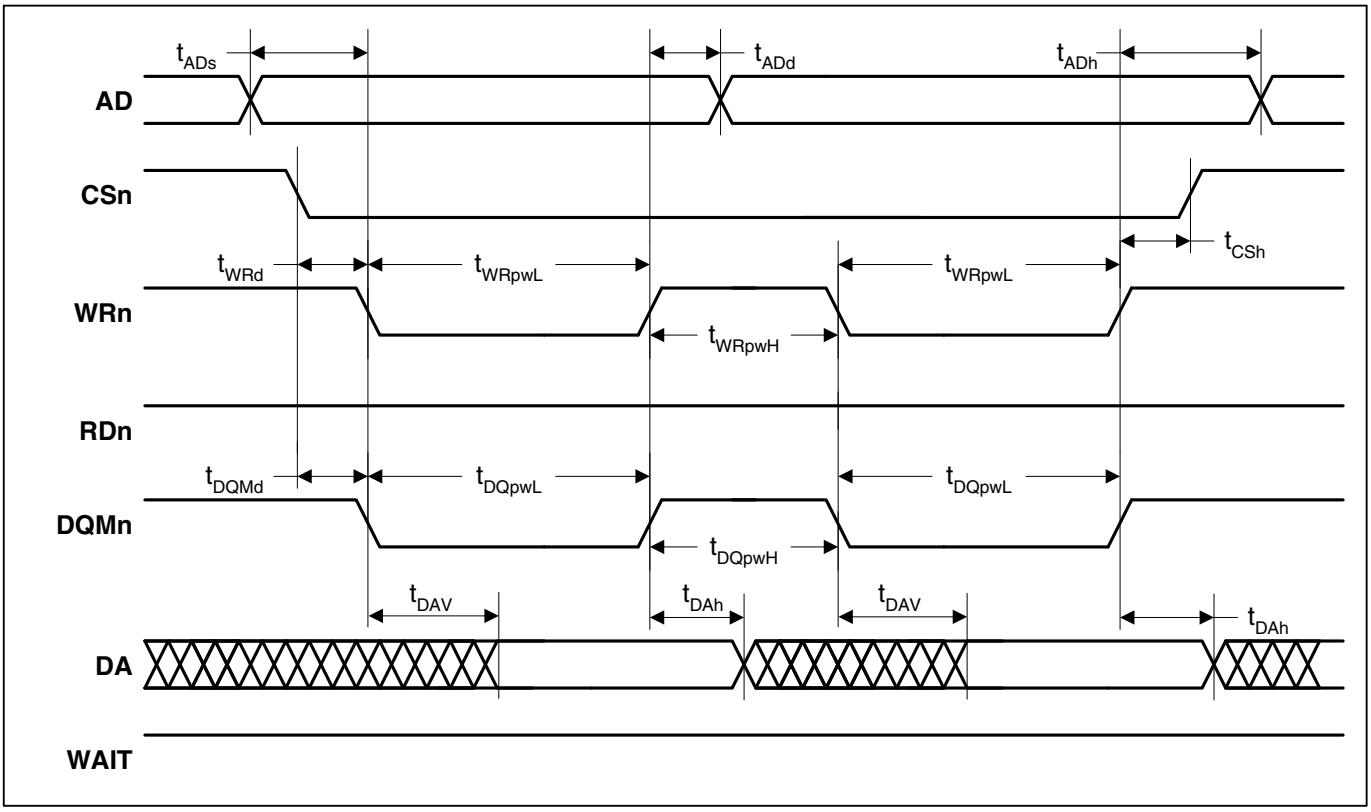


Figure 11. Static Memory Multiple Word Write 16-bit Cycle Timing Measurement

Static Memory Burst Read Cycle

Parameter	Symbol	Min	Typ	Max	Unit
CSn assert to Address 1 transition time	t_{ADd1}	-	$t_{HCLK} \times (WST1 + 1)$	-	ns
Address assert time	t_{ADd2}	-	$t_{HCLK} \times (WST2 + 1)$	-	ns
AD transition to CSn deassert time	t_{ADd3}	-	$t_{HCLK} \times (WST1 + 2)$	-	ns
AD hold from CSn deassert time	t_{ADh}	t_{HCLK}	-	-	ns
CSn to RDn delay time	t_{RDd}	-	-	3	ns
CSn to DQMn assert delay time	t_{DQMd}	-	-	1	ns
DA setup to AD transition time	t_{DAs1}	15	-	-	ns
DA setup to CSn deassert time	t_{DAs2}	t_{HCLK} + 12	-	-	ns
DA hold from AD transition time	t_{DAh1}	0	-	-	ns
DA hold from RDn deassert time	t_{DAh2}	0	-	-	ns

Note: These characteristics are valid when the Page Mode Enable (Burst Mode) bit is set. See the User's Guide for details.

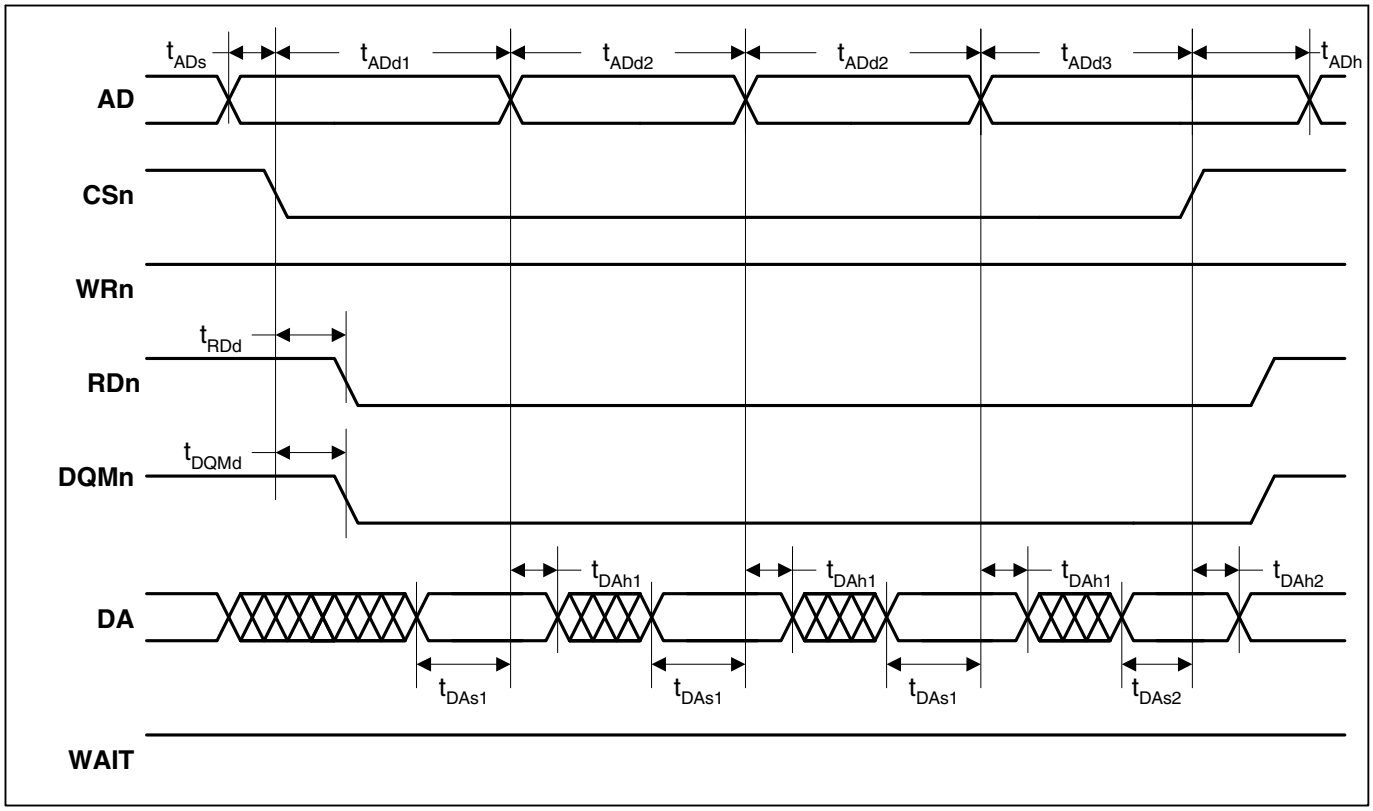


Figure 12. Static Memory Burst Read Cycle Timing Measurement