



High Performance SHARC-FX DSP Core With Arm-Based Connectivity

Preliminary Technical Data **ADSP-21834/21835/21836/21837/ADSP-SC834/SC835**

SYSTEM FEATURES

SHARC-FX high performance floating-point core
256-bit vector size

Peak performance at 1 GHz core frequency: 24 GFLOPS,
8 GMAC (32-bit float), 16 GMAC (16-bit fixed)

64/512 kB L1 instruction/data RAM with ECC

32/256 kB L1 instruction/data cache with ECC

Arm Cortex-M33 connectivity core

400 MHz frequency, 64/128 kB instruction/data RAM with
parity protection

Memory

Parallel operation with dedicated memory, DMA, and
multichannel support

Up to 16 Mb (2 MB) on-chip L2 SRAM with ECC protection

One Level 3 (L3) 16-bit interface to DDR3L SDRAM devices

On-board accelerators

Two FIR engines (up to 1 GHz, 4 taps per cycle)

Four IIR engines (up to 1 GHz, 6 cycles per biquad each)

Security

Cryptographic hardware accelerators

Fast secure boot with IP protection

PACKAGE, KEY PERIPHERALS, AND COMPATIBILITY

17 mm × 17 mm, 400-ball BGA_ED (0.8 mm pitch),

RoHS compliant

Ethernet, HyperBus, CAN-FD, HADC, I²C, ASRC/SPORT

ADSP-2156x and ADSP-2159x layout-compatible options

APPLICATIONS

Automotive: audio for head units and amplifiers, ANC/RNC,
digital cockpit, ICC, AEC/Mic beamforming, ADAS

Consumer: speakers, sound bars, AVRs, conferencing
systems, mixing consoles, microphone arrays

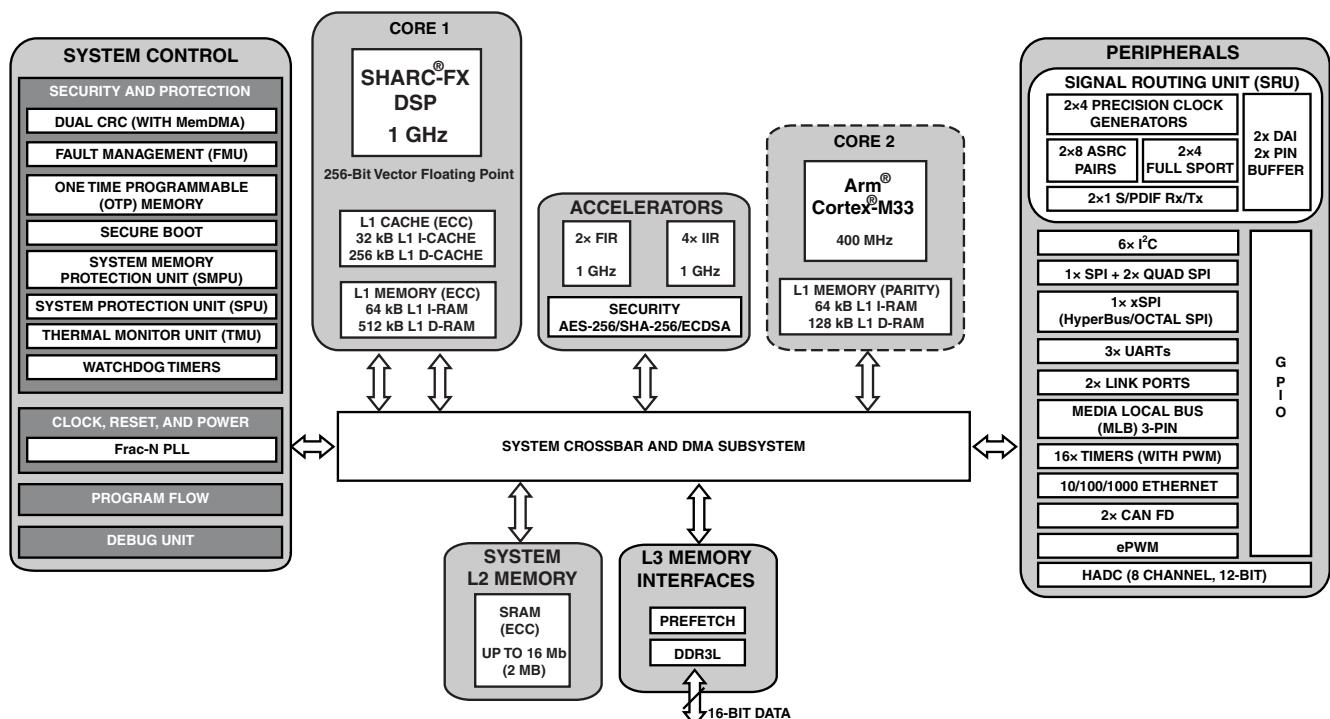


Figure 1. ADSP-SC835 (Full-Featured Model) Processor Block Diagram

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Rev. PrE

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REVISION HISTORY

5/2024—Rev. PrD to Rev. PrE	
Added Arm TrustZone	10
Changes to ETH_TXCLK signal in ADSP-2183x/ADSP-SC83x	
Detailed Signal Descriptions	21
Added Planned Automotive Production Products	71
Added Planned Production Products	71

GENERAL DESCRIPTION

The ADSP-2183x/ADSP-SC83x digital signal processors (DSPs) are members of the SHARC®-FX family of products. The SHARC-FX core uses a single-instruction, multiple-data (SIMD) vector floating-point architecture and can issue up to four instructions per cycle in most combinations. The SHARC-FX core inside the ADSP-2183x/ADSP-SC83x processors offers processing speeds of up to 1 GHz coupled with up to 2 MB of L2 memory for low latency applications. For applications seeking enhanced connectivity options such as Ethernet, the ADSP-SC834/SC835 includes an Arm® Cortex®-M33 in addition to the SHARC-FX core. All members of the SHARC-FX family have on-board IIR and FIR accelerators as well as an efficient auto-vectorizing compiler for C/C++ programming.

The SHARC-FX core supports scalar and vector operations on all data types in vectors up to 256 bits, including integer, fixed-point, floating-point, complex 16-bit/32-bit fixed-point and complex 32-bit/64-bit floating-point. Eight float32 multiply/accumulate operations are allowed per cycle, with no constraints on alignment. The SHARC-FX core also features

large register sets (32 data registers), thus reducing the need for stack save and restore. The peripherals and system architecture of the ADSP-2183x/ADSP-SC83x processors are compatible with previous SHARC processors, allowing for easy application porting.

By integrating a set of industry-leading system peripherals and memory, this family of processors is the platform of choice for applications that require leading-edge signal processing in one integrated package. These applications span a wide array of markets, including automotive, professional audio, and industrial-based applications that require high floating-point performance.

[Table 1](#) provides a comparison between the SHARC-FX core and the previous-generation SHARC+ core.

[Table 2](#) provides comparison information for features that vary across the standard processors.

Table 1. DSP Core Comparison: SHARC+ vs. SHARC-FX

Feature	SHARC+	SHARC-FX
Float32 Operations Per Cycle	2 multiply and 2 add	8 fused multiply-add and 8 add
1K Complex FFT Benchmark	11,000 cycles	2,500 cycles
Instruction Format	One to four operations, 16 to 48 bits	One to four operations, 16 to 128 bits
L1 Memory	640 kB (4-bank shared by data RAM, instruction RAM, and cache)	512 kB data RAM, 256 kB data cache, 64 kB instruction RAM, 32 kB instruction cache
Float64 Operations Per Cycle	2 every 6 cycles	4 each cycle
Single Sample Biquad Performance	2 channels and 2 stages every 8 cycles	8 channels and 2 stages every 8 cycles
Logf/expf Scalar Benchmark	50 cycles	4 cycles

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Table 2. Processor Features

Processor Feature ¹	DSP Only				Enhanced Connectivity	
	ADSP-21834	ADSP-21835	ADSP-21836	ADSP-21837	ADSP-SC834	ADSP-SC835
SHARC-FX DSP Core (MHz, Maximum) ²	800	800, 1000	800	800, 1000	800	800, 1000
L1 D-RAM/ I-RAM (kB)	512/64	512/64	512/64	512/64	512/64	512/64
L1 D-Cache/I-Cache (kB)	256/32	256/32	256/32	256/32	256/32	256/32
Arm Cortex-M33 Core (MHz, Maximum)	N/A	N/A	N/A	N/A	400	400
L1 D-RAM/ I-RAM (kB)	N/A	N/A	N/A	N/A	128/64	128/64
System Memory						
L2 SRAM (kB)	1024	2048	1024	2048	1024	2048
DDR3L ³ Controller (16-Bit)	1	1	1	1	1	1
Hardware Accelerators						
FIRs Per SHARC-FX Core	2	2	2	2	2	2
IIRs Per SHARC-FX Core	4	4	4	4	4	4
Security Crypto Engine	Yes	Yes	Yes	Yes	Yes	Yes
DAI (Includes SRU and DRU)	2	2	2	2	2	2
Full SPORTs	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)
S/PDIF Receive/Transmit	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)
ASRCs	16 (8 per DAI)	16 (8 per DAI)	16 (8 per DAI)	16 (8 per DAI)	16 (8 per DAI)	16 (8 per DAI)
PCGs	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)	8 (4 per DAI)
4-Channel PDM MIC Input	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)	2 (1 per DAI)
Pin Buffers	28 (14 per DAI)	28 (14 per DAI)	40 (20 per DAI)	40 (20 per DAI)	40 (20 per DAI)	40 (20 per DAI)
Multiplexed Peripherals						
MLB 3-Pin	1 ⁴	1 ⁴	1 ⁴	1 ⁴	1 ⁴	1 ⁴
Link Ports	2	2	2	2	2	2
GP Counter	1	1	1	1	1	1
Watchdog Timers	3	3	3	3	3	3
I ² C (TWI)	6	6	6	6	6	6
GP Timers	16 ⁵	16 ⁵	16 ⁵	16 ⁵	16 ⁵	16 ⁵
xSPI with Octal and HyperBus Support	1	1	1	1	1	1
Quad-Data Bit SPI	2	2	2	2	2	2
Dual-Data Bit SPI	1	1	1	1	1	1
UARTs	3	3	3	3	3	3
EMAC Std/AVB + Timer IEEE 1588	N/A	N/A	N/A	N/A	10/100/1000	10/100/1000
CAN FD	N/A	N/A	N/A	N/A	2 ⁶	2 ⁶
ePWM	8 outputs	8 outputs	8 outputs	8 outputs	8 outputs	8 outputs
HADC (12-Bit)	4-channel	4-channel	8-channel	8-channel	8-channel	8-channel
GPIO Ports	Port A to Port C	Port A to Port C	Port A to Port E	Port A to Port E	Port A to Port E	Port A to Port E
GPIO + DAI Pins	40 + 28	40 + 28	80 + 40	80 + 40	80 + 40	80 + 40
Package Options	400-ball BGA_ED	400-ball BGA_ED	400-ball BGA_ED	400-ball BGA_ED	400-ball BGA_ED	400-ball BGA_ED
Layout Compatibility	ADSP-2156x and ADSP-2159x ⁷	ADSP-2156x and ADSP-2159x ⁷	ADSP-2159x ⁸	ADSP-2159x ⁸	ADSP-2159x ⁸	ADSP-2159x ⁸

¹ N/A means not applicable

² Multiple values indicate various speed grades. See [Planned Automotive Production Products](#) and [Planned Production Products](#).

³ DDR3L is supported in 1.39 V mode of operation.

⁴ Applies to automotive models only. See [Planned Automotive Production Products](#).

⁵ GP timer instances TIMER10-TIMER15 are not brought out to package pins and must only be configured for internal modes of operation.

⁶ CAN FD is not available on consumer grade (0°C to 125°C) models. See [Planned Production Products](#).

⁷ Layout compatible with ADSP-21566/7/9 and ADSP-21593.

⁸ Layout compatible with ADSP-21594 and ADSP-SC592/4/6/8.

SHARC-FX PROCESSOR CORE

SHARC-FX is a DSP core (Figure 2) developed jointly by Analog Devices and Cadence, leveraging Cadence's Xtensa® core technology. It is a follow-on to the SHARC and SHARC+ DSP cores from Analog Devices. The SHARC-FX core is not ISA compatible with the SHARC and SHARC+ DSP cores.

The following sections describe the key features of the SHARC-FX core inside the ADSP-2183x/ADSP-SC83x processors.

4-Way VLIW

The 4-way VLIW issues one to four operations per cycle in an instruction that is 16 to 128 bits wide. In every cycle, a load or store or scalar ALU op, a second load or second ALU op, a vector ALU op, or a vector ALU or multiply/accumulate op can be executed.

256-Bit SIMD

This wide SIMD unit can be broken up into lanes that are 8, 16, 32, or 64 bits wide. For example, the unit can execute eight 32-bit multiply-accumulates per cycle. Each lane of a vector is enabled or disabled by a boolean register for conditional operations. An entire vector is permuted for small table lookups. Support is also added for fast histograms.

DSP Features

The SHARC-FX core supports loop counters, circular addressing, and fixed-point arithmetic with 20-, 40-, and 80-bit accumulators, binary-point shifts and rounding, and saturation.

Fixed- and Floating-Point Data Types

The SHARC-FX core handles all major data types:

- 8-, 16-, 32-, and 64-bit integers
- 8-, 16-, and 32-bit fixed-point, both real and complex
- 32- and 64-bit floating-point, both real and complex.

L1 Data Cache and RAM

The SHARC-FX core includes a 256 kB data cache, a 512 kB data RAM, a 32 kB instruction cache, and a 64 kB instruction RAM. The caches are write-back or write-through, use 64B lines and are four-way associative with LRU replacement. All memories are protected with ECC. Figure 4 shows the ADSP-2183x/ADSP-SC83x memory map.

Memory Protection Unit (MPU)

Although memory is physically addressed, an MPU of the ADSP-2183x/ADSP-SC83x controls the access and the caching behavior for up to 32 variable-sized address ranges.

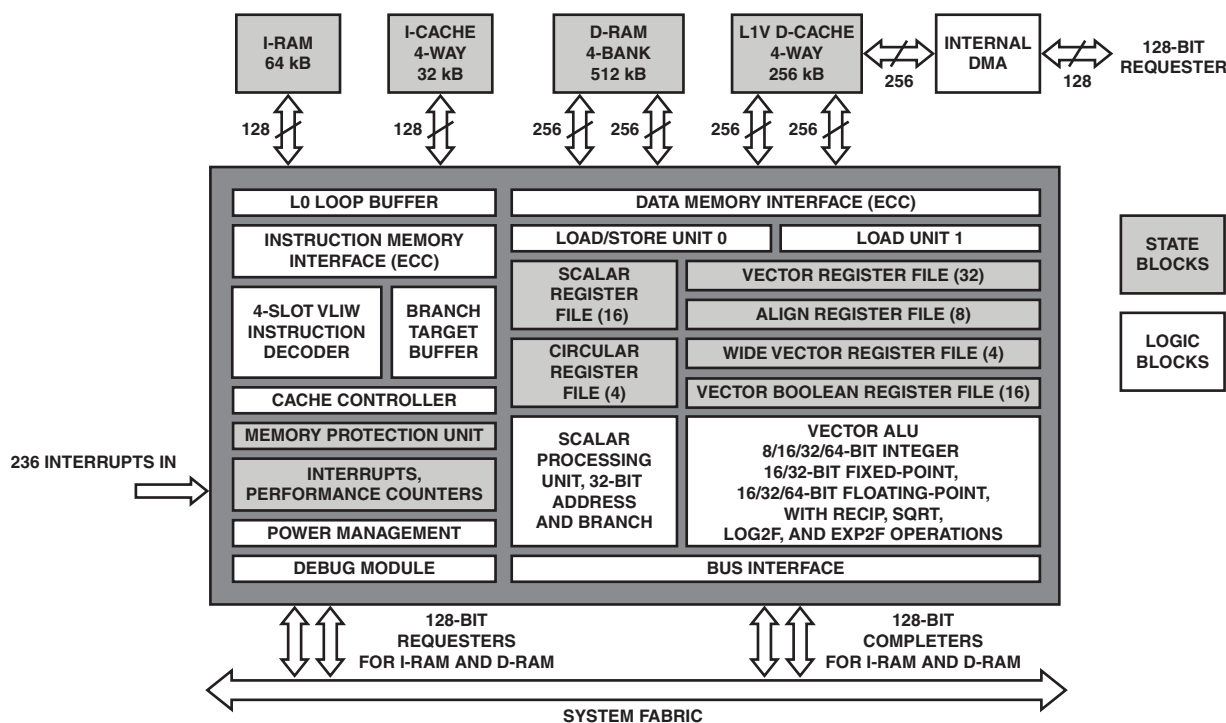


Figure 2. SHARC-FX Processor Block Diagram

Advanced Arithmetic

The SHARC-FX core supports high accuracy, floating-point arithmetic via a fused multiply-add, and also has seeds for accurate square root and reciprocal. The processor core executes efficient but imprecise checking for floating-point errors and can also break on fixed-point saturation. The log2f and exp2f operations are executed in one cycle, and these operations are used for single-cycle reciprocal, square-root, divide, and power at less accuracy. The compiler recognizes vector versions of standard functions like sinf and sqrtf operations and can automatically vectorize loops containing them.

Built-In Interrupt Controller

A 236-input vectored interrupt controller is available to the ADSP-2183x/ADSP-SC83x processor. Each input can be active high or low, edge or level, and can have one of 15 priority levels.

Built-In Direct Memory Access Engine (iDMA)

A fast, low-latency DMA controller for moving blocks to and from the Data RAM is available.

CoreSight Debugging

The ADSP-2183x/ADSP-SC83x uses the Arm® CoreSight™ SoC-600 debug standard, with breakpoints, watchpoints, and PC tracing. It can also count a wide range of events such as

cache misses and pipeline stalls for performance analysis. When used with a third-party emulator, the emulator must support CoreSight SoC-600.

ARM CORTEX-M33 PROCESSOR (ADSP-SC834/SC835 ONLY)

The Arm Cortex-M33 processor (see [Figure 3](#)) is a low-gate count, highly energy-efficient processor with the following features:

- 64 kB instruction RAM and 128 kB data RAM
- In order issue pipeline
- Arm® Thumb®-2 technology
- Nested vectored interrupt controller (NVIC) closely integrated with the processor
- Floating-point unit (FPU) supporting single-precision arithmetic
- Trace support through an embedded trace macrocell (ETM) interface
- Arm® TrustZone® security extensions
- Armv8-M DSP extension
- Memory protection unit (MPU) with 16 secure regions and 16 nonsecure regions

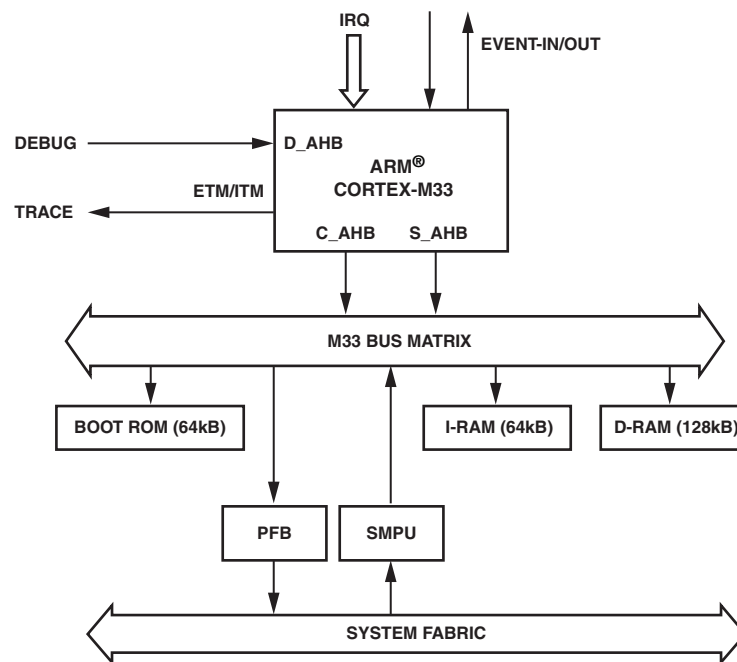


Figure 3. Arm Cortex-M33 Processor Integration Diagram

Nested Vectored Interrupt Controller (NVIC)

The nested vectored interrupt controller (NVIC) is closely integrated with the Arm Cortex-M33 core to achieve low latency interrupt processing. The functions of the NVIC include the following:

- Up to 236 external interrupts
- 16 levels of interrupt
- Dynamic reprioritization of interrupts
- Priority grouping which enables selection of preempting and nonpreempting interrupt levels
- Support for tail-chaining and late arrival of interrupts which enables back-to-back interrupt processing without the overhead of state saving/restoration between interrupts
- Secure interrupts can be prioritized above any nonsecure interrupts

SYSTEM INFRASTRUCTURE

The following sections describe the system infrastructure of the ADSP-2183x/ADSP-SC83x processors.

System L2 Memory

A system L2 SRAM memory of up to 16 Mb (2 MB) is available to the SHARC-FX core, the Arm Cortex-M33 core, and the system DMA channels (see [Table 4](#)). The L2 SRAM block is

subdivided into up to eight banks to support concurrent access to the L2 memory ports. Memory accesses to the L2 memory space are multicycle accesses by the SHARC-FX core.

The memory space is used for various situations including:

- Accelerator and peripheral sources and destination memory to avoid accessing data in the external memory
- A location for DMA descriptors
- Storage for additional data for the SHARC-FX core to avoid external memory latencies and reduce external memory bandwidth
- Storage for data cached by the SHARC-FX core

See the [System Memory Protection Unit \(SMPU\)](#) section for options in limiting access by specific cores and DMA requesters.

One Time Programmable Memory (OTP)

The processors feature 7 kb of one time programmable (OTP) memory that is memory-map accessible. This memory can be programmed with custom keys and supports secure boot and secure operation.

I/O Memory Space

Mapped I/Os include SPI1/SPI2/xSPI0 memory address space (see [Table 6](#)).

SYSTEM MEMORY MAP

Table 3. SHARC-FX L1 DRAM and IRAM Space

Memory	SHARC-FX Private Addressing Space	Arm Cortex-M33 Addressing Space	System Addressing Space
L1 Data RAM (512 KB)	0x2F780000–0x2F7FFFFF	0x28240000–0x282BFFFF	0x28240000–0x282BFFFF
L1 Instruction RAM (64 KB)	0x2F800000–0x2F80FFFF	0x282C0000–0x282CFFFF	0x282C0000–0x282CFFFF

Table 4. SHARC-FX and Arm Cortex-M33 L2 Memory Addressing Map

Memory	SHARC-FX Addressing	Arm Cortex-M33 Addressing	System Addressing
L2 Boot ROM0	0x20200000–0x2020FFFF	0x20200000–0x2020FFFF	0x20200000–0x2020FFFF
L2 RAM (2 MB) ¹	0x20000000–0x201FFFFFF	0x20000000–0x201FFFFFF	0x20000000–0x201FFFFFF
L2 RAM (1 MB) ¹	0x20100000–0x201FFFFFF	0x20100000–0x201FFFFFF	0x20100000–0x201FFFFFF
L2 Boot ROM1	0x20210000–0x2021FFFF	0x20210000–0x2021FFFF	0x20210000–0x2021FFFF

¹ All L2 RAM blocks are subdivided into 256 KB banks. All models feature 2 MB of L2 SRAM (8 banks) except for the ADSP-21834, ADSP-21836, and ADSP-SC834 models, which feature 1 MB (4 banks). See [Planned Automotive Production Products](#), [Planned Production Products](#), and [Pre Release Products](#).

Table 5. Arm Cortex-M33 Boot ROM, DRAM, and IRAM Space

Memory	Arm Cortex-M33 Private Addressing Space	SHARC-FX Addressing Space	System Addressing Space
Data RAM (128 KB)	0x28AC0000–0x28ADFFFF	0x28AC0000–0x28ADFFFF	0x28AC0000–0x28ADFFFF
Instruction RAM (64 KB)	0x00040000–0x0004FFFF	0x28A80000–0x28A8FFFF	0x28A80000–0x28A8FFFF
Boot ROM (64 KB)	0x00000000–0x0000FFFF	0x28A40000–0x28A4FFFF	0x28A40000–0x28A4FFFF

Table 6. Memory Map of Mapped I/Os

	SHARC-FX Addressing	Arm Cortex-M33 Addressing	System Addressing
SPI1/SPI2/xSPI0 Memory (512 MB)	0x60000000–0x7FFFFFFF	0x60000000–0x7FFFFFFF	0x60000000–0x7FFFFFFF

Table 7. DMC Memory Map

	SHARC-FX Addressing	Arm Cortex-M33 Addressing	System Addressing
DMC0 (1 GB)	0x80000000–0xBFFFFFFF	0x80000000–0xBFFFFFFF	0x80000000–0xBFFFFFFF

System Crossbars (SCBs)

The system crossbars (SCBs) are the fundamental building blocks of a switch fabric style for on-chip system bus interconnection. The SCBs connect system bus requesters to system bus completers, providing concurrent data transfer between multiple bus requesters and multiple bus completers. A hierarchical model—built from multiple SCBs—provides a power and area efficient system interconnection.

The SCBs provide the following features:

- Highly efficient, pipelined bus transfer protocol for sustained throughput
- Full-duplex bus operation for flexibility and reduced latency
- Concurrent bus transfer support to allow multiple bus requesters to access bus completers simultaneously
- Protection model (privileged/secure) support for selective bus interconnect protection

Direct Memory Access (DMA)

The processor uses direct memory access (DMA) to transfer data within memory spaces or between a memory space and a peripheral. The processor can specify data transfer operations and return to normal processing while the fully integrated DMA controller carries out the data transfers independent of processor activity.

DMA transfers can occur between memory and a peripheral or between one memory and another memory. Each memory to memory DMA stream uses two channels: the source channel and the destination channel.

All DMA channels can transport data to and from all on-chip and off-chip memories. Programs can use two types of DMA transfers: descriptor-based or register-based. Register-based DMA allows the processors to program DMA control registers directly to initiate a DMA transfer. On completion, the DMA control registers automatically update with original setup values for continuous transfer. Descriptor-based DMA transfers require a set of parameters stored within memory to initiate a DMA sequence. Descriptor-based DMA transfers allow multiple DMA sequences to be chained together by programming a DMA channel to set up and start another DMA transfer automatically after the current sequence completes.

The DMA engine supports the following DMA operations:

- A single linear buffer that stops on completion
- A linear buffer with negative, positive, or zero stride length
- A circular autorefreshing buffer that interrupts when each buffer becomes full
- A similar circular buffer that interrupts on fractional buffers, such as at the halfway point

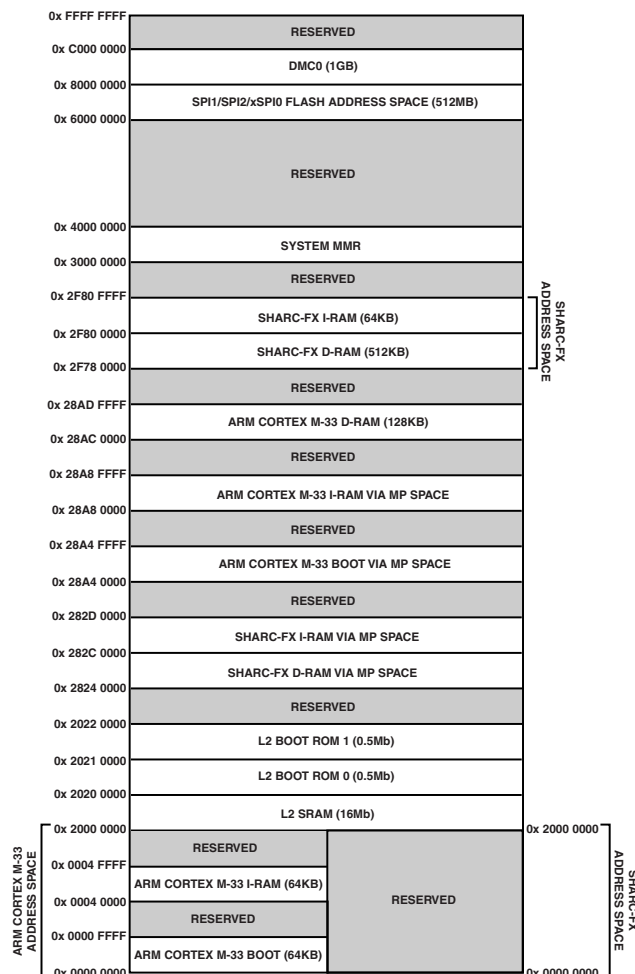


Figure 4. ADSP-2183x/ADSP-SC83x Memory Map

- A 1D DMA using a set of identical ping pong buffers defined by a linked ring of two-word descriptor sets, each containing a link pointer and an address
- A 1D DMA using a linked list of four-word descriptor sets containing a link pointer, an address, a length, and a configuration
- A 2D DMA using an array of one-word descriptor sets, specifying only the base DMA address
- A 2D DMA using a linked list of multiword descriptor sets, specifying all configurable parameters

Memory Direct Memory Access (MDMA)

The processor supports a total of eight MDMA channels for various memory direct memory access (MDMA) operations, including,

- Enhanced bandwidth MDMA channels with cyclic redundancy check (CRC) protection (32-bit bus width, run on SYSCLK)
- Enhanced bandwidth MDMA channel (32-bit bus width, runs on SYSCLK)
- Maximum bandwidth MDMA channel (64-bit bus width, runs on SYSCLK)

Extended Memory DMA

Extended memory DMA supports various operating modes, such as delay line (which allows processor reads and writes to external delay line buffers and to the external memory), with limited core interaction and scatter/gather DMA (writes to and from noncontiguous memory blocks).

Cyclic Redundancy Check (CRC) Protection

The cyclic redundancy check (CRC) protection modules allow system software to calculate the signature of code, data, or both in memory, the content of memory-mapped registers, or periodic communication message objects. Dedicated hardware circuitry compares the signature with precalculated values and triggers appropriate fault events.

For example, the system software initiates the signature calculation of the entire memory contents every 100 ms and compares this with expected, precalculated values. If a mismatch occurs, a fault condition is generated through the processor core or the trigger routing unit.

The CRC is a hardware module based on a CRC32 engine that computes the CRC value of the 32-bit data-words presented to it. The source channel of the memory to memory DMA (in memory scan mode) provides data. The data can be optionally forwarded to the destination channel (memory transfer mode). The main features of the CRC peripheral are as follows:

- Memory scan mode
- Memory transfer mode
- Data verify mode
- Data fill mode
- User-programmable CRC32 polynomial
- Bit and byte mirroring option (endianness)
- Fault and error interrupt mechanisms
- 1D and 2D fill block to initialize an array with constants
- 32-bit CRC signature of a block of memory or an MMR block

Event Handling

The processor provides event handling that supports both nesting and prioritization. Nesting allows multiple event service routines to be active simultaneously. Prioritization ensures that servicing a higher priority event takes precedence over servicing a lower priority event.

The processor provides support for four different types of events:

- An emulation event causes the processors to enter emulation mode, allowing command and control of the processors through the JTAG interface.
- A reset event resets the processors.
- An exception event is caused by errors during execution. Synchronous exceptions, such as illegal instruction or data misalignment, do not permit the instruction to complete. Imprecise exceptions, such as floating-point or saturation errors or some error correcting code (ECC) errors, are reported after the instruction has completed. Exceptions cause the program counter to change to the value held in the EPC special register and are not affected by the interrupt priority level or status.
- An interrupt event occurs asynchronously to program flow. The interrupts are caused by input signals, timers, and other peripherals, as well as by an explicit software instruction.

System Event Controller (SEC)

The SHARC-FX core event controller receives some interrupts from the system event controller (SEC), but most go directly to its built-in interrupt controller. The SEC features include the following:

- Comprehensive system event source management, including interrupt enable, fault enable, priority, core mapping, and source grouping
- A distributed programming model where each system event source control and all status fields are independent of each other
- Determinism where all system events have the same propagation delay and provide unique identification of a specific system event source
- A completer control port that provides access to all SEC registers for configuration, status, and interrupt and fault services
- Global locking that supports a register level protection model to prevent writes to locked registers
- Fault management including fault action configuration, time out, external indication, and system reset

Trigger Routing Unit (TRU)

The trigger routing unit (TRU) provides system level sequence control without core intervention. The TRU maps trigger generators to trigger receivers. Trigger receivers can be configured to respond to triggers in various ways. Common applications enabled by the TRU include,

- Automatically triggering the start of a DMA sequence after a sequence from another DMA channel completes
- Software triggering
- Synchronization of concurrent activities

SECURITY FEATURES

The following sections describe the security features of the ADSP-2183x/ADSP-SC83x processors.

Arm TrustZone

The ADSP-SC83x processors provide TrustZone technology that is integrated into the Arm Cortex-M33 processors. The TrustZone technology enables a secure state that is extended throughout the system fabric.

Cryptographic Hardware Accelerators

The ADSP-2183x/ADSP-SC83x processors support standards-based hardware accelerated encryption, decryption, authentication, and true random number generation.

Support for the hardware accelerated cryptographic ciphers includes the following:

- AES in ECB, CBC, ICM, and CTR modes with 128-bit, 192-bit, and 256-bit keys
- DES in ECB and CBC mode with 56-bit key
- 3DES in ECB and CBC mode with 3x 56-bit key
- ARC4 in stateful, stateless mode, up to 128-bit key

Support for the hardware accelerated hash functions includes the following:

- SHA-1
- SHA-2 with 224-bit and 256-bit digests
- HMAC transforms for SHA-1 and SHA-2
- MD5

Public key accelerator (PKA) is available to offload computation intensive public key cryptography operations.

Both a hardware-based nondeterministic random number generator and pseudorandom number generator are available.

Secure boot is also available with 224-bit and 256-bit elliptic curve digital signatures ensuring integrity and authenticity of the boot stream. Optionally, ensuring confidentiality through AES-128 encryption is available.

Password protected secure debug is also available to allow only trusted users to access the system with debug tools.



CAUTION

This product includes security features that can be used to protect embedded nonvolatile memory contents and prevent execution of unauthorized code. When security is enabled on this device (either by the ordering party or the subsequent receiving parties), the ability of Analog Devices to conduct failure analysis on returned devices is limited. Contact Analog Devices for details on the failure analysis limitations for this device.

System Protection Unit (SPU)

The system protection unit (SPU) guards against accidental or unwanted access to an MMR space of the peripheral by providing a write protection mechanism. The user can choose and configure the protected peripherals, as well as configure which of the system MMR requesters the peripherals are guarded against.

The SPU is also part of the security infrastructure. Along with providing write protection functionality, the SPU is employed to define which resources in the system are secure or nonsecure as well as block access to secure resources from nonsecure requesters.

System Memory Protection Unit (SMPU)

The system memory protection unit (SMPU) provides memory protection against read and/or write transactions to defined regions of memory. There are SMPU units in the ADSP-2183x/ADSP-SC83x processors for each memory space, except for SHARC-FX L1.

The SMPU is also part of the security infrastructure. It allows the user to protect against arbitrary read and/or write transactions and allows regions of memory to be defined as secure and prevent nonsecure requesters from accessing those memory regions.

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SAFETY FEATURES

The ADSP-2183x/ADSP-SC83x processors are designed to provide robust and fail-safe operation. The following safety primitives are provided by the processors.

Error Correcting Code (ECC) Protected SHARC-FX Core L1 Memories

The SRAMs and caches in the SHARC-FX L1 memory space are protected by SECDEC. Single-bit errors are automatically corrected and written back. Multiple-bit errors are retried several times, and then cause exceptions. The cache tags and BTB are protected the same way.

Error Correcting Code (ECC) Protected L2 Memories

Error correcting code (ECC) corrects single event upsets. A single error correct/double error detect (SEC/DED) code protects the L2 memory. By default, ECC is enabled, but it can be disabled on a per bank basis. Single-bit errors correct transparently. If enabled, dual-bit errors can issue a system event or fault. ECC protection is fully transparent to the user, even if L2 memory is read or written by 8-bit or 16-bit entities.

Parity and ECC Protected Peripheral Memories

Parity protection is added to the following peripheral memories:

- ASRC
- IIR
- FIR
- CRYPTO
- EMAC
- MLB
- TRACE

CAN FD memory is ECC protected.

Cyclic Redundancy Check (CRC) Protected Memories

Whereas parity bit and ECC protection mainly protect against random soft errors in L1 and L2 memory cells, the CRC engines can protect against systematic errors (pointer errors) and static content (instruction code) of L1, L2, and even Level 3 (L3) memories (DDR3L). The processors feature two CRC engines that are embedded in the memory to memory DMA controllers.

CRC checksums can be calculated or compared automatically during memory transfers. Alternatively, single or multiple memory regions can be continuously scrubbed by a single DMA work unit as per DMA descriptor chain instructions. The CRC engine also protects data loaded during the boot process.

Signal Watchdogs

The 16 general-purpose (GP) timers feature modes to monitor off-chip signals. The watchdog period mode monitors whether external signals toggle with a period within an expected range.

The watchdog width mode monitors whether the pulse widths of external signals are within an expected range. Both modes help detect undesired toggling or lack of toggling of system level signals.

System Event Controller (SEC)

Besides system events, the system event controller (SEC) further supports fault management, including fault action configuration as timeout, internal indication by system interrupt, or external indication through the `SYS_FAULT` pin and system reset.

Memory Error Controller (MEC)

The memory error controller (MEC) manages memory parity/ECC errors and warnings from the cores and peripherals and sends out interrupts and triggers.

PROCESSOR PERIPHERALS

The following sections describe the peripherals of the ADSP-2183x/ADSP-SC83x processors.

Dynamic Memory Controller (DMC)

The 16-bit dynamic memory controller (DMC) interfaces to DDR3L (JESD79-3F), 512 Mb to 8 Gb. See [Table 7](#) for the DMC memory map.

There is an additional prefetch buffer (PFB) added to improve the performance for read accesses. When enabled on DDR, the prefetch buffer supports the optional predictive prefetch that improves performance for nonlinear access patterns. For non-continuous (nonlinear) accesses (resulting in MISS), the prefetch buffer feature makes decisions on whether fetch and/or prefetch requests from the PFB to memory launch or give direct access for such read requests. The decision is based on the history of the read transactions received.

Digital Audio Interface (DAI)

The processors support two identical digital audio interface (DAI) units. The DAI can connect various peripherals to any of the DAI pins.

The application code makes these connections using the signal routing unit (SRU), shown in [Figure 1](#).

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

The DAI includes the peripherals described in the following sections (SPORTs, ASRC, S/PDIF, PCG, and PDM). DAI Pin Buffer 20 and DAI Pin Buffer 19 can change the polarity of the input signals.

The DAI_PINx pin buffers can also be used as GPIO pins. DAI input signals allow the triggering of interrupts on the rising edge, falling edge, or both.

See the Digital Audio Interface (DAI) chapter of the [ADSP-2183x/ADSP-SC83x SHARC-FX Processor Hardware Reference](#) for complete information on the use of the DAIs and SRUs.

DAI Routing Unit (DRU)

The DAI routing unit (DRU) provides flexibility when routing signals across the two DAI units. All DAI0 SRU source signals are available as source signals for the DAI1 SRU, and all DAI1 SRU source signals are available as source signals for the DAI0 SRU.

Serial Port (SPORT)

The processors feature eight synchronous serial ports (SPORTs), providing an inexpensive interface to a wide variety of digital and mixed-signal peripheral devices. These devices include Analog Devices AD19xx and ADAU19xx families of audio codecs, analog-to-digital converters (ADCs) and digital-to-analog converters (DACs). Two data lines, a clock, and a frame sync comprise a SPORT half. The data lines can be programmed to either transmit or receive data, and each data line has a dedicated DMA channel.

An individual SPORT module consists of two independently configurable SPORT halves with identical functionality. Two bidirectional data lines—primary (0) and secondary (1)—are available per SPORT half and are configurable as either transmitters or receivers. Therefore, each SPORT half permits two unidirectional streams into or out of the same SPORT. This bidirectional functionality provides greater flexibility for serial communications. For full-duplex configuration, one half SPORT provides two transmit data signals, and the other half SPORT provides two receive data signals. The frame sync and clock are shared.

Serial ports operate in the following six modes:

- Standard DSP serial mode
- Multichannel time division multiplexing (TDM) mode
- I²S mode
- Packed I²S mode
- Left justified mode
- Right justified mode

Asynchronous Sample Rate Converter (ASRC)

The asynchronous sample rate converter (ASRC) contains 16 ASRC blocks. The ASRC provides up to 140 dB signal-to-noise ratio (SNR). The ASRC block performs synchronous or asynchronous sample rate conversion across independent stereo channels, without using internal processor resources. The ASRC blocks can also be configured to operate together to convert multichannel audio data without phase mismatches. Finally, the ASRC can clean up audio data from jittery clock sources such as the S/PDIF receiver.

S/PDIF-Compatible Digital Audio Receiver/Transmitter

The Sony/Philips Digital Interface Format (S/PDIF) is a standard audio data transfer format that allows the transfer of digital audio signals from one device to another. There are two S/PDIF transmit/receive blocks on the processor. The digital audio interface carries three types of information: audio data, nonaudio data (compressed data), and timing information.

The S/PDIF interface supports one stereo channel or compressed audio streams. The S/PDIF transmitter and receiver are AES3 compliant and support the sample rate from 24 kHz to 192 kHz. The S/PDIF receiver supports professional jitter standards.

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 SRU. They can come from various sources, such as the SPORTs, external pins, and the precision clock generators (PCGs), and are controlled by the SRU control registers.

Precision Clock Generators (PCG)

The precision clock generators (PCG) consist of eight units located in the two DAI blocks. The PCG can generate a pair of signals (clock and frame sync) derived from a clock input signal (CLKIN, SCLK0, or DAI pin buffer). Both units 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.

Pulse Density Modulation (PDM) Microphone Interface

The pulse density modulation (PDM) interface is used to convert digital PDM microphone data to I²S/TDM format. The microphone data in I²S/TDM format is then routed internally to the serial port/ASRC or externally via the DAI pins. The PDM microphone inputs include an internal decimation filter. Up to eight PDM microphones can be connected to the two dedicated digital microphone interfaces (one per DAI). Each PDM interface consists of one clock line and two data lines. Two microphones can share a single data line and be used along with a clock line to create a dual-input microphone port. Two dual-input lines can share a single clock line to support four microphone inputs.

Universal Asynchronous Receiver/Transmitter (UART) Ports

The processors provide four full-duplex universal asynchronous receiver/transmitter (UART) ports, fully compatible with PC standard UARTs. Each UART port provides a simplified UART interface to other peripherals or hosts, supporting full-duplex, DMA supported, asynchronous transfers of serial data. A UART port includes support for five to eight data bits as well as no parity, even parity, or odd parity.

Optionally, an additional address bit can be transferred to interrupt only addressed nodes in multidrop bus (MDB) systems. A frame is terminated by a configurable number of stop bits.

The UART ports support automatic hardware flow control through the clear to send (CTS) input and request to send (RTS) output with programmable assertion first in, first out (FIFO) levels.

To help support the Local Interconnect Network (LIN) protocols, a special command causes the transmitter to queue a break command of programmable bit length into the transmit buffer. Similarly, the number of stop bits can be extended by a programmable interframe space.

Serial Peripheral Interface (SPI) Ports

The processors have four industry-standard SPI-compatible ports that allow the processors to communicate with multiple SPI-compatible devices.

The baseline SPI peripheral is a synchronous, 4-wire interface consisting of two data pins, one device select pin, and a gated clock pin. The two data pins allow full-duplex operation to other SPI-compatible devices. An extra two (optional) data pins are provided to support quad-SPI operation. Enhanced modes of operation, such as flow control, fast mode, and dual-I/O mode (DIOM), are also supported. DMA mode allows for transferring several words with minimal CPU interaction.

With a range of configurable options, the SPI ports provide a glueless hardware interface with other SPI-compatible devices in master mode, slave mode, and multimaster environments. The SPI peripheral includes programmable baud rates, clock phase, and clock polarity. The peripheral can operate in a multimaster environment by interfacing with several other devices, acting as either a master device or a slave device. In a multimaster environment, the SPI peripheral uses open-drain outputs to avoid data bus contention. The flow control features enable slow slave devices to interface with fast master devices by providing an SPI ready pin (SPI_RDY), which flexibly controls the transfers.

The baud rate and clock phase and polarities of the SPI port are programmable. The port has integrated DMA channels for both transmit and receive data streams.

xSPI with Octal and HyperBus Support

The octal serial peripheral interface (xSPI0/HyperBus) port provides an increased external memory data bus width (up to eight bits in parallel). The xSPI0 port supports dual data rate (DDR) modes of operation, which enable the transfer of up to 16 bits of data each clock cycle. The xSPI0 port provides overall data throughput and performance improvement, including faster boot time.

Features of the xSPI0/HyperBus port include:

- Support for single-, dual-, quad-, or octal-I/O transfers
 - Can be interfaced with octal flash, octal RAM, HyperFlash, and HyperRAM devices
 - Can be interfaced with legacy flash devices including quad and SPINAND
- Auto command engine and minicontroller
- Built-in DMA support for high speed transfers
- Multi-threading support
- Support for execute in place (XIP): continuous mode
- Programmable page and block sizes
- Programmable write protected regions

- Programmable memory timing
- Support for DDR commands
- Support for PHY mode of operation to enable high speed transfers
- Support for DQS to increase robustness of data sampling at higher speeds

Link Port (LP)

Two 8-bit wide link ports (LPs) can connect to the link ports of other DSPs or peripherals. Link ports are bidirectional and have two, four, or eight data lines, an acknowledge line, and a clock line. The data lines can operate in single data rate (SDR) or dual data rate (DDR) modes.

Link ports can operate in reduced pin mode, thereby reducing the number of pins required to interface between two processors. For example, two processors can be connected using the link port in 4-bit SDR and DDR modes.

Ethernet Media Access Controller (EMAC)

The processor features an ethernet media access controller (EMAC): 10/100/1000 AVB Ethernet with precision time protocol (IEEE 1588).

The processors can directly connect to a network through embedded fast EMAC that supports 10Base-T (10 Mb/sec), 100Base-T (100 Mb/sec) and 1000Base-T (1 Gb/sec) operations.

Some standard features of the EMAC are as follows:

- Support of MII/RMII/RGMII protocols for external PHYs
- Full-duplex and half-duplex modes
- Media access management (in half-duplex operation)
- Flow control
- Station management, including the generation of MDC/MDIO frames for read/write access to PHY registers

Some advanced features of the EMAC include the following:

- Automatic checksum computation of IP header and IP payload fields of receive frames
- Independent 32-bit descriptor driven receive and transmit DMA channels
- Frame status delivery to memory through DMA, including frame completion semaphores for efficient buffer queue management in software
- Transmit DMA support for separate descriptors for MAC header and payload fields to eliminate buffer copy operations
- Convenient frame alignment modes
- 47 MAC management statistics counters with selectable clear on read behavior and programmable interrupts on half maximum value
- Advanced power management
- Magic packet detection and wakeup frame filtering
- Support for 802.3Q tagged VLAN frames
- Programmable MDC clock rate and preamble suppression

Audio Video Bridging (AVB) Support

The 10/100/1000 EMAC supports the following audio video bridging (AVB) features:

- Separate channels or queues for AV data transfer in 100 Mbps and 1000 Mbps modes
- IEEE 802.1-Qav specified credit-based shaper (CBS) algorithm for the additional transmit channels
- Configuring up to seven additional channels on the transmit and receive paths for AV traffic. Channel 0 is available by default and carries the legacy best effort Ethernet traffic on the transmit side.
- Separate DMA, transmit and receive FIFO for AVB latency class
- Programmable control to route received VLAN tagged nonAV packets to channels or queues

Precision Time Protocol (PTP) IEEE 1588 Support

The IEEE 1588 standard is a precision clock synchronization protocol for networked measurement and control systems. The processors include hardware support for IEEE 1588 with an integrated precision time protocol synchronization engine (PTP_TSYNC).

This engine provides hardware assisted time stamping to improve the accuracy of clock synchronization between PTP nodes. The main features of the engine include the following:

- Support for both IEEE 1588-2002 and IEEE 1588-2008 protocol standards
- Hardware assisted time stamping capable of up to 12.5 ns resolution
- Lock adjustment
- Automatic detection of IPv4 and IPv6 packets, as well as PTP messages
- Multiple input clock sources (SCLK0, RGMII, RMII, MII clock, and external clock)
- Programmable pulse per second (PPS) output
- Auxiliary snapshot to time stamp external events

Controller Area Network with Flexible Data-Rate (CAN FD)

There are two controller area network (CAN) modules. A CAN controller implements the CAN with flexible data-rate (CAN FD) and the CAN 2.0B protocol supporting both standard and extended message frames and long payloads up to 64 bytes, transferred at rates of up to 8 Mbps. This protocol is an asynchronous communications protocol used in both industrial and automotive control systems. The CAN protocol is well suited for control applications due to the capability to communicate reliably over a network. This is because the protocol incorporates CRC checking, message error tracking, and fault node confinement.

The CAN FD controller offers the following features:

- Flexible mailboxes configurable to store 0 to 8, 16, 32, or 64 bytes
- Dedicated receiver masks for each mailbox
- Flexible message buffers up to 64 buffers of 8 bytes length each, configurable as receive or transmit
- Programmable transmission priority scheme
- Transceiver delay compensation when transmitting CAN FD messages at faster data rates
- Memory read accesses error detection and correction

An additional crystal is not required to supply the CAN clock because it is derived from a system clock through a programmable divider.

Pulse Width Modulator (PWM) Units

The pulse width modulator (PWM) module is a flexible and programmable waveform generator. With minimal CPU intervention, the PWM generates complex waveforms for motor control, pulse coded modulation (PCM), DAC conversions, power switching, and power conversion. The PWM module has three PWM pairs with the following features:

- 16-bit center-based PWM generation unit
- Programmable PWM pulse width
- Single update mode with an option for asymmetric duty
- Programmable dead time and switching frequency
- Programmable dead time per channel
- Twos-complement implementation which permits smooth transition to full on and full off states
- Dedicated asynchronous PWM shutdown signal (PWM0_TRIP)
- Support for synchronization using SYNC signal (PWM0_SYNC)

Timers

The processors include several timers that are described in the following sections.

General-Purpose (GP) Timers (TIMER)

There is one general-purpose (GP) timer unit, providing 16 GP programmable timers. Each timer has an external pin that can be configured as PWM or timer output, as an input to clock the timer, or as a mechanism for measuring pulse widths and periods of external events. These timers can be synchronized to an external clock input on the TM_TMR[n] pins, an external TM_CLK input pin, or to the internal SCLK0.

These timer units can be used in conjunction with the UARTs to measure the width of the pulses in the data stream to provide a software autobaud detect function for the respective serial channels.

The GP timers can generate interrupts to the processor core, providing periodic events for synchronization to either the system clock or to external signals. Timer events can also trigger

other peripherals via the TRU (for instance, to signal a fault). Each timer can also be started and stopped by any trigger generator without core intervention.

Watchdog Timer (WDT)

Three on-chip software watchdog timers (WDT) are used by the SHARC-FX core. A software watchdog can improve system availability by forcing the processors to a known state, via a general-purpose interrupt, or a fault, if the timer expires before being reset by software.

The programmer initializes the count value of the timer, enables the appropriate interrupt, then enables the timer. Thereafter, the software must reload the counter before it counts down to zero from the programmed value, protecting the system from remaining in an unknown state where software that normally resets the timer stops running due to an external noise condition or software error.

General-Purpose Counters (CNT)

A 32-bit general-purpose counter (CNT) is provided that can operate in general-purpose up/down count modes and can sense 2-bit quadrature or binary codes as typically emitted by industrial drives or manual thumbwheels. Count direction is controlled by a level-sensitive input pin or by two edge detectors.

A third counter input can provide flexible zero marker support and can input the push button signal of thumbwheel devices. All three CNT0 pins have a programmable debouncing circuit.

Internal signals forwarded to a GP timer enable the timer to measure the intervals between count events. Boundary registers enable auto-zero operation or simple system warning by interrupts when programmed count values are exceeded.

Housekeeping Analog-to-Digital Converter (HADC)

The housekeeping analog-to-digital converter (HADC) provides a general-purpose, multichannel, successive approximation ADC. The following baseline HADC features apply to all models:

- 12-bit ADC core with built in sample and hold
- Throughput rates up to 1 MSPS
- Single external reference with analog inputs between 0 V and 1.8 V
- Selectable ADC clock frequency including the ability to program a prescaler
- Adaptable conversion type; allows single or continuous conversion with option of autoscan
- Four single-ended input channels
- Autosequencing capability with up to four autoconversions in a single session. Each conversion can be programmed to select one to four input channels.
- Four data registers (individually addressable) to store conversion values

For the ADSP-2183x/ADSP-SC83x processors, 16 data registers (individually addressable) extend the baseline features listed above by storing conversion values.

Media Local Bus (MediaLB)

The automotive model has a Microchip MediaLB (MLB) device interface that allows the processors to function as a media local bus device. It includes support for 3-pin media local bus protocols. The MLB 3-pin configuration supports speeds up to 1024 × FS. The MLB also supports up to 64 logical channels with up to 468 bytes of data per MLB frame.

The MLB interface supports MOST25, MOST50, and MOST150 data rates and operates in device mode only.

2-Wire Controller Interface (TWI)

The processors include six 2-wire interface (TWI) modules that provide a simple exchange method of control data between multiple devices. The TWI module is compatible with the widely used I²C bus standard. The TWI module offers the capabilities of simultaneous controller and target operation and support for both 7-bit addressing and multimedia data arbitration. The TWI interface utilizes two pins for transferring clock (TWI_SCL) and data (TWI_SDA) and supports the protocol at speeds up to 400 kbps. The TWI interface pins are compatible with 3.3 V logic levels.

Additionally, the TWI module is fully compatible with serial camera control bus (SCCB) functionality for easier control of various CMOS camera sensor devices.

General-Purpose I/O (GPIO)

Each general-purpose port pin can be individually controlled by manipulating the port control, status, and interrupt registers:

- The GPIO direction control register specifies the direction of each individual GPIO pin as input or output.
- GPIO control and status registers have a write-one-to-modify mechanism that allows any combination of individual GPIO pins to be modified in a single instruction, without affecting the level of any other GPIO pins.
- GPIO interrupt mask registers allow each individual GPIO pin to function as an interrupt to the processors. GPIO pins defined as inputs can be configured to generate hardware interrupts, whereas output pins can be triggered by software interrupts.
- GPIO interrupt sensitivity registers specify whether individual pins are level or edge sensitive and specify, if edge sensitive, whether the rising edge or both the rising and falling edges of the signal are significant.

Pin Interrupts

Every port pin on the processors can request interrupts in either an edge sensitive or a level sensitive manner with programmable polarity. Interrupt functionality is decoupled from GPIO operation. Three system level interrupt channels (PINT0–PINT2) are reserved for this purpose. Each of these interrupt channels can manage up to 32 interrupt pins. The assignment from pin to

interrupt is not performed on a pin by pin basis. Rather, groups of eight pins (half ports) are flexibly assigned to interrupt channels.

Every pin interrupt channel features a special set of 32-bit memory-mapped registers that enable half port assignment and interrupt management. This functionality includes masking, identification, and clearing of requests. These registers also enable access to the respective pin states and use of the interrupt latches, regardless of whether the interrupt is masked. Most control registers feature multiple MMR address entries to write one to set or write one to clear them individually.

Fractional PLL (Frac-N PLL)

The processors generate precise and low-jitter audio clock frequency using the fractional PLL module. The audio clock can be synchronized with an input reference clock.

Frac-N PLL can be used to generate clock with frequency values which are fractional multiples of CLKIN frequency. For example, an audio controller clock of frequency 24.576 MHz can be generated with CLKIN frequency of 25 MHz.

Frac-N PLL consists of a digital filter/controller, also called DPLL, which can be combined with Frac-N PLL to create a dual-loop PLL. In this mode, DPLL provides fractional and integer parts of divider values to the Frac-N PLL block. Output clock of Frac-N PLL is fed back to DPLL for phase-alignment with the external reference clock. For example, 1 KHz PPS output from the EMAC block can be used as reference to generate 24.576 MHz audio clock phase-aligned to the PPS output.

The reference clock of the DPLL can be fed via any one of the sources—any DAI pin, GPIO pin PA_15, or ETH_PTPPPS[0-3]. The output of the Frac-N PLL can be routed externally to the chip via a DAI pin or routed internally to a DAI peripheral (for example, SPORT, ASRC, and so on).

One of the areas of application of Frac-N PLL can be networked applications requiring time synchronization, thereby removing the need for external PLL.

SYSTEM ACCELERATION

The following sections describe the system acceleration blocks of the ADSP-2183x/ADSP-SC83x processors.

Finite Impulse Response (FIR) Accelerator

The finite impulse response (FIR) accelerator consists of a 1024 word coefficient memory, a 1024 word deep delay line for the data, and four multiplier-accumulator (MAC) units. A controller manages the accelerator. The FIR accelerator runs at the SHARC-FX core clock frequency. The FIR accelerator can access all memory spaces and can run concurrently with the other accelerators on the processor.

Note that there are two FIR accelerators.

Infinite Impulse Response (IIR) Accelerator

The infinite impulse response (IIR) accelerator consists of a 1440 word coefficient memory for storage of biquad coefficients, a data memory for storing the intermediate data, and one MAC unit. A controller manages the accelerator. The IIR

accelerator runs at the SHARC-FX core clock frequency. The IIR accelerator can access all memory spaces and run concurrently with the other accelerators on the processor.

Note that there are four IIR accelerators. Two of the IIR accelerators support coefficient slewing mechanism in the hardware.

SYSTEM DESIGN

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

Clock Management

The processors provide three operating modes, each with a different performance and power profile. Control of clocking to each of the processor peripherals reduces power consumption.

Reset Control Unit (RCU)

Reset is the initial state of the whole processor, or the core, and is the result of a hardware or software triggered event. In this state, all control registers are set to default values and functional units are idle. Exiting a full system reset begins with the core ready to boot.

The reset control unit (RCU) controls how all the functional units enter and exit reset. Differences in functional requirements and clocking constraints define how reset signals are generated. Programs must guarantee that none of the reset functions put the system into an undefined state or cause resources to stall. This requirement is particularly important when the core resets (programs must ensure that there is no pending system activity involving the core when it is reset).

From a system perspective, reset is defined by both the reset target and the reset source.

The reset target is defined as the following:

- System reset—all functional units except the RCU are set to default states.
- Hardware reset—all functional units are set to default states without exception. History is lost.
- Core only reset—affects the core only. When in reset state, the core is not accessible by any bus requester.

The reset source is defined as the following:

- System reset—can be triggered by software (writing to the RCU_CTL register) or by another functional unit, such as the dynamic power management (DPM) unit or any of the SEC, TRU, or emulator inputs.
- Hardware reset—the $\overline{\text{SYS_HWRST}}$ input signal asserts active (pulled down).
- Trigger request (peripheral).

Clock Generation Unit (CGU)

The ADSP-2183x/ADSP-SC83x processors support two independent PLLs. Each PLL is part of a clock generation unit (CGU).

Frequencies generated by each CGU are derived from a common multiplier with different divider values available for each output.

The CGU generates all on-chip clocks and synchronization signals. Multiplication factors are programmed to define the PLLCLK frequency.

Programmable values divide the PLLCLK frequency to generate the core clock (CCLK), the system clocks, the DDR3L clock (DCLK), and the output clock (OCLK). For more information on clocking, see the [ADSP-2183x/ADSP-SC83x SHARC-FX Processor Hardware Reference](#).

Writing to the CGU control registers does not affect the behavior of the PLL immediately. Registers are first programmed with a new value and the PLL logic executes the changes to ensure smooth transitions from the current conditions to the new conditions.

System Crystal Oscillator

The processor can be clocked by an external crystal (see [Figure 5](#)), a sine wave input, or a buffered, shaped clock derived from an external clock oscillator. If using an external clock, it must be compatible with the $V_{IHCLKIN}$ and $V_{ILCLKIN}$ specifications and must not be halted, changed, or operated below the specified frequency during normal operation (see the [Preliminary Operating Conditions](#) section). This signal is connected to the SYS_CLKIN0 pin of the processor. When using an external clock, the SYS_XTAL0 pin must be left unconnected. Alternatively, because the processor includes an on-chip oscillator circuit, an external crystal can be used.

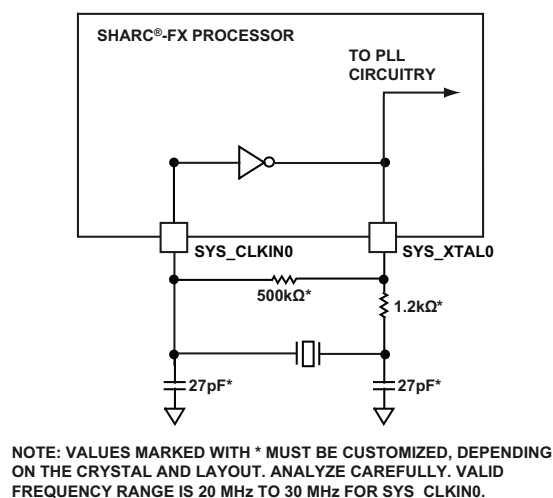


Figure 5. External Crystal Connection

For fundamental frequency operation, use the circuit shown in [Figure 5](#). A parallel resonant, fundamental frequency, micro-processor grade crystal is connected across the SYS_CLKIN0 pin and the SYS_XTAL0 pin.

The two capacitors and the series resistor, shown in [Figure 5](#), fine tune phase and amplitude of the sine frequency. The capacitor and resistor values shown in [Figure 5](#) are typical values only. The capacitor values are dependent upon the load capacitance recommendations of the crystal manufacturer and the physical layout of the printed circuit board (PCB). The resistor

value depends on the drive level specified by the crystal manufacturer. The user must verify the customized values based on careful investigations on multiple devices over the required temperature range.

Clock Distribution Unit (CDU)

The two clock generation units each provide outputs that feed a clock distribution unit (CDU). The clock outputs CLK00–CLK012 are connected to various targets. For more information, refer to the [ADSP-2183x/ADSP-SC83x SHARC-FX Processor Hardware Reference](#).

Clock Out/External Clock

The SYS_CLKOUT output pin has programmable options to output divided down versions of the on-chip clocks. By default, the SYS_CLKOUT pin drives a buffered version of the SYS_CLKIN0 input. Refer to the [ADSP-2183x/ADSP-SC83x SHARC-FX Processor Hardware Reference](#) to change the default mapping of clocks.

Booting

The processors have several mechanisms for automatically loading internal and external memory after a reset. The boot mode is defined by the SYS_BMODE[n] input pins. There are two categories of boot modes. In flash boot modes, the processors actively load data from serial memories. In external host boot modes, the processors receive data over a serial interface from an external host device.

The boot modes are shown in [Table 8](#). These modes are implemented by the SYS_BMODE[n] bits of the reset configuration register and are sampled during power-on resets and software initiated resets.

Table 8. Boot Modes

SYS_BMODE[n] Setting	Boot Mode
000	No boot
001	SPI1 flash
010	External SPI2 host
011	External UART0 host
100	External LP0 host
101	xSPI flash
110	Extended LP0 host
111	Reserved

Thermal Monitoring Unit (TMU)

The thermal monitoring unit (TMU) provides on-chip temperature measurement for applications that require substantial power consumption. The TMU is integrated into the processor die and digital infrastructure using an MMR-based system access to measure the die temperature variations in real-time.

TMU features include the following:

- On-chip temperature sensing
- Programmable over temperature and under temperature limits

- Programmable conversion rate
- Averaging feature available

Power Supplies

The processors have separate power supply connections for

- Internal (VDD_INT)
- External (VDD_EXT)
- External (VDD_REF)
- HADC/TMU (VDD_ANA)
- DMC (VDD_DMC)
- PLL (VDD_PLL)
- Fractional PLL (FPLLANA_VDDHV)

All power supplies must meet the specifications provided in the [Preliminary Operating Conditions](#) section. All external supply pins must be connected to the same power supply.

Power Management

As shown in [Table 9](#), the processors support six different power domains, which maximizes flexibility while maintaining compliance with industry standards and conventions.

The power dissipated by a processor is largely a function of the clock frequency and the square of the operating voltage. For example, reducing the clock frequency by 25% results in a 25% reduction in dynamic power dissipation.

Table 9. Power Domains

Power Domain	V _{DD} Range
All Internal Logic	V _{DD_INT}
DDR3L	V _{DD_DMC}
HADC/TMU	V _{DD_ANA}
SYSCLKIN0	V _{DD_REF} ¹
PLL0/1	V _{DD_PLL}
All Other I/O (Includes SYS, JTAG, and Ports Pins)	V _{DD_EXT}

¹V_{DD_REF} requires a minimum of 10 nF and 100 nF decoupling capacitance to meet source/sink requirements.

Power-Up and Power-Down Sequencing

At all times (including during power-up/power-down sequencing), the VDD_REF, VDD_ANA, and VDD_EXT supplies must stay within the V_{DELTA_EXT_REF} specification listed in the [Preliminary Operating Conditions](#) table. SYS_XTAL0 oscillations (SYS_CLKIN0) start when power is applied to the VDD_REF pins. The rising edge of SYS_HWRST initiates the PLL locking sequence. The rising edge of SYS_HWRST must occur after all voltage supplies and SYS_CLKIN0 oscillations are valid. For further details and information, see the [Power-Up Reset Timing \(TBD\)](#) section.

Target Board JTAG Emulator Connector

The Analog Devices DSP tools product line of JTAG emulators uses the IEEE 1149.1 JTAG test access port of the processors to monitor and control the target board processor during emulation. The 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 JTAG interface ensures the emulator does not affect target system loading or timing.

For information on JTAG emulator operation, see the appropriate emulator hardware user's guide at [SHARC Processors Software and Tools](#).

SYSTEM DEBUG

The processors include various features that allow easy system debug. These are described in the following sections.

System Watchpoint Unit (SWU)

The system watchpoint unit (SWU) is a single module that connects to a single system bus and provides transaction monitoring. One SWU is attached to the bus going to each system completer. The SWU provides ports for all system bus address channel signals. Each SWU contains four match groups of registers with associated hardware. These four SWU match groups operate independently but share common event (for example, interrupt and trigger) outputs.

Debug Access Port (DAP)

The debug access port (DAP) provides IEEE 1149.1 JTAG interface support through the JTAG debug. The DAP provides an optional instrumentation trace for both the core and system. It provides a trace stream that conforms to *MIPI System Trace Protocol version 2 (STPv2)*.

DEVELOPMENT TOOLS

Analog Devices supports its processors with a complete line of software and hardware development tools, including an integrated development environment, evaluation products, emulators, and a variety of software add-ins.

Integrated Development Environments (IDEs)

For C/C++ software writing and editing, code generation, and debug support, Analog Devices offers the CrossCore® Embedded Studio (CCES) integrated development environment (IDE). CCES contains support/help information for porting existing SHARC+ applications to the SHARC-FX platform.

CCES is based on the Eclipse framework. Supporting most Analog Devices processor families, CCES is the IDE of choice for processors, including multicore devices. CCES is available for Windows and Linux platforms.

CCES supports available middleware such as real-time operating systems, algorithmic software modules, and evaluation hardware board support packages (BSP). For more information, visit www.analog.com/cces.

EZ-KIT Evaluation System

For processor evaluation, Analog Devices provides EZ-KIT® evaluation systems, which are comprised of a System on Module (SOM) board and a SOM carrier board.

The SOM boards (ADSP21835W-EV-SOM or ADSPSC835W-EV-SOM) are small and low-cost, featuring the audio processor, SDRAM and QSPI flash memories, FTDI USB-to-UART, and USB power. SOM boards also include a JTAG debug connection such that they can be used standalone for debug/development using either the ADZS-ICE-2000 or ADZS-ICE-1000 in-circuit emulator (ICE).

SOM carrier boards (EV-SOMCRR-EZKIT or EV-SOMCRR-EZLITE) come with a power supply and feature high-speed connectors for the SOM, a comprehensive set of peripherals, and an on-board emulator. The USB controller on the carrier board connects to the USB port of the user's PC, enabling CCES to emulate the on-board processor in-circuit. This permits users to download, execute, and debug programs, as well as in-circuit program the on-board flash memory device to store user-specific boot code, thus enabling standalone operation.

Each EZ-KIT purchased includes an evaluation license for CCES. The CCES evaluation license type restricts CCES features to specific evaluation systems. With the full CCES license type (sold separately), engineers can develop software for any of the CCES-supported evaluation boards (including the SOM when used standalone or when connected to a different carrier board) or any custom system designed around supported Analog Devices processors. The full CCES license type also enables higher-performance debug capabilities via JTAG using an ICE.

For further information, see:

- www.analog.com/cces
- www.analog.com/ADSP21835W-EV-SOM
- www.analog.com/ADSPSC835W-EV-SOM
- www.analog.com/EV-SOMCRR-EZKIT
- www.analog.com/EV-SOMCRR-EZLITE

Software Add-Ins for CCES

Analog Devices offers software add-ins which seamlessly integrate with CCES to extend the capabilities and reduce development time. Add-ins include BSPs 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 CCES IDE upon add-in installation.

Board Support Packages (BSPs) for Evaluation Hardware

Software support for the EZ-KIT evaluation systems 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 SOM product.

Middleware Packages

Analog Devices offers middleware add-ins such as real-time operating systems. For more information, see the [Operating Systems and Middleware](#) page.

Algorithmic Modules

To speed development, Analog Devices offers add-ins that perform popular audio and video processing algorithms. These are available for use with CCES. For more information, visit the [Software](#) page in the Resource Library.

Graphical Programming Using SigmaStudio+

SigmaStudio®+ is a next generation graphical programming and tuning tool for audio signal processing for the ADSP-2183x/ADSP-SC83x processors. The tool supports in excess of 250 optimized audio algorithms such as filters, dynamic processors, and mixers. Individual algorithms can be dragged onto a canvas and then interconnected to form an audio signal chain which can then be downloaded onto the processor with the click of a button. All modules within the audio signal chain can be tuned in run time. The tool has a modern user interface that provides a rich user experience and supports several advanced features such as system design, scripting support, and integration with MATLAB. The tool also supports custom module creation by which custom IPs/algorithms may be seamlessly integrated into the SigmaStudio+ environment, thereby allowing them to be used as modules within the audio signal chain. For more information, visit [SigmaStudio+](#).

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 internal features of the processor via the 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 after 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 JTAG port of the DSP 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 [Analog Devices JTAG Emulation Technical Reference \(EE-68\)](#).

ADDITIONAL INFORMATION

This data sheet provides a general overview of the ADSP-2183x/ADSP-SC83x architecture and functionality. For detailed information on the core architecture and instruction set, refer to the SHARC-FX core documentation which can be found along with the SHARC-FX compiler tools with the installation of CCES.

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.

Analog Devices eases signal processing system development by providing signal processing components that are designed to work together. See [Reference Design](#).

The application signal chains page at [Circuits from the Lab®](#) provides the following:

- 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

ADSP-2183x/ADSP-SC83x DETAILED SIGNAL DESCRIPTIONS

Table 10 provides a detailed description of signals that map to pins on the package.

Table 10. ADSP-2183x/ADSP-SC83x Detailed Signal Descriptions

Signal Name ¹	Direction	Description
C1_FLG[n]	Output	SHARC-FX Core Flag n.
CANFD_RX	Input	Receive. Typically an external CAN transceiver RX output.
CANFD_TX	Output	Transmit. Typically an external CAN transceiver TX input.
CNT_DG	Input	Count Down and Gate. Depending on the mode of operation this input acts either as a count down signal or a gate signal. Count Down—this input causes the GP counter to decrement. Gate—stops the GP counter from incrementing or decrementing.
CNT_UD	Input	Count Up and Direction. Depending on the mode of operation this input acts either as a count up signal or a direction signal. Count Up—this input causes the GP counter to increment. Direction—selects whether the GP counter is incrementing or decrementing.
CNT_ZM	Input	Count Zero Marker. Input that connects to the zero marker output of a rotary device or detects the pressing of a pushbutton.
DAI_PIN[nn]	InOut	Pin n. The digital applications interface (DAI0) connects various peripherals to any of the DAI0_PINxx pins. Programs make these connections using the signal routing unit (SRU/DRU). DRU allows routing of any signal across the DAIs.
DMC_A[nn]	Output	Address n. Address bus.
DMC_BA[n]	Output	Bank Address Input n. Defines which internal bank an activate, read, write, or precharge command is applied to on the dynamic memory. Bank Address n also defines which mode registers (MR, EMR, EMR2, and/or EMR3) load during the load master register command.
DMC_CAS	Output	Column Address Strobe. Defines the operation for external dynamic memory to perform in conjunction with other DMC command signals. Connect to the CAS input of dynamic memory.
DMC_CK	Output	Clock. Outputs DCLK to external dynamic memory.
DMC_CK̅	Output	Clock (Complement). Complement of DMC_CK.
DMC_CKE	Output	Clock Enable. Active high clock enables. Connects to the CKE input of the dynamic memory.
DMC_CS[n]	Output	Chip Select n. Commands are recognized by the memory only when this signal is asserted.
DMC_DQ[nn]	InOut	Data n. Bidirectional data bus.
DMC_LDM	Output	Data Mask for Lower Byte. Mask for DMC_DQ07:DMC_DQ00 write data when driven high. Sampled on both edges of the data strobe by the dynamic memory.
DMC_LDQS	InOut	Data Strobe for Lower Byte. DMC_DQ07:DMC_DQ00 data strobe. Output with write data. Input with read data. Can be single-ended or differential depending on register settings.
DMC_LDQS̅	InOut	Data Strobe for Lower Byte (Complement). Complement of DMC_LDQS. Not used in single-ended mode.
DMC_ODT	Output	On-Die Termination. Enables dynamic memory termination resistances when driven high (assuming the memory is properly configured). ODT is enabled or disabled regardless of read or write commands.
DMC_RAS	Output	Row Address Strobe. Defines the operation for external dynamic memory to perform in conjunction with other DMC command signals. Connect to the RAS input of dynamic memory.
DMC_RESET	Output	Reset. DDR 3L only.
DMC_RZQ	InOut	External Calibration Resistor Connection.
DMC_UDM	Output	Data Mask for Upper Byte. Mask for DMC_DQ15:DMC_DQ08 write data when driven high. Sampled on both edges of the data strobe by the dynamic memory.
DMC_UDQS	InOut	Data Strobe for Upper Byte. DMC_DQ15:DMC_DQ08 data strobe. Output with Write data. Input with read data. Can be single-ended or differential depending on register settings.
DMC_UDQS̅	InOut	Data Strobe for Upper Byte (Complement). Complement of DMC_UDQS. Not used in single-ended mode.
DMC_VREF[n]	Input	Voltage Reference. Connects to half of the VDD_DMC voltage.

Table 10. ADSP-2183x/ADSP-SC83x Detailed Signal Descriptions (Continued)

Signal Name ¹	Direction	Description
DMC_WE	Output	Write Enable. Defines the operation for external dynamic memory to perform in conjunction with other DMC command signals. Connect to the WE input of dynamic memory.
ETH_COL	Input	MII Collision Detect. Collision detect input signal valid only in MII.
ETH_CRS	Input	MII Carrier Sense. Asserted by the PHY when either the transmit or receive medium is not idle. Deasserted when both are idle. This signal is not used in RMII/RGMII modes.
ETH_MDC	Output	Management Channel Clock. Clocks the MDC input of the PHY for RMII/RGMII.
ETH_MDIO	InOut	Management Channel Serial Data. Bidirectional data bus for PHY control for RMII/RGMII.
ETH_PHY_INT	Input	PHY Interrupt. This signal can be connected to the interrupt output signal from the PHY. PHY interrupt inside the EMAC module is generated when a rising edge is detected on this pin.
ETH_PTPAUX- _MCG_IN[n]	Input	PTP Auxiliary/Media Clock Generation Trigger Input. Assert this signal to take an auxiliary snapshot of the time and store it in the auxiliary time stamp FIFO or capture the presentation time by sampling at positive, negative, or both edges of the trigger input when operating in media clock generation mode. Note that the PTP auxiliary and media clock generation modes are mutually exclusive.
ETH_PTPCLKIN[n]	Input	PTP Clock Input. Optional external PTP clock input.
ETH_PTPPPS[n]	Output	PTP Pulse Per Second Output. When the advanced time stamp feature enables, this signal is asserted based on the PPS mode selected. Otherwise, this signal is asserted every time the seconds counter is incremented.
ETH_RXCLK_REFCLK	InOut	RXCLK (GigE) or REFCLK (10/100).
ETH_RXD[n]	Input	Receive Data n. Receive data bus.
ETH_RXERR	Input	Receive Error.
ETH_TXCLK	Output	Transmit Clock.
ETH_TXCTL_TXEN	InOut	TXCTL (GigE) or TXEN (10/100).
ETH_TXD[n]	Output	Transmit Data n. Transmit data bus.
FRACNPLL_FLOCK	Output	Fract PLL Lock.
FRACNPLL_PTP_CLK	Input	External EMAC PTP Reference Clock.
HADC_EOC_DOUT	Output	End of Conversion/Serial Data Out. Transitions high for one cycle of the HADC internal clock at the end of every conversion. Alternatively, HADC serial data out can be seen by setting the appropriate bit in HADC_CTL.
HADC_VIN[n]	Input	Analog Input at Channel n. Analog voltage inputs for digital conversion.
HADC_VREFN	Input	Ground Reference for ADC. Connect to an external voltage reference that meets data sheet specifications.
HADC_VREFP	Input	External Reference for ADC. Connect to an external voltage reference that meets data sheet specifications.
JTG_TCK	Input	JTAG Clock. JTAG test access port clock.
JTG_TDI	Input	JTAG Serial Data In. JTAG test access port data input.
JTG_TDO	Output	JTAG Serial Data Out. JTAG test access port data output.
JTG_TMS	Input	JTAG Mode Select. JTAG test access port mode select.
JTG_TRST	Input	JTAG Reset. JTAG test access port reset.
LP_ACK	InOut	Acknowledge. Provides handshaking. When the link port is configured as a receiver, ACK is an output. When the link port is configured as a transmitter, ACK is an input.
LP_CLK	InOut	Clock. When the link port is configured as a receiver, CLK is an input. When the link port is configured as a transmitter, CLK is an output.
LP_D[n]	InOut	Data n. Data bus. Input when receiving, output when transmitting.
MLB_CLK	InOut	Single Ended Clock.
MLB_DAT	InOut	Single Ended Data.
MLB_SIG	InOut	Single Ended Signal.
PWM_AH	Output	Channel A High Side. High-side drive signal.
PWM_AL	Output	Channel A Low Side. Low-side drive signal.

Table 10. ADSP-2183x/ADSP-SC83x Detailed Signal Descriptions (Continued)

Signal Name ¹	Direction	Description
PWM_BH	Output	Channel B High Side. High-side drive signal.
PWM_BL	Output	Channel B Low Side. Low-side drive signal.
PWM_CH	Output	Channel C High Side. High-side drive signal.
PWM_CL	Output	Channel C Low Side. Low-side drive signal.
PWM_DH	Output	Channel D High Side. High-side drive signal.
PWM_DL	Output	Channel D Low Side. Low-side drive signal.
PWM_SYNC	InOut	PWMTMR Grouped. This input is for an externally generated sync signal. If the sync signal is internally generated no connection is necessary.
PWM_TRIP[n]	Input	Shutdown Input n. When asserted, the selected PWM channel outputs are shut down immediately.
SPI_CLK	InOut	Clock. Input in slave mode, output in master mode.
SPI_D2	InOut	Data 2. Transfers serial data in quad mode. Open-drain when ODM mode is enabled.
SPI_D3	InOut	Data 3. Transfers serial data in quad mode. Open-drain when ODM mode is enabled.
SPI_MISO	InOut	Master In, Slave Out. Transfers serial data. Operates in the same direction as SPI_MOSI in dual and quad modes. Open-drain when ODM mode is enabled.
SPI_MOSI	InOut	Master Out, Slave In. Transfers serial data. Operates in the same direction as SPI_MISO in dual and quad modes. Open-drain when ODM mode is enabled.
SPI_RDY	InOut	Ready. Optional flow signal. Output in slave mode, input in master mode.
SPI_SEL[n]	Output	Slave Select Output n. Used in master mode to enable the desired slave.
SPI_SS	Input	Slave Select Input. Slave mode—acts as the slave select input. Master mode—optionally serves as an error detection input for the SPI when there are multiple masters.
SYS_BMODE[n]	Input	Boot Mode Control n. Selects the boot mode of the processor.
SYS_CLKIN0	Input	Clock/Crystal Input.
SYS_CLKOUT	Output	Processor Clock Output. Outputs internal clocks. Clocks may be divided down. See the CGU chapter of the ADSP-2183x/ADSP-SC83x SHARC-FX Processor Hardware Reference for more details.
SYS_FAULT	InOut	Active-High Fault Output. Indicates internal faults or senses external faults depending on the operating mode.
SYS_FAULT	InOut	Active-Low Fault Output. Indicates internal faults or senses external faults depending on the operating mode.
SYS_HWRST	Input	Processor Hardware Reset Control. Resets the device when asserted.
SYS_RESOUT	Output	Reset Output. Indicates the device is in the reset state.
SYS_XTALO	Output	Crystal Output.
TM_ACI[nn]	Input	Alternate Capture Input n. Provides an additional input for WIDCAP, WATCHDOG, and PININT modes.
TM_ACLK[nn]	Input	Alternate Clock n. Provides an additional time base for an individual timer.
TM_CLK	Input	Clock. Provides an additional global time base for all GP timers.
TM_TMR[nn]	InOut	Timer n. The main input/output signal for each timer.
TRACE_CLK	InOut	Trace Clock. Clock output.
TRACE_D[nn]	InOut	Trace Data n. Unidirectional data bus.
TWI_SCL	InOut	Serial Clock. Clock output when controller, clock input when target.
TWI_SDA	InOut	Serial Data. Receives or transmits data.
UART_CTS	Input	Clear to Send. Flow control signal.
UART_RTS	Output	Request to Send. Flow control signal.
UART_RX	Input	Receive. Receive input. Typically connects to a transceiver that meets the electrical requirements of the device being communicated with.
UART_TX	Output	Transmit. Transmit output. Typically connects to a transceiver that meets the electrical requirements of the device being communicated with.
xSPI_CLK	InOut	Clock. Input in slave mode, output in master mode.
xSPI_D2	InOut	Data 2. Transfers serial data in quad mode.

Table 10. ADSP-2183x/ADSP-SC83x Detailed Signal Descriptions (Continued)

Signal Name ¹	Direction	Description
xSPI_D3	InOut	Data 3. Transfers serial data in quad mode.
xSPI_D4	InOut	Data 4. Transfers serial data in octal mode.
xSPI_D5	InOut	Data 5. Transfers serial data in octal mode.
xSPI_D6	InOut	Data 6. Transfers serial data in octal mode.
xSPI_D7	InOut	Data 7. Transfers serial data in octal mode.
xSPI_DQS_RWDS	InOut	Read/Write Data Strobe. Used as strobe for write and sampling clock for read.
xSPI_MISO	InOut	Master In, Slave Out. Transfers serial data. Operates in the same direction as SPI_MOSI in dual, quad, and octal modes.
xSPI_MOSI	InOut	Master Out, Slave Input. Transfers serial data. Operates in the same direction as SPI_MISO in dual, quad, and octal modes.
xSPI_SEL[n]	Output	Slave Select Output n. Used in master mode to enable the desired slave.

¹ Not all signals apply to all models. See [Table 2](#), Processor Features, to determine which signals are applicable.

400-BALL HIGH PERIPHERAL COUNT (HPC) BGA SIGNALS

The processor pin definitions are shown in [Table 11](#) for the 400-ball HPC BGA package for the ADSP-21836/21837/ADSP-SC834/SC835 processors. The columns in this table provide the following information:

- The signal name column includes the signal name for every pin and the GPIO multiplexed pin function, where applicable.
- The description column provides a descriptive name for each signal.
- The port column shows whether or not a signal is multiplexed with other signals on a GPIO port pin.
- The pin name column identifies the name of the package pin (at power on reset) on which the signal is located (if a single function pin) or is multiplexed (if a GPIO pin).
- The DAI pins and their associated signal routing units (SRUs) connect inputs and outputs of the DAI peripherals (SPORT, ASRC, S/PDIF, and PCG). See the Digital Audio Interface (DAI) chapter of the [ADSP-2183x/ADSP-SC83x SHARC-FX Processor Hardware Reference](#) for complete information on the use of the DAI and SRUs.

Table 11. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Signal Mapping

Signal Name ¹	Description	Port	Pin Name
C1_FLG0	SHARC-FX Core 1 Flag 0	A	PA_12
C1_FLG1	SHARC-FX Core 1 Flag 1	A	PA_13
C1_FLG2	SHARC-FX Core 1 Flag 2	B	PB_03
C1_FLG3	SHARC-FX Core 1 Flag 3	B	PB_02
CANFD0_RX	CANFD0 Receive	E	PE_03
CANFD0_TX	CANFD0 Transmit	E	PE_04
CANFD1_RX	CANFD1 Receive	E	PE_05
CANFD1_TX	CANFD1 Transmit	E	PE_06
CNT0_DG	CNT0 Count Down and Gate	B	PB_05
CNT0_UD	CNT0 Count up and Direction	B	PB_03
CNT0_ZM	CNT0 Zero Marker	B	PB_04
DAI0_PIN01	DAI0 Pin 1	Not Muxed	DAI0_PIN01
DAI0_PIN02	DAI0 Pin 2	Not Muxed	DAI0_PIN02
DAI0_PIN03	DAI0 Pin 3	Not Muxed	DAI0_PIN03
DAI0_PIN04	DAI0 Pin 4	Not Muxed	DAI0_PIN04
DAI0_PIN05	DAI0 Pin 5	Not Muxed	DAI0_PIN05
DAI0_PIN06	DAI0 Pin 6	Not Muxed	DAI0_PIN06
DAI0_PIN07	DAI0 Pin 7	Not Muxed	DAI0_PIN07
DAI0_PIN08	DAI0 Pin 8	Not Muxed	DAI0_PIN08
DAI0_PIN09	DAI0 Pin 9	Not Muxed	DAI0_PIN09
DAI0_PIN10	DAI0 Pin 10	Not Muxed	DAI0_PIN10
DAI0_PIN11	DAI0 Pin 11	Not Muxed	DAI0_PIN11
DAI0_PIN12	DAI0 Pin 12	Not Muxed	DAI0_PIN12
DAI0_PIN13	DAI0 Pin 13	Not Muxed	DAI0_PIN13
DAI0_PIN14	DAI0 Pin 14	Not Muxed	DAI0_PIN14
DAI0_PIN15	DAI0 Pin 15	Not Muxed	DAI0_PIN15
DAI0_PIN16	DAI0 Pin 16	Not Muxed	DAI0_PIN16
DAI0_PIN17	DAI0 Pin 17	Not Muxed	DAI0_PIN17
DAI0_PIN18	DAI0 Pin 18	Not Muxed	DAI0_PIN18
DAI0_PIN19	DAI0 Pin 19	Not Muxed	DAI0_PIN19
DAI0_PIN20	DAI0 Pin 20	Not Muxed	DAI0_PIN20
DAI1_PIN01	DAI1 Pin 1	Not Muxed	DAI1_PIN01
DAI1_PIN02	DAI1 Pin 2	Not Muxed	DAI1_PIN02
DAI1_PIN03	DAI1 Pin 3	Not Muxed	DAI1_PIN03
DAI1_PIN04	DAI1 Pin 4	Not Muxed	DAI1_PIN04

Table 11. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
DAI1_PIN05	DAI1 Pin 5	Not Muxed	DAI1_PIN05
DAI1_PIN06	DAI1 Pin 6	Not Muxed	DAI1_PIN06
DAI1_PIN07	DAI1 Pin 7	Not Muxed	DAI1_PIN07
DAI1_PIN08	DAI1 Pin 8	Not Muxed	DAI1_PIN08
DAI1_PIN09	DAI1 Pin 9	Not Muxed	DAI1_PIN09
DAI1_PIN10	DAI1 Pin 10	Not Muxed	DAI1_PIN10
DAI1_PIN11	DAI1 Pin 11	Not Muxed	DAI1_PIN11
DAI1_PIN12	DAI1 Pin 12	Not Muxed	DAI1_PIN12
DAI1_PIN13	DAI1 Pin 13	Not Muxed	DAI1_PIN13
DAI1_PIN14	DAI1 Pin 14	Not Muxed	DAI1_PIN14
DAI1_PIN15	DAI1 Pin 15	Not Muxed	DAI1_PIN15
DAI1_PIN16	DAI1 Pin 16	Not Muxed	DAI1_PIN16
DAI1_PIN17	DAI1 Pin 17	Not Muxed	DAI1_PIN17
DAI1_PIN18	DAI1 Pin 18	Not Muxed	DAI1_PIN18
DAI1_PIN19	DAI1 Pin 19	Not Muxed	DAI1_PIN19
DAI1_PIN20	DAI1 Pin 20	Not Muxed	DAI1_PIN20
DMC0_A00	DMC0 Address 0	Not Muxed	DMC0_A00
DMC0_A01	DMC0 Address 1	Not Muxed	DMC0_A01
DMC0_A02	DMC0 Address 2	Not Muxed	DMC0_A02
DMC0_A03	DMC0 Address 3	Not Muxed	DMC0_A03
DMC0_A04	DMC0 Address 4	Not Muxed	DMC0_A04
DMC0_A05	DMC0 Address 5	Not Muxed	DMC0_A05
DMC0_A06	DMC0 Address 6	Not Muxed	DMC0_A06
DMC0_A07	DMC0 Address 7	Not Muxed	DMC0_A07
DMC0_A08	DMC0 Address 8	Not Muxed	DMC0_A08
DMC0_A09	DMC0 Address 9	Not Muxed	DMC0_A09
DMC0_A10	DMC0 Address 10	Not Muxed	DMC0_A10
DMC0_A11	DMC0 Address 11	Not Muxed	DMC0_A11
DMC0_A12	DMC0 Address 12	Not Muxed	DMC0_A12
DMC0_A13	DMC0 Address 13	Not Muxed	DMC0_A13
DMC0_A14	DMC0 Address 14	Not Muxed	DMC0_A14
DMC0_A15	DMC0 Address 15	Not Muxed	DMC0_A15
DMC0_BA0	DMC0 Bank Address Input 0	Not Muxed	DMC0_BA0
DMC0_BA1	DMC0 Bank Address Input 1	Not Muxed	DMC0_BA1
DMC0_BA2	DMC0 Bank Address Input 2	Not Muxed	DMC0_BA2
$\overline{\text{DMC0_CAS}}$	DMC0 Column Address Strobe	Not Muxed	$\overline{\text{DMC0_CAS}}$
DMC0_CK	DMC0 Clock	Not Muxed	DMC0_CK
$\overline{\text{DMC0_CK}}$	DMC0 Clock (Complement)	Not Muxed	$\overline{\text{DMC0_CK}}$
DMC0_CKE	DMC0 Clock Enable	Not Muxed	DMC0_CKE
$\overline{\text{DMC0_CS0}}$	DMC0 Chip Select 0	Not Muxed	$\overline{\text{DMC0_CS0}}$
DMC0_DQ00	DMC0 Data 0	Not Muxed	DMC0_DQ00
DMC0_DQ01	DMC0 Data 1	Not Muxed	DMC0_DQ01
DMC0_DQ02	DMC0 Data 2	Not Muxed	DMC0_DQ02
DMC0_DQ03	DMC0 Data 3	Not Muxed	DMC0_DQ03
DMC0_DQ04	DMC0 Data 4	Not Muxed	DMC0_DQ04
DMC0_DQ05	DMC0 Data 5	Not Muxed	DMC0_DQ05
DMC0_DQ06	DMC0 Data 6	Not Muxed	DMC0_DQ06
DMC0_DQ07	DMC0 Data 7	Not Muxed	DMC0_DQ07

Table 11. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
DMC0_DQ08	DMC0 Data 8	Not Muxed	DMC0_DQ08
DMC0_DQ09	DMC0 Data 9	Not Muxed	DMC0_DQ09
DMC0_DQ10	DMC0 Data 10	Not Muxed	DMC0_DQ10
DMC0_DQ11	DMC0 Data 11	Not Muxed	DMC0_DQ11
DMC0_DQ12	DMC0 Data 12	Not Muxed	DMC0_DQ12
DMC0_DQ13	DMC0 Data 13	Not Muxed	DMC0_DQ13
DMC0_DQ14	DMC0 Data 14	Not Muxed	DMC0_DQ14
DMC0_DQ15	DMC0 Data 15	Not Muxed	DMC0_DQ15
DMC0_LDM	DMC0 Data Mask for Lower Byte	Not Muxed	DMC0_LDM
DMC0_LDQS	DMC0 Data Strobe for Lower Byte	Not Muxed	DMC0_LDQS
$\overline{\text{DMC0_LDQS}}$	DMC0 Data Strobe for Lower Byte (Complement)	Not Muxed	$\overline{\text{DMC0_LDQS}}$
DMC0_ODT	DMC0 On-Die Termination	Not Muxed	DMC0_ODT
$\overline{\text{DMC0_RAS}}$	DMC0 Row Address Strobe	Not Muxed	$\overline{\text{DMC0_RAS}}$
$\overline{\text{DMC0_RESET}}$	DMC0 Reset	Not Muxed	$\overline{\text{DMC0_RESET}}$
DMC0_RZQ	DMC0 External Calibration Resistor Connection	Not Muxed	DMC0_RZQ
DMC0_UDM	DMC0 Data Mask for Upper Byte	Not Muxed	DMC0_UDM
DMC0_UDQS	DMC0 Data Strobe for Upper Byte	Not Muxed	DMC0_UDQS
$\overline{\text{DMC0_UDQS}}$	DMC0 Data Strobe for Upper Byte (Complement)	Not Muxed	$\overline{\text{DMC0_UDQS}}$
DMC0_VREF0	DMC0 Voltage Reference	Not Muxed	DMC0_VREF0
$\overline{\text{DMC0_WE}}$	DMC0 Write Enable	Not Muxed	$\overline{\text{DMC0_WE}}$
ETH0_COL	EMAC0 MII Collision Detect	C	PC_12
ETH0_CRS	EMAC0 MII Carrier Sense	C	PC_08
ETH0_MDC	EMAC0 Management Channel Clock	C	PC_15
ETH0_MDIO	EMAC0 Management Channel Serial Data	D	PD_00
ETH0_PHY_INT	EMAC0 MII Carrier Sense	C	PC_13
ETH0_PTPAUX_MCG_IN0	EMAC0 PTP Auxiliary Trigger Input 0	D	PD_14
ETH0_PTPAUX_MCG_IN1	EMAC0 PTP Auxiliary Trigger Input 1	C	PC_10
ETH0_PTPAUX_MCG_IN2	EMAC0 PTP Auxiliary Trigger Input 2	C	PC_09
ETH0_PTPAUX_MCG_IN3	EMAC0 PTP Auxiliary Trigger Input 3	C	PC_14
ETH0_PTPCLKIN0	EMAC0 PTP Clock Input 0	D	PD_13
ETH0_PTPPPS0	EMAC0 PTP Pulse-Per-Second Output 0	E	PE_00
ETH0_PTPPPS1	EMAC0 PTP Pulse-Per-Second Output 1	D	PD_15
ETH0_PTPPPS2	EMAC0 PTP Pulse-Per-Second Output 2	E	PE_01
ETH0_PTPPPS3	EMAC0 PTP Pulse-Per-Second Output 3	E	PE_02
ETH0_RXCLK_REFCLK	EMAC0 RXCLK (GigE) or REFCLK (10/100)	D	PD_03
ETH0_RXD0	EMAC0 Receive Data 0	D	PD_01
ETH0_RXD1	EMAC0 Receive Data 1	D	PD_02
ETH0_RXD2	EMAC0 Receive Data 2	D	PD_07
ETH0_RXD3	EMAC0 Receive Data 3	D	PD_08
ETH0_RXERR	EMAC0 Receive Error	C	PC_11
ETH0_TXCLK	EMAC0 Reference Clock	D	PD_10
ETH0_TXCTL_TXEN	EMAC0 TXCTL (GigE) or TXEN (10/100)	D	PD_09
ETH0_TXD0	EMAC0 Transmit Data 0	D	PD_05
ETH0_TXD1	EMAC0 Transmit Data 1	D	PD_06
ETH0_TXD2	EMAC0 Transmit Data 2	D	PD_11
ETH0_TXD3	EMAC0 Transmit Data 3	D	PD_12
FRACNPLL_FLOCK	FRACNPLL Lock	A	PA_05
FRACNPLL_PTP_CLK	FRACNPLL PTP Reference Clock	A	PA_15

Table 11. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
HADC0_EOC_DOUT	HADC0 HADC End of Conversion	A	PA_11
HADC0_VIN0	HADC0 Analog Input at Channel 0	Not Muxed	HADC0_VIN0
HADC0_VIN1	HADC0 Analog Input at Channel 1	Not Muxed	HADC0_VIN1
HADC0_VIN2	HADC0 Analog Input at Channel 2	Not Muxed	HADC0_VIN2
HADC0_VIN3	HADC0 Analog Input at Channel 3	Not Muxed	HADC0_VIN3
HADC0_VIN4	HADC0 Analog Input at Channel 4	Not Muxed	HADC0_VIN4
HADC0_VIN5	HADC0 Analog Input at Channel 5	Not Muxed	HADC0_VIN5
HADC0_VIN6	HADC0 Analog Input at Channel 6	Not Muxed	HADC0_VIN6
HADC0_VIN7	HADC0 Analog Input at Channel 7	Not Muxed	HADC0_VIN7
HADC0_VREFN	HADC0 Ground Reference for ADC	Not Muxed	HADC0_VREFN
HADC0_VREFP	HADC0 External Reference for ADC	Not Muxed	HADC0_VREFP
JTG_TCK	JTAG Clock	Not Muxed	JTG_TCK
JTG_TDI	JTAG Serial Data In	Not Muxed	JTG_TDI
JTG_TDO	JTAG Serial Data Out	Not Muxed	JTG_TDO
JTG_TMS	JTAG Mode Select	Not Muxed	JTG_TMS
JTG_TRST	JTAG Reset	Not Muxed	JTG_TRST
LP0_ACK	LP0 Acknowledge	B	PB_04
LP0_CLK	LP0 Clock	B	PB_06
LP0_D0	LP0 Data 0	B	PB_07
LP0_D1	LP0 Data 1	B	PB_08
LP0_D2	LP0 Data 2	B	PB_09
LP0_D3	LP0 Data 3	B	PB_10
LP0_D4	LP0 Data 4	B	PB_11
LP0_D5	LP0 Data 5	B	PB_12
LP0_D6	LP0 Data 6	B	PB_13
LP0_D7	LP0 Data 7	B	PB_14
LP1_ACK	LP1 Acknowledge	B	PB_02
LP1_CLK	LP1 Clock	C	PC_07
LP1_D0	LP1 Data 0	B	PB_15
LP1_D1	LP1 Data 1	C	PC_00
LP1_D2	LP1 Data 2	C	PC_01
LP1_D3	LP1 Data 3	C	PC_02
LP1_D4	LP1 Data 4	C	PC_03
LP1_D5	LP1 Data 5	C	PC_04
LP1_D6	LP1 Data 6	C	PC_05
LP1_D7	LP1 Data 7	C	PC_06
MLB0_CLK	MLB0 Single-Ended Clock	B	PB_02
MLB0_DAT	MLB0 Single-Ended Data	B	PB_00
MLB0_SIG	MLB0 Single-Ended Signal	B	PB_01
PWM0_AH	PWM0 Channel A High Side	A	PA_00
PWM0_AL	PWM0 Channel A Low Side	A	PA_01
PWM0_BH	PWM0 Channel B High Side	A	PA_04
PWM0_BL	PWM0 Channel B Low Side	B	PB_06
PWM0_CH	PWM0 Channel C High Side	B	PB_10
PWM0_CL	PWM0 Channel C Low Side	B	PB_11
PWM0_DH	PWM0 Channel D High Side	B	PB_12
PWM0_DL	PWM0 Channel D Low Side	B	PB_14
PWM0_SYNC	PWM0 PWMTMR Grouped	C	PC_04

Table 11. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
PWM0_TRIP0	PWM0 Shutdown Input 0	C	PC_06
SPI0_CLK	SPI0 Clock	E	PE_12
SPI0_MISO	SPI0 Master In, Slave Out	E	PE_13
SPI0_MOSI	SPI0 Master Out, Slave In	A	PA_08
SPI0_RDY	SPI0 Ready	B	PB_11
$\overline{\text{SPI0_SEL1}}$	SPI0 Slave Select Output 1	A	PA_09
$\overline{\text{SPI0_SEL2}}$	SPI0 Slave Select Output 2	B	PB_05
$\overline{\text{SPI0_SEL3}}$	SPI0 Slave Select Output 3	C	PC_13
$\overline{\text{SPI0_SEL4}}$	SPI0 Slave Select Output 4	D	PD_13
$\overline{\text{SPI0_SS}}$	SPI0 Slave Select Input	A	PA_09
SPI1_CLK	SPI1 Clock	A	PA_10
SPI1_D2	SPI1 Data 2	A	PA_14
SPI1_D3	SPI1 Data 3	A	PA_15
SPI1_MISO	SPI1 Master In, Slave Out	A	PA_11
SPI1_MOSI	SPI1 Master Out, Slave In	A	PA_12
SPI1_RDY	SPI1 Ready	B	PB_04
$\overline{\text{SPI1_SEL1}}$	SPI1 Slave Select Output 1	A	PA_13
$\overline{\text{SPI1_SEL2}}$	SPI1 Slave Select Output 2	B	PB_10
$\overline{\text{SPI1_SEL3}}$	SPI1 Slave Select Output 3	B	PB_13
$\overline{\text{SPI1_SEL4}}$	SPI1 Slave Select Output 4	C	PC_00
$\overline{\text{SPI1_SEL5}}$	SPI1 Slave Select Output 5	B	PB_06
$\overline{\text{SPI1_SEL6}}$	SPI1 Slave Select Output 6	C	PC_02
$\overline{\text{SPI1_SEL7}}$	SPI1 Slave Select Output 7	B	PB_08
$\overline{\text{SPI1_SS}}$	SPI1 Slave Select Input	A	PA_13
SPI2_CLK	SPI2 Clock	E	PE_11
SPI2_D2	SPI2 Data 2	A	PA_02
SPI2_D3	SPI2 Data 3	A	PA_03
SPI2_MISO	SPI2 Master In, Slave Out	A	PA_00
SPI2_MOSI	SPI2 Master Out, Slave In	A	PA_01
SPI2_RDY	SPI2 Ready	B	PB_05
$\overline{\text{SPI2_SEL1}}$	SPI2 Slave Select Output 1	E	PE_02
$\overline{\text{SPI2_SEL2}}$	SPI2 Slave Select Output 2	B	PB_03
$\overline{\text{SPI2_SEL3}}$	SPI2 Slave Select Output 3	B	PB_12
$\overline{\text{SPI2_SEL4}}$	SPI2 Slave Select Output 4	C	PC_01
$\overline{\text{SPI2_SEL5}}$	SPI2 Slave Select Output 5	B	PB_07
$\overline{\text{SPI2_SEL6}}$	SPI2 Slave Select Output 6	C	PC_03
$\overline{\text{SPI2_SEL7}}$	SPI2 Slave Select Output 7	B	PB_09
$\overline{\text{SPI2_SS}}$	SPI2 Slave Select Input	A	PA_05
SYS_BMODE0	Boot Mode Control Pin 0	Not Muxed	SYS_BMODE0
SYS_BMODE1	Boot Mode Control Pin 1	Not Muxed	SYS_BMODE1
SYS_BMODE2	Boot Mode Control Pin 2	Not Muxed	SYS_BMODE2
SYS_CLKIN0	Clock/Crystal Input	Not Muxed	SYS_CLKIN0
SYS_CLKOUT	Processor Clock Output	Not Muxed	SYS_CLKOUT
SYS_FAULT	Active-High Fault Output	C	PC_07
$\overline{\text{SYS_FAULT}}$	Active-Low Fault Output	Not Muxed	$\overline{\text{SYS_FAULT}}$
$\overline{\text{SYS_HWRST}}$	Processor Hardware Reset Control	Not Muxed	$\overline{\text{SYS_HWRST}}$
$\overline{\text{SYS_RESETOUT}}$	Reset Output	Not Muxed	$\overline{\text{SYS_RESETOUT}}$
SYS_XTAL0	Crystal Output 0	Not Muxed	SYS_XTAL0

Table 11. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
TM0_ACIO0	TIMER0 Alternate Capture Input 0	A	PA_07
TM0_ACIO1	TIMER0 Alternate Capture Input 1	E	PE_01
TM0_ACIO2	TIMER0 Alternate Capture Input 2	B	PB_11
TM0_ACIO3	TIMER0 Alternate Capture Input 3	E	PE_05
TM0_ACIO4	TIMER0 Alternate Capture 4	A	PA_11
TM0_ACLK01	TIMER0 Alternate Clock 1	A	PA_06
TM0_ACLK02	TIMER0 Alternate Clock 2	A	PA_08
TM0_ACLK03	TIMER0 Alternate Clock 3	A	PA_02
TM0_ACLK04	TIMER0 Alternate Clock 4	B	PB_02
TM0_CLK	TIMER0 Clock	B	PB_01
TM0_TMR00	TIMER0 Timer 0	A	PA_10
TM0_TMR01	TIMER0 Timer 1	A	PA_12
TM0_TMR02	TIMER0 Timer 2	A	PA_13
TM0_TMR03	TIMER0 Timer 3	B	PB_03
TM0_TMR04	TIMER0 Timer 4	B	PB_04
TM0_TMR05	TIMER0 Timer 5	B	PB_05
TM0_TMR06	TIMER0 Timer 6	B	PB_08
TM0_TMR07	TIMER0 Timer 7	B	PB_09
TM0_TMR08	TIMER0 Timer 8	C	PC_05
TM0_TMR09	TIMER0 Timer 9	C	PC_07
TRACE0_CLK	TRACE0 Trace Clock	B	PB_06
TRACE0_D0	TRACE0 Trace Data 0	B	PB_07
TRACE0_D1	TRACE0 Trace Data 1	B	PB_08
TRACE0_D2	TRACE0 Trace Data 2	B	PB_09
TRACE0_D3	TRACE0 Trace Data 3	B	PB_10
TRACE0_D4	TRACE0 Trace Data 4	C	PC_00
TRACE0_D5	TRACE0 Trace Data 5	C	PC_01
TRACE0_D6	TRACE0 Trace Data 6	C	PC_02
TRACE0_D7	TRACE0 Trace Data 7	C	PC_03
TWI0_SCL	TWI0 Serial Clock	A	PA_10
TWI0_SDA	TWI0 Serial Data	E	PE_10
TWI1_SCL	TWI1 Serial Clock	B	PB_00
TWI1_SDA	TWI1 Serial Data	B	PB_01
TWI2_SCL	TWI2 Serial Clock	A	PA_14
TWI2_SDA	TWI2 Serial Data	A	PA_15
TWI3_SCL	TWI3 Serial Clock	A	PA_02
TWI3_SDA	TWI3 Serial Data	A	PA_03
TWI4_SCL	TWI4 Serial Clock	C	PC_00
TWI4_SDA	TWI4 Serial Data	C	PC_01
TWI5_SCL	TWI5 Serial Clock	C	PC_02
TWI5_SDA	TWI5 Serial Data	C	PC_03
UART0_CTS	UART0 Clear to Send	A	PA_09
UART0_RTS	UART0 Request to Send	A	PA_08
UART0_RX	UART0 Receive	A	PA_07
UART0_TX	UART0 Transmit	A	PA_06
UART1_CTS	UART1 Clear to Send	C	PC_10
UART1_RTS	UART1 Request to Send	B	PB_00
UART1_RX	UART1 Receive	E	PE_01

Table 11. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
UART1_TX	UART1 Transmit	D	PD_15
UART2_CTS	UART2 Clear to Send	B	PB_14
UART2_RTS	UART2 Request to Send	B	PB_13
UART2_RX	UART2 Receive	B	PB_11
UART2_TX	UART2 Transmit	B	PB_12
xSPI_CLK	xSPI Clock	A	PA_04
xSPI_D2	xSPI Data 2	A	PA_02
xSPI_D3	xSPI Data 3	A	PA_03
xSPI_D4	xSPI Data 4	A	PA_06
xSPI_D5	xSPI Data 5	A	PA_07
xSPI_D6	xSPI Data 6	A	PA_08
xSPI_D7	xSPI Data 7	A	PA_09
xSPI_DQS_RWDS	xSPI Data Strobe	B	PB_13
xSPI_MISO	xSPI Master In, Slave Out	A	PA_00
xSPI_MOSI	xSPI Master Out, Slave In	A	PA_01
xSPI_SEL1	xSPI Slave Select Output 1	A	PA_05
xSPI_SEL2	xSPI Slave Select Output 2	C	PC_04
xSPI_SEL3	xSPI Slave Select Output 3	C	PC_11
xSPI_SEL4	xSPI Slave Select Output 4	C	PC_12

¹ Not all signals apply to all models. See [Table 2](#), Processor Features, to determine which signals are applicable.

GPIO MULTIPLEXING FOR 400-BALL HPC BGA PACKAGE

Table 12 through Table 16 identify the pin functions that are multiplexed on the GPIO pins of the 400-ball HPC BGA package for the ADSP-21836/21837/ADSP-SC834/SC835 processors.

Table 12. ADSP-21836/21837/ADSP-SC834/SC835 Signal Multiplexing for Port A¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PA_00	SPI2_MISO	xSPI_MISO	PWM0_AH		
PA_01	SPI2_MOSI	xSPI_MOSI	PWM0_AL		
PA_02	SPI2_D2	xSPI_D2	TWI3_SCL		TM0_ACLK03
PA_03	SPI2_D3	xSPI_D3	TWI3_SDA		
PA_04	SPI2_CLK	xSPI_CLK	PWM0_BH		
PA_05	SPI2_SEL1	xSPI_SEL1	FRACNPLL_FLOCK		SPI2_SS
PA_06	SPIO_CLK	UART0_TX	xSPI_D4		TM0_ACLK01
PA_07	SPIO_MISO	UART0_RX	xSPI_D5		TM0_ACIO0
PA_08	SPIO_MOSI	UART0_RTS	xSPI_D6		TM0_ACLK02
PA_09	SPIO_SEL1	UART0_CTS	xSPI_D7		SPIO_SS
PA_10	TWI0_SCL	SPI1_CLK	TM0_TMR00		
PA_11	TWI0_SDA	SPI1_MISO	HADC0_EOC_OUT		TM0_ACIO4
PA_12	C1_FLG0	SPI1_MOSI	TM0_TMR01		
PA_13	C1_FLG1	SPI1_SEL1	TM0_TMR02		SPI1_SS
PA_14	TWI2_SCL	SPI1_D2	UART1_RX		TM0_ACIO1
PA_15	TWI2_SDA	SPI1_D3	UART1_TX		FRACNPLL_PTP_CLK

¹ Multiplexed functions do not apply to all models. See Table 2, Processor Features, to determine which signals are applicable.

Table 13. ADSP-21836/21837/ADSP-SC834/SC835 Signal Multiplexing for Port B¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PB_00	MLB0_DAT	TWI1_SCL	UART1_RTS		TM0_ACIO3
PB_01	MLB0_SIG	TWI1_SDA	UART1_CTS		TM0_CLK
PB_02	MLB0_CLK	C1_FLG3	LP1_ACK		TM0_ACLK04
PB_03	TM0_TMR03	C1_FLG2	SPI2_SEL2		CNT0_UD
PB_04	TM0_TMR04	SPI1_RDY	LP0_ACK		CNT0_ZM
PB_05	TM0_TMR05	SPI2_RDY	SPIO_SEL2		CNT0_DG
PB_06	LP0_CLK	SPI1_SEL5	PWM0_BL	TRACE0_CLK	
PB_07	LP0_D0	SPI2_SEL5		TRACE0_D0	
PB_08	LP0_D1	SPI1_SEL7	TM0_TMR06	TRACE0_D1	
PB_09	LP0_D2	SPI2_SEL7	TM0_TMR07	TRACE0_D2	
PB_10	LP0_D3	SPI1_SEL2	PWM0_CH	TRACE0_D3	
PB_11	LP0_D4	SPIO_RDY	PWM0_CL	UART2_RX	TM0_ACIO2
PB_12	LP0_D5	SPI2_SEL3	PWM0_DH	UART2_TX	
PB_13	LP0_D6	SPI1_SEL3	xSPI_DQS_RWDS	UART2_RTS	
PB_14	LP0_D7	SPIO_SEL3	PWM0_DL	UART2_CTS	
PB_15	LP1_D0	SPIO_SEL4			

¹ Multiplexed functions do not apply to all models. See Table 2, Processor Features, to determine which signals are applicable.

Table 14. ADSP-21836/21837/ADSP-SC834/SC835 Signal Multiplexing for Port C¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PC_00	LP1_D1	TWI4_SCL	TRACE0_D4	<u>SPI1_SEL4</u>	EMAC0_PTPAUX_MCG_IN2 EMAC0_PTPAUX_MCG_IN1 EMAC0_PTPAUX_MCG_IN3
PC_01	LP1_D2	TWI4_SDA	TRACE0_D5	<u>SPI2_SEL4</u>	
PC_02	LP1_D3	TWI5_SCL	TRACE0_D6	<u>SPI1_SEL6</u>	
PC_03	LP1_D4	TWI5_SDA	TRACE0_D7	<u>SPI2_SEL6</u>	
PC_04	LP1_D5	<u>xSPI_SEL2</u>	PWM0_SYNC	SYS_FAULT	
PC_05	LP1_D6	<u>xSPI_SEL3</u>	TM0_TMR08		
PC_06	LP1_D7	SPI1_RDY	<u>PWM0_TRIP0</u>		
PC_07	LP1_CLK		TM0_TMR09		
PC_08	EMAC0_CRS	<u>xSPI_SEL2</u>			
PC_09	xSPI_DQS_RWDS		<u>UART1_RTS</u>		
PC_10	LP0_ACK		<u>UART1_CTS</u>		
PC_11	EMAC0_RXERR	<u>xSPI_SEL3</u>			
PC_12	EMAC0_COL	<u>xSPI_SEL4</u>			
PC_13	EMAC0_PHY_INT	<u>SPI0_SEL3</u>			
PC_14	LP1_ACK				
PC_15	EMAC0_MDC				

¹ Multiplexed functions do not apply to all models. See Table 2, Processor Features, to determine which signals are applicable.

Table 15. ADSP-21836/21837/ADSP-SC834/SC835 Signal Multiplexing for Port D¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PD_00	EMAC0_MDIO	SPI0_SEL4	UART1_TX		
PD_01	EMAC0_RXD0				
PD_02	EMAC0_RXD1				
PD_03	EMAC0_RXCLK_REFCLK				
PD_04	EMAC0_RXCTL_RXDV				
PD_05	EMAC0_TXD0				
PD_06	EMAC0_TXD1				
PD_07	EMAC0_RXD2				
PD_08	EMAC0_RXD3				
PD_09	EMAC0_TXCTL_TXEN				
PD_10	EMAC0_TXCLK				
PD_11	EMAC0_TXD2				
PD_12	EMAC0_TXD3				
PD_13	EMAC0_PTPCLKINO				
PD_14	EMAC0_PTPAUX_MCG_IN0				
PD_15	EMAC0_PTPPPS1				

¹ Multiplexed functions do not apply to all models. See Table 2, Processor Features, to determine which signals are applicable.

Table 16. ADSP-21836/21837/ADSP-SC834/SC835 Signal Multiplexing for Port E¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PE_00	EMAC0_PTPPPS0				
PE_01	EMAC0_PTPPPS2		UART1_RX		TM0_ACI01
PE_02	EMAC0_PTPPPS3	SPI2_SEL1			SPI2_SS
PE_03	CANFD0_RX				TM0_ACI04
PE_04	CANFD0_TX				
PE_05	CANFD1_RX	SPI2_SEL4			TM0_ACI03
PE_06	CANFD1_TX	SPI2_SEL6			
PE_07	SPI2_MISO				
PE_08	SPI2_MOSI				
PE_09	SPI2_D2	TWI0_SCL			
PE_10	SPI2_D3	TWI0_SDA			
PE_11	SPI2_CLK				
PE_12	SPI0_CLK				
PE_13	SPI0_MISO				
PE_14	SPI0_MOSI				
PE_15	SPI0_SEL1				SPI0_SS

¹ Multiplexed functions do not apply to all models. See Table 2, Processor Features, to determine which signals are applicable.

400-BALL LOW PERIPHERAL COUNT (LPC) BGA SIGNALS

The processor pin definitions are shown in [Table 17](#) for the 400-ball LPC BGA package for the ADSP-21834/21835 processors. The columns in this table provide the following information:

- The signal name column includes the signal name for every pin and the GPIO multiplexed pin function, where applicable.
- The description column provides a descriptive name for each signal.
- The port column shows whether or not a signal is multiplexed with other signals on a GPIO port pin.
- The pin name column identifies the name of the package pin (at power on reset) on which the signal is located (if a single function pin) or is multiplexed (if a GPIO pin).
- The DAI pins and their associated signal routing units (SRUs) connect inputs and outputs of the DAI peripherals (SPORT, ASRC, S/PDIF, and PCG). See the Digital Audio Interface (DAI) chapter of the [ADSP-2183x/ADSP-SC83x SHARC-FX Processor Hardware Reference](#) for complete information on the use of the DAI and SRUs.

Table 17. ADSP-21834/21835 400-Ball LPC BGA Signal Mapping

Signal Name ¹	Description	Port	Pin Name
C1_FLG0	SHARC-FX Core 1 Flag 0	A	PA_12
C1_FLG1	SHARC-FX Core 1 Flag 1	A	PA_13
C1_FLG2	SHARC-FX Core 1 Flag 2	B	PB_03
C1_FLG3	SHARC-FX Core 1 Flag 3	B	PB_02
CNT0_DG	CNT0 Count Down and Gate	B	PB_05
CNT0_UD	CNT0 Count up and Direction	B	PB_03
CNT0_ZM	CNT0 Zero Marker	B	PB_04
DAI0_PIN01	DAI0 Pin 1	Not Muxed	DAI0_PIN01
DAI0_PIN02	DAI0 Pin 2	Not Muxed	DAI0_PIN02
DAI0_PIN03	DAI0 Pin 3	Not Muxed	DAI0_PIN03
DAI0_PIN04	DAI0 Pin 4	Not Muxed	DAI0_PIN04
DAI0_PIN05	DAI0 Pin 5	Not Muxed	DAI0_PIN05
DAI0_PIN06	DAI0 Pin 6	Not Muxed	DAI0_PIN06
DAI0_PIN07	DAI0 Pin 7	Not Muxed	DAI0_PIN07
DAI0_PIN08	DAI0 Pin 8	Not Muxed	DAI0_PIN08
DAI0_PIN09	DAI0 Pin 9	Not Muxed	DAI0_PIN09
DAI0_PIN10	DAI0 Pin 10	Not Muxed	DAI0_PIN10
DAI0_PIN11	DAI0 Pin 11	Not Muxed	DAI0_PIN11
DAI0_PIN12	DAI0 Pin 12	Not Muxed	DAI0_PIN12
DAI0_PIN19	DAI0 Pin 19	Not Muxed	DAI0_PIN19
DAI0_PIN20	DAI0 Pin 20	Not Muxed	DAI0_PIN20
DAI1_PIN01	DAI1 Pin 1	Not Muxed	DAI1_PIN01
DAI1_PIN02	DAI1 Pin 2	Not Muxed	DAI1_PIN02
DAI1_PIN03	DAI1 Pin 3	Not Muxed	DAI1_PIN03
DAI1_PIN04	DAI1 Pin 4	Not Muxed	DAI1_PIN04
DAI1_PIN05	DAI1 Pin 5	Not Muxed	DAI1_PIN05
DAI1_PIN06	DAI1 Pin 6	Not Muxed	DAI1_PIN06
DAI1_PIN07	DAI1 Pin 7	Not Muxed	DAI1_PIN07
DAI1_PIN08	DAI1 Pin 8	Not Muxed	DAI1_PIN08
DAI1_PIN09	DAI1 Pin 9	Not Muxed	DAI1_PIN09
DAI1_PIN10	DAI1 Pin 10	Not Muxed	DAI1_PIN10
DAI1_PIN11	DAI1 Pin 11	Not Muxed	DAI1_PIN11
DAI1_PIN12	DAI1 Pin 12	Not Muxed	DAI1_PIN12
DAI1_PIN19	DAI1 Pin 19	Not Muxed	DAI1_PIN19
DAI1_PIN20	DAI1 Pin 20	Not Muxed	DAI1_PIN20
DMC0_A00	DMC0 Address 0	Not Muxed	DMC0_A00

Table 17. ADSP-21834/21835 400-Ball LPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
DMC0_A01	DMC0 Address 1	Not Muxed	DMC0_A01
DMC0_A02	DMC0 Address 2	Not Muxed	DMC0_A02
DMC0_A03	DMC0 Address 3	Not Muxed	DMC0_A03
DMC0_A04	DMC0 Address 4	Not Muxed	DMC0_A04
DMC0_A05	DMC0 Address 5	Not Muxed	DMC0_A05
DMC0_A06	DMC0 Address 6	Not Muxed	DMC0_A06
DMC0_A07	DMC0 Address 7	Not Muxed	DMC0_A07
DMC0_A08	DMC0 Address 8	Not Muxed	DMC0_A08
DMC0_A09	DMC0 Address 9	Not Muxed	DMC0_A09
DMC0_A10	DMC0 Address 10	Not Muxed	DMC0_A10
DMC0_A11	DMC0 Address 11	Not Muxed	DMC0_A11
DMC0_A12	DMC0 Address 12	Not Muxed	DMC0_A12
DMC0_A13	DMC0 Address 13	Not Muxed	DMC0_A13
DMC0_A14	DMC0 Address 14	Not Muxed	DMC0_A14
DMC0_A15	DMC0 Address 15	Not Muxed	DMC0_A15
DMC0_BA0	DMC0 Bank Address Input 0	Not Muxed	DMC0_BA0
DMC0_BA1	DMC0 Bank Address Input 1	Not Muxed	DMC0_BA1
DMC0_BA2	DMC0 Bank Address Input 2	Not Muxed	DMC0_BA2
DMC0_CAS	DMC0 Column Address Strobe	Not Muxed	DMC0_CAS
DMC0_CK	DMC0 Clock	Not Muxed	DMC0_CK
DMC0_CKE	DMC0 Clock Enable	Not Muxed	DMC0_CKE
DMC0_CS0	DMC0 Chip Select 0	Not Muxed	DMC0_CS0
DMC0_DQ00	DMC0 Data 0	Not Muxed	DMC0_DQ00
DMC0_DQ01	DMC0 Data 1	Not Muxed	DMC0_DQ01
DMC0_DQ02	DMC0 Data 2	Not Muxed	DMC0_DQ02
DMC0_DQ03	DMC0 Data 3	Not Muxed	DMC0_DQ03
DMC0_DQ04	DMC0 Data 4	Not Muxed	DMC0_DQ04
DMC0_DQ05	DMC0 Data 5	Not Muxed	DMC0_DQ05
DMC0_DQ06	DMC0 Data 6	Not Muxed	DMC0_DQ06
DMC0_DQ07	DMC0 Data 7	Not Muxed	DMC0_DQ07
DMC0_DQ08	DMC0 Data 8	Not Muxed	DMC0_DQ08
DMC0_DQ09	DMC0 Data 9	Not Muxed	DMC0_DQ09
DMC0_DQ10	DMC0 Data 10	Not Muxed	DMC0_DQ10
DMC0_DQ11	DMC0 Data 11	Not Muxed	DMC0_DQ11
DMC0_DQ12	DMC0 Data 12	Not Muxed	DMC0_DQ12
DMC0_DQ13	DMC0 Data 13	Not Muxed	DMC0_DQ13
DMC0_DQ14	DMC0 Data 14	Not Muxed	DMC0_DQ14
DMC0_DQ15	DMC0 Data 15	Not Muxed	DMC0_DQ15
DMC0_LDM	DMC0 Data Mask for Lower Byte	Not Muxed	DMC0_LDM
DMC0_LDQS	DMC0 Data Strobe for Lower Byte	Not Muxed	DMC0_LDQS
DMC0_ODT	DMC0 On-Die Termination	Not Muxed	DMC0_ODT
DMC0_RAS	DMC0 Row Address Strobe	Not Muxed	DMC0_RAS
DMC0_RESET	DMC0 Reset	Not Muxed	DMC0_RESET
DMC0_RZQ	DMC0 External Calibration Resistor Connection	Not Muxed	DMC0_RZQ
DMC0_UDM	DMC0 Data Mask for Upper Byte	Not Muxed	DMC0_UDM
DMC0_UDQS	DMC0 Data Strobe for Upper Byte	Not Muxed	DMC0_UDQS
DMC0_VREF0	DMC0 Voltage Reference	Not Muxed	DMC0_VREF0
DMC0_VREF1	DMC0 Voltage Reference	Not Muxed	DMC0_VREF1

Table 17. ADSP-21834/21835 400-Ball LPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
DMC0_WE	DMC0 Write Enable	Not Muxed	DMC0_WE
FRACNPLL_FLOCK	FRACNPLL Lock	A	PA_05
FRACNPLL_PTP_CLK	FRACNPLL PTP Reference Clock	A	PA_15
HADC0_EOC_DOUT	HADC0 HADC End of Conversion	A	PA_11
HADC0_VIN0	HADC0 Analog Input at Channel 0	Not Muxed	HADC0_VIN0
HADC0_VIN1	HADC0 Analog Input at Channel 1	Not Muxed	HADC0_VIN1
HADC0_VIN2	HADC0 Analog Input at Channel 2	Not Muxed	HADC0_VIN2
HADC0_VIN3	HADC0 Analog Input at Channel 3	Not Muxed	HADC0_VIN3
HADC0_VREFN	HADC0 Ground Reference for ADC	Not Muxed	HADC0_VREFN
HADC0_VREFP	HADC0 External Reference for ADC	Not Muxed	HADC0_VREFP
JTG_TCK	JTAG Clock	Not Muxed	JTG_TCK
JTG_TDI	JTAG Serial Data In	Not Muxed	JTG_TDI
JTG_TDO	JTAG Serial Data Out	Not Muxed	JTG_TDO
JTG_TMS	JTAG Mode Select	Not Muxed	JTG_TMS
JTG_TRST	JTAG Reset	Not Muxed	JTG_TRST
LP0_ACK	LP0 Acknowledge	B	PB_04
LP0_CLK	LP0 Clock	B	PB_06
LP0_D0	LP0 Data 0	B	PB_07
LP0_D1	LP0 Data 1	B	PB_08
LP0_D2	LP0 Data 2	B	PB_09
LP0_D3	LP0 Data 3	B	PB_10
LP0_D4	LP0 Data 4	B	PB_11
LP0_D5	LP0 Data 5	B	PB_12
LP0_D6	LP0 Data 6	B	PB_13
LP0_D7	LP0 Data 7	B	PB_14
LP1_ACK	LP1 Acknowledge	B	PB_02
LP1_CLK	LP1 Clock	C	PC_07
LP1_D0	LP1 Data 0	B	PB_15
LP1_D1	LP1 Data 1	C	PC_00
LP1_D2	LP1 Data 2	C	PC_01
LP1_D3	LP1 Data 3	C	PC_02
LP1_D4	LP1 Data 4	C	PC_03
LP1_D5	LP1 Data 5	C	PC_04
LP1_D6	LP1 Data 6	C	PC_05
LP1_D7	LP1 Data 7	C	PC_06
MLB0_CLK	MLB0 Single-Ended Clock	B	PB_02
MLB0_DAT	MLB0 Single-Ended Data	B	PB_00
MLB0_SIG	MLB0 Single-Ended Signal	B	PB_01
PWM0_AH	PWM0 Channel A High Side	A	PA_00
PWM0_AL	PWM0 Channel A Low Side	A	PA_01
PWM0_BH	PWM0 Channel B High Side	A	PA_04
PWM0_BL	PWM0 Channel B Low Side	B	PB_06
PWM0_CH	PWM0 Channel C High Side	B	PB_10
PWM0_CL	PWM0 Channel C Low Side	B	PB_11
PWM0_DH	PWM0 Channel D High Side	B	PB_12
PWM0_DL	PWM0 Channel D Low Side	B	PB_14
PWM0_SYNC	PWM0 PWMTMR Grouped	C	PC_04
PWM0_TRIPO	PWM0 Shutdown Input 0	C	PC_06

Table 17. ADSP-21834/21835 400-Ball LPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
SPI0_CLK	SPI0 Clock	A	PA_06
SPI0_MISO	SPI0 Master In, Slave Out	A	PA_07
SPI0_MOSI	SPI0 Master Out, Slave In	A	PA_08
SPI0_RDY	SPI0 Ready	B	PB_11
SPI0_SEL1	SPI0 Slave Select Output 1	A	PA_09
SPI0_SEL2	SPI0 Slave Select Output 2	B	PB_05
SPI0_SEL3	SPI0 Slave Select Output 3	B	PB_14
SPI0_SEL4	SPI0 Slave Select Output 4	B	PB_15
SPI0_SS	SPI0 Slave Select	A	PA_09
SPI1_CLK	SPI1 Clock	A	PA_10
SPI1_D2	SPI1 Data 2	A	PA_14
SPI1_D3	SPI1 Data 3	A	PA_15
SPI1_MISO	SPI1 Master In, Slave Out	A	PA_11
SPI1_MOSI	SPI1 Master Out, Slave In	A	PA_12
SPI1_RDY	SPI1 Ready	C	PC_06
SPI1_SEL1	SPI1 Slave Select Output 1	A	PA_13
SPI1_SEL2	SPI1 Slave Select Output 2	B	PB_10
SPI1_SEL3	SPI1 Slave Select Output 3	B	PB_13
SPI1_SEL4	SPI1 Slave Select Output 4	C	PC_00
SPI1_SEL5	SPI1 Slave Select Output 5	B	PB_06
SPI1_SEL6	SPI1 Slave Select Output 6	C	PC_02
SPI1_SEL7	SPI1 Slave Select Output 7	B	PB_08
SPI1_SS	SPI1 Slave Select Input	A	PA_13
SPI2_CLK	SPI2 Clock	A	PA_04
SPI2_D2	SPI2 Data 2	A	PA_02
SPI2_D3	SPI2 Data 3	A	PA_03
SPI2_MISO	SPI2 Master In, Slave Out	A	PA_00
SPI2_MOSI	SPI2 Master Out, Slave In	A	PA_01
SPI2_RDY	SPI2 Ready	B	PB_05
SPI2_SEL1	SPI2 Slave Select Output 1	A	PA_05
SPI2_SEL2	SPI2 Slave Select Output 2	B	PB_03
SPI2_SEL3	SPI2 Slave Select Output 3	B	PB_12
SPI2_SEL4	SPI2 Slave Select Output 4	C	PC_01
SPI2_SEL5	SPI2 Slave Select Output 5	B	PB_07
SPI2_SEL6	SPI2 Slave Select Output 6	C	PC_03
SPI2_SEL7	SPI2 Slave Select Output 7	B	PB_09
SPI2_SS	SPI2 Slave Select Input	A	PA_05
SYS_BMODE0	Boot Mode Control Pin 0	Not Muxed	SYS_BMODE0
SYS_BMODE1	Boot Mode Control Pin 1	Not Muxed	SYS_BMODE1
SYS_BMODE2	Boot Mode Control Pin 2	Not Muxed	SYS_BMODE2
SYS_CLKIN0	Clock/Crystal Input	Not Muxed	SYS_CLKIN0
SYS_CLKOUT	Processor Clock Output	Not Muxed	SYS_CLKOUT
SYS_FAULT	Active-High Fault Output	C	PC_07
SYS_FAULT	Active-Low Fault Output	Not Muxed	SYS_FAULT
SYS_HWRST	Processor Hardware Reset Control	Not Muxed	SYS_HWRST
SYS_RESETOUT	Reset Output	Not Muxed	SYS_RESETOUT
SYS_XTAL0	Crystal Output 0	Not Muxed	SYS_XTAL0
TM0_ACIO0	TIMER0 Alternate Capture Input 0	A	PA_07

Table 17. ADSP-21834/21835 400-Ball LPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
TM0_ACIO1	TIMER0 Alternate Capture Input 1	A	PA_14
TM0_ACIO2	TIMER0 Alternate Capture Input 2	B	PB_11
TM0_ACIO3	TIMER0 Alternate Capture Input 3	B	PB_00
TM0_ACIO4	TIMER0 Alternate Capture Input 4	A	PA_11
TM0_ACLK01	TIMER0 Alternate Clock 1	A	PA_06
TM0_ACLK02	TIMER0 Alternate Clock 2	A	PA_08
TM0_ACLK03	TIMER0 Alternate Clock 3	A	PA_02
TM0_ACLK04	TIMER0 Alternate Clock 4	B	PB_02
TM0_CLK	TIMER0 Clock	B	PB_01
TM0_TMR00	TIMER0 Timer 0	A	PA_10
TM0_TMR01	TIMER0 Timer 1	A	PA_12
TM0_TMR02	TIMER0 Timer 2	A	PA_13
TM0_TMR03	TIMER0 Timer 3	B	PB_03
TM0_TMR04	TIMER0 Timer 4	B	PB_04
TM0_TMR05	TIMER0 Timer 5	B	PB_05
TM0_TMR06	TIMER0 Timer 6	B	PB_08
TM0_TMR07	TIMER0 Timer 7	B	PB_09
TM0_TMR08	TIMER0 Timer 8	C	PC_05
TM0_TMR09	TIMER0 Timer 9	C	PC_07
TRACE0_CLK	TRACE0 Trace Clock	B	PB_06
TRACE0_D0	TRACE0 Trace Data 0	B	PB_07
TRACE0_D1	TRACE0 Trace Data 1	B	PB_08
TRACE0_D2	TRACE0 Trace Data 2	B	PB_09
TRACE0_D3	TRACE0 Trace Data 3	B	PB_10
TRACE0_D4	TRACE0 Trace Data 4	C	PC_00
TRACE0_D5	TRACE0 Trace Data 5	C	PC_01
TRACE0_D6	TRACE0 Trace Data 6	C	PC_02
TRACE0_D7	TRACE0 Trace Data 7	C	PC_03
TWI0_SCL	TWI0 Serial Clock	A	PA_10
TWI0_SDA	TWI0 Serial Data	A	PA_11
TWI1_SCL	TWI1 Serial Clock	B	PB_00
TWI1_SDA	TWI1 Serial Data	B	PB_01
TWI2_SCL	TWI2 Serial Clock	A	PA_14
TWI2_SDA	TWI2 Serial Data	A	PA_15
TWI3_SCL	TWI3 Serial Clock	A	PA_02
TWI3_SDA	TWI3 Serial Data	A	PA_03
TWI4_SCL	TWI4 Serial Clock	C	PC_00
TWI4_SDA	TWI4 Serial Data	C	PC_01
TWI5_SCL	TWI5 Serial Clock	C	PC_02
TWI5_SDA	TWI5 Serial Data	C	PC_03
UART0_CTS	UART0 Clear to Send	A	PA_09
UART0_RTS	UART0 Request to Send	A	PA_08
UART0_RX	UART0 Receive	A	PA_07
UART0_TX	UART0 Transmit	A	PA_06
UART1_CTS	UART1 Clear to Send	B	PB_01
UART1_RTS	UART1 Request to Send	B	PB_00
UART1_RX	UART1 Receive	A	PA_14
UART1_TX	UART1 Transmit	A	PA_15

Table 17. ADSP-21834/21835 400-Ball LPC BGA Signal Mapping (Continued)

Signal Name ¹	Description	Port	Pin Name
UART2_CTS	UART2 Clear to Send	B	PB_14
UART2_RTS	UART2 Request to Send	B	PB_13
UART2_RX	UART2 Receive	B	PB_11
UART2_TX	UART2 Transmit	B	PB_12
xSPI_CLK	xSPI Clock	A	PA_04
xSPI_D2	xSPI Data 2	A	PA_02
xSPI_D3	xSPI Data 3	A	PA_03
xSPI_D4	xSPI Data 4	A	PA_06
xSPI_D5	xSPI Data 5	A	PA_07
xSPI_D6	xSPI Data 6	A	PA_08
xSPI_D7	xSPI Data 7	A	PA_09
xSPI_DQS_RWDS	xSPI Data Strobe	B	PB_13
xSPI_MISO	xSPI Master In, Slave Out	A	PA_00
xSPI_MOSI	xSPI Master Out, Slave In	A	PA_01
xSPI_SEL1	xSPI Slave Select Output 1	A	PA_05
xSPI_SEL2	xSPI Slave Select Output 2	C	PC_04
xSPI_SEL3	xSPI Slave Select Output 3	C	PC_05

¹Not all signals apply to all models. See [Table 2](#), Processor Features, to determine which signals are applicable.

GPIO MULTIPLEXING FOR 400-BALL LPC BGA PACKAGE

Table 18 through Table 20 identify the pin functions that are multiplexed on the GPIO pins of the 400-ball LPC BGA package for the ADSP-21834/21835 processors.

This GPIO multiplexing scheme is identical to that of the ADSP-21566, ADSP-21567, ADSP-21569, and ADSP-21593 processors.

Table 18. ADSP-21834/21835 Signal Multiplexing for Port A¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PA_00	SPI2_MISO	xSPI_MISO	PWM0_AH		
PA_01	SPI2_MOSI	xSPI_MOSI	PWM0_AL		
PA_02	SPI2_D2	xSPI_D2	TWI3_SCL		TM0_ACLK03
PA_03	SPI2_D3	xSPI_D3	TWI3_SDA		
PA_04	SPI2_CLK	xSPI_CLK	PWM0_BH		
PA_05	SPI2_SEL1	xSPI_SEL1	FRACNPLL_FLOCK		SPI2_SS
PA_06	SPI0_CLK	UART0_TX	xSPI_D4		TM0_ACLK01
PA_07	SPI0_MISO	UART0_RX	xSPI_D5		TM0_ACIO0
PA_08	SPI0_MOSI	UART0_RTS	xSPI_D6		TM0_ACLK02
PA_09	SPI0_SEL1	UART0_CTS	xSPI_D7		SPI0_SS
PA_10	TWI0_SCL	SPI1_CLK	TM0_TMR00		
PA_11	TWI0_SDA	SPI1_MISO	HADC0_EOC_OUT		TM0_ACIO4
PA_12	C1_FLG0	SPI1_MOSI	TM0_TMR01		
PA_13	C1_FLG1	SPI1_SEL1	TM0_TMR02		SPI1_SS
PA_14	TWI2_SCL	SPI1_D2	UART1_RX		TM0_ACIO1
PA_15	TWI2_SDA	SPI1_D3	UART1_TX		FRACNPLL_PTP_CLK

¹ Multiplexed functions do not apply to all models. See Table 2, Processor Features, to determine which signals are applicable.

Table 19. ADSP-21834/21835 Signal Multiplexing for Port B¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PB_00	MLB0_DAT	TWI1_SCL	UART1_RTS		TM0_ACIO3
PB_01	MLB0_SIG	TWI1_SDA	UART1_CTS		TM0_CLK
PB_02	MLB0_CLK	C1_FLG3	LP1_ACK		TM0_ACLK04
PB_03	TM0_TMR03	C1_FLG2	SPI2_SEL2		CNT0_UD
PB_04	TM0_TMR04	SPI1_RDY	LP0_ACK		CNT0_ZM
PB_05	TM0_TMR05	SPI2_RDY	SPI0_SEL2		CNT0_DG
PB_06	LP0_CLK	SPI1_SEL5	PWM0_BL	TRACE0_CLK	
PB_07	LP0_D0	SPI2_SEL5		TRACE0_D0	
PB_08	LP0_D1	SPI1_SEL7	TM0_TMR06	TRACE0_D1	
PB_09	LP0_D2	SPI2_SEL7	TM0_TMR07	TRACE0_D2	
PB_10	LP0_D3	SPI1_SEL2	PWM0_CH	TRACE0_D3	
PB_11	LP0_D4	SPI0_RDY	PWM0_CL	UART2_RX	TM0_ACIO2
PB_12	LP0_D5	SPI2_SEL3	PWM0_DH	UART2_TX	
PB_13	LP0_D6	SPI1_SEL3	xSPI_DQS_RWDS	UART2_RTS	
PB_14	LP0_D7	SPI0_SEL3	PWM0_DL	UART2_CTS	
PB_15	LP1_D0	SPI0_SEL4			

¹ Multiplexed functions do not apply to all models. See Table 2, Processor Features, to determine which signals are applicable.

Table 20. ADSP-21834/21835 Signal Multiplexing for Port C¹

Signal Name	Multiplexed Function 0	Multiplexed Function 1	Multiplexed Function 2	Multiplexed Function 3	Multiplexed Function Input Tap
PC_00	LP1_D1	TWI4_SCL	TRACE0_D4	SPI1_SEL4	
PC_01	LP1_D2	TWI4_SDA	TRACE0_D5	SPI2_SEL4	
PC_02	LP1_D3	TWI5_SCL	TRACE0_D6	SPI1_SEL6	
PC_03	LP1_D4	TWI5_SDA	TRACE0_D7	SPI2_SEL6	
PC_04	LP1_D5	xSPI_SEL2	PWM0_SYNC		
PC_05	LP1_D6	xSPI_SEL3	TM0_TMR08		
PC_06	LP1_D7	SPI1_RDY	PWM0_TRIP0		
PC_07	LP1_CLK		TM0_TMR09	SYS_FAULT	

¹ Multiplexed functions do not apply to all models. See [Table 2](#), Processor Features, to determine which signals are applicable.

[Table 21](#) shows the internal timer signal routing. This table applies to both the 400-ball HPC and 400-ball LPC BGA packages.

Table 21. ADSP-2183x/ADSP-SC83x Internal Timer Signal Routing

Timer Input Signal	Internal Source
TM0_ACLK0	SYS_CLKIN0
TM0_AC15	DAI0_PB04
TM0_ACLK5	DAI0_PB03
TM0_AC16	DAI1_PB04
TM0_ACLK6	DAI1_PB03
TM0_AC17	CNT0_TO
TM0_ACLK7	SYS_CLKIN0
TM0_AC18	DAI0_PB06
TM0_ACLK8	DAI0_PB05
TM0_AC19	DAI1_PB06
TM0_ACLK9	DAI1_PB05
TM0_AC114	DAI0 Group C
TM0_AC115	DAI1 Group C

ADSP-2183x/ADSP-SC583x DESIGNER QUICK REFERENCE

Table 22 provides a quick reference summary of pin related information for circuit board design. The columns in this table provide the following information:

- The signal name column includes the signal name for every pin and the GPIO multiplexed pin function, where applicable.
- The type column identifies the I/O type or supply type of the pin. The abbreviations used in this column are analog (a), supply (s), ground (g) and Input, Output, and InOut.
- The driver type column identifies the driver type used by the corresponding pin. The driver types are defined in the [Output Drive Currents \(TBD\)](#) section of this data sheet.
- The internal termination column specifies the termination present after the processor is powered up (both during reset and after reset).
- The reset termination column specifies the termination present when the processor is in the reset state.
- The reset drive column specifies the active drive on the signal when the processor is in the reset state.
- The power domain column specifies the power supply domain in which the signal resides.
- The description and notes column identifies any special requirements or characteristics for a signal. These recommendations apply whether or not the hardware block associated with the signal is featured on the product. If no special requirements are listed, the signal can be left unconnected if it is not used. For multiplexed GPIO pins, this column identifies the functions available on the pin.

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
AGND	g		None	None	None		Desc: Analog ground Notes: No notes
DAI0_PIN01	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 1 Notes: See note ²
DAI0_PIN02	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 2 Notes: See note ²
DAI0_PIN03	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 3 Notes: See note ²
DAI0_PIN04	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 4 Notes: See note ²
DAI0_PIN05	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 5 Notes: See note ²
DAI0_PIN06	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 6 Notes: See note ²
DAI0_PIN07	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 7 Notes: See note ²
DAI0_PIN08	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 8 Notes: See note ²
DAI0_PIN09	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 9 Notes: See note ²
DAI0_PIN10	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 10 Notes: See note ²
DAI0_PIN11	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 11 Notes: See note ²
DAI0_PIN12	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 12 Notes: See note ²
DAI0_PIN19	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 19 Notes: See note ²
DAI0_PIN20	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI0 Pin 20 Notes: See note ²

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
DAI1_PIN01	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 1 Notes: See note ²
DAI1_PIN02	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 2 Notes: See note ²
DAI1_PIN03	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 3 Notes: See note ²
DAI1_PIN04	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 4 Notes: See note ²
DAI1_PIN05	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 5 Notes: See note ²
DAI1_PIN06	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 6 Notes: See note ²
DAI1_PIN07	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 7 Notes: See note ²
DAI1_PIN08	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 8 Notes: See note ²
DAI1_PIN09	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 9 Notes: See note ²
DAI1_PIN10	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 10 Notes: See note ²
DAI1_PIN11	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 11 Notes: See note ²
DAI1_PIN12	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 12 Notes: See note ²
DAI1_PIN19	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 19 Notes: See note ²
DAI1_PIN20	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: DAI1 Pin 20 Notes: See note ²
DMC0_A00	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 0 Notes: No notes
DMC0_A01	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 1 Notes: No notes
DMC0_A02	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 2 Notes: No notes
DMC0_A03	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 3 Notes: No notes
DMC0_A04	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 4 Notes: No notes
DMC0_A05	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 5 Notes: No notes
DMC0_A06	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 6 Notes: No notes
DMC0_A07	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 7 Notes: No notes
DMC0_A08	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 8 Notes: No notes
DMC0_A09	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 9 Notes: No notes

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
DMC0_A10	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 10 Notes: No notes
DMC0_A11	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 11 Notes: No notes
DMC0_A12	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 12 Notes: No notes
DMC0_A13	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 13 Notes: No notes
DMC0_A14	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 14 Notes: No notes
DMC0_A15	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Address 15 Notes: No notes
DMC0_BA0	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Bank Address Input 0 Notes: No notes
DMC0_BA1	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Bank Address Input 1 Notes: No notes
DMC0_BA2	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Bank Address Input 2 Notes: No notes
$\overline{\text{DMC0_CAS}}$	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Column Address Strobe Notes: No notes
DMC0_CK	Output	C	None	None	L	VDD_DMC	Desc: DMC0 Clock Notes: No notes
$\overline{\text{DMC0_CK}}$	Output	C	None	None	L	VDD_DMC	Desc: DMC0 Clock (Complement) Notes: No notes
DMC0_CKE	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Clock Enable Notes: No notes
$\overline{\text{DMC0_CS0}}$	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Chip Select 0 Notes: No notes
DMC0_DQ00	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 0 Notes: No notes
DMC0_DQ01	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 1 Notes: No notes
DMC0_DQ02	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 2 Notes: No notes
DMC0_DQ03	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 3 Notes: No notes
DMC0_DQ04	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 4 Notes: No notes
DMC0_DQ05	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 5 Notes: No notes

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
DMC0_DQ06	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 6 Notes: No notes
DMC0_DQ07	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 7 Notes: No notes
DMC0_DQ08	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 8 Notes: No notes
DMC0_DQ09	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 9 Notes: No notes
DMC0_DQ10	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 10 Notes: No notes
DMC0_DQ11	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 11 Notes: No notes
DMC0_DQ12	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 12 Notes: No notes
DMC0_DQ13	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 13 Notes: No notes
DMC0_DQ14	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 14 Notes: No notes
DMC0_DQ15	InOut	B	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data 15 Notes: No notes
DMC0_LDM	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Data Mask for Lower Byte Notes: No notes
DMC0_LDQS	InOut	C	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data Strobe for Lower Byte Notes: No notes
$\overline{\text{DMC0_LDQS}}$	InOut	C	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data Strobe for Lower Byte (Complement) Notes: No notes
DMC0_ODT	Output	B	None	None	L	VDD_DMC	Desc: DMC0 On-Die Termination Notes: No notes
$\overline{\text{DMC0_RAS}}$	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Row Address Strobe Notes: No notes
$\overline{\text{DMC0_RESET}}$	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Reset Notes: No notes
DMC0_RZQ	a	B	None	None	None	VDD_DMC	Desc: DMC0 External Calibration Resistor Connection Notes: 34 Ω external pull-down must be added

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
DMC0_UDM	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Data Mask for Upper Byte Notes: No notes
DMC0_UDQS	InOut	C	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data Strobe for Upper Byte Notes: No notes
$\overline{\text{DMC0_UDQS}}$	InOut	C	Internal logic ensures that input signal does not float	None	None	VDD_DMC	Desc: DMC0 Data Strobe for Upper Byte (Complement) Notes: No notes
DMC0_VREF0	a		None	None	None	VDD_DMC	Desc: DMC0 Voltage Reference Notes: No notes
DMC0_VREF1	a		None	None	None	VDD_DMC	Desc: DMC0 Voltage Reference Notes: No notes
$\overline{\text{DMC0_WE}}$	Output	B	None	None	L	VDD_DMC	Desc: DMC0 Write Enable Notes: No notes
FPLLANA_VDDHV	s		None	None	None		Desc: Analog VDD for Frac-N PLL Notes: VDD_REF can be used to source FPLLANA_VDDHV. For lower noise on FPLLANA_VDDHV, filtering on VDD_REF is recommended before connecting to FPLLANA_VDDHV.
GND	g		None	None	None		Desc: Ground Notes: No notes
HADC0_VIN0	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 0 Notes: Connect to GND if HADC and TMU are not used
HADC0_VIN1	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 1 Notes: Connect to GND if HADC and TMU are not used
HADC0_VIN2	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 2 Notes: Connect to GND if HADC and TMU are not used
HADC0_VIN3	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 3 Notes: Connect to GND if HADC and TMU are not used
HADC0_VIN4	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 4 Notes: Connect to GND if HADC and TMU are not used
HADC0_VIN5	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 5 Notes: Connect to GND if HADC and TMU are not used
HADC0_VIN6	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 6 Notes: Connect to GND if HADC and TMU are not used
HADC0_VIN7	a	NA	None	None	None	VDD_ANA	Desc: HADC0 Analog Input 7 Notes: Connect to GND if HADC and TMU are not used
HADC0_VREFN	s	NA	None	None	None	VDD_ANA	Desc: HADC0 Ground Reference for ADC Notes: Connect to GND if HADC and TMU are not used

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
HADC0_VREFP	s	NA	None	None	None	VDD_ANA	Desc: HADC0 External Reference for ADC Notes: Connect to VDD_REF if HADC and TMU are not used
JTG_TCK	Input		Pull-up	Pull-up	None	VDD_EXT	Desc: JTAG Clock Notes: No notes
JTG_TDI	Input		Pull-up	Pull-up	None	VDD_EXT	Desc: JTAG Serial Data In Notes: No notes
JTG_TDO	Output	A	None	High-Z when JTG_TRST is low, not affected by SYS_HWRST	None	VDD_EXT	Desc: JTAG Serial Data Out Notes: No notes
JTG_TMS	InOut	A	Pull-up	Pull-up	None	VDD_EXT	Desc: JTAG Mode Select Notes: No notes
JTG_TRST	Input		Pull-down	Pull-down	None	VDD_EXT	Desc: JTAG Reset Notes: No notes
PA_00	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 0 Notes: See note ²
PA_01	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 1 Notes: See note ²
PA_02	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 2 Notes: See note ²
PA_03	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 3 Notes: See note ²
PA_04	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 4 Notes: See note ²
PA_05	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 5 Notes: See note ²
PA_06	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 6 Notes: See note ²
PA_07	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 7 Notes: See note ²
PA_08	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 8 Notes: See note ²
PA_09	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 9 Notes: See note ²
PA_10	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 10 Notes: See note ²
PA_11	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 11 Notes: See note ²
PA_12	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 12 Notes: See note ²
PA_13	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 13 Notes: See note ²
PA_14	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 14 Notes: See note ²
PA_15	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port A Position 15 Notes: See note ²

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
PB_00	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 0 Notes: See note ²
PB_01	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 1 Notes: See note ²
PB_02	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 2 Notes: See note ²
PB_03	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 3 Notes: See note ²
PB_04	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 4 Notes: See note ²
PB_05	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 5 Notes: See note ²
PB_06	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 6 Notes: See note ²
PB_07	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 7 Notes: See note ²
PB_08	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 8 Notes: See note ²
PB_09	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 9 Notes: See note ²
PB_10	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 10 Notes: See note ²
PB_11	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 11 Notes: See note ²
PB_12	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 12 Notes: See note ²
PB_13	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 13 Notes: See note ²
PB_14	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 14 Notes: See note ²
PB_15	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port B Position 15 Notes: See note ²
PC_00	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 0 Notes: See note ²
PC_01	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 1 Notes: See note ²
PC_02	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 2 Notes: See note ²
PC_03	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 3 Notes: See note ²
PC_04	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 4 Notes: See note ²
PC_05	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 5 Notes: See note ²
PC_06	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 6 Notes: See note ²

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
PC_07	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C (default is $\overline{\text{SYS_FAULT}}$) Notes: External pull-down required to keep signal in deasserted state
PC_08	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 8 Notes: See note ²
PC_09	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 9 Notes: See note ²
PC_10	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 10 Notes: See note ²
PC_11	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 11 Notes: See note ²
PC_12	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 12 Notes: See note ²
PC_13	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 13 Notes: See note ²
PC_14	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 14 Notes: See note ²
PC_15	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port C Position 15 Notes: See note ²
PD_00	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 0 Notes: See note ²
PD_01	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 1 Notes: See note ²
PD_02	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 2 Notes: See note ²
PD_03	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 3 Notes: See note ²
PD_04	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 4 Notes: See note ²
PD_05	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 5 Notes: See note ²
PD_06	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 6 Notes: See note ²
PD_07	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 7 Notes: See note ²
PD_08	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 8 Notes: See note ²
PD_09	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 9 Notes: See note ²
PD_10	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 10 Notes: See note ²
PD_11	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 11 Notes: See note ²
PD_12	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 12 Notes: See note ²
PD_13	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 13 Notes: See note ²

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
PD_14	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 14 Notes: See note ²
PD_15	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port D Position 15 Notes: See note ²
PE_00	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 0 Notes: See note ²
PE_01	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 1 Notes: See note ²
PE_02	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 2 Notes: See note ²
PE_03	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 3 Notes: See note ²
PE_04	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 4 Notes: See note ²
PE_05	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 5 Notes: See note ²
PE_06	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 6 Notes: See note ²
PE_07	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 7 Notes: See note ²
PE_08	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 8 Notes: See note ²
PE_09	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 9 Notes: See note ²
PE_10	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 10 Notes: See note ²
PE_11	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 11 Notes: See note ²
PE_12	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 12 Notes: See note ²
PE_13	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 13 Notes: See note ²
PE_14	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 14 Notes: See note ²
PE_15	InOut	A	Programmable pull-up/pull-down ¹	None	None	VDD_EXT	Desc: Port E Position 15 Notes: See note ²
SYS_BMODE1	Input	NA	None	None	None	VDD_EXT	Desc: Boot Mode Control Pin 1 Notes: Cannot be left unconnected
SYS_BMODE0	Input	NA	None	None	None	VDD_EXT	Desc: Boot Mode Control Pin 0 Notes: Cannot be left unconnected
SYS_BMODE2	Input	NA	None	None	None	VDD_EXT	Desc: Boot Mode Control Pin 2 Notes: Cannot be left unconnected
SYS_CLKIN0	a	NA	None	None	None	VDD_EXT	Desc: Clock/Crystal Input Notes: Cannot be left unconnected
SYS_CLKOUT	a	A	None	None	None		Desc: Processor Clock Output Notes: No notes

Table 22. ADSP-2183x/ADSP-SC83x Designer Quick Reference (Continued)

Signal Name	Type	Driver Type	Internal Termination	Reset Termination	Reset Drive	Power Domain	Description and Notes
$\overline{\text{SYS_FAULT}}$	InOut	A	None	None	None		Desc: Active Low Fault Output Notes: External pull-up required to keep signal in deasserted state
$\overline{\text{SYS_HWRST}}$	Input	NA	None	None	None	VDD_EXT	Desc: Processor Hardware Reset Control Notes: Cannot be left unconnected
$\overline{\text{SYS_RESOUT}}$	Output	A	None	None	L	VDD_EXT	Desc: Reset Output Notes: No notes
SYS_XTALO	a	NA	None	None	None	VDD_EXT	Desc: Crystal Output Notes: Leave unconnected if an oscillator provides SYS_CLKIN0
VDD_ANA	s		None	None	None		Desc: Analog VDD Notes: For lower noise on VDD_ANA, filtering on VDD_REF is recommended before connecting to VDD_ANA.
VDD_DMC	s		None	None	None		Desc: DMC VDD Notes: No notes
VDD_EXT	s		None	None	None		Desc: External Voltage Domain Notes: No notes
VDD_INT	s		None	None	None		Desc: Internal Voltage Domain Notes: No notes
VDD_PLL	s		None	None	None		Desc: PLL VDD Notes: Connect to VDD_INT. For lower noise on VDD_PLL, filtering on VDD_INT is recommended before connecting to VDD_PLL.
VDD_REF	s		None	None	None		Desc: External Voltage Domain Notes: No notes

¹ Disabled by default.

² When present, the internal pull-up/pull-down design holds the internal path from the pins at the expected logic levels. To pull up or pull down the external pads to the expected logic levels, use external resistors.

PRELIMINARY SPECIFICATIONS

Specifications are subject to change without notice. For information about product specifications, contact your Analog Devices, Inc., representative.

PRELIMINARY OPERATING CONDITIONS

All specifications and characteristics apply across the entire operating conditions range unless otherwise noted.

Parameter		Conditions	Min	Nominal	Max	Unit
V _{DD_INT}	Internal (Core) Supply Voltage	800 MHz ≤ CCLK ≤ 1 GHz	0.95	1.00	1.05	V
V _{DD_PLL}	PLL Supply Voltage		0.95	1.00	1.05	V
V _{DD_EXT}	External (I/O) Supply Voltage		3.13	3.30	3.47	V
V _{DD_ANA}	Analog Power Supply Voltage		1.71	1.80	1.89	V
V _{DD_DMC} ¹	DDR3L Controller Supply Voltage		1.34	1.39	1.44	V
V _{DD_REF} ²	External (I/O) Reference Supply Voltage		1.71	1.80	1.89	V
V _{DDR_VREF} ³	DDR3L Reference Voltage		0.49 × V _{DD_DMC}	0.50 × V _{DD_DMC}	0.51 × V _{DD_DMC}	V
V _{DELTA_EXT_REF} ⁴	(V _{DD_EXT} – V _{DD_REF}) and (V _{DD_EXT} – V _{DD_ANA})		–1.89		+1.89	V
V _{HADC_REF} ⁵	HADC Reference Voltage		1.71	1.80	V _{DD_ANA}	V
V _{HADC0_VINx}	HADC Input Voltage		0		V _{HADC_REF} + 0.09	V
V _{IH} ⁶	High Level Input Voltage	V _{DD_EXT} = 3.47 V	2.0		V	
V _{IHCLKIN} ²	High Level Clock Input Voltage	V _{DD_REF} = 1.89 V	TBD	V _{DD_REF}	V	
V _{IL} ⁶	Low Level Input Voltage	V _{DD_EXT} = 3.13 V		0.8	V	
V _{ILCLKIN} ²	Low Level Clock Input Voltage	V _{DD_REF} = 1.71 V	–0.30	TBD	V	
V _{IL_DDR3L} ⁷	Low Level Input Voltage	V _{DD_DMC} = 1.34 V		V _{DDR_VREF} – 0.175	V	
V _{IH_DDR3L} ⁷	High Level Input Voltage	V _{DD_DMC} = 1.44 V	V _{DDR_VREF} + 0.175		V	
CONSUMER GRADE						
T _J	Junction Temperature 400-Ball BGA_ED		0		125	°C
INDUSTRIAL GRADE						
T _J	Junction Temperature 400-Ball BGA_ED		–40		+125	°C
AUTOMOTIVE GRADE ⁸						
T _J	Junction Temperature 400-Ball BGA_ED		–40		+125	°C

¹ Applies to DDR3L signals.

² Applies to SYS_CLKIN0 pins.

³ Applies to DMC0_VREF0 and DMC0_VREF1 pins.

⁴ See Clock and Reset Timing figure (TBD).

⁵ V_{HADC_VREF} must always be less than V_{DD_ANA}.

⁶ Parameter value applies to all input and bidirectional pins except the DMC pins.

⁷ This parameter applies to all DMC0 pins.

⁸ Automotive application use profile only. Not supported for nonautomotive use. Contact Analog Devices for more information.

Preliminary Clock Related Operating Conditions

Table 23 describes the core clock, system clock, and peripheral clock timing requirements. The data presented in the table applies to all speed grades except where noted.

Table 23. Preliminary Clock Operating Conditions

Parameter		Conditions	Min	Typ	Max	Unit
f _{CCLK}	Core Clock (CCLK) Frequency	f _{CCLK} = 2 × f _{SYSCLK}	800		1000	MHz
f _{SYSCLK}	SYSCLK Frequency ¹		300		500	MHz
f _{SCLK0}	SCLK0 Frequency	f _{SYSCLK} = N × f _{SCLK0} where N = 2 or 4 or 6	30		125	MHz
f _{SCLK1}	SCLK1 Frequency	f _{SYSCLK} ≥ f _{SCLK1}			333.33	MHz
f _{DCLK}	DDR3L Clock (DCLK) Frequency ²	All combinations are supported except for: [f _{CCLK} > 800 MHz and T _j < 0°C and f _{CCLK} :f _{DCLK} = 2:1]	300		900	MHz
f _{OCLK}	Output Clock (OCLK) Frequency ³				125	MHz
f _{SYS_CLKOUTJ}	SYS_CLKOUT Period Jitter ^{4, 5}			TBD		%
f _{LCLKTPROG}	Programmed Link Port Transmit Clock				125	MHz
f _{LCLKREXT}	External Link Port Receive Clock ^{6, 7}	f _{LCLKREXT} ≤ f _{OCLK_0}			125	MHz
f _{SPTCLKPROG}	Programmed SPT Clock When Transmitting Data and Frame Sync				62.5	MHz
f _{SPTCLKPROG}	Programmed SPT Clock When Receiving Data or Frame Sync				31.25	MHz
f _{SPTCLKPROG}	Programmed SPT Clock When Receiving Data or Frame Sync When RLRE Register Bit = 1 ^{6, 7}	f _{SPTCLKEXT} ≤ f _{SCLK0}			62.5	MHz
f _{SPTCLKEXT}	External SPT Clock When Receiving Data and Frame Sync ^{6, 7}	f _{SPTCLKEXT} ≤ f _{SCLK0}			62.5	MHz
f _{SPTCLKEXT}	External SPT Clock Transmitting Data or Frame Sync ^{6, 7}	f _{SPTCLKEXT} ≤ f _{SCLK0}			31.25	MHz
f _{SPICLKPROG}	Programmed SPI Clock When Transmitting Data	f _{SPICLK} :f _{SCLK0} ratio = 1:1			75	MHz
f _{SPICLKPROG}	Programmed SPI Clock When Receiving Data	f _{SPICLK} :f _{SCLK0} ratio = 1:1			75	MHz
f _{SPICLKPROG}	Programmed SPI Clock When Transmitting Data	f _{SPICLK} :f _{SCLK0} ratio = 1:2			62.5	MHz
f _{SPICLKPROG}	Programmed SPI Clock When Receiving Data	f _{SPICLK} :f _{SCLK0} ratio = 1:2			62.5	MHz
f _{SPICLKEXT}	External SPI Clock When Receiving Data ^{6, 7}	f _{SPICLKEXT} ≤ f _{CDU_CLK06}			62.5	MHz
f _{SPICLKEXT}	External SPI Clock When Transmitting Data ^{6, 7}	f _{SPICLKEXT} ≤ f _{CDU_CLK06}			45	MHz
f _{xSPICLKPROG}	Programmed xSPI Clock With Data Training and Without DQS				80	MHz
f _{xSPICLKPROG}	Programmed xSPI Clock With Data Training and With DQS				125	MHz
f _{TMRLCKEXT}	External Timer Clock (TMx_CLK)	f _{TMRLCKEXT} ≤ f _{SCLK0} / 4			31.25	MHz
f _{BCLK}	Bit Clock Input to PDM				24.576	MHz
f _{PDM_CLK}	PDM Output Clock				6.144	MHz

¹ When using MLB, there is a requirement that the f_{SYSCLK} value must be a minimum of 100 MHz for 3-pin mode and for all supported speeds.

² To ensure proper operation of the DDR3L, all the DDR3L guidelines must be strictly followed. See [ADSP-2183x/SC83x Board Design Guidelines for Dynamic Memory Controller \(EE-TBD\)](#).

³ f_{OCLK} must not exceed f_{SCLK0} when selected as SYS_CLKOUT.

⁴ SYS_CLKOUT jitter is dependent on the application system design including pin switching activity, board layout, and the jitter characteristics of the SYS_CLKIN0 source. Due to the dependency on these factors, the measured jitter may be higher or lower than this typical specification for each end application.

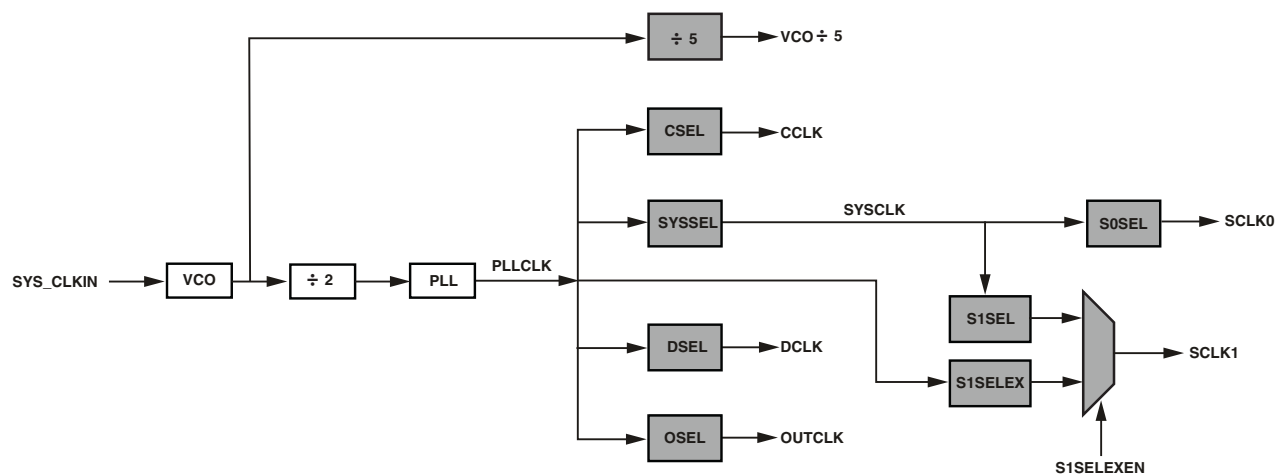
⁵ The value in the Typ field is the percentage of the SYS_CLKOUT period.

⁶ The maximum achievable frequency for any peripheral in external clock mode is dependent on being able to meet the setup and hold times in the ac timing specifications section for that peripheral.

⁷ The peripheral external clock frequency must also be less than or equal to the frequency that clocks the peripheral.

Table 24. Preliminary Phase-Locked Loop (PLL) Operating Conditions

Parameter		Min	Max	Unit
f_{PLLCLK}	PLL Clock Frequency	1.20	2.00	GHz



REFER TO THE ADSP-2183x/ADSP-SC83x SHARC+ PROCESSOR HARDWARE REFERENCE FOR INFORMATION ABOUT ALLOWED DIVIDER VALUES AND PROGRAMMING MODELS.

Figure 6. Clock Relationships and Divider Values

ADSP-21836/21837/ADSP-SC834/SC835 400-BALL HPC BGA BALL ASSIGNMENTS

The ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Ball Assignments (Numerical by Ball Number) table lists the package by ball number.

The ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC Ball Assignments (Alphabetical by Ball Name) table lists the package by ball name.

ADSP-21836/21837/SC834/SC835 400-BALL HPC BGA BALL ASSIGNMENTS (NUMERICAL BY BALL NUMBER)

Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name
A01	GND	C01	PE_01	E01	DNC	G01	GND
A02	DNC	C02	DNC	E02	DNC	G02	SYS_BMODE1
A03	JTG_TDO	C03	GND	E03	PD_15	G03	PD_06
A04	JTG_TDI	C04	PB_05	E04	DNC	G04	PD_11
A05	DMC0_DQ00	C05	JTG_TRST	E05	GND	G05	DNC
A06	DMC0_LDQS	C06	DMC0_DQ01	E06	PB_04	G06	VDD_INT
A07	DMC0_LDQS	C07	DMC0_DQ05	E07	SYS_RESOUT	G07	GND
A08	DMC0_DQ08	C08	DMC0_DQ04	E08	DMC0_LDM	G08	GND
A09	DMC0_UDQS	C09	DMC0_DQ11	E09	GND	G09	GND
A10	DMC0_UDQS	C10	DMC0_A14	E10	VDD_DMC	G10	GND
A11	DMC0_VREF0	C11	DMC0_A10	E11	VDD_DMC	G11	GND
A12	DMC0_DQ12	C12	DMC0_A15	E12	VDD_DMC	G12	VDD_INT
A13	DMC0_A13	C13	DMC0_A09	E13	GND	G13	VDD_INT
A14	DMC0_A08	C14	DMC0_A04	E14	DMC0_A02	G14	VDD_INT
A15	DMC0_A03	C15	DMC0_A00	E15	DMC0_BA2	G15	GND
A16	DMC0_A01	C16	DMC0_CS0	E16	GND	G16	SYS_FAULT
A17	DMC0_CK	C17	DMC0_CAS	E17	PB_01	G17	DNC
A18	DMC0_CK	C18	GND	E18	PE_13	G18	PE_07
A19	PB_00	C19	DNC	E19	PE_10	G19	DNC
A20	GND	C20	DNC	E20	DNC	G20	DAI1_PIN18
B01	DNC	D01	PD_13	F01	PD_04	H01	GND
B02	GND	D02	PE_00	F02	PD_00	H02	PD_01
B03	DNC	D03	DNC	F03	PD_07	H03	PD_05
B04	JTG_TCK	D04	GND	F04	PD_14	H04	PD_10
B05	JTG_TMS	D05	PB_03	F05	DNC	H05	PE_02
B06	DMC0_DQ02	D06	SYS_HWRST	F06	GND	H06	VDD_INT
B07	DMC0_DQ07	D07	DMC0_DQ03	F07	VDD_DMC	H07	VDD_EXT
B08	DMC0_DQ06	D08	DMC0_DQ09	F08	VDD_DMC	H08	VDD_INT
B09	DMC0_DQ10	D09	DMC0_DQ13	F09	VDD_DMC	H09	VDD_EXT
B10	DMC0_DQ15	D10	DMC0_RESET	F10	VDD_DMC	H10	VDD_INT
B11	DMC0_A12	D11	DMC0_WE	F11	VDD_DMC	H11	VDD_EXT
B12	DMC0_DQ14	D12	DMC0_UDM	F12	VDD_DMC	H12	VDD_INT
B13	DMC0_A11	D13	DMC0_BA0	F13	VDD_DMC	H13	VDD_EXT
B14	DMC0_A06	D14	DMC0_BA1	F14	VDD_DMC	H14	VDD_EXT
B15	DMC0_A07	D15	DMC0_A05	F15	GND	H15	VDD_INT
B16	DMC0_RZQ	D16	DMC0_RAS	F16	PB_02	H16	PE_14
B17	DMC0_CKE	D17	GND	F17	DNC	H17	PE_08
B18	DMC0_ODT	D18	DNC	F18	PE_15	H18	DNC
B19	GND	D19	DNC	F19	PE_09	H19	DAI1_PIN17
B20	DNC	D20	DNC	F20	DNC	H20	DAI1_PIN14

Preliminary Technical Data **ADSP-21834/21835/21836/21837/ADSP-SC834/SC835**

Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name
J01	SYS_CLKIN0	L08	GND	N15	VDD_INT	T02	DNC
J02	SYS_CLKOUT	L09	GND	N16	DAI0_PIN13	T03	PC_09
J03	PD_08	L10	GND	N17	DAI1_PIN11	T04	PC_12
J04	PD_09	L11	GND	N18	DAI1_PIN07	T05	GND
J05	PD_12	L12	GND	N19	HADCO_VIN7	T06	VDD_INT
J06	GND	L13	GND	N20	HADCO_VREFN	T07	VDD_INT
J07	GND	L14	GND	P01	GND	T08	GND
J08	GND	L15	GND	P02	PA_08	T09	PA_15
J09	GND	L16	DAI1_PIN01	P03	DNC	T10	PE_03
J10	GND	L17	DAI1_PIN04	P04	PC_08	T11	DNC
J11	GND	L18	DAI1_PIN05	P05	DNC	T12	DNC
J12	GND	L19	HADCO_VIN3	P06	VDD_INT	T13	DAI0_PIN09
J13	GND	L20	HADCO_VIN1	P07	GND	T14	VDD_INT
J14	GND	M01	GND	P08	GND	T15	VDD_INT
J15	GND	M02	PA_05	P09	GND	T16	GND
J16	PE_12	M03	PA_06	P10	FPLLANA_VDDHV	T17	PC_07
J17	DNC	M04	DNC	P11	VDD_REF	T18	DAI0_PIN16
J18	DAI1_PIN16	M05	PA_10	P12	VDD_REF	T19	DAI1_PIN12
J19	DAI1_PIN13	M06	VDD_INT	P13	GND	T20	DAI1_PIN19
J20	DAI1_PIN02	M07	VDD_EXT	P14	GND	U01	DNC
K01	GND	M08	VDD_PLL	P15	VDD_INT	U02	DNC
K02	PA_00	M09	VDD_PLL	P16	PC_05	U03	PC_11
K03	PC_15	M10	VDD_INT	P17	DAI0_PIN15	U04	GND
K04	PD_02	M11	VDD_INT	P18	DAI1_PIN08	U05	PB_10
K05	PD_03	M12	VDD_INT	P19	HADCO_VIN4	U06	PB_11
K06	VDD_INT	M13	VDD_INT	P20	HADCO_VIN5	U07	VDD_INT
K07	VDD_EXT	M14	VDD_EXT	R01	SYS_XTAL0	U08	PA_12
K08	VDD_PLL	M15	VDD_INT	R02	DNC	U09	DNC
K09	VDD_PLL	M16	DAI1_PIN10	R03	DNC	U10	DNC
K10	VDD_INT	M17	DAI1_PIN09	R04	DNC	U11	PE_04
K11	VDD_INT	M18	DAI1_PIN06	R05	DNC	U12	DNC
K12	VDD_INT	M19	HADCO_VIN6	R06	GND	U13	DAI0_PIN01
K13	VDD_INT	M20	GND	R07	VDD_INT	U14	DAI0_PIN10
K14	VDD_EXT	N01	SYS_BMODE2	R08	VDD_INT	U15	VDD_INT
K15	VDD_INT	N02	PA_07	R09	VDD_INT	U16	PC_03
K16	PE_11	N03	PA_09	R10	VDD_INT	U17	GND
K17	DAI1_PIN15	N04	DNC	R11	VDD_INT	U18	PC_04
K18	DAI1_PIN03	N05	DNC	R12	VDD_INT	U19	DAI0_PIN18
K19	HADCO_VIN2	N06	VDD_INT	R13	VDD_INT	U20	DAI1_PIN20
K20	HADCO_VIN0	N07	VDD_EXT	R14	VDD_INT	V01	DNC
L01	SYS_BMODE0	N08	GND	R15	GND	V02	DNC
L02	PA_02	N09	GND	R16	PC_06	V03	GND
L03	PA_01	N10	GND	R17	DAI0_PIN14	V04	PB_06
L04	PA_04	N11	GND	R18	DAI0_PIN17	V05	PB_12
L05	PA_03	N12	GND	R19	HADCO_VREFP	V06	PA_14
L06	GND	N13	GND	R20	VDD_ANA	V07	PA_11
L07	GND	N14	VDD_EXT	T01	GND	V08	DNC

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Ball No.	Ball Name	Ball No.	Ball Name
V09	DNC	Y16	DAIO_PIN03
V10	DNC	Y17	DAIO_PIN06
V11	PE_06	Y18	DAIO_PIN12
V12	DNC	Y19	DAIO_PIN19
V13	DNC	Y20	GND
V14	DAIO_PIN08	DNC = Do not make any electrical connection to this ball.	
V15	DAIO_PIN05		
V16	DAIO_PIN11		
V17	PC_02		
V18	GND		
V19	PC_01		
V20	PB_15		
W01	PC_10		
W02	GND		
W03	DNC		
W04	PC_13		
W05	PB_13		
W06	DNC		
W07	DNC		
W08	DNC		
W09	DNC		
W10	PC_14		
W11	PE_05		
W12	DNC		
W13	DAIO_PIN04		
W14	DNC		
W15	DAIO_PIN02		
W16	DAIO_PIN07		
W17	PB_14		
W18	DAIO_PIN20		
W19	GND		
W20	PC_00		
Y01	GND		
Y02	PB_08		
Y03	PB_07		
Y04	PB_09		
Y05	PA_13		
Y06	DNC		
Y07	DNC		
Y08	DNC		
Y09	DNC		
Y10	DNC		
Y11	DNC		
Y12	DNC		
Y13	DNC		
Y14	DNC		
Y15	DNC		

ADSP-21836/21837/SC834/SC835 400-BALL HPC BGA BALL ASSIGNMENTS (ALPHABETICAL BY BALL NAME)

Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.
DAI0_PIN01	U13	DMC0_A06	B14	DNC	A02	DNC	V13
DAI0_PIN02	W15	DMC0_A07	B15	DNC	B01	DNC	W03
DAI0_PIN03	Y16	DMC0_A08	A14	DNC	B03	DNC	W06
DAI0_PIN04	W13	DMC0_A09	C13	DNC	B20	DNC	W07
DAI0_PIN05	V15	DMC0_A10	C11	DNC	C02	DNC	W08
DAI0_PIN06	Y17	DMC0_A11	B13	DNC	C19	DNC	W09
DAI0_PIN07	W16	DMC0_A12	B11	DNC	C20	DNC	W12
DAI0_PIN08	V14	DMC0_A13	A13	DNC	D03	DNC	W14
DAI0_PIN09	T13	DMC0_A14	C10	DNC	D18	DNC	Y06
DAI0_PIN10	U14	DMC0_A15	C12	DNC	D19	DNC	Y07
DAI0_PIN11	V16	DMC0_BA0	D13	DNC	D20	DNC	Y08
DAI0_PIN12	Y18	DMC0_BA1	D14	DNC	E01	DNC	Y09
DAI0_PIN13	N16	DMC0_BA2	E15	DNC	E02	DNC	Y10
DAI0_PIN14	R17	DMC0_CAS	C17	DNC	E04	DNC	Y11
DAI0_PIN15	P17	DMC0_CK	A17	DNC	E20	DNC	Y12
DAI0_PIN16	T18	DMC0_CK	A18	DNC	F05	DNC	Y13
DAI0_PIN17	R18	DMC0_CKE	B17	DNC	F17	DNC	Y14
DAI0_PIN18	U19	DMC0_CS0	C16	DNC	F20	DNC	Y15
DAI0_PIN19	Y19	DMC0_DQ00	A05	DNC	G05	FPLLANA_VDDHV	P10
DAI0_PIN20	W18	DMC0_DQ01	C06	DNC	G17	GND	A01
DAI1_PIN01	L16	DMC0_DQ02	B06	DNC	G19	GND	A20
DAI1_PIN02	J20	DMC0_DQ03	D07	DNC	H18	GND	B02
DAI1_PIN03	K18	DMC0_DQ04	C08	DNC	J17	GND	B19
DAI1_PIN04	L17	DMC0_DQ05	C07	DNC	M04	GND	C03
DAI1_PIN05	L18	DMC0_DQ06	B08	DNC	N04	GND	C18
DAI1_PIN06	M18	DMC0_DQ07	B07	DNC	N05	GND	D04
DAI1_PIN07	N18	DMC0_DQ08	A08	DNC	P03	GND	D17
DAI1_PIN08	P18	DMC0_DQ09	D08	DNC	P05	GND	E05
DAI1_PIN09	M17	DMC0_DQ10	B09	DNC	R02	GND	E09
DAI1_PIN10	M16	DMC0_DQ11	C09	DNC	R03	GND	E13
DAI1_PIN11	N17	DMC0_DQ12	A12	DNC	R04	GND	E16
DAI1_PIN12	T19	DMC0_DQ13	D09	DNC	R05	GND	F06
DAI1_PIN13	J19	DMC0_DQ14	B12	DNC	T02	GND	F15
DAI1_PIN14	H20	DMC0_DQ15	B10	DNC	T11	GND	G01
DAI1_PIN15	K17	DMC0_LDM	E08	DNC	T12	GND	G07
DAI1_PIN16	J18	DMC0_LDQS	A06	DNC	U01	GND	G08
DAI1_PIN17	H19	DMC0_LDQS	A07	DNC	U02	GND	G09
DAI1_PIN18	G20	DMC0_ODT	B18	DNC	U09	GND	G10
DAI1_PIN19	T20	DMC0_RAS	D16	DNC	U10	GND	G11
DAI1_PIN20	U20	DMC0_RESET	D10	DNC	U12	GND	G15
DMC0_A00	C15	DMC0_RZQ	B16	DNC	V01	GND	H01
DMC0_A01	A16	DMC0_UDM	D12	DNC	V02	GND	J06
DMC0_A02	E14	DMC0_UDQS	A09	DNC	V08	GND	J07
DMC0_A03	A15	DMC0_UDQS	A10	DNC	V09	GND	J08
DMC0_A04	C14	DMC0_VREF0	A11	DNC	V10	GND	J09
DMC0_A05	D15	DMC0_WE	D11	DNC	V12	GND	J10

Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.
GND	J11	HADC0_VIN3	L19	PC_03	U16	SYS_BMODE2	N01
GND	J12	HADC0_VIN4	P19	PC_04	U18	SYS_CLKIN0	J01
GND	J13	HADC0_VIN5	P20	PC_05	P16	SYS_CLKOUT	J02
GND	J14	HADC0_VIN6	M19	PC_06	R16	SYS_FAULT	G16
GND	J15	HADC0_VIN7	N19	PC_07	T17	SYS_HWRST	D06
GND	K01	HADC0_VREFN	N20	PC_08	P04	SYS_RESOUT	E07
GND	L06	HADC0_VREFP	R19	PC_09	T03	SYS_XTAL0	R01
GND	L07	JTG_TCK	B04	PC_10	W01	VDD_ANA	R20
GND	L08	JTG_TDI	A04	PC_11	U03	VDD_DMC	E10
GND	L09	JTG_TDO	A03	PC_12	T04	VDD_DMC	E11
GND	L10	JTG_TMS	B05	PC_13	W04	VDD_DMC	E12
GND	L11	JTG_TRST	C05	PC_14	W10	VDD_DMC	F07
GND	L12	PA_00	K02	PC_15	K03	VDD_DMC	F08
GND	L13	PA_01	L03	PD_00	F02	VDD_DMC	F09
GND	L14	PA_02	L02	PD_01	H02	VDD_DMC	F10
GND	L15	PA_03	L05	PD_02	K04	VDD_DMC	F11
GND	M01	PA_04	L04	PD_03	K05	VDD_DMC	F12
GND	M20	PA_05	M02	PD_04	F01	VDD_DMC	F13
GND	N08	PA_06	M03	PD_05	H03	VDD_DMC	F14
GND	N09	PA_07	N02	PD_06	G03	VDD_EXT	H07
GND	N10	PA_08	P02	PD_07	F03	VDD_EXT	H09
GND	N11	PA_09	N03	PD_08	J03	VDD_EXT	H11
GND	N12	PA_10	M05	PD_09	J04	VDD_EXT	H13
GND	N13	PA_11	V07	PD_10	H04	VDD_EXT	H14
GND	P01	PA_12	U08	PD_11	G04	VDD_EXT	K07
GND	P07	PA_13	Y05	PD_12	J05	VDD_EXT	K14
GND	P08	PA_14	V06	PD_13	D01	VDD_EXT	M07
GND	P09	PA_15	T09	PD_14	F04	VDD_EXT	M14
GND	P13	PB_00	A19	PD_15	E03	VDD_EXT	N07
GND	P14	PB_01	E17	PE_00	D02	VDD_EXT	N14
GND	R06	PB_02	F16	PE_01	C01	VDD_INT	G06
GND	R15	PB_03	D05	PE_02	H05	VDD_INT	G12
GND	T01	PB_04	E06	PE_03	T10	VDD_INT	G13
GND	T05	PB_05	C04	PE_04	U11	VDD_INT	G14
GND	T08	PB_06	V04	PE_05	W11	VDD_INT	H06
GND	T16	PB_07	Y03	PE_06	V11	VDD_INT	H08
GND	U04	PB_08	Y02	PE_07	G18	VDD_INT	H10
GND	U17	PB_09	Y04	PE_08	H17	VDD_INT	H12
GND	V03	PB_10	U05	PE_09	F19	VDD_INT	H15
GND	V18	PB_11	U06	PE_10	E19	VDD_INT	K06
GND	W02	PB_12	V05	PE_11	K16	VDD_INT	K10
GND	W19	PB_13	W05	PE_12	J16	VDD_INT	K11
GND	Y01	PB_14	W17	PE_13	E18	VDD_INT	K12
GND	Y20	PB_15	V20	PE_14	H16	VDD_INT	K13
HADC0_VIN0	K20	PC_00	W20	PE_15	F18	VDD_INT	K15
HADC0_VIN1	L20	PC_01	V19	SYS_BMODE0	L01	VDD_INT	M06
HADC0_VIN2	K19	PC_02	V17	SYS_BMODE1	G02	VDD_INT	M10

Ball Name	Ball No.
VDD_INT	M11
VDD_INT	M12
VDD_INT	M13
VDD_INT	M15
VDD_INT	N06
VDD_INT	N15
VDD_INT	P06
VDD_INT	P15
VDD_INT	R07
VDD_INT	R08
VDD_INT	R09
VDD_INT	R10
VDD_INT	R11
VDD_INT	R12
VDD_INT	R13
VDD_INT	R14
VDD_INT	T06
VDD_INT	T07
VDD_INT	T14
VDD_INT	T15
VDD_INT	U07
VDD_INT	U15
VDD_PLL	K08
VDD_PLL	K09
VDD_PLL	M08
VDD_PLL	M09
VDD_REF	P11
VDD_REF	P12

DNC = Do not make any electrical connection to this ball.

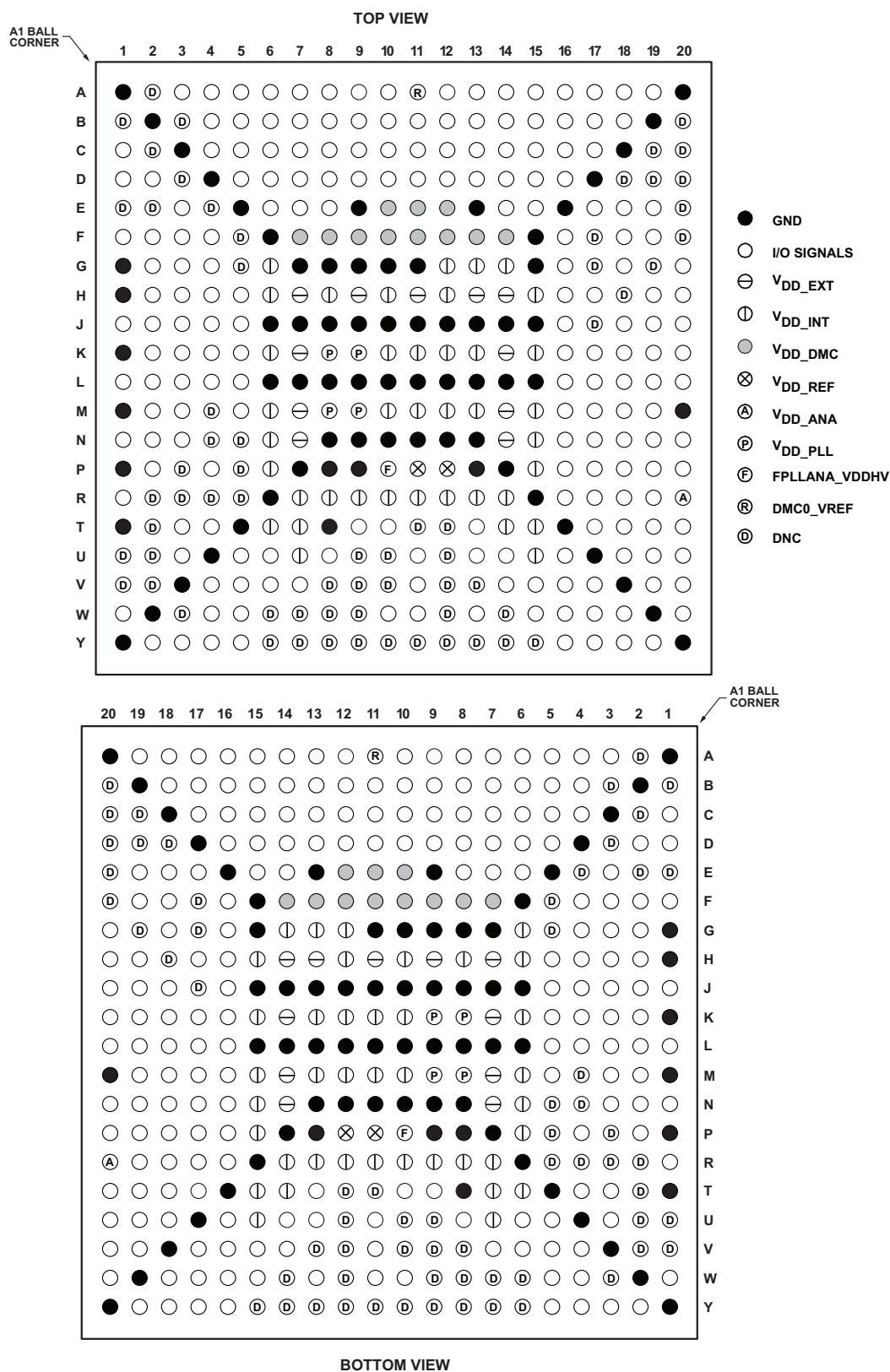


Figure 7. ADSP-21836/21837/ADSP-SC834/SC835 400-Ball HPC BGA Configuration

ADSP-21834/21835 400-BALL LPC BGA BALL ASSIGNMENTS

The ADSP-21834/21835 400-Ball LPC BGA Ball Assignments (Numerical by Ball Number) table lists the package by ball number.

The ADSP-21834/21835 400-Ball LPC Ball Assignments (Alphabetical by Ball Name) table lists the package by ball name.

ADSP-21834/21835 400-BALL LPC BGA BALL ASSIGNMENTS (NUMERICAL BY BALL NUMBER)

Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name
A01	GND	C01	DMC0_LDM	E01	DMC0_DQ05	G01	DMC0_DQ04
A02	DMC0_DQ11	C02	DMC0_DQ08	E02	DMC0_DQ06	G02	DMC0_DQ02
A03	DMC0_DQ10	C03	GND	E03	GND	G03	GND
A04	DMC0_UDQS	C04	GND	E04	VDD_INT	G04	VDD_INT
A05	DMC0_DQ15	C05	GND	E05	VDD_INT	G05	VDD_INT
A06	DMC0_UDM	C06	GND	E06	VDD_INT	G06	VDD_DMC
A07	PB_00	C07	PB_03	E07	VDD_INT	G07	VDD_DMC
A08	SYS_BMODE2	C08	PB_05	E08	VDD_INT	G08	VDD_DMC
A09	SYS_HWRST	C09	PB_01	E09	VDD_INT	G09	VDD_DMC
A10	JTG_TRST	C10	SYS_RESOUT	E10	VDD_INT	G10	VDD_REF
A11	SYS_FAULT	C11	JTG_TDO	E11	VDD_INT	G11	VDD_REF
A12	DMC0_WE	C12	JTG_TMS	E12	VDD_INT	G12	VDD_DMC
A13	DMC0_A14	C13	JTG_TDI	E13	VDD_INT	G13	VDD_DMC
A14	DMC0_A13	C14	GND	E14	VDD_INT	G14	VDD_DMC
A15	DMC0_A10	C15	GND	E15	VDD_INT	G15	VDD_DMC
A16	DMC0_A08	C16	GND	E16	VDD_INT	G16	VDD_INT
A17	DMC0_BA1	C17	GND	E17	VDD_INT	G17	VDD_INT
A18	DMC0_A07	C18	GND	E18	GND	G18	GND
A19	DMC0_A04	C19	DMC0_A03	E19	DMC0_BA2	G19	DMC0_RZQ
A20	GND	C20	DMC0_A02	E20	DMC0_CAS	G20	DMC0_VREF1
B01	GND	D01	DMC0_DQ07	F01	DMC0_LDQS	H01	DMC0_DQ03
B02	GND	D02	GND	F02	DMC0_LDQS	H02	GND
B03	DMC0_DQ12	D03	DMC0_DQ09	F03	GND	H03	GND
B04	DMC0_UDQS	D04	GND	F04	VDD_INT	H04	VDD_INT
B05	DMC0_DQ14	D05	GND	F05	VDD_INT	H05	VDD_INT
B06	DMC0_DQ13	D06	GND	F06	VDD_DMC	H06	VDD_DMC
B07	PB_04	D07	GND	F07	VDD_DMC	H07	VDD_DMC
B08	PB_02	D08	VDD_EXT	F08	VDD_DMC	H08	GND
B09	SYS_BMODE1	D09	VDD_EXT	F09	VDD_DMC	H09	GND
B10	SYS_BMODE0	D10	VDD_EXT	F10	VDD_DMC	H10	GND
B11	JTG_TCK	D11	VDD_EXT	F11	VDD_DMC	H11	GND
B12	DMC0_RESET	D12	GND	F12	VDD_DMC	H12	GND
B13	DMC0_A15	D13	GND	F13	VDD_DMC	H13	GND
B14	DMC0_A12	D14	GND	F14	VDD_DMC	H14	VDD_DMC
B15	DMC0_A11	D15	GND	F15	VDD_DMC	H15	VDD_DMC
B16	DMC0_A09	D16	GND	F16	VDD_INT	H16	VDD_INT
B17	DMC0_BA0	D17	GND	F17	VDD_INT	H17	VDD_INT
B18	DMC0_A06	D18	GND	F18	GND	H18	GND
B19	GND	D19	DMC0_A00	F19	DMC0_RAS	H19	DMC0_ODT
B20	DMC0_A05	D20	DMC0_A01	F20	DMC0_CS0	H20	DMC0_CKE

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Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name
J01	DMC0_DQ01	L09	GND	N17	GND	T05	VDD_EXT
J02	DMC0_DQ00	L10	GND	N18	GND	T06	VDD_REF
J03	GND	L11	GND	N19	HADC0_VIN0	T07	VDD_REF
J04	DMC0_VREF0	L12	GND	N20	HADC0_VIN1	T08	VDD_REF
J05	VDD_INT	L13	GND	P01	GND	T09	VDD_REF
J06	VDD_DMC	L14	VDD_INT	P02	PA_02	T10	VDD_REF
J07	VDD_DMC	L15	VDD_INT	P03	PA_01	T11	VDD_REF
J08	GND	L16	GND	P04	VDD_EXT	T12	VDD_REF
J09	GND	L17	GND	P05	VDD_REF	T13	VDD_REF
J10	GND	L18	HADC0_VREFN	P06	VDD_INT	T14	VDD_REF
J11	GND	L19	VDD_ANA	P07	VDD_INT	T15	VDD_REF
J12	GND	L20	HADC0_VREFP	P08	VDD_INT	T16	VDD_EXT
J13	GND	M01	GND	P09	VDD_INT	T17	GND
J14	VDD_INT	M02	GND	P10	VDD_INT	T18	DAI1_PIN09
J15	VDD_INT	M03	SYS_CLKOUT	P11	VDD_INT	T19	DAI1_PIN06
J16	VDD_INT	M04	VDD_EXT	P12	VDD_INT	T20	DAI1_PIN04
J17	VDD_INT	M05	VDD_INT	P13	VDD_INT	U01	GND
J18	GND	M06	VDD_INT	P14	VDD_INT	U02	PA_10
J19	DMC0_CK	M07	VDD_PLL	P15	VDD_REF	U03	PA_08
J20	DMC0_CK	M08	GND	P16	VDD_EXT	U04	GND
K01	GND	M09	GND	P17	GND	U05	GND
K02	GND	M10	GND	P18	DAI1_PIN02	U06	VDD_EXT
K03	GND	M11	GND	P19	GND	U07	VDD_EXT
K04	VDD_EXT	M12	GND	P20	GND	U08	VDD_EXT
K05	VDD_INT	M13	GND	R01	PA_04	U09	VDD_EXT
K06	VDD_PLL	M14	VDD_INT	R02	GND	U10	VDD_EXT
K07	VDD_DMC	M15	VDD_REF	R03	PA_03	U11	VDD_EXT
K08	GND	M16	VDD_EXT	R04	VDD_EXT	U12	VDD_EXT
K09	GND	M17	GND	R05	VDD_REF	U13	VDD_EXT
K10	GND	M18	GND	R06	VDD_INT	U14	VDD_EXT
K11	GND	M19	HADC0_VIN2	R07	VDD_INT	U15	VDD_EXT
K12	GND	M20	HADC0_VIN3	R08	VDD_INT	U16	GND
K13	GND	N01	SYS_CLKIN0	R09	VDD_INT	U17	GND
K14	VDD_INT	N02	GND	R10	VDD_INT	U18	DAI1_PIN10
K15	VDD_INT	N03	PA_00	R11	VDD_INT	U19	DAI1_PIN07
K16	VDD_INT	N04	VDD_EXT	R12	VDD_INT	U20	DAI1_PIN05
K17	GND	N05	VDD_REF	R13	VDD_INT	V01	PA_07
K18	GND	N06	VDD_INT	R14	VDD_INT	V02	PA_09
K19	GND	N07	VDD_INT	R15	VDD_REF	V03	GND
K20	GND	N08	GND	R16	VDD_EXT	V04	GND
L01	SYS_XTALO	N09	GND	R17	GND	V05	PB_06
L02	GND	N10	GND	R18	DAI1_PIN03	V06	PB_09
L03	GND	N11	GND	R19	DAI1_PIN08	V07	PB_12
L04	VDD_EXT	N12	GND	R20	DAI1_PIN01	V08	PA_11
L05	VDD_INT	N13	GND	T01	GND	V09	DAI0_PIN02
L06	VDD_PLL	N14	VDD_INT	T02	PA_05	V10	DAI0_PIN06
L07	VDD_PLL	N15	VDD_REF	T03	PA_06	V11	DAI0_PIN09
L08	GND	N16	VDD_EXT	T04	GND	V12	DAI0_PIN20

Ball No.	Ball Name
V13	PC_00
V14	PC_05
V15	GND
V16	GND
V17	DAI1_PIN19
V18	GND
V19	DAI1_PIN11
V20	DAI1_PIN12
W01	GND
W02	GND
W03	PB_08
W04	PB_07
W05	PB_13
W06	PA_12
W07	PA_14
W08	PA_15
W09	DAIO_PIN03
W10	DAIO_PIN05
W11	DAIO_PIN08
W12	DAIO_PIN12
W13	DAIO_PIN19
W14	PB_15
W15	PC_01
W16	PC_03
W17	PC_06
W18	DAI1_PIN20
W19	GND
W20	GND
Y01	GND
Y02	GND
Y03	PB_10
Y04	PB_11
Y05	GND
Y06	PA_13
Y07	GND
Y08	DAIO_PIN01
Y09	DAIO_PIN04
Y10	DAIO_PIN07
Y11	DAIO_PIN10
Y12	DAIO_PIN11
Y13	GND
Y14	PB_14
Y15	PC_02
Y16	GND
Y17	PC_04
Y18	PC_07
Y19	GND
Y20	GND

ADSP-21834/21835 400-BALL LPC BGA BALL ASSIGNMENTS (ALPHABETICAL BY BALL NAME)

Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.
DAI0_PIN01	Y08	DMC0_BA2	E19	GND	C16	GND	K13
DAI0_PIN02	V09	DMC0_CAS	E20	GND	C17	GND	K17
DAI0_PIN03	W09	DMC0_CK	J19	GND	C18	GND	K18
DAI0_PIN04	Y09	DMC0_CK	J20	GND	D02	GND	K19
DAI0_PIN05	W10	DMC0_CKE	H20	GND	D04	GND	K20
DAI0_PIN06	V10	DMC0_CS0	F20	GND	D05	GND	L02
DAI0_PIN07	Y10	DMC0_DQ00	J02	GND	D06	GND	L03
DAI0_PIN08	W11	DMC0_DQ01	J01	GND	D07	GND	L08
DAI0_PIN09	V11	DMC0_DQ02	G02	GND	D12	GND	L09
DAI0_PIN10	Y11	DMC0_DQ03	H01	GND	D13	GND	L10
DAI0_PIN11	Y12	DMC0_DQ04	G01	GND	D14	GND	L11
DAI0_PIN12	W12	DMC0_DQ05	E01	GND	D15	GND	L12
DAI0_PIN19	W13	DMC0_DQ06	E02	GND	D16	GND	L13
DAI0_PIN20	V12	DMC0_DQ07	D01	GND	D17	GND	L16
DAI1_PIN01	R20	DMC0_DQ08	C02	GND	D18	GND	L17
DAI1_PIN02	P18	DMC0_DQ09	D03	GND	E03	GND	M01
DAI1_PIN03	R18	DMC0_DQ10	A03	GND	E18	GND	M02
DAI1_PIN04	T20	DMC0_DQ11	A02	GND	F03	GND	M08
DAI1_PIN05	U20	DMC0_DQ12	B03	GND	F18	GND	M09
DAI1_PIN06	T19	DMC0_DQ13	B06	GND	G03	GND	M10
DAI1_PIN07	U19	DMC0_DQ14	B05	GND	G18	GND	M11
DAI1_PIN08	R19	DMC0_DQ15	A05	GND	H02	GND	M12
DAI1_PIN09	T18	DMC0_LDM	C01	GND	H03	GND	M13
DAI1_PIN10	U18	DMC0_LDQS	F01	GND	H08	GND	M17
DAI1_PIN11	V19	DMC0_LDQS	F02	GND	H09	GND	M18
DAI1_PIN12	V20	DMC0_ODT	H19	GND	H10	GND	N02
DAI1_PIN19	V17	DMC0_RAS	F19	GND	H11	GND	N08
DAI1_PIN20	W18	DMC0_RESET	B12	GND	H12	GND	N09
DMC0_A00	D19	DMC0_RZQ	G19	GND	H13	GND	N10
DMC0_A01	D20	DMC0_UDM	A06	GND	H18	GND	N11
DMC0_A02	C20	DMC0_UDQS	A04	GND	J03	GND	N12
DMC0_A03	C19	DMC0_UDQS	B04	GND	J08	GND	N13
DMC0_A04	A19	DMC0_VREF0	G20	GND	J09	GND	N17
DMC0_A05	B20	DMC0_VREF1	J04	GND	J10	GND	N18
DMC0_A06	B18	DMC0_WE	A12	GND	J11	GND	P01
DMC0_A07	A18	GND	A01	GND	J12	GND	P17
DMC0_A08	A16	GND	A20	GND	J13	GND	P19
DMC0_A09	B16	GND	B01	GND	J18	GND	P20
DMC0_A10	A15	GND	B02	GND	K01	GND	R02
DMC0_A11	B15	GND	B19	GND	K02	GND	R17
DMC0_A12	B14	GND	C03	GND	K03	GND	T01
DMC0_A13	A14	GND	C04	GND	K08	GND	T04
DMC0_A14	A13	GND	C05	GND	K09	GND	T17
DMC0_A15	B13	GND	C06	GND	K10	GND	U01
DMC0_BA0	B17	GND	C14	GND	K11	GND	U04
DMC0_BA1	A17	GND	C15	GND	K12	GND	U05

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Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.	Ball Name	Ball No.
GND	U16	PB_01	C09	VDD_DMC	G12	VDD_INT	E14
GND	U17	PB_02	B08	VDD_DMC	G13	VDD_INT	E15
GND	V03	PB_03	C07	VDD_DMC	G14	VDD_INT	E16
GND	V04	PB_04	B07	VDD_DMC	G15	VDD_INT	E17
GND	V15	PB_05	C08	VDD_DMC	H06	VDD_INT	F04
GND	V16	PB_06	V05	VDD_DMC	H07	VDD_INT	F05
GND	V18	PB_07	W04	VDD_DMC	H14	VDD_INT	F16
GND	W01	PB_08	W03	VDD_DMC	H15	VDD_INT	F17
GND	W02	PB_09	V06	VDD_DMC	J06	VDD_INT	G04
GND	W19	PB_10	Y03	VDD_DMC	J07	VDD_INT	G05
GND	W20	PB_11	Y04	VDD_DMC	K07	VDD_INT	G16
GND	Y01	PB_12	V07	VDD_EXT	D08	VDD_INT	G17
GND	Y02	PB_13	W05	VDD_EXT	D09	VDD_INT	H04
GND	Y05	PB_14	Y14	VDD_EXT	D10	VDD_INT	H05
GND	Y07	PB_15	W14	VDD_EXT	D11	VDD_INT	H16
GND	Y13	PC_00	V13	VDD_EXT	K04	VDD_INT	H17
GND	Y16	PC_01	W15	VDD_EXT	L04	VDD_INT	J05
GND	Y19	PC_02	Y15	VDD_EXT	M04	VDD_INT	J14
GND	Y20	PC_03	W16	VDD_EXT	M16	VDD_INT	J15
HADC0_VIN0	N19	PC_04	Y17	VDD_EXT	N04	VDD_INT	J16
HADC0_VIN1	N20	PC_05	V14	VDD_EXT	N16	VDD_INT	J17
HADC0_VIN2	M19	PC_06	W17	VDD_EXT	P04	VDD_INT	K05
HADC0_VIN3	M20	PC_07	Y18	VDD_EXT	P16	VDD_INT	K14
HADC0_VREFN	L18	SYS_BMODE0	B10	VDD_EXT	R04	VDD_INT	K15
HADC0_VREFP	L20	SYS_BMODE1	B09	VDD_EXT	R16	VDD_INT	K16
JTG_TCK	B11	SYS_BMODE2	A08	VDD_EXT	T05	VDD_INT	L05
JTG_TDI	C13	SYS_CLKIN0	N01	VDD_EXT	T16	VDD_INT	L14
JTG_TDO	C11	SYS_CLKOUT	M03	VDD_EXT	U06	VDD_INT	L15
JTG_TMS	C12	SYS_FAULT	A11	VDD_EXT	U07	VDD_INT	M05
JTG_TRST	A10	SYS_HWRST	A09	VDD_EXT	U08	VDD_INT	M06
PA_00	N03	SYS_RESOUT	C10	VDD_EXT	U09	VDD_INT	M14
PA_01	P03	SYS_XTALO	L01	VDD_EXT	U10	VDD_INT	N06
PA_02	P02	VDD_ANA	L19	VDD_EXT	U11	VDD_INT	N07
PA_03	R03	VDD_DMC	F06	VDD_EXT	U12	VDD_INT	N14
PA_04	R01	VDD_DMC	F07	VDD_EXT	U13	VDD_INT	P06
PA_05	T02	VDD_DMC	F08	VDD_EXT	U14	VDD_INT	P07
PA_06	T03	VDD_DMC	F09	VDD_EXT	U15	VDD_INT	P08
PA_07	V01	VDD_DMC	F10	VDD_INT	E04	VDD_INT	P09
PA_08	U03	VDD_DMC	F11	VDD_INT	E05	VDD_INT	P10
PA_09	V02	VDD_DMC	F12	VDD_INT	E06	VDD_INT	P11
PA_10	U02	VDD_DMC	F13	VDD_INT	E07	VDD_INT	P12
PA_11	V08	VDD_DMC	F14	VDD_INT	E08	VDD_INT	P13
PA_12	W06	VDD_DMC	F15	VDD_INT	E09	VDD_INT	P14
PA_13	Y06	VDD_DMC	G06	VDD_INT	E10	VDD_INT	R06
PA_14	W07	VDD_DMC	G07	VDD_INT	E11	VDD_INT	R07
PA_15	W08	VDD_DMC	G08	VDD_INT	E12	VDD_INT	R08
PB_00	A07	VDD_DMC	G09	VDD_INT	E13	VDD_INT	R09

Ball Name	Ball No.
VDD_INT	R10
VDD_INT	R11
VDD_INT	R12
VDD_INT	R13
VDD_INT	R14
VDD_PLL	K06
VDD_PLL	L06
VDD_PLL	L07
VDD_PLL	M07
VDD_REF	G10
VDD_REF	G11
VDD_REF	M15
VDD_REF	N05
VDD_REF	N15
VDD_REF	P05
VDD_REF	P15
VDD_REF	R05
VDD_REF	R15
VDD_REF	T06
VDD_REF	T07
VDD_REF	T08
VDD_REF	T09
VDD_REF	T10
VDD_REF	T11
VDD_REF	T12
VDD_REF	T13
VDD_REF	T14
VDD_REF	T15

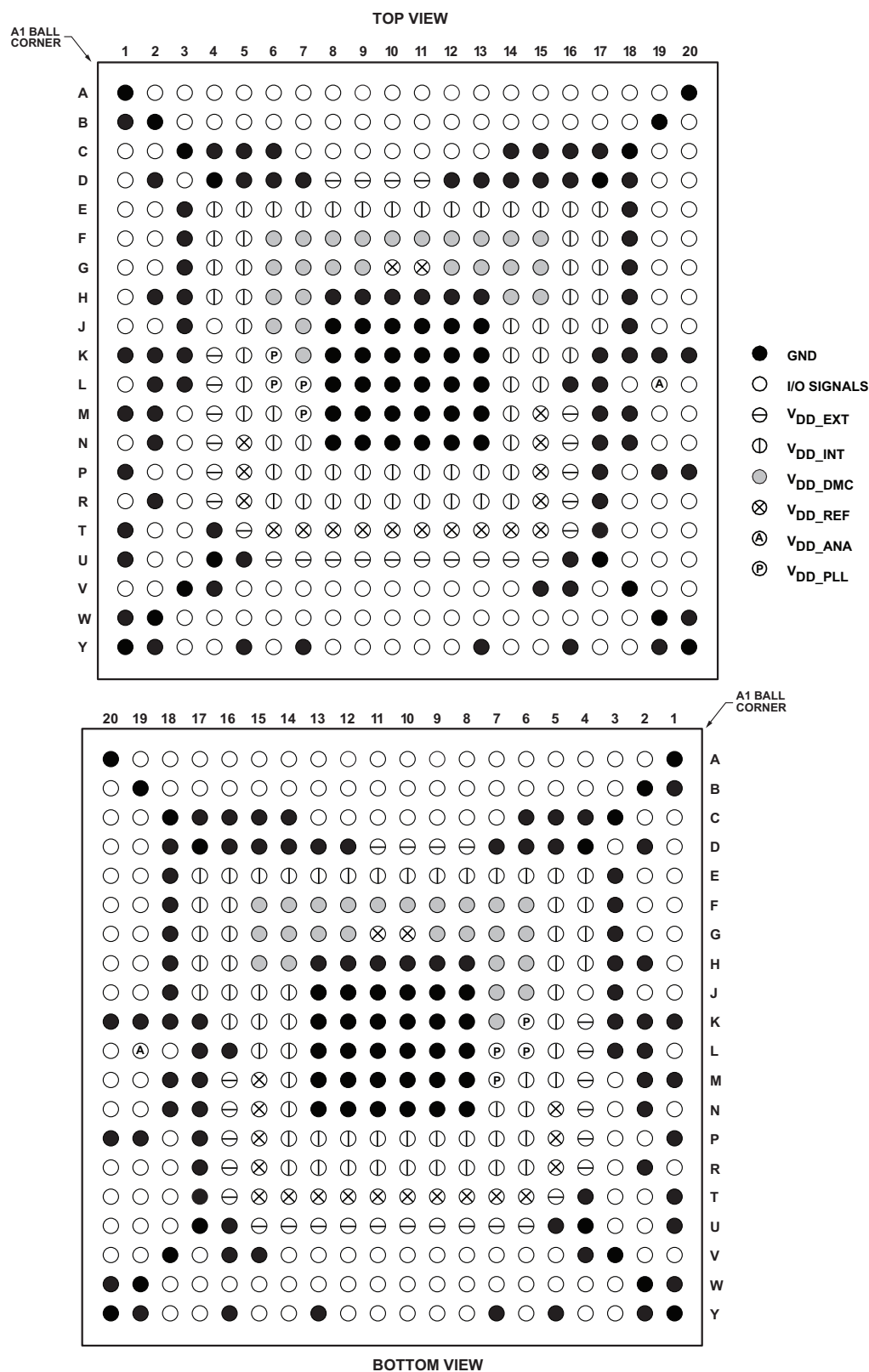


Figure 8. ADSP-21834/21835 400-Ball LPC BGA Configuration

OUTLINE DIMENSIONS

Dimensions for the 17 mm × 17 mm 400-ball BGA_ED package in Figure 9 are shown in millimeters.

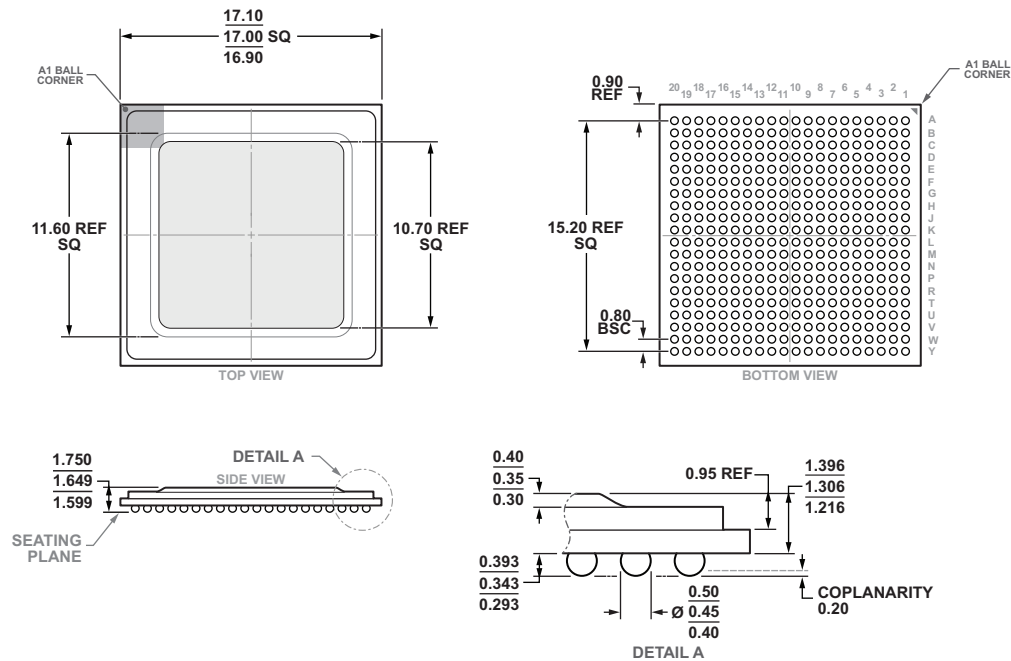


Figure 9. 400-Ball Ball Grid Array, Thermally Enhanced [BGA_ED]
(BP-400-3)
Dimensions shown in millimeters

SURFACE-MOUNT DESIGN

Table 25 is provided as an aid to PCB design. For industry-standard design recommendations, refer to IPC-7351, *Generic Requirements for Surface-Mount Design and Land Pattern Standard*.

Table 25. BGA Data for Use with Surface-Mount Design

Package	Package Ball Attach Type	Package Solder Mask Opening	Package Ball Pad Size
BP-400-3	Solder Mask Defined	0.4 mm Diameter	0.5 mm Diameter

Preliminary Technical Data **ADSP-21834/21835/21836/21837/ADSP-SC834/SC835**

PLANNED AUTOMOTIVE PRODUCTION PRODUCTS

Model ^{1, 2}	DSP Processor Instruction Rate (Max)	Arm Cortex-M33 Instruction Rate (Max) ³	L2 SRAM	Temperature Range ⁴	Package Description ⁵	Package Option
ADSP-21834WCBPZ8	800 MHz	N/A	1 MB	–40°C to +125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21834WCBPZ8RL	800 MHz	N/A	1 MB	–40°C to +125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21835WCBPZ8	800 MHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21835WCBPZ8RL	800 MHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21835WCBPZ10	1 GHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP21835WCBPZ10RL	1 GHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21836WCBPZ8	800 MHz	N/A	1 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-21836WCBPZ8RL	800 MHz	N/A	1 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-21837WCBPZ8	800 MHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-21837WCBPZ8RL	800 MHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-21837WCBPZ10	1 GHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP21837WCBPZ10RL	1 GHz	N/A	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC834WCBPZ8	800 MHz	400 MHz	1 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC834WCBPZ8RL	800 MHz	400 MHz	1 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC835WCBPZ8	800 MHz	400 MHz	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC835WCBPZ8RL	800 MHz	400 MHz	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC835WCBPZ10	1 GHz	400 MHz	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSPSC835WCBPZ10RL	1 GHz	400 MHz	2 MB	–40°C to +125°C	400-Ball BGA_ED, HPC	BP-400-3

¹ Z = RoHS compliant part.

² RL = Supplied on Tape and Reel.

³ N/A means not applicable.

⁴ Referenced temperature is junction temperature. See [Preliminary Operating Conditions](#) for junction temperature (T_j) specification.

⁵ LPC = Low Peripheral Count. HPC = High Peripheral Count.

PLANNED PRODUCTION PRODUCTS

Model ¹	DSP Processor Instruction Rate (Max)	Arm Cortex-M33 Instruction Rate (Max) ²	L2 SRAM	Temperature Range ³	Package Description ⁴	Package Option
ADSP-21834KBPZ8	800 MHz	N/A	1 MB	0°C to 125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21835KBPZ8	800 MHz	N/A	2 MB	0°C to 125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21835KBPZ10	1 GHz	N/A	2 MB	0°C to 125°C	400-Ball BGA_ED, LPC	BP-400-3
ADSP-21836KBPZ8	800 MHz	N/A	1 MB	0°C to 125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-21837KBPZ8	800 MHz	N/A	2 MB	0°C to 125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-21837KBPZ10	1 GHz	N/A	2 MB	0°C to 125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC834KBPZ8	800 MHz	400 MHz	1 MB	0°C to 125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC835KBPZ8	800 MHz	400 MHz	2 MB	0°C to 125°C	400-Ball BGA_ED, HPC	BP-400-3
ADSP-SC835KBPZ10	1 GHz	400 MHz	2 MB	0°C to 125°C	400-Ball BGA_ED, HPC	BP-400-3

¹ Z = RoHS compliant part.

² N/A means not applicable.

³ Referenced temperature is junction temperature. See [Preliminary Operating Conditions](#) for junction temperature (T_j) specification.

⁴ LPC = Low Peripheral Count. HPC = High Peripheral Count.

PRE RELEASE PRODUCTS

Model ¹	DSP Processor Instruction Rate (Max)	Arm Cortex-M33 Instruction Rate (Max) ²	L2 SRAM	Temperature Range ^{3, 4}	Package Description ⁵	Package Option
ADSP-21835W-BPZENG	1 GHz	N/A	2 MB	TBD	400-Ball BGA_ED, LPC	BP-400-3
ADSP-SC835W-BPZENG	1 GHz	400 MHz	2 MB	TBD	400-Ball BGA_ED, HPC	BP-400-3

¹Z =RoHS compliant part.
²N/A means not applicable.
³Referenced temperature is junction temperature. See [Preliminary Operating Conditions](#) for junction temperature (T_j) specification.
⁴These are pre production parts. See ENG-Grade agreement for details.
⁵LPC = Low Peripheral Count. HPC = High Peripheral Count.