

**MPEG2 AUDIO/VIDEO ENCODER**

The  $\mu$ PD61051 and  $\mu$ PD61052 are LSIs of MPEG audio and video encoding, decoding and transcoding.

The  $\mu$ PD61051 has MPEG2 video encoder, MPEG audio encoding DSP, 32-bit RISC CPU, video input/output unit which contains a processing filter and a time base corrector (TBC), and MPEG system layer which contains the multiplexer and de-multiplexer. It combines with 64 M or 128 Mbit SDRAM and it uses. The  $\mu$ PD61052 has a Dolby™ Digital Consumer Encoder in addition to the  $\mu$ PD61051.

The  $\mu$ PD61051, 61052 are the optimal choice for consumer digital video recording replay equipment to process a MPEG.

**FEATURES**

- Video encode
  - Stream standard: MPEG2 video MP@ML, SP@ML standard, MPEG1 standard
  - Picture size:     Horizontal: 720, 704, 544, 480, 352 dots/line  
                          Vertical:     480, 240, 576, 288 line/frame
  - Single pass variable bit rate (VBR), constant bit rate (CBR) encoding
  - Transcoding:     Bit rate conversion, VBR  $\leftrightarrow$  CBR
  - Video input/output
    - Format:     8-bit Y/Cb/Cr 4:2:2 (ITU-R BT.656)
    - Pre analysis: Film detect, scene changing detect, and motion estimation assist
    - TBC, VBI data slicer
- Audio encoding
  - Bit length:     16 bits, 20 bits, 24 bits
  - Sampling rate: 32 kHz, 44.1 kHz, 48 kHz
  - MPEG1 audio layer 2 standard based
  - Dolby Digital Consumer Encoder standard based (Only the  $\mu$ PD61052)
  - Elementary stream and PCM audio input/output
- MPEG system processing
  - Multiplex:     MPEG2-PS, MPEG2-TS, DVD-Video, and DVD-VR
  - De-multiplex: MPEG2-PS, MPEG2-TS
  - Transcoding: MPEG2 format conversion (MPEG2-TS  $\leftrightarrow$  MPEG2-PS)
  - Partial TS generation
- Package: 208-pin fine pitch QFP
- Power supply: 1200 mW (Typ.)
- Power supply voltage: 3.3 $\pm$ 0.165 V, 2.5 $\pm$ 0.2 V (Internal circuit power)

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**APPLICATION**

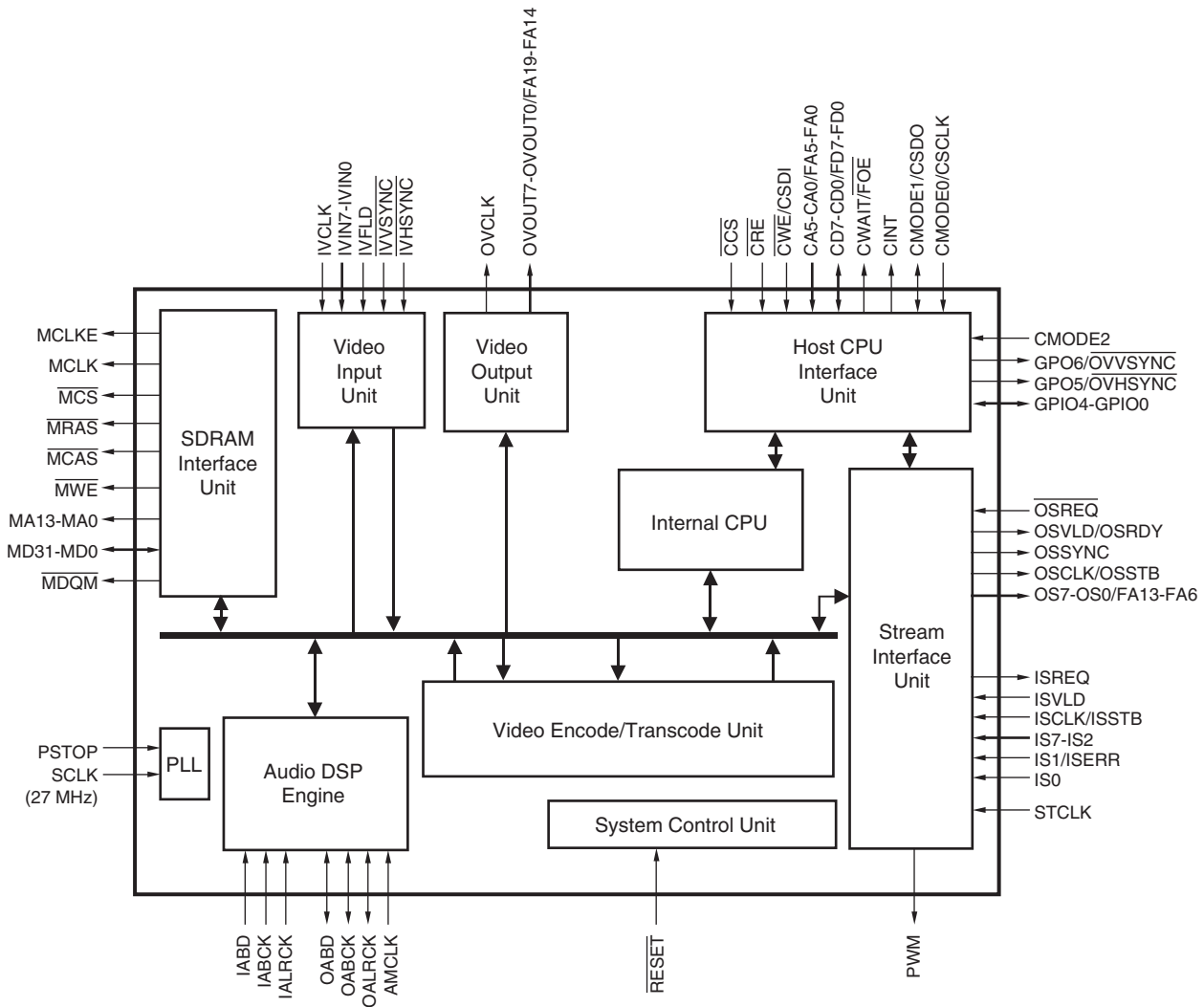
D-VHS, DVD video recorder, HDD video recorder

**ORDERING INFORMATION**

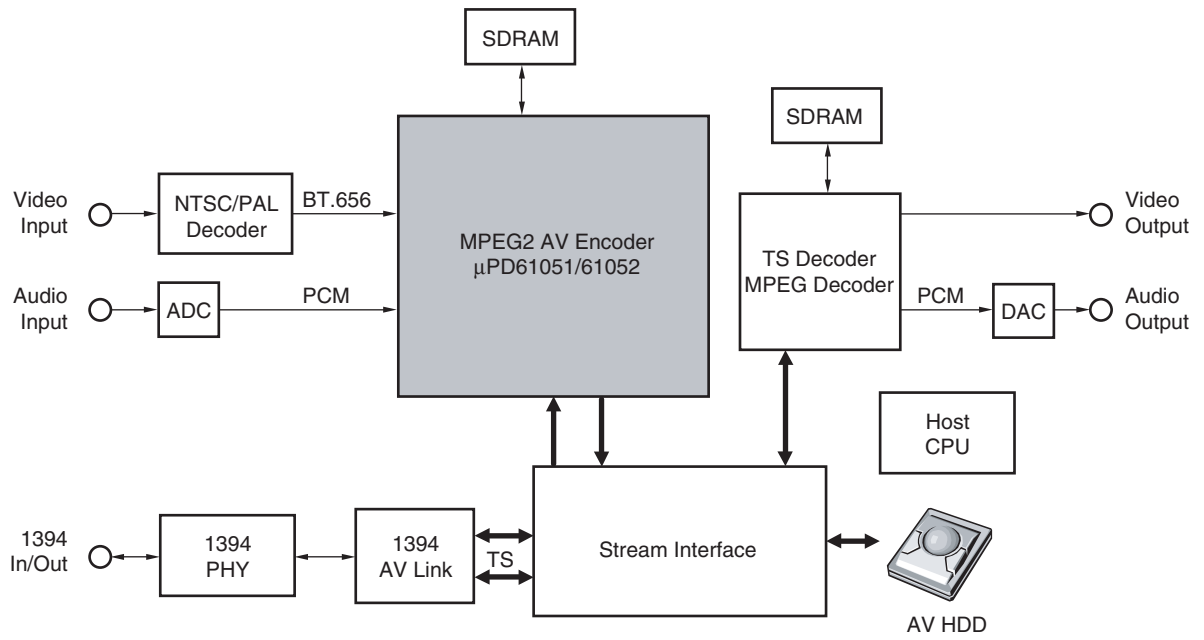
Part Number	Package
μPD61051GD-LML	208-pin plastic QFP (Fine pitch) (28×28)
★ μPD61051GD-LML-A <sup>Note</sup>	208-pin plastic QFP (Fine pitch) (28×28)
μPD61052GD-LML	208-pin plastic QFP (Fine pitch) (28×28)
★ μPD61052GD-LML-A <sup>Note</sup>	208-pin plastic QFP (Fine pitch) (28×28)

**Note** Lead-free product

**BLOCK DIAGRAM**

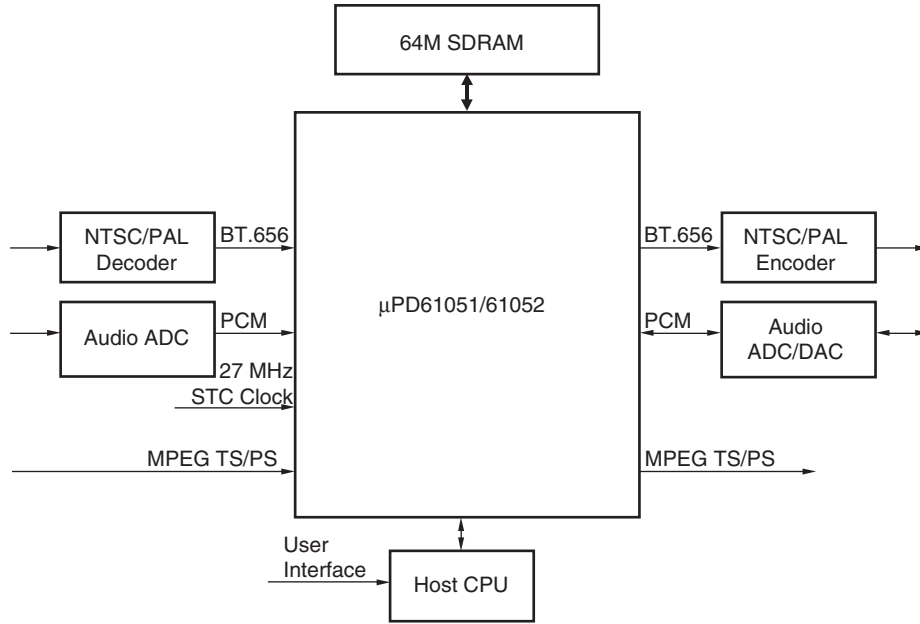


PERIPHERAL CONNECTION

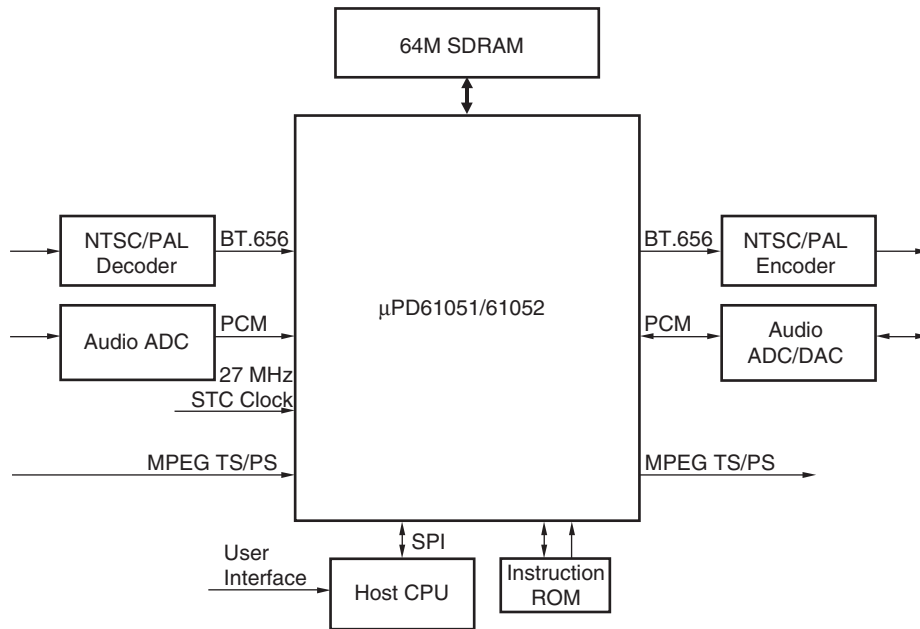


This LSI deals with two kinds of methods to connect a system controller.

**Parallel Bus Interface**



**Serial Bus Interface**



**PIN CONFIGURATION (TOP VIEW)**

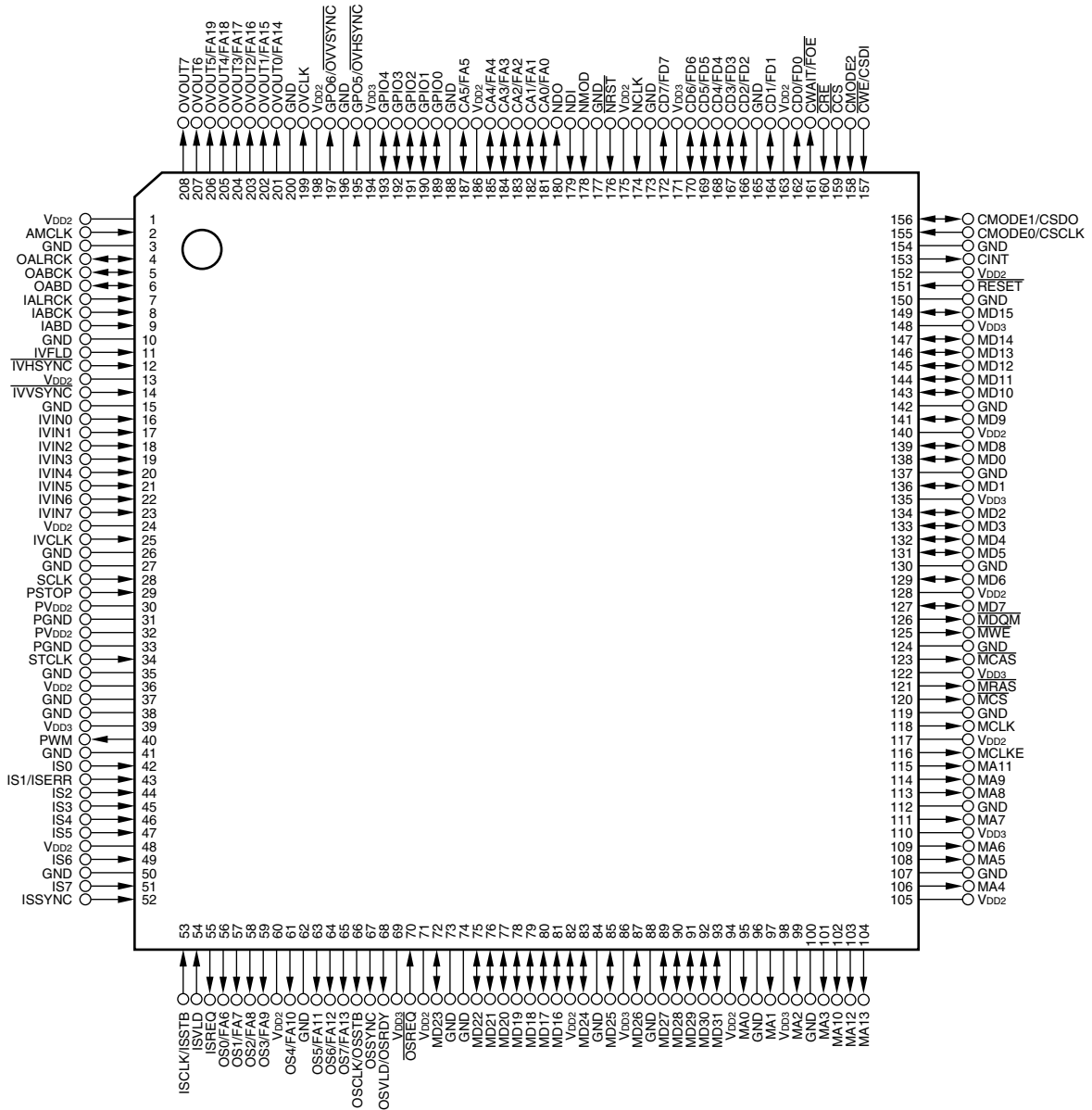
- 208-pin plastic QFP (Fine pitch) (28×28)

μPD61051GD-LML

μPD61051GD-LML-A

μPD61052GD-LML

μPD61052GD-LML-A



**PIN LIST**

AMCLK	:Audio Main Clock	MA0 to MA13	:Memory Address
CA0/FA0 to CA5/FA5	:Host CPU Address/ Instruction ROM Address	$\overline{MCAS}$	:Memory Column Address Strobe
$\overline{CCS}$	:Host CPU Chip Select	MCLK	:Memory Clock
CD0/FD0 to CD7/FD7	:Host CPU Data/ Instruction ROM Data	MCLKE	:Memory Clock Enable
CINT	:Host CPU Interrupt	$\overline{MCS}$	:Memory Chip Select
CMODE0/CSCLK	:Host CPU Mode/ SPI Clock	MD0 to MD31	:Memory Data
CMODE1/CSDO	:Host CPU Mode/ SPI Data Output	MDQM	:Memory DQ Mask Enable
CMODE2	:Host CPU Mode	$\overline{MRAS}$	:Memory Row Address Strobe
$\overline{CRE}$	:Host CPU Read Enable	$\overline{MWE}$	:Memory Write Enable
CWAIT/ $\overline{FOE}$	:Host CPU Wait/ Instruction ROM Output Enable	NCLK	:N-wire Clock
$\overline{CWE/CSDI}$	:Host CPU Write Enable/ SPI Data Input	NDI	:N-wire Data Input
GND	:Ground	NDO	:N-wire Data Output
GPIO0 to GPIO4	:General Purpose IO	NMOD	:N-wire Mode
GPO5/ $\overline{OVHSYNC}$	:General Purpose Output/ Output Video Horizontal Sync	$\overline{NRST}$	:N-wire Reset
GPO6/ $\overline{OVVSYNC}$	:General Purpose Output/ Output Video Vertical Sync	OABCK	:Output Audio Bit Clock
IABCK	:Input Audio Bit Clock	OABD	:Output Audio Bit Data
IABD	:Input Audio Bit Data	OALRCK	:Output Audio LR Clock
IALRCK	:Input Audio LR Clock	OS0/FA6 to OS7/FA13	:Output Stream Data/ Instruction ROM Address
IS0, IS2 to IS7	:Input Stream Data	OSCLK/OSSTB	:Output Stream Data Clock/ Output Stream Data Strobe
IS1/ISERR	:Input Stream Data/ Input Stream Error	$\overline{OSREQ}$	:Output Stream Data Request
ISCLK/ISSTB	:Input Stream Data Clock/ Input Stream Data Strobe	OSSYNC	:Output Stream Data Sync
ISREQ	:Input Stream Data Request	OSVLD/OSRDY	:Output Stream Data Valid/ Output Stream Data Ready
ISSYNC	:Input Stream Data Sync	OVCLK	:Output Video Clock
ISVLD	:Input Stream Data Valid	OVOUT0/FA14 to	:Output Video Data/ Instruction ROM Address
IVCLK	:Input Video Clock	OVOUT5/FA19	
IVFLD	:Input Video Field Index	OVOUT6,OVOUT7	:Output Video Data
$\overline{IVHSYNC}$	:Input Video Horizontal Sync	PGND	:PLL Ground
IVIN0 to IVIN7	:Input Video Data	PSTOP	:PLL Stop
$\overline{IVVSYNC}$	:Input Video Vertical Sync	PV <sub>DD2</sub>	:PLL 2.5 V Power Supply
		PWM	:PWM Output
		$\overline{RESET}$	:Reset
		SCLK	:System Clock
		STCLK	:System Time Clock
		V <sub>DD2</sub>	:2.5 V Power Supply
		V <sub>DD3</sub>	:3.3 V Power Supply

CONTENTS

- 1. PIN FUNCTION ..... 9**
  - 1.1 Video Input Interface..... 9
  - 1.2 Video Output Interface..... 9
  - 1.3 Audio Input Interface ..... 9
  - 1.4 Audio Input/output Interface ..... 10
  - 1.5 Stream Input Interface ..... 10
  - 1.6 Stream Output Interface ..... 11
  - 1.7 SDRAM Interface ..... 11
  - 1.8 Host CPU Interface..... 12
    - 1.8.1 Parallel bus interface..... 12
    - 1.8.2 Serial bus interface..... 12
  - 1.9 Clock, Reset..... 13
  - 1.10 N-Wire..... 13
  - 1.11 GPIO ..... 14
  - 1.12 Power Supply ..... 14
  - 1.13 Recommended Connections of Unused Pins ..... 15
  
- 2. FEATURE OVERVIEW..... 16**
  - 2.1 Video ..... 16
    - 2.1.1 Encoding ..... 16
    - 2.1.2 Transcoding..... 16
    - 2.1.3 Input/output processing ..... 17
  - 2.2 Audio ..... 19
    - 2.2.1 Encoding ..... 19
    - 2.2.2 Transcoding (DEMUX, MUX) ..... 19
    - 2.2.3 Input/output processing ..... 19
  - 2.3 MPEG System Processing..... 22
    - 2.3.1 System time clock ..... 22
    - 2.3.2 Multiplex ..... 23
    - 2.3.3 De-multiplex ..... 23
    - 2.3.4 Transcode ..... 24
  - 2.4 Stream Interface ..... 25
    - 2.4.1 Parallel steam data interface ..... 25
    - 2.4.2 Serial stream data interface..... 29
  - 2.5 Host CPU Interface..... 32
  - 2.6 SDRAM Interface ..... 33
  - 2.7 Memory Connection Diagram ..... 34
  - 2.8 Memory Map ..... 36
  
- 3. SYSTEM INTERFACE REGISTER ..... 38**
  - 3.1 Register Mapping (General Mapping)..... 39
  - 3.2 Register Functions..... 40
    - 3.2.1 Common register..... 40
    - 3.2.2 Data transfer register..... 40
    - 3.2.3 Internal CPU interrupt register..... 47
    - 3.2.4 Interrupt mask register ..... 47

- 3.2.5 Download interrupt register ..... 47
- 3.2.6 Interrupt register ..... 48
- 3.2.7 Reset register ..... 48
- 3.2.8 ROM access cycle register ..... 49
- 3.2.9 Port setup register ..... 49
  
- 4. SYSTEM INTERFACE PROCEDURE..... 50**
  - 4.1 Outline..... 51**
  - 4.2 Firmware Download ..... 52**
    - 4.2.1 Host CPU to instruction RAM of internal CPU ..... 52
    - 4.2.2 External ROM to instruction RAM of internal CPU..... 53
    - 4.2.3 Host CPU to SDRAM..... 54
    - 4.2.4 External ROM to SDRAM ..... 55
  - 4.3 SDRAM Write during Executing ..... 56**
  - 4.4 SDRAM Read during Executing ..... 57**
  - 4.5 SDRAM Initialization..... 58**
  - 4.6 Operation Mode Setting by Changing Firmware ..... 59**
  - 4.7 Transfer Ending..... 60**
  - 4.8 Transfer Error Handling..... 61**
    - 4.8.1 Transfer error handling 1 ..... 61
    - 4.8.2 Transfer error handling 2 ..... 62
    - 4.8.3 Transfer error handling 3 ..... 63
  
- 5. EXAMPLE FOR COMMON REGISTER USAGE..... 64**
  - 5.1 Register Map Example ..... 65**
  - 5.2 Example of the Common Register Which A Firmware Defines ..... 67**
    - 5.2.1 COMCODE: Command code register..... 66
    - 5.2.2 ESTS: Status register ..... 66
  
- 6. ELECTRICAL CHARACTERISTICS..... 68**
  
- 7. PACKAGE DRAWING ..... 102**
  
- 8. RECOMMENDED SOLDERING CONDITIONS..... 103**



## 1. PIN FUNCTION

Sharing pin is bold faced in name and explains the feature shown.

### 1.1 Video Input Interface

The video input is based on the ITU-R BT.656 format. The horizontal synchronization signal, and the vertical synchronization signal, the field index can be used without using SAV and EAV to provide at ITU-R BT. 656, too.

Name	IO	Pin Number	Function	Active Polarity
IVIN7 to IVIN0	I	23 to 16	Video data	
IVCLK	I	25	Video clock (27 MHz)	↑
$\overline{\text{IVHSYNC}}$	I	12	Horizontal synchronization	L
$\overline{\text{IVVSYNC}}$	I	14	Vertical synchronization	L
IVFLD	I	11	Field index	

### 1.2 Video Output Interface

The video output is based on the ITU-R BT.656 format. It is able to output horizontal and vertical synchronization signals with SAV/EAV. These synchronization signals are chosen output by the firmware. These ports become GPO until the firmware initializes after hardware reset.

At the time of the odd field,  $\overline{\text{OVVSYNC}}$  falls in the 4th clock after falling of  $\overline{\text{OVHSYNC}}$ .

At the time of the even field,  $\overline{\text{OVVSYNC}}$  falls in to the H/2+4th clock the  $\overline{\text{OVHSYNC}}$  falling.

Name	IO	Pin Number	Function	Active Polarity
OVOUT7, OVOUT6	O	208, 207	Video data	
<b>OVOUT5 to OVOUT0/</b> FA19 to FA14	O	206 to 201	Video data	
OVCLK	O	199	Video clock (27 MHz)	↑
GPO5/ $\overline{\text{OVHSYNC}}$	O	195	Horizontal synchronization	L
GPO6/ $\overline{\text{OVVSYNC}}$	O	197	Vertical synchronization	L

### 1.3 Audio Input Interface

Name	IO	Pin Number	Function	Active Polarity
IALRCK	I	7	Left/Right clock	
IABCK	I	8	Bit clock	↑
IABD	I	9	Bit data	

1.4 Audio Input/output Interface

After hardware reset, it becomes input. OALRCK, OABCK and OABD connect with 3.3 V V<sub>DD</sub> through the 10 kΩ pull up resistance. Firmware controls input/output of those pins.

Name	IO	Pin Number	Function	Active Polarity
OALRCK	IO	4	Left/Right clock	
OABCK	IO	5	Bit clock	↑
OABD	IO	6	Bit data	
AMCLK	I	2	Audio clock	↑

1.5 Stream Input Interface

Stream input corresponds to MPEG TS/PS stream. When slave mode (MPEG2-TS input with using valid signal), data input is possible to select 8 bits parallel data or serial data mode. When serial data mode, data input to IS0.

Active polarity of ISREQ is selected by the port setup register.

Active polarity of ISCLK/ISSTB, ISSYNC ISERR and ISVLD are selected by firmware. These are unsettled after the turning on.

Name	IO	Pin Number	Function	Active Polarity
ISREQ	O	55	Stream data request Only parallel interface, this pin is active. After reset, default is active low.	
ISCLK/ISSTB	I	53	Stream data strobe After reset, default is ISCLK.	
ISCLK/ISSTB	I	53	Stream data clock After reset, default is active high edge.	
ISSYNC	I	52	Stream data synchronization After reset, default is active high.	
ISVLD	I	54	Stream data valid After reset, default is active low.	
IS1/ISERR	I	43	Stream error After reset, default is active high.	
IS1/ISERR	I	43	Stream data input	
IS7 to IS2, IS0	I	51,49, 47 to 44, 42	Stream data input	

**Remark** In this table, means of reset are hardware reset by the  $\overline{\text{RESET}}$  pin and ALL RESET of the reset register.

1.6 Stream Output Interface

This interface outputs MPEG TS/PS stream. When in master mode (MPEG2-TS output with using valid signal), data output is possible to select 8bits parallel data or serial data mode. In serial mode, data output from OS0.

Active polarity of OSVLD is selected by the port setup register.

Active polarity of OSCLK/OSSTB and OSSYNC are selected by firmware. These are unsettled after the turning on.

Name	IO	Pin Number	Function	Active Polarity
$\overline{\text{OSREQ}}$	I	70	Stream data request in slave mode	L
<b>OSCLK/OSSTB</b>	O	66	Stream data strobe After reset, default is active high edge.	
<b>OSCLK/OSSTB</b>	O	66	Stream data clock After reset, default is OSSTB.	
OSSYNC	O	67	Stream data synchronization After reset, default is active high.	
<b>OSVLD/OSRDY</b>	O	68	Stream data valid After reset, default is OSRDY.	
<b>OSVLD/OSRDY</b>	O	68	Stream data ready prepared After reset, default is active low.	
<b>OS7 to OS0/ FA13 to FA6</b>	O	65 to 63, 61, 59 to 56	Stream data output	

**Remark** In this table, means of reset are hardware reset by the  $\overline{\text{RESET}}$  pin and ALL RESET of the reset register.

1.7 SDRAM Interface

Name	IO	Pin Number	Function	Active Polarity
MA13 to MA0	O	104, 103, 115, 102, 114, 113, 111, 109, 108, 106, 101, 99, 97, 95	Address of row/column	
MD31 to MD0	IO	93 to 89, 87, 85, 83, 72, 75 to 81, 149, 147 to 143, 141, 139, 127, 129, 131 to 134, 136, 138	Data (Built-in 50 kΩ pull up resistor)	
MCLK	O	118	Clock	↑
MCKE	O	116	Clock enable	H
$\overline{\text{MCS}}$	O	120	Chip selection	L
$\overline{\text{MRAS}}$	O	121	Row address strobe	L
$\overline{\text{MCAS}}$	O	123	Column address strobe	L
$\overline{\text{MWE}}$	O	125	Write enable	L
$\overline{\text{MDQM}}$	O	126	Data input/output mask enable	L

1.8 Host CPU Interface

It chooses a parallel bus connection and a serial bus connection by the setting of CMODE2.

Name	IO	Pin Number	Function	Active Polarity
CMODE2	I	158	Host CPU interface select L: Parallel, H: Serial	

1.8.1 Parallel bus interface

Name	IO	Pin Number	Function	Active Polarity
CA5 to CA0/ FA5 to FA0	I	187, 185 to 181	Address	
CD7 to CD0/ FD7 to FD0	IO	172, 170 to 166, 164, 162	Data	
$\overline{\text{CWE}}$ /CSDI	I	157	Write enable	L
$\overline{\text{CRE}}$	I	160	Read enable	L
$\overline{\text{CCS}}$	I	159	Chip selection	L
CINT	O	153	Interrupt	H
$\overline{\text{CWAIT}}$ /FOE	O	161	Wait	
CMODE0/CSCLK	I	155	Setting of polarity of CWAIT L: Low wait, H: High wait	
CMODE1/CSDO	I	156	Setting of operation of CWAIT (Built-in 50 kΩ pull up resistor) L: Wait operation.(after ready, pin continues ready) H: Ready operation.(after ready, pin turns to wait)	

1.8.2 Serial bus interface

When connecting a serial bus, it downloads instruction of internal CPU from instruction ROM.

(1) Serial bus interface

Name	IO	Pin Number	Function	Active Polarity
CMODE0/CSCLK	I	155	SPI serial interface clock Fix CSCLK to high level during $\overline{\text{CCS}}$ is disable (high level).	↑
$\overline{\text{CWE}}$ /CSDI	I	157	SPI serial interface data input	
CMODE1/CSDO	O	156	SPI serial interface data output (Built-in 50 kΩ pull up resistor)	
$\overline{\text{CCS}}$	I	159	Chip selection	L
CINT	O	153	Interrupt	H

(2) Instruction ROM interface

Name	IO	Pin Number	Function	Active Polarity
CA5 to CA0/ <b>FA5 to FA0</b>	O	187, 185 to 181	Address	
OS7 to OS0/ <b>FA13 to FA6</b>	O	65 to 63, 61, 59 to 56	Address	
OVOUT5 to OVOUT0/ <b>FA19 to FA14</b>	O	206 to 201	Address	
CD7 to CD0/ <b>FD7 to FD0</b>	I	172, 170 to 166, 164, 162	Data	
$\overline{\text{CWAIT/FOE}}$	O	161	Output enable	L

1.9 Clock, Reset

Name	IO	Pin Number	Function	Active Polarity
SCLK	I	28	System clock	↑
STCLK	I	34	System time clock	↑
PSTOP	I	29	Internal PLL operation control L: Normal, H: Internal PLL stop	H
PWM	O	40	PWM output	
$\overline{\text{RESET}}$	I	151	Reset	L

1.10 N-Wire

IE Port for firmware of Internal CPU evaluation

When not connecting an in-circuit emulator, take countermeasures against noise by pulling up the NDI pin to avoid the pin becoming low level.

Name	IO	Pin Number	Function	Active Polarity
NMOD	I	178	Pin used when connecting IE Pull up when connecting IE	H
NCLK	I	174	Serial clock	↑
$\overline{\text{NRST}}$	I	176	N-wire reset	L
NDI	I	179	Data input	
NDO	O	180	Data output	

1.11 GPIO

GPIO becomes input after hardware reset by the  $\overline{\text{RESET}}$  pin and ALL RESET by the reset register. GPIO connect with 3.3 V  $V_{DD}$  through the 10 kΩ pull up resistance.

Name	IO	Pin Number	Function	Active Polarity
GPIO0	IO	189	Firmware use pin	
GPIO1	IO	190	Firmware use pin	
GPIO2	IO	191	Firmware use pin	
GPIO3	IO	192	Firmware use pin	
GPIO4	IO	193	Firmware use pin	
GPO5/ $\overline{\text{OVHSYNC}}$	O	195	Firmware use pin	
GPO6/ $\overline{\text{OVVSYNC}}$	O	197	Firmware use pin	

1.12 Power Supply

Name	IO	Pin Number	Function	Active Polarity
$V_{DD3}$	-	39, 69, 86, 98, 110, 122, 135, 148, 171, 194	3.3 V power supply for interface	
$V_{DD2}$	-	1, 13, 24, 36, 48, 60, 71, 82, 94, 105, 117, 128, 140, 152, 163, 175, 186, 198	2.5 V power supply for the internal circuit	
GND	-	3, 10, 15, 26, 27, 35, 37, 38, 41, 50, 62, 73, 74, 84, 88, 96, 100, 107, 112, 119, 124, 130, 137, 142, 150, 154, 165, 173, 177, 188, 196, 200	GND	
$PV_{DD2}$	-	30, 32	2.5 V power supply for PLL	
PGND	-	31, 33	GND for PLL	

1.13 Recommended Connections of Unused Pins

Connect unused pins as follows.

Name	IO	Connection
IVIN7 to IVIN0	I	GND
IVCLK	I	GND
$\overline{\text{IVHSYNC}}$	I	GND
$\overline{\text{IVVSYNC}}$	I	GND
IVFLD	I	GND
OVOUT7, OVOUT6	O	Open
OVOUT5 to OVOUT0/FA19 to FA14	O	Open
OVCLK	O	Open
IALRCK	I	GND
IABCK	I	GND
IABD	I	GND
OALRCK	IO	Pull up with 10 kΩ resistor
OABCK	IO	Pull up with 10 kΩ resistor
OABD	IO	Pull up with 10 kΩ resistor
AMCLK	I	GND
ISREQ	O	Open
ISCLK/ISSTB	I	GND
ISSYNC	I	GND
ISVLD	I	GND
IS7 to IS0	I	GND
$\overline{\text{OSREQ}}$	I	GND
OSSYNC	O	Open
CA5 to CA0/FA5 to FA0	IO	Open
CD7 to CD0/FD7 to FD0	IO	Pull up with 10 kΩ resistor
$\overline{\text{CRE}}$	I	GND
CINT	O	Open
$\overline{\text{CWAIT/FOE}}$	O	Open
PWM	O	Open
NMOD	I	Pull up with 4.7 kΩ resistor
NCLK	I	Pull up with 4.7 kΩ resistor
$\overline{\text{NRST}}$	I	Pull down with 50 kΩ resistor
NDI	I	Pull up with 4.7 kΩ resistor
NDO	O	Pull up with 4.7 kΩ resistor
GPIO4 to GPIO0	IO	Pull up with 10 kΩ resistor
GPO5/ $\overline{\text{OVHSYNC}}$	O	Open
GPO6/ $\overline{\text{OVVSYNC}}$	O	Open

## 2. FEATURE OVERVIEW

The functions and I/O interfaces are set using firmware.  
Supported functions differ depending on firmware.

### 2.1 Video

This LSI can do flexible encoding and transcoding by using the firmware control of internal CPU and an exclusive use circuit. NTSC/PAL video format, which is possible of the encoding is as in **Table 2-1**. NTSC/PAL video format of the transcoding is under 720 dots by 480/576 line/frame.

**Table 2-1. Video Format**

MPEG2	MPEG1	Video format
Yes	No	720 dots by 480/576 line/frame
Yes	No	704 dots by 480/576 line/frame
Yes	No	544 dots by 480/576 line/frame
Yes	No	480 dots by 480/576 line/frame
Yes	No	352 dots by 480/576 line/frame
Yes	Yes	352 dots by 240/288 line/frame

#### 2.1.1 Encoding

It encodes the video that was converted from the 4:2:2 format into the 4:2:0 format in the video input/output unit with MPEG2 standard MP@ML, SP@ML and the MPEG1 standard. It is encoding in variable bit rate (single path VBR encoding) or constant bit rate (CBR). The pre analysis supports high quality picture encoding. Encode supports frame structure.

- Using the following, only 64 Mbits SDRAM is needed.  
Encoding with locally decoding and/or time base corrector (TBC)  
PAL encoding
- DVD encoding needs equal to 128 Mbits SDRAM area.
- The motion estimation size  
P picture: ±128 dots (H) by ±64 lines (V)  
B picture: ±96 dots (H) by ±48 lines (V), ±64 dots (H) by ±32 lines (V)
- I/P picture period in MP@ML :  $M \leq 3$
- Dual prime estimate, only at the time of  $M = 1$ .

#### 2.1.2 Transcoding

It transcodes the stream of MPEG2 standard MP@ML based. It is possible for the bit rate conversion.



**2.1.3 Input/output processing**

**(1) Video input**

The video input format is ITU-R BT.656 (8-bit Y/Cb/Cr the 4:2:2 format) and 8-bit Y/Cb/Cr which deals with the 4:2:0 format. The horizontal synchronization signal, the vertical synchronization signal and the field index can be used without using SAV and EAV. In this case, IVFLD can be used by taking with  $\overline{\text{IVVSYNC}}$  or it judges a field judgment in the polarity of  $\overline{\text{IVHSYNC}}$  behind the falling edge two clock of  $\overline{\text{IVVSYNC}}$ . It judges that an odd field is 'H' and an even field is 'L'.  $\overline{\text{IVVSYNC}}$  and  $\overline{\text{IVHSYNC}}$  need the high / low period more than 3 IVCLK. The video-input unit watches over the synchronization signals and detects synchronous error.

**(2) Picture size conversion filter**

For adapting to the bit rate of the stream, the picture size of the encoding can be changed. In addition, picture size changed with the external filter to the 4:2:0 format can be inputted directly, too.

**Table 2-2. Input Video Data Arrangement**

Format	Line	Data arrangement
4:2:2	Odd/even lines	Cb0, Y0, Cr0, Y1, Cb1, Y2, Cr1, Y3, Cb2, Y4, Cr2, Y5, ...
4:2:0	Odd lines	Cb0, Y0, Cr0, Y1, Cb1, Y2, Cr1, Y3, Cb2, Y4, Cr2, Y5, ...
	Even lines	(-), Y0, (-), Y1, (-), Y2, (-), Y3, (-), Y4, (-), Y5, ...

**(3) Time base corrector (TBC)**

It has a frame-type TBC. It is possible to make stable encoding of the channel changing and the nonstandard video signal such as VTR. When using TBC, it needs over 64 Mbits SDRAM. The following video signals can be corrected.

**Table 2-3. Correctable Video Signals**

	Horizontal Sync	Vertical Sync
NTSC	1626 to 1806 IVCLK/H	246 to 278 H/V
PAL	1628 to 1828 IVCLK/H	294 to 330 H/V

**Remark** IVCLK: 27 MHz

**(4) Noise reduction**

Respectively the noise reduction of the luminance signal and the color signal can be set three levels

**(5) Slicer**

Slicer decodes the luminance signal to the vertical blanking data. It detects VBID, Closed Caption, and Wide Screen Signal. The host CPU can read, and stop encoding and re-write the copy control information in VBID and the Wide Screen Signal, on the host CPU interface.

Table 2-4. Slicer

TV method	VBI data	Detection line
NTSC	VBID	20, 283
	Closed caption	21, 284
PAL	Wide screen signal	23 (336)

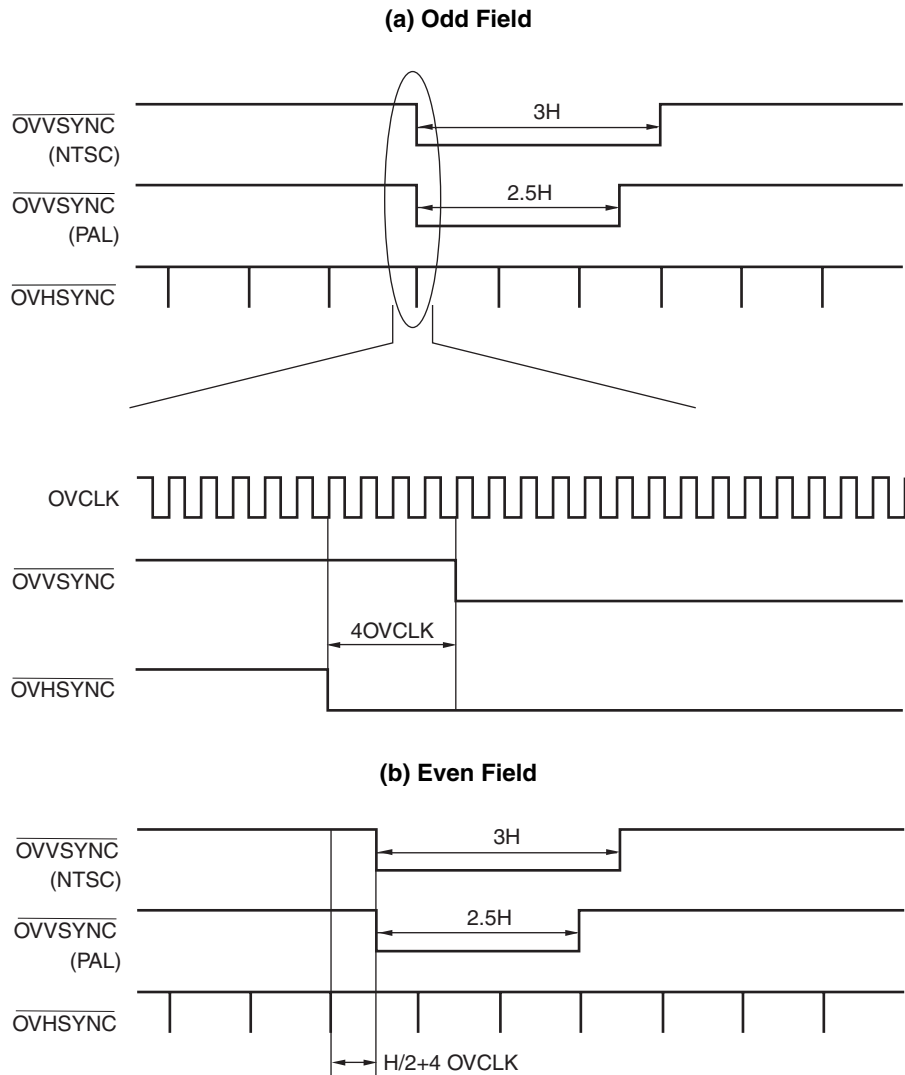
(6) Video output

It converts an input video or a local-decoded video into picture size of 720 dots by 480/576 line and outputs with the ITU-R BT.656 format.

Horizontal and vertical synchronization signals are switched from GPO.

Field detection is easy due to vertical synchronization signal delays 4VCLK since horizontal synchronization signal.

Figure 2-1. Video Output



**2.2 Audio**

This LSI encodes the MPEG audio encoding and transcode with the internal DSP.

**2.2.1 Encoding**

It encodes MPEG1 audio layer 2 or Dolby Digital Consumer Encoder (only the μPD61052). In addition, it is possible to bypass internal audio encode DSP, when the audio elementary stream is encoded by an external audio encoder are inputted.

**2.2.2 Transcoding (DEMUX, MUX)**

It is possible to multiplex two de-multiplexed audio streams. It analyzes MPEG1 audio stream, and extracts the information to multiplex and notify to the host CPU.

**2.2.3 Input/output processing**

Two PCM audio signals can be inputted to the audio input interface and the audio input-output interface. When inputting two audio signals, an audio signal is encoded, and another one bypasses the audio encoding DSP, and transfers to the multiplexer. When inputting an audio elementary stream that has been encoded by the external audio encoder and PCM audio, it can multiplex two audio elementary streams.

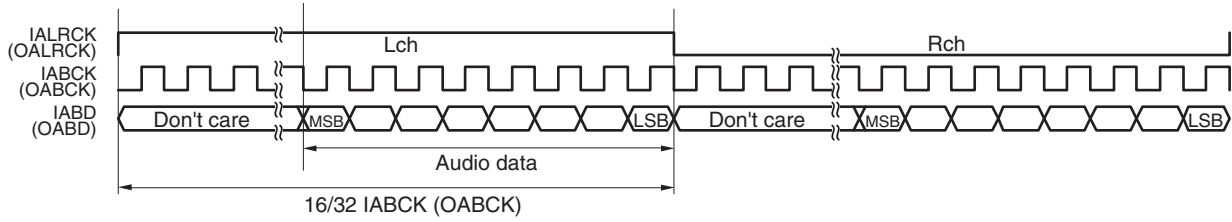
The PCM audio or the audio elementary stream can be outputted from the audio input-output interface. The audio clock (AMCLK) types the clock by which a phase was locked up STC clock (STCLK).

**Table 2-4. Audio Input/output**

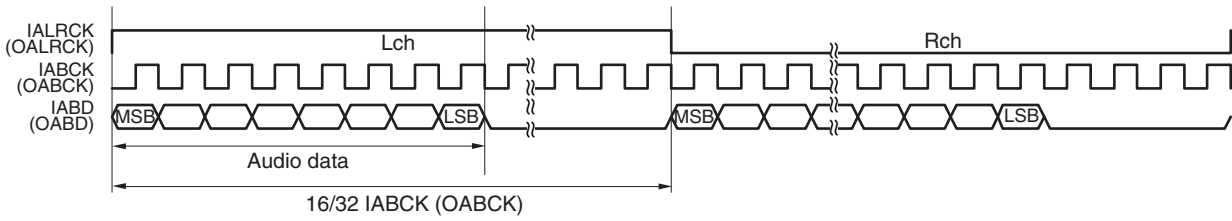
Item	Input/output format
Data length	16 bits, 20 bits, 24 bits
Sampling frequency	32 kHz, 44.1 kHz, 48 kHz
Justification of transfer	MSB first I <sup>2</sup> S Compatible/Left justified/Right justified
Format	PCM Audio, IEC60958 based

Figure 2-2. Audio Input

(a) MSB First Right Justified Mode



(b) MSB First Left Justified Mode



(c) I<sup>2</sup>S Mode

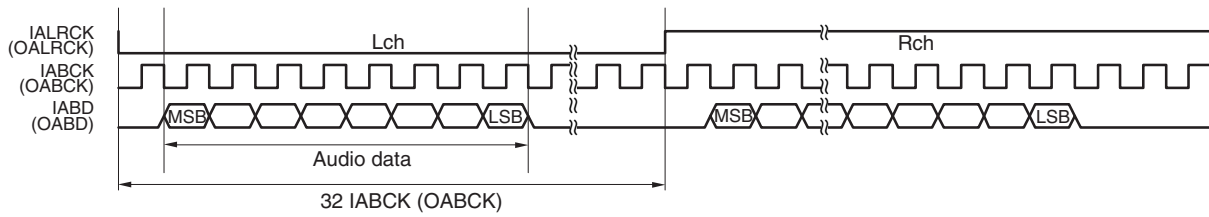
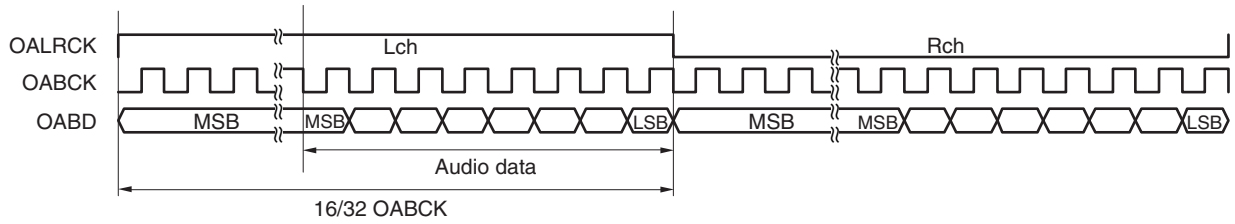
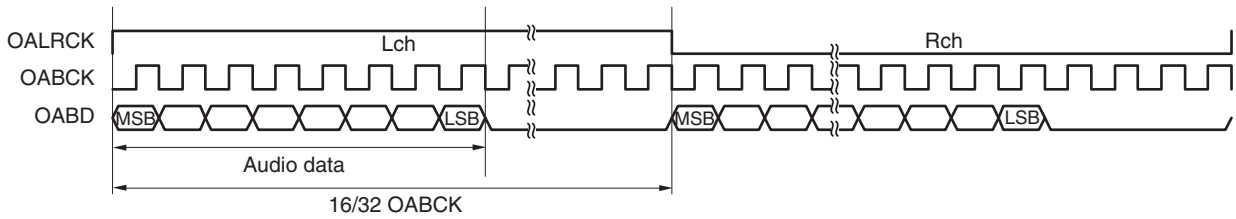


Figure 2-3. Audio Output

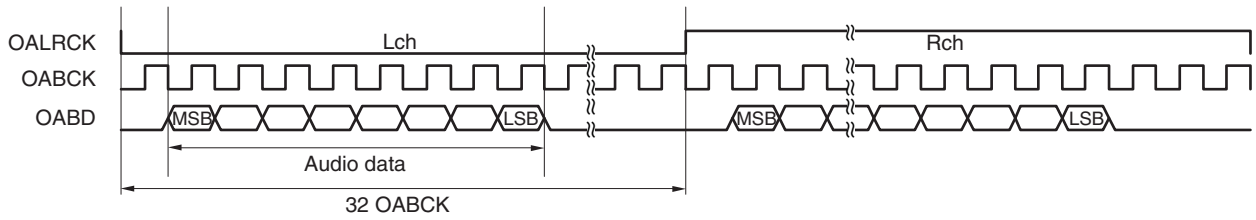
(a) MSB First Right Justified Mode



(b) MSB First Left Justified Mode



(c) I<sup>2</sup>S Mode



2.3 MPEG System Processing

This LSI multiplexes and/or de-multiplexes Audio and video streams based on MPEG2-TS/PS and MPEG1. By combining the multiplexer and de-multiplexer, it does the transcode which is accompanied by MPEG2-TS↔MPEG2 PS conversion.

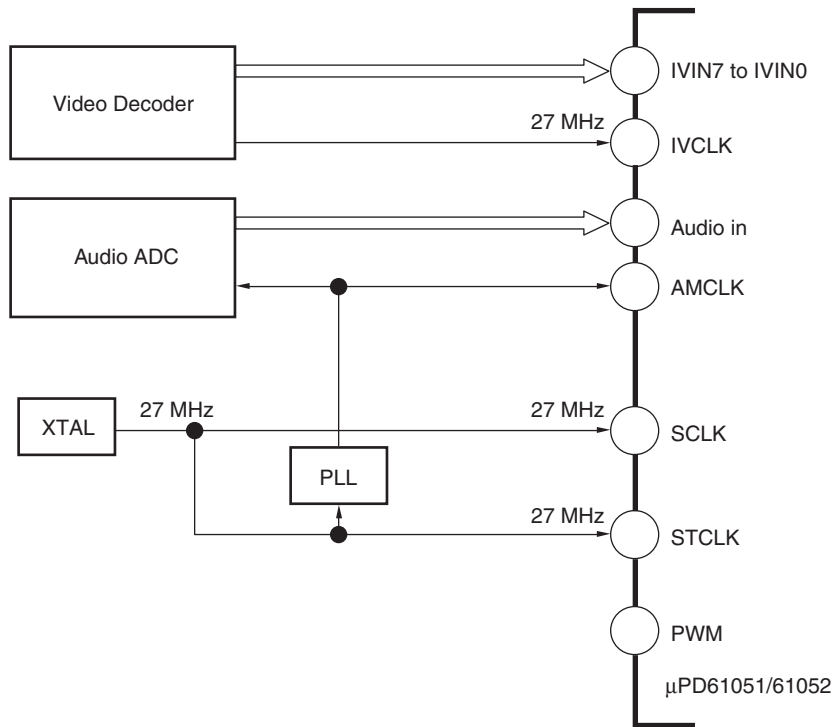
2.3.1 System time clock

(1) Encoding system

When the encoding system operates, it uses the clock input to STCLK that is generated with the 27 MHz oscillator.

Audio master clock is made with 27 MHz of STCLK, and then Audio synchronizes to STC.

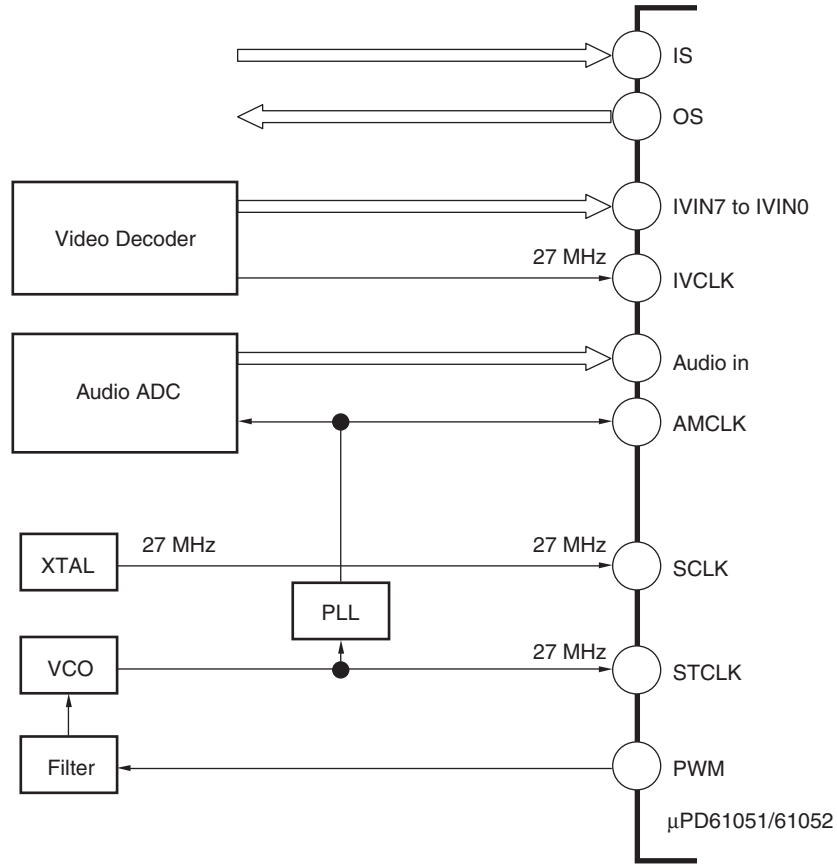
Figure 2-4. System Time Clock Input (Encoding System)



**(2) Encoding and Transcoding system**

It can output the signal, which generates the pulse wide modulation (PWM) with comparing PCR/SCR of the stream and system time clock value, for making the reference clock of the system.

**Figure 2-5. System Time Clock Input (Encoding and Transcoding System)**



**2.3.2 Multiplex**

It stamps SCR, PCR, DTS and PTS after multiplexing streams that are from the video encoder and the audio encoder based on MPEG2-TS/PS.

Partial TS can be made by forming SIT packet from PSI and SI data of base on DVB.

It is possible to multiplex the packet that inputted from the host CPU interface.

**2.3.3 De-multiplex**

**(1) MPEG2-TS**

Using the PID filter corresponding to 16 PIDs, It separates MPEG2-TS to one video stream, two audio streams, and two user data streams. Internal CPU extracts section data in PSI and SI of base on DVB.

**(2) MPEG2-PS**

With the stream ID filter, it separates MPEG2-PS to one video stream, one audio stream, and two user data streams.

**(3) VBI data**

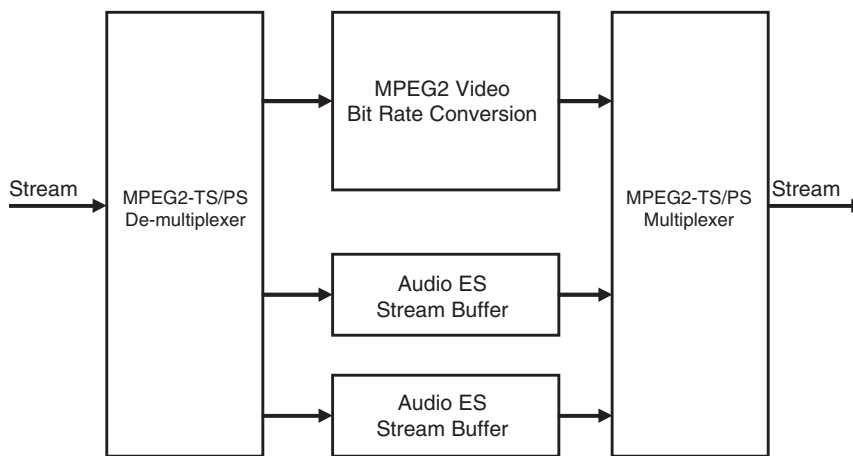
The user data stream, the wide screen signal, the closed caption, VBID and format of the video and the audio can be read from the host CPU interface.

**2.3.4 Transcode**

The transcode is a combined multiplexer and de-multiplexer. MPEG2-TS/PS separates into a video stream, two audio streams, and two user data streams. The video stream and the audio stream are multiplexed to MPEG2-TS/PS after transcode on the elementary. PCR, SCR, PTS and DTS are corrected when multiplexing.

In the transcode of MPEG2-TS, it can generate partial TS using the data detected by the PID filter and the section filter.

**Figure 2-6. Transcode**



The change of the MPEG system layer is shown below.

- MPEG2-TS ⇒ MPEG2-TS
- MPEG2-TS ⇒ MPEG2-PS
- MPEG2-PS ⇒ MPEG2-TS
- MPEG2-PS ⇒ MPEG2-PS
- MPEG1 ⇒ MPEG1



2.4 Stream Interface

When it inputs MPEG2-TS, it is able to connect parallel data or serial data with the μPD61051/61052. When it inputs MPEG2-PS, it should connect parallel data with the μPD61051/61052.

2.4.1 Parallel steam data interface

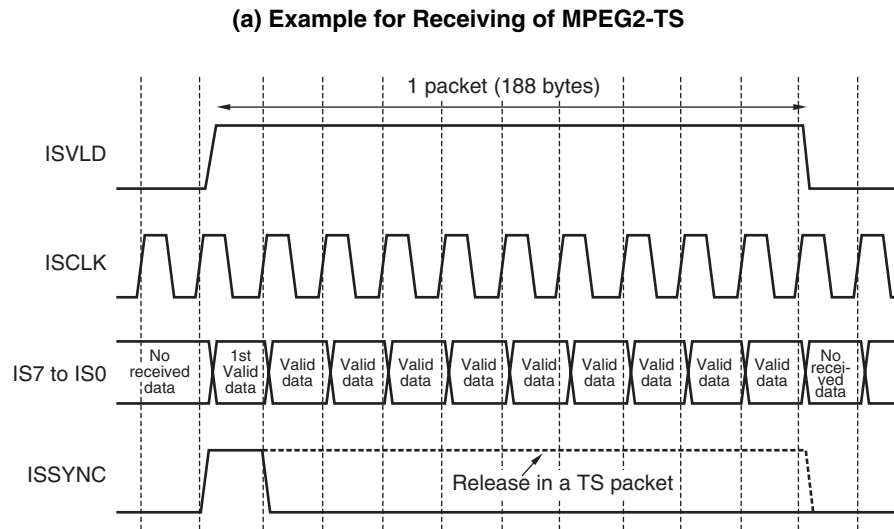
This LSI connects to external device by the master mode or the slave mode. When parallel interface, the maximum stream input rate is 100 Mbps, the maximum stream output rate is 30 Mbps. The stream of MPEG encoding and transcode is limited to 15 Mbps on MPEG MP@ML.

(1) Stream Input

It is possible to receive 4 bytes data after invalid of ISREQ of the stream input.

**Remark** ISSTB and ISCLK are identical pins.

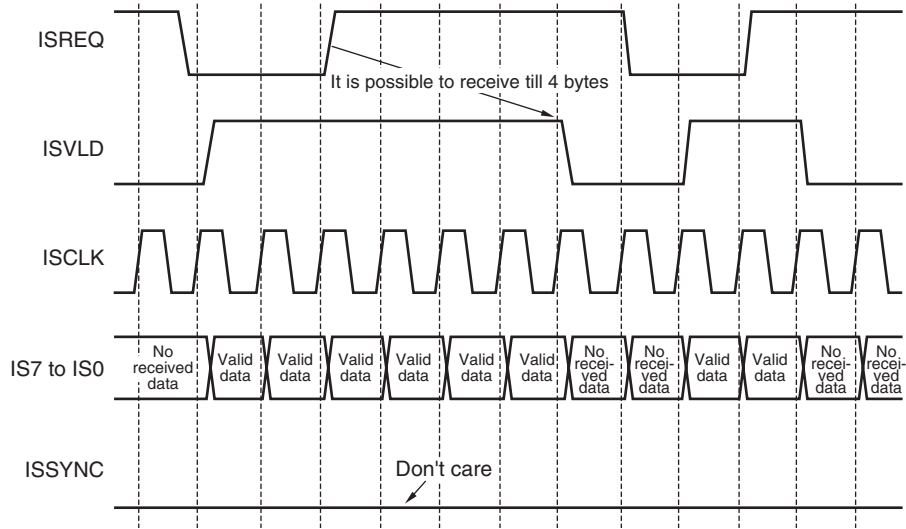
Figure 2-7. Parallel Stream Receiving Mode (1/2)



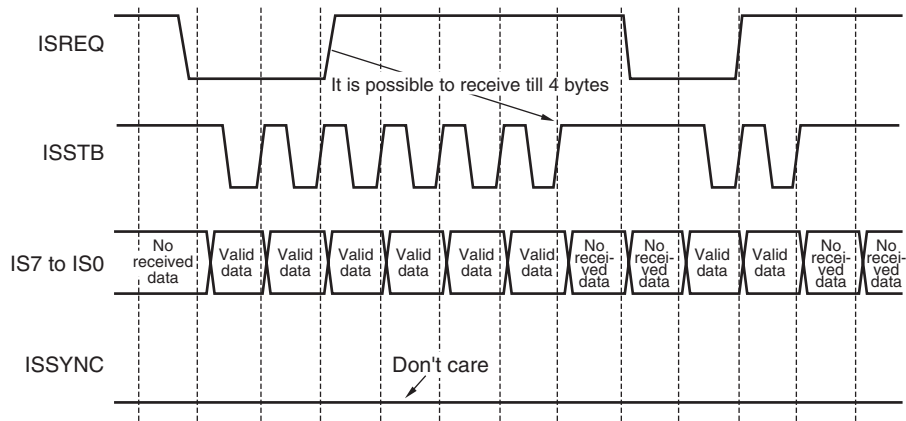
ISCLK shall be under 13.5 MHz.

Figure 2-7. Parallel Stream Receiving Mode (2/2)

(b) Example of Receiving MPEG2-PS, ES with Valid and Clock



(c) Example of Receiving MPEG2-PS, MPEG2-ES with a Strobe



★ (2) Stream output

There are two modes: valid operation master mode and strobe operation byte transfer mode.

The appropriate transfer mode for the system can be selected by setting the two stream output mode and transfer rate.

**Remark** OSSTB and OSRDY are the same pins as OSCLK and OSVLD, respectively. Operation can be selected using combinations of OSSTB and OSRDY or OSCLK and OSVLD.

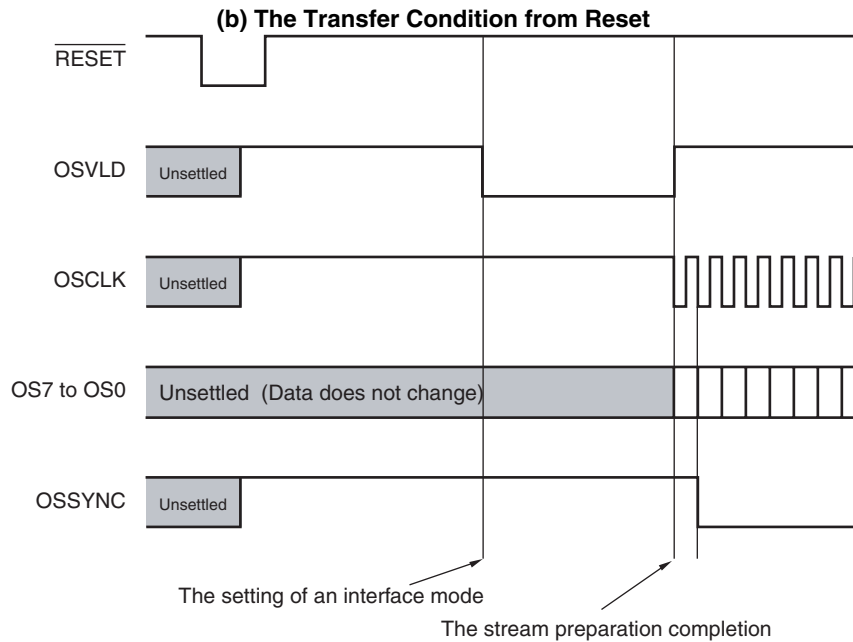
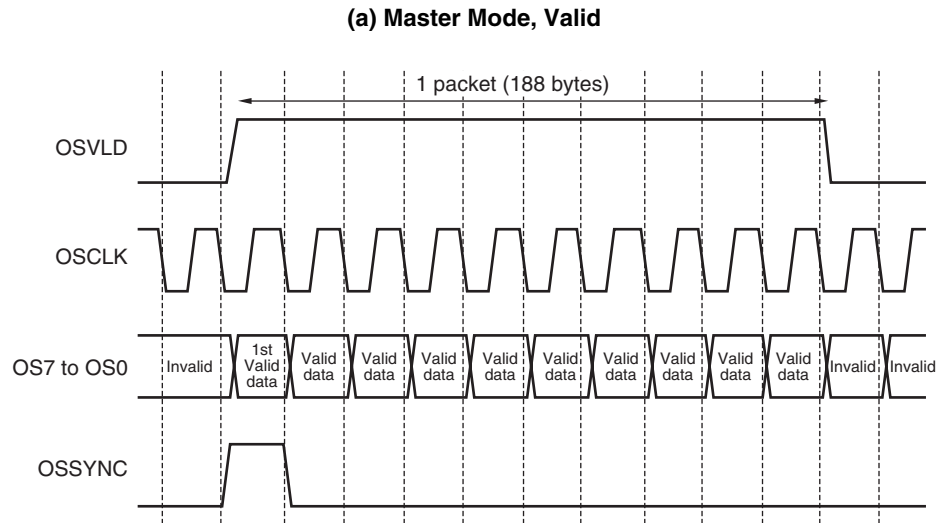
(a) Master Mode Valid

This is the MPEG2-TS dedicated output mode.

The period of OSCLK can be selected from n times 37 ns (1/27 MHz) ( $3 \leq n \leq 255$ , n is an integer). If using local decode or input video display, the period is  $4 \leq n \leq 255$  (n is an integer).

Figure 2-8. Parallel Stream Transmission Mode ; Transmission of MPEG2-TS (Packet Length is 188 Bytes)

★

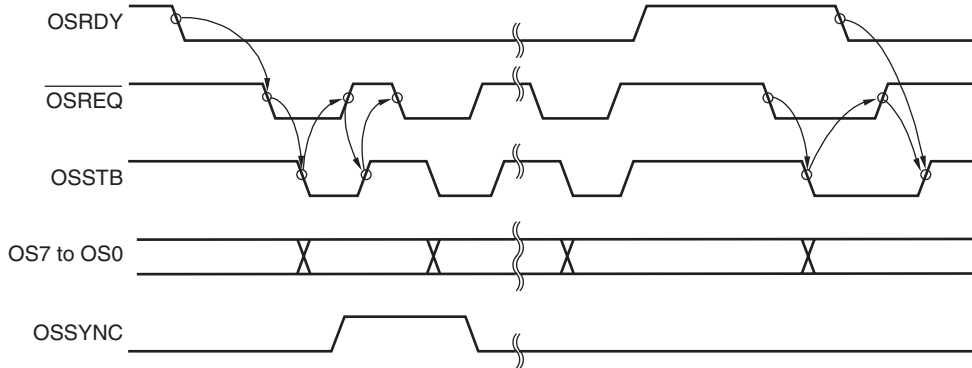


(b) Bytes Transfer Mode, Strobe

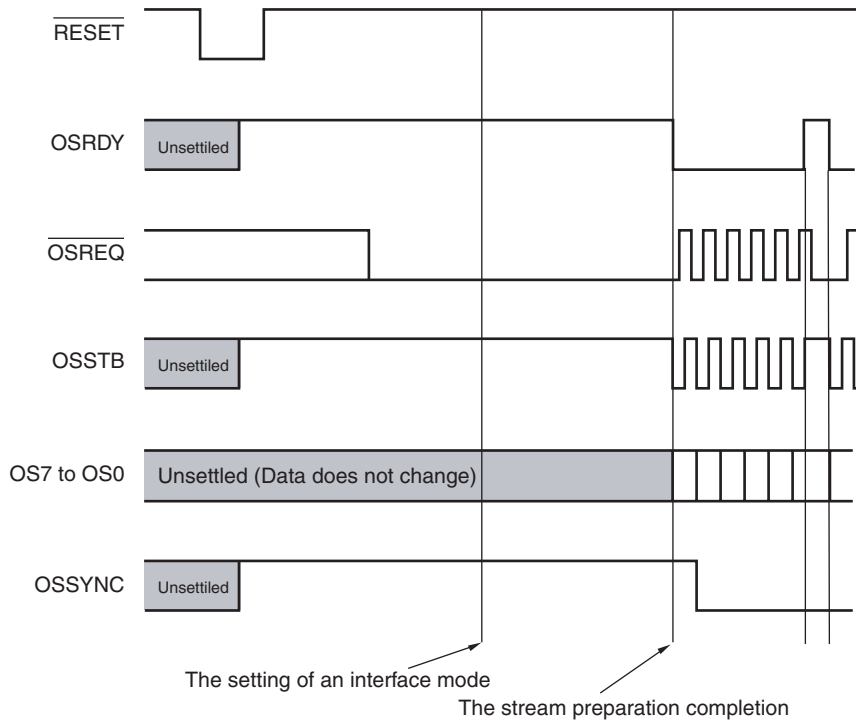
In byte transfer mode, the transfer rate is determined by the handshake of  $\overline{\text{OSREQ}}$  and OSSTB.

Figure 2-9. Parallel Stream Transmission Mode (Transmission of MPEG2-PS, MPEG2-ES)

(a) Example for Transmission of Strobe Mode One Byte Transfer



(b) The Transfer Condition from Reset



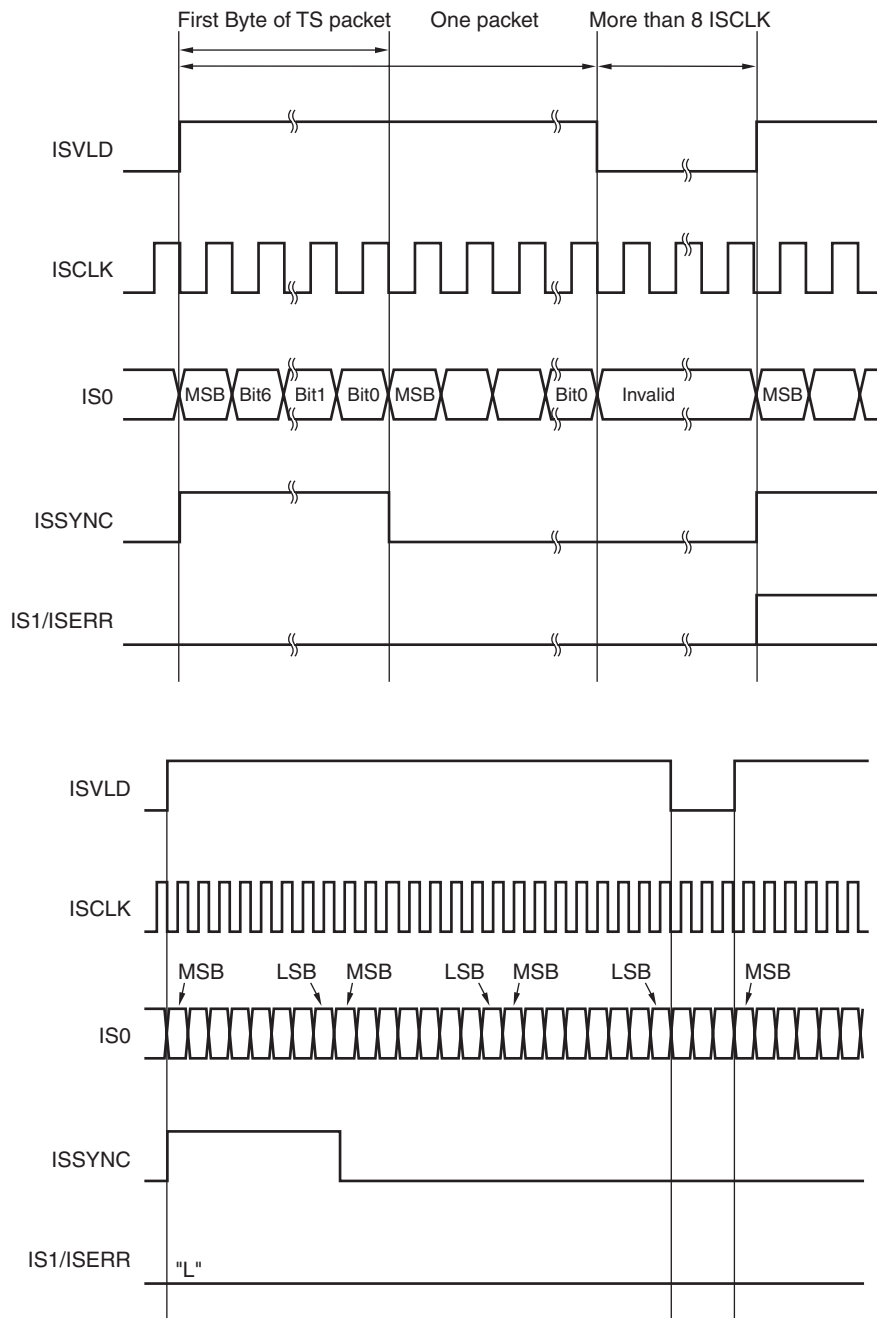
#### 2.4.2 Serial stream data interface

This LSI is able to input a serial stream. Bit rate of serial input is limited less than parallel interface. Serial Stream Interface can transfer only MPEG2-TS stream. Maximum bit rate of stream input is less than 64 Mbps. Bit rate of stream out is 27 Mbps. Additionally, encoding and transcoding bit rate is limited to 15 Mbps on MPEG2 MP@ML.

##### (1) Stream input

ISCLK is input by less than 64 MHz clock. Data is MSB first. ISSYNC should active while first byte each packet. If packet error occurred, ISERR should active from ISSYNC of the packet. ISVLD should valid while each byte. ISVLD shall invalid while 8 bits between each packets.

Figure 2-10. Serial Stream Input

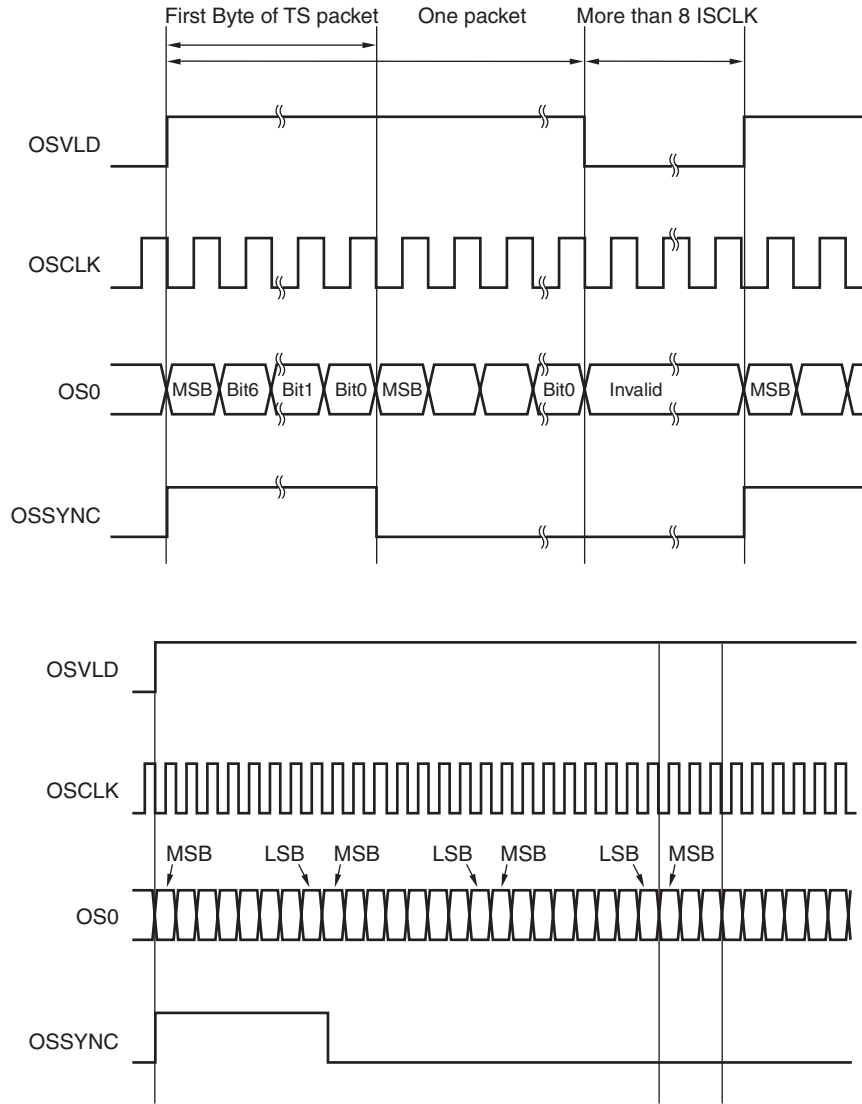


**Remark** Example for ISVLD, ISSYNC, ISERR active high, ISCLK active high edge

(2) Stream Output

OSCLK is fixed 27 MHz OSSYNC active at first byte in each packet. OSVLD is active of 1 packet continuously. Data is the MSB first outputs. ISSYNC becomes active among 1 byte at the head of the packet.

Figure 2-11. Serial Stream Output

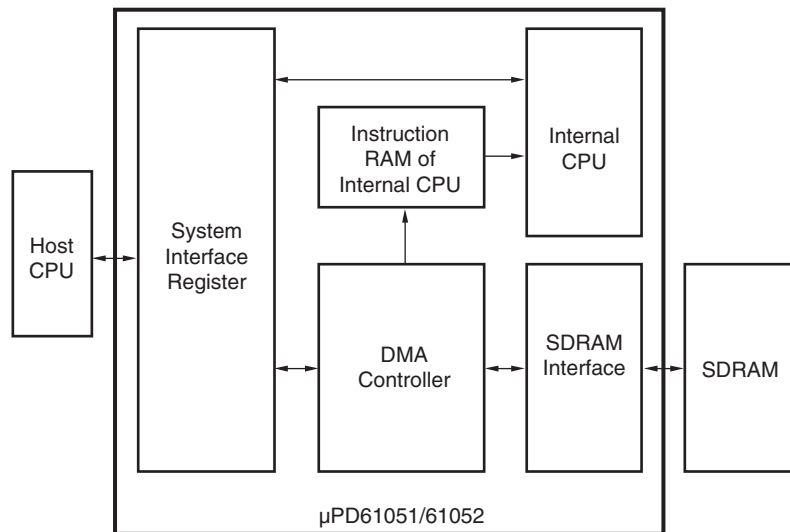


**Remark** Example for OSVLD, OSSYNC, OSERR active high

2.5 Host CPU Interface

The connection of the host CPU can select the eight bits parallel data interface and serial interface (SPI). Internal CPU sends and receives command status through the System Interface Register, which is in the host CPU interface unit. In addition, to control an internal DMA controller through the system interface register, it loads an instruction for internal CPU to the instruction RAM and the transfer of the large-volume data can be sent to the data area on SDRAM.

Figure 2-12. Host CPU Interface



The following describes loading of internal CPU instruction.

(1) Parallel interface

When parallel interface is selected, host interface has 6-bit address, 8-bit data bus and control ports. CWAIT is selected with CMODE1 to wait on ready signal mode, CMODE1 selects active polarity of CWAIT.

(2) Serial interface

The μPD61051/61052 communicates with the host CPU using the SPI (serial peripheral interface) serial bus. The host CPU becomes a bus master.

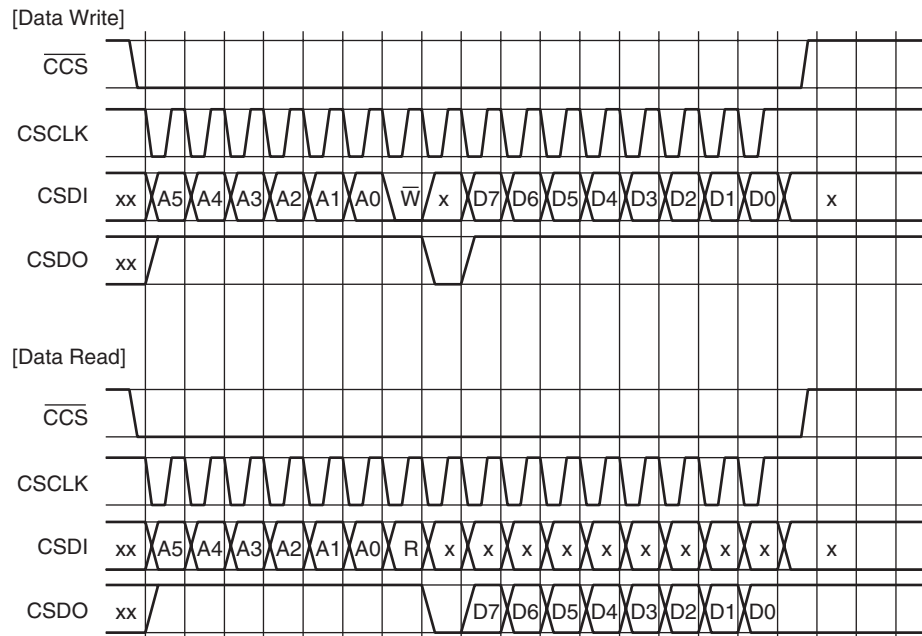
The low edge of the chip selection is communication beginning. Its high edge is communication ending. An address and the reading / writing mode are shown at the first byte after the chip selection becomes low. It is the MSB first of six bits of addresses, eight bits of data. Fix CSCLK to high level during  $\overline{CCS}$  is disabled (high level).

The μPD61051/61052 becomes a master and downloads the instruction of the internal CPU from external ROM.

- CSCLK: The serial clock
- CSDI: The data input
- CSDO: The data output
- $\overline{CCS}$ : The chip selection



Figure 2-13. Serial Interface



2.6 SDRAM Interface

External memory is SDRAM. It is possible to use the following.

Table 2-6. Use Memory

Memory	Data bus width	Quantity	Use memory capacity
16 Mbit SDRAM	16 bits	2	32 Mbits
64 Mbit SDRAM	32 bits	1	64 Mbits
64 Mbit SDRAM	16 bits	2	128 Mbits
128 Mbit SDRAM	16 bits	2	128 Mbits
128 Mbit SDRAM	32 bits	1	128 Mbits

The μPD61051/61052 preserves the part of the parameter that is necessary to generate the stream, entry video image, a video stream, an audio stream, a stream header, user data, and the instruction of the firmware at this memory.

This system uses only CAS latency = 3, burst length = 4.

When encode using time base corrector and/or displays local decoding picture, it needs equal to or more than 64 Mbits SDRAM.

When PAL encoding, it needs equal to or more than 64 Mbit SDRAM.

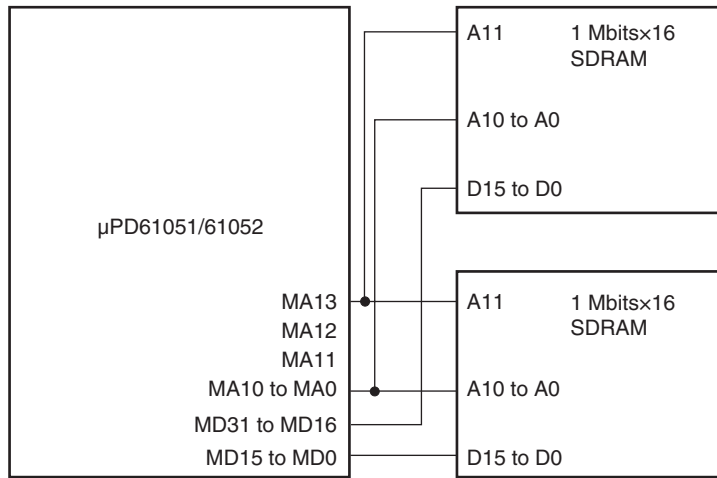
When transcoding, it needs equal to or more than 64 Mbit SDRAM.

2.7 Memory Connection Diagram

Each memory connection is as follows.

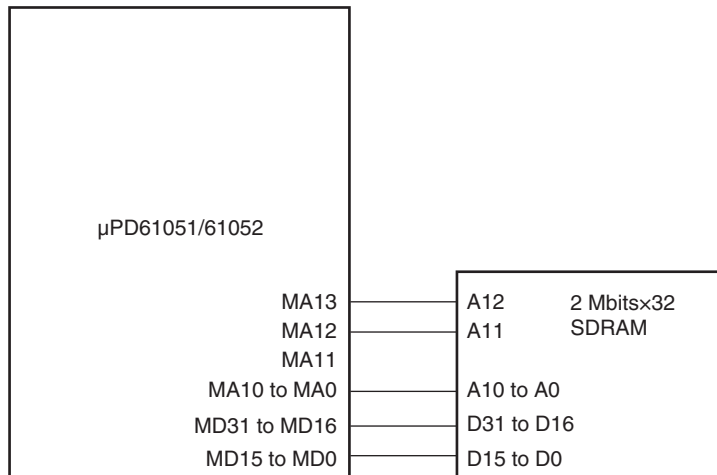
Figure 2-14. Memory Connection Diagram (1/2)

(a) 16 Mbit SDRAM by 2



Bank A: SDRAM address = 0x xxxx xxxx xxxxB  
 Bank B: SDRAM address = 1x xxxx xxxx xxxxB

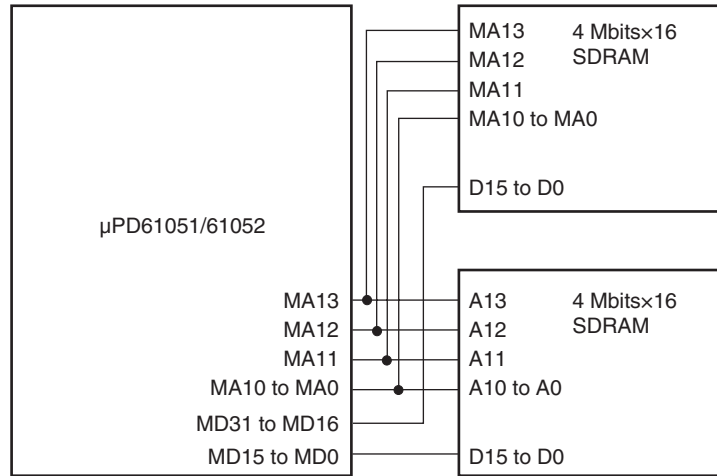
(b) 64 Mbit SDRAM by 1



Bank A: SDRAM address = 00 xxxx xxxx xxxxB  
 Bank B: SDRAM address = 10 xxxx xxxx xxxxB  
 Bank C: SDRAM address = 01 xxxx xxxx xxxxB  
 Bank D: SDRAM address = 11 xxxx xxxx xxxxB

Figure 2-14. Memory Connection Diagram (2/2)

(c) 64 Mbit SDRAM by 2 or 128 Mbit SDRAM by 2



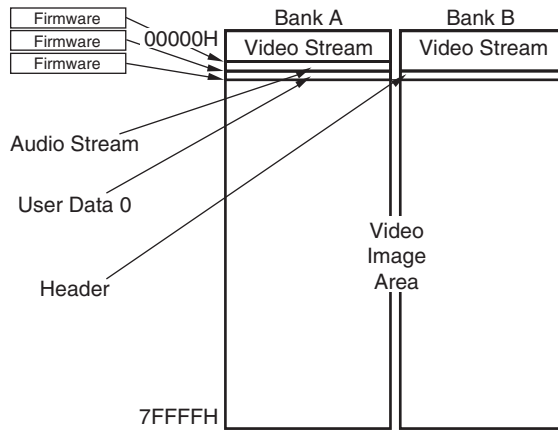
Bank A: SDRAM address = 00 xxxx xxxx xxxxB  
 Bank B: SDRAM address = 10 xxxx xxxx xxxxB  
 Bank C: SDRAM address = 01 xxxx xxxx xxxxB  
 Bank D: SDRAM address = 11 xxxx xxxx xxxxB

2.8 Memory Map

Firmware sets memory map such as video image area and usable work area. Firmware cabinet (temporal buffered area) is the area which firmware does not use. Video Image area size is changed NTSC or PAL. Each area are changed by the firmware.

Figure 2-15. Memory Map (1/2)

(a) 16 Mbit SDRAM by 2



(b) Example for 64 Mbit SDRAM by 1

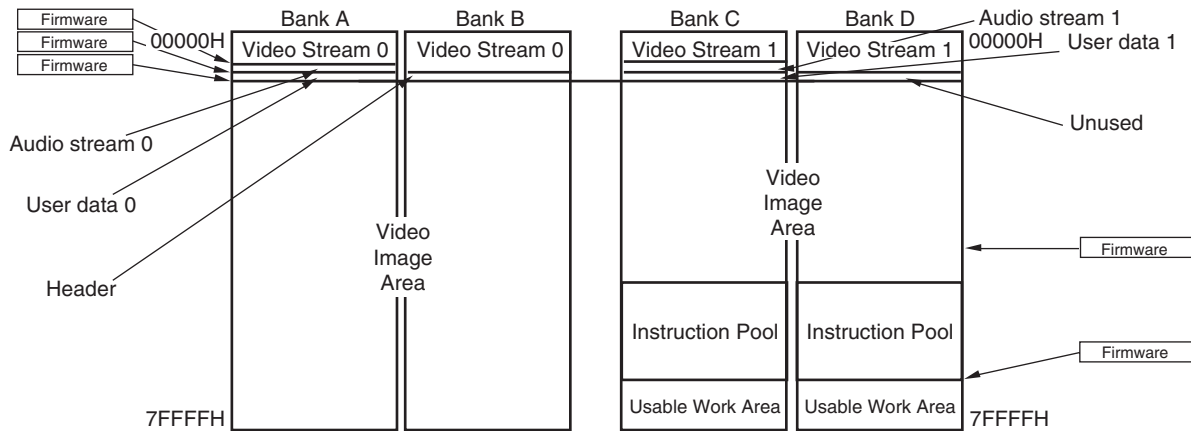
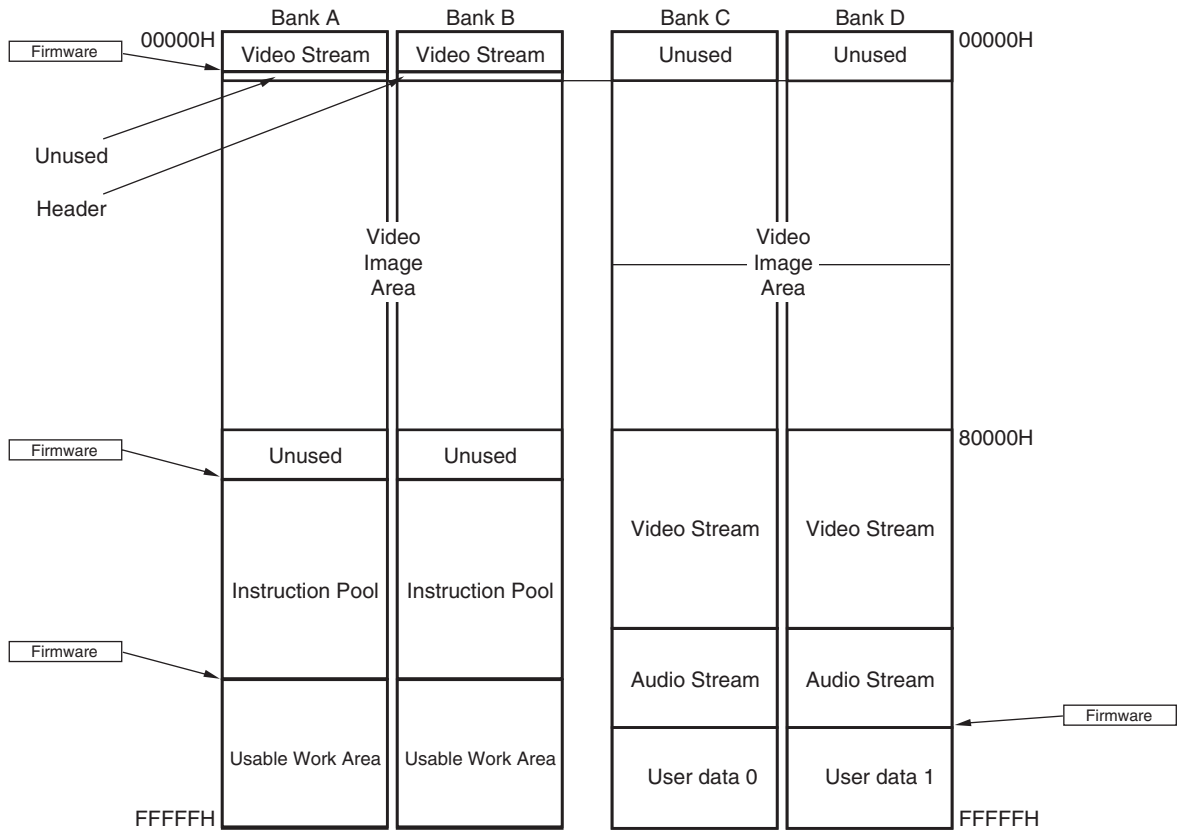


Figure 2-15. Memory Map (2/2)

(c) Example for 64 Mbit SDRAM by 2 or 128 Mbit SDRAM by 2



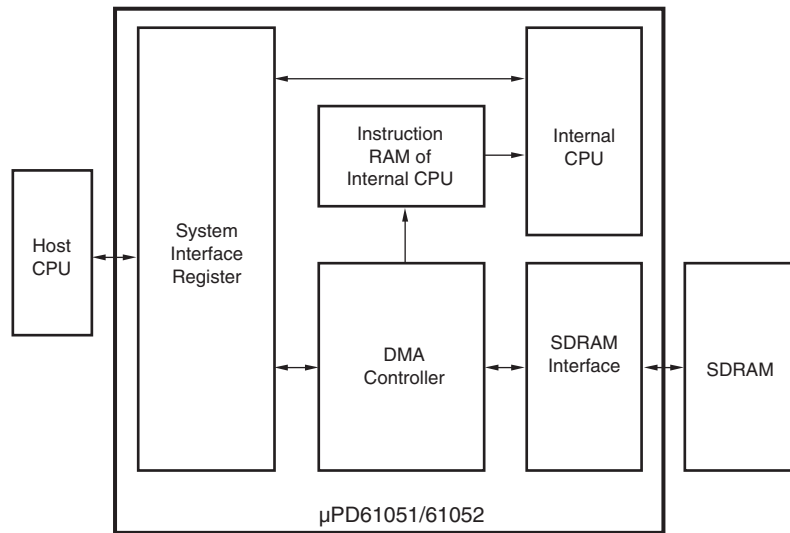
### 3. SYSTEM INTERFACE REGISTER

This LSI corresponds to the various operation modes in exchange instruction of internal CPU from SDRAM to instruction RAM (iRAM).

This has 64 byte Registers. They are defined to common registers, interrupt registers and interrupt mask registers. When there is access in the same address from both of the internal CPU and the host CPU, the later data is left at the register.

Also, when the writing occurs to the same address at the same time about the common register, the data of the host CPU is left at the register

Figure 3-1. System Interface Register



3.1 Register Mapping (General Mapping)

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
00H to 1FH	Defined by firmware								R/W	
20H	SI	SSD	SDI	MSD	MI		SDW	SDR	R/W	Download mode
21H					SA19 to SA16				R/W	Source address
22H	SA15 to SA8								R/W	Source address
23H	SA7 to SA0								R/W	Source address
24H								DA16	R/W	Destination address
25H	DA15 to DA8								R/W	Destination address
26H	DA7 to DA0								R/W	Destination address
27H						TC18 to TC16			R/W	Transfer data count
28H	TC15 to TC8								R/W	Transfer data count
29H	TC7 to TC0								R/W	Transfer data count
2AH								iCPU-INT	R/W	Int. to internal CPU
2BH						DMA-ERR-M	DMA-RDY-M	DMA-DONE-M	R/W	Interrupt mask0
2CH	Defined by firmware								R/W	Interrupt mask1
2DH	Defined by firmware								R/W	Interrupt mask2
2EH	Defined by firmware								R/W	Interrupt mask3
2FH	Defined by firmware								R/W	Interrupt mask4
30H						DMA-ERR	DMA-RDY	DMA-DONE	R/W	Interrupt0
31H	Defined by firmware								R/W	Interrupt1
32H	Defined by firmware								R/W	Interrupt2
33H	Defined by firmware								R/W	Interrupt3
34H	Defined by firmware								R/W	Interrupt4
35H						iROM2 to iROM0			R/W	Mask ROM cycle
36H							ISREQ	OSVLD	R/W	Port setup
37H to 3DH										
3EH							NBR	ALL RESET	R/W	Reset
3FH	TD7 to TD0								R/W	Transfer data

**3.2 Register Functions**

**3.2.1 Common register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W
00H to 1FH	Defined by firmware								R/W

Each firmware defines these registers.

These registers are used to communicate with host CPU and internal CPU.

For the details of the register, refer to the application notebook.

The reset of the RESET pin or ALL RESET of the reset register initializes addresses 00H and 01H addresses to 0H. The original value of the other register is unsettled. It keeps a setting value before reset.

**3.2.2 Data transfer register**

These registers are defined data transfer such as host CPU → SDRAM, SDRAM → host CPU, host CPU → iRAM of internal CPU, SDRAM → iRAM of internal CPU and instruction ROM → iRAM of internal CPU.

The host CPU transfers with SDRAM via had a transfer buffer of 128 bytes on this LSI.

The transfer with the instruction RAM becomes 4 bytes.

A transfer error occurs if the transfer mode register, source address register, destination address register, or transfer counter register is changed before releasing the transfer mode register following transfer completion after setting the transfer mode register and starting the transfer. When transferring data as follows: host CPU → instruction RAM of internal CPU, host CPU → SDRAM, SDRAM → instruction RAM of internal CPU, instruction ROM → SDRAM, instruction ROM → instruction RAM of internal CPU, execute a software reset of the internal CPU (address 3EH ← 02H) before transfer and release the reset after transfer.



(1) Data transfer register

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W
20H	SI	SSD	SDI	MSD	MI		SDW	SDR	R/W

Download mode

Bit	Field	Function	Initial value
7	SI	Host CPU→instruction RAM of internal CPU 0: Releasing of transfer, 1: Transfer <b>Note</b>	0
6	SSD	Host CPU→SDRAM 0: Releasing of transfer, 1: Transfer <b>Note</b>	0
5	SDI	SDRAM→instruction RAM of internal CPU 0: Releasing of transfer, 1: Transfer <b>Note</b>	0
4	MSD	Instruction ROM→SDRAM 0: Releasing of transfer, 1: Transfer <b>Note</b>	0
3	MI	Instruction ROM→instruction RAM of internal CPU 0: Releasing of transfer, 1: Transfer <b>Note</b>	0
2		Reserved (set only 0)	0
1	SDW	Host CPU→SDRAM 0: Releasing of transfer, 1: Transfer	0
0	SDR	SDRAM→host CPU 0: Releasing of transfer, 1: Transfer	0

**Note** Set internal CPU reset (with Register 3EH←02H)

More than one bit cannot be set to 1 at the same time. It becomes a transfer error when writing at the transfer mode register while transferring. When canceling a transfer while transferring, it stops a transfer. At this time, the data in the transfer buffer becomes invalid. The transfer of SDR with once is to a maximum of 128 bytes. If host CPU stops the transfer, host CPU should operate transfer error handling.

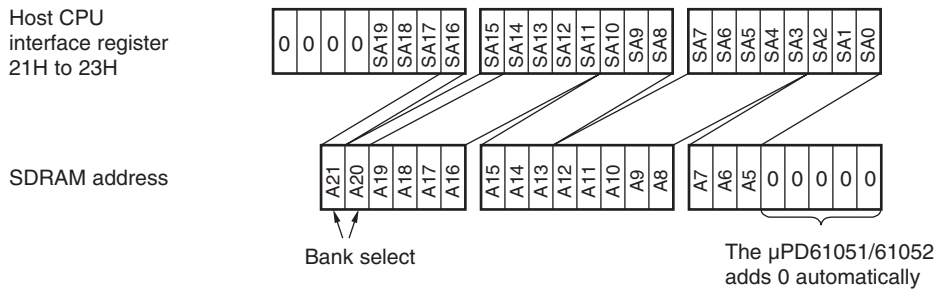
(2) Source address register

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
21H					SA19 to SA16				R/W	Source address
22H	SA15 to SA8								R/W	Source address
23H	SA7 to SA0								R/W	Source address

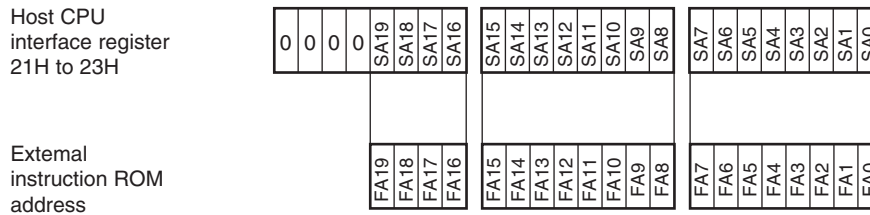
It sets the address of the data to transfer. It becomes effective in case of transfer from SDRAM or instruction ROM. Until it releases a transfer mode after setting a transfer mode register, it isn't possible to change. The transfer error occurs when rewriting this register before releasing a transfer mode. The relation with the address of SDRAM, external instruction ROM is shown in **Figure 3-2** and **3-3**. The addressing of SDRAM becomes a 32 address by 4-word unit (128 bytes).

The relation with the SDRAM bank and address is shown in **Table 3-1**.

**Figure 3-2. Relation of Source Address and SDRAM Address**



**Figure 3-3. Relation of Source Address and External Instruction ROM Address**



**Table 3-1. Relation of SDRAM Bank and Address**

Memory	Bank A	Bank B	Bank C	Bank D
16 Mbit SDRAM by 2	000000H to 07FFFFFFH	200000H to 27FFFFFFH	-	-
16 Mbit SDRAM by 1	000000H to 07FFFFFFH	200000H to 27FFFFFFH	100000H to 17FFFFFFH	300000H to 37FFFFFFH
64 Mbit SDRAM by 2	000000H to 0FFFFFFFH	200000H to 2FFFFFFFH	100000H to 1FFFFFFFH	300000H to 3FFFFFFFH
128 Mbit SDRAM by 1				
128 Mbit SDRAM by 2				
128 Mbit SDRAM by 1	000000H to 0FFFFFFFH	200000H to 2FFFFFFFH	100000H to 1FFFFFFFH	300000H to 3FFFFFFFH

(3) Destination address register

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
24H								DA16	R/W	Destination address
25H	DA15 to DA8								R/W	Destination address
26H	DA7 to DA0								R/W	Destination address

It sets Destination address. It becomes effective in case of transfer to SDRAM or instruction RAM of internal CPU. It isn't possible to change until it cancels a transfer mode after setting a transfer mode register. It becomes a transfer error when rewriting before canceling a transfer mode. The relation of the address of SDRAM and instruction RAM of internal CPU is as in **Figure 3-4** and **3-5**. The addressing of SDRAM becomes a 32 address by 4-word unit (128 bytes).

Figure 3-4. Relation of Destination Address and SDRAM Address

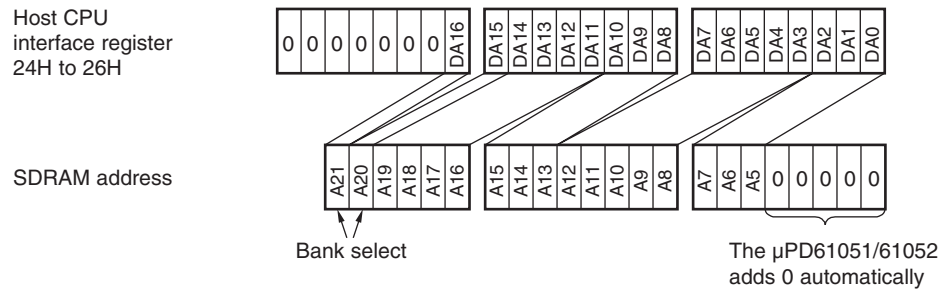
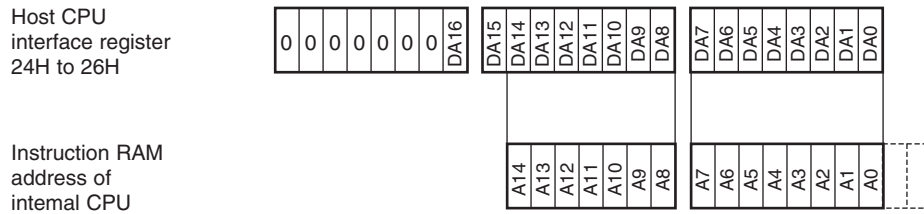


Figure 3-5. Relation of Destination Address and Instruction ROM Address of Internal CPU



**(4) Transfer data counter register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
27H						TC18 to TC16			R/W	Transfer data count
28H	TC15 to TC8								R/W	Transfer data count
29H	TC7 to TC0								R/W	Transfer data count

It sets the transfer data number of the bytes.

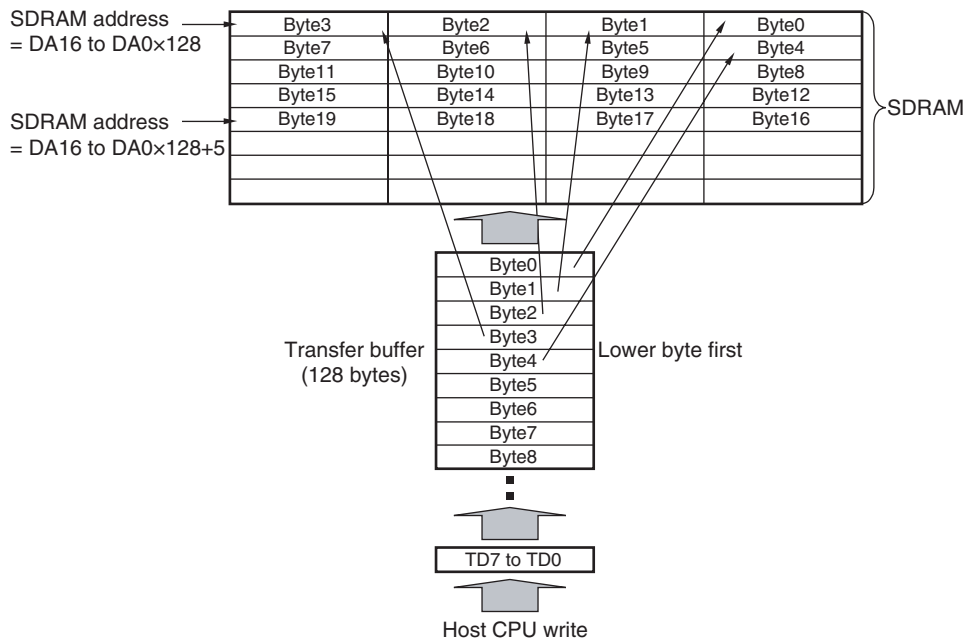
In case of transfer between host CPU and SDRAM, it sets the number of the transfer bytes by 4 bytes unit. In case of transfer from instructions ROM, SDRAM host CPU to the instruction RAM of internal CPU, it sets the number of the transfer bytes /4 by the 4 byte unit.

**(5) Transfer data register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
3FH	TD7 to TD0								R/W	Transfer data

This register is transfer data window.

**Figure 3-6. SDRAM Write**



**SDRAM read**

## &lt;1&gt; Interrupt mask

Host CPU sets mask bit to interrupt mask register (2CH to 2FH) for the interrupt that needs a data transfer.

## &lt;2&gt; Set source address

Host CPU sets the address of SDRAM to the source address register (21H to 23H) of the  $\mu$ PD61051/61052.

## &lt;3&gt; Set the number (equal to or less than 128 bytes) of the data to read by 4 bytes unit

Host CPU sets the data number of the bytes to the transfer data counter register (27H to 29H) of the  $\mu$ PD61051/61052.

<4> Set the transfer of SDRAM  $\rightarrow$  host CPU.

Host CPU sets 01H to the transfer mode register (20H) of the  $\mu$ PD61051/61052.

## &lt;5&gt; CINT interrupt (Interrupt pin)

## &lt;6&gt; Confirms that the interrupt factor and clear interrupt factor

Host CPU confirms that the interrupt register 0 (30H) of the  $\mu$ PD61051/61052 becomes 02H or 01H and clears writing a same value of the interrupt register 0 (30H) to the interrupt register 0 (30H) of the  $\mu$ PD61051/61052.

## &lt;7&gt; Data read

Host CPU reads data from the number of times with the set number of bytes, the transfer data register (3FH) of the  $\mu$ PD61051/61052.

## &lt;8&gt; CINT interrupt (Interrupt pin)

## &lt;9&gt; Confirm the interrupt factor

Host CPU confirms that the interrupt register 0 (30H) of the  $\mu$ PD61051/61052 becomes 01H. (It clears a writing interrupt factor in 01H at the interrupt register 0 (30H) register of the  $\mu$ PD61051/61052.)

<10> Release of SDRAM  $\rightarrow$  host CPU mode

Host CPU clears a writing interrupt factor in 01H at the interrupt register 0 (30H) register of the  $\mu$ PD61051/61052 after setting 00H to the transfer mode register (20H) of the  $\mu$ PD61051/61052.

## &lt;11&gt; Release of interrupt mask

It releases the limitation on interrupt which set by <1>.

**SDRAM write**

## &lt;1&gt; Interrupt mask

Host CPU sets mask bit to interrupt mask register (2CH to 2FH) for the interrupt that needs a data transfer.

## &lt;2&gt; Set destination address

Host CPU sets the address of SDRAM to the destination address register (24H to 26H) of the  $\mu$ PD61051/61052.

## &lt;3&gt; Set the number of the data to write by a 4 byte unit

Host CPU sets the data number of the bytes by 4 bytes unit to the transfer data counter register (27H to 29H) of the  $\mu$ PD61051/61052.

<4> Set the transfer of host CPU  $\rightarrow$  SDRAM

Host CPU sets 02H to the transfer mode register (20H) of the  $\mu$ PD61051/61052.

## &lt;5&gt; Data write

Host CPU writes data to the transfer data register (3FH) of the  $\mu$ PD61051/61052 at times with more few 128 bytes or transfer data count register setting value.

## &lt;6&gt; CINT interrupt (Interrupt pin)

## &lt;7&gt; Confirm the interrupt factor

When the number of the transfer data is less than 128 bytes, host CPU confirms that the interrupt register 0 (30H) of the  $\mu$ PD61051/61052 becomes 01H, and go to <9>.

## &lt;8&gt; Confirm that next data transfer prepare completed

Host CPU confirms that the interrupt register 0 (30H) of the  $\mu$ PD61051/61052 becomes 02H or 01H and clears a writing same value of the interrupt register 0 (30H) to the interrupt register 0 (30H) of the  $\mu$ PD61051/61052. Return to <5> and next data write.

<9> Release of SDRAM  $\rightarrow$  host CPU

Host CPU clears a writing interrupt factor in 01H at the interrupt register 0 (30H) register of the  $\mu$ PD61051/61052 after setting 00H to the transfer mode register (20H) of the  $\mu$ PD61051/61052.

## &lt;10&gt; Release of interrupt mask

It releases the limitation on interrupt which is set by <1>.

## &lt;11&gt; In the case of an interrupt to internal CPU, it is necessary

Host CPU sets a data bank number and the number of the bytes to the address that defined with the firmware. It sets 01H to the 2AH address of the  $\mu$ PD61051/61052 and it notifies an interrupt to internal CPU.

**3.2.3 Internal CPU interrupt register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
2AH								iCPU-INT	R/W	Int. to internal CPU

Host CPU set interrupt to internal CPU. Internal CPU clears this bit after interrupt operation.  
 The reset of the RESET pin or ALL RESET of the reset register initializes this address to 0H.

**3.2.4 Interrupt mask register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
2BH						DMA-ERR -M	DMA-RDY -M	DMA-DON E-M	R/W	Interrupt mask0
2CH	Defined by firmware								R/W	Interrupt mask1
2DH	Defined by firmware								R/W	Interrupt mask2
2EH	Defined by firmware								R/W	Interrupt mask3
2FH	Defined by firmware								R/W	Interrupt mask4

These registers are interrupt masks for next interrupt. Interrupt mask can be set bit by bit. When setting an interrupt mask, CINT does not become high even if the interrupt register becomes 1.

The reset of the RESET pin or ALL RESET of the reset register initializes this address to 0H.

**3.2.5 Download interrupt register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
30H						DMA-ERR	DMA-RDY	DMA-DON E	R/W	Interrupt0

It is set for 1 when the interrupt factor occurs.

The interrupt bit clears when host CPU writes to this register after the interrupt processing.

The reset of the RESET pin or ALL RESET of the reset register initializes this address to 0H.

Clear processing continues until interrupt registers is cleared.

Bit	Field	Function	Initial value
7 to 3		Reserved (set 0)	
2	DMA-ERR	Data transfer error 0: Normal, 1: Error	0
1	DMA-RDY	Data transfer prepared 0: Normal, 1: Transfer	0
0	DMA-DONE	Data transfer ended 0: Normal, 1: Transfer ended	0

It outputs DMA-RDY or DMA-DONE every 128-byte transfer. DMA-DONE is output when the transfer ends.

**3.2.6 Interrupt register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
31H	Defined by firmware								R/W	Interrupt1
32H	Defined by firmware								R/W	Interrupt2
33H	Defined by firmware								R/W	Interrupt3
34H	Defined by firmware								R/W	Interrupt4

It is set for 1 when the interrupt factor occurs.

The interrupt bit clears when host CPU writes 1 in the bit of the interrupt after the interrupt processing.

When the other interrupt (which isn't masked) is set to 1 when clearing a interrupt, CINT becomes high 1 μs later.

The reset of the RESET pin or ALL RESET of the reset register initializes this address to 0H.

Clear processing continues until interrupt registers is cleared.

Address	Bit	Field	Function	Initial value
31H to 34H	7 to 0		Firmware define 0: Normal, 1: Interrupt	0H

**3.2.7 Reset register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W	
3EH							NBR	ALL RESET	R/W	Reset

When the host CPU sets 1 to ALL RESET, it resets the inside and it returns to 0 automatically.

The reset of the RESET pin or ALL RESET of the reset register initializes this address to 0H.

Bit	Field	Function	Initial value
7 to 2		Reserved (Set 0)	
1	NBR	Internal CPU reset 0: Normal, 1: Reset	0
0	ALL RESET	Same hardware reset 0: Normal, 1: Reset	0



**3.2.8 ROM access cycle register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W
35H						iROM2 to iROM0			R/W

Mask ROM cycle

It specifies the access cycle of the instruction ROM of internal CPU when connecting host CPU interface with the serial bus. The reset of the  $\overline{\text{RESET}}$  pin or ALL RESET of the reset register initializes this address to 7H.

Bit	Field	Function	Initial value
7 to 3		Reserved (Set 0)	
2 to 0	iROM2 to iROM0	Access cycle of instruction ROM 0: Reserved, 1 to 7: (Setting value+2) by 24.6 MHz	7H

**3.2.9 Port setup register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	R/W
36H							ISREQ	OSVLD	R/W

Port setup

This register sets the active polarity of ISREQ and OSVLD. The reset of the  $\overline{\text{RESET}}$  pin or ALL RESET of the reset register initializes this address to 0H.

Bit	Field	Function	Initial value
7 to 2		Reserved (Set 0)	
1	ISREQ	Active polarity of ISREQ 0: Low active of request, 1: High active of request	0
0	OSVLD	Active polarity of OSVLD/OSRDY 0: Low active of valid/ready 1: High active of valid/ready	0

#### 4. SYSTEM INTERFACE PROCEDURE

The host CPU transfers the firmware of each operation mode to the instruction RAM of the internal CPU and works it.

This LSI stores up firmware in SDRAM. Host CPU sets to load the firmware of each operation mode in the instruction RAM of internal CPU from SDRAM.

When using a parallel bus interface for the host CPU interface, the host CPU sets a data transfer register after hardware reset and transfers the initialization program of SDRAM to instruction RAM of internal CPU and executing. Host CPU writes firmware to SDRAM.

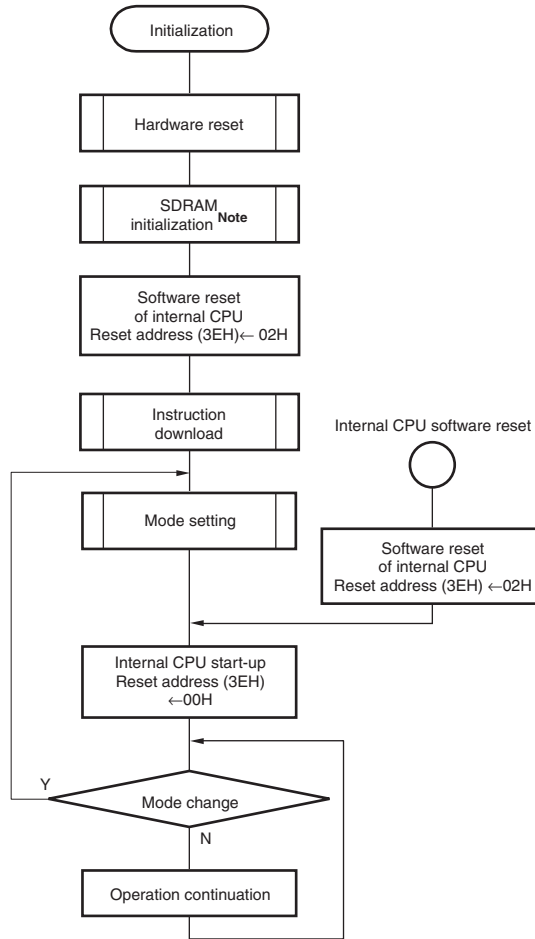
When using a serial bus interface for the host CPU interface, the host CPU sets a data transfer register after hardware reset and transfers the initialization program of SDRAM to instruction RAM of internal CPU from external instruction ROM and executing. Host CPU loads firmware in SDRAM from instruction ROM outside.

It stores the firmware of the encoding and the transcode to SDRAM from ROM in case of start-up of the system, and then it can do the changing of a feature at short time by the high-speed transfer of SDRAM.

The host CPU sets the mode of the terminal of the  $\mu$ PD61051/61052 and the access cycle of ROM to the system interface register after hardware reset and sets the transfer of the instruction of the internal CPU after SDRAM is initialized.

4.1 Outline

An overview from the reset of the hardware to the setting of an operation mode is shown.



**Note** This is not necessary in case that the SDRAM initialization firmware is not separated.

4.2 Firmware Download

The host CPU downloads the firmware at the instruction RAM for the internal CPU.

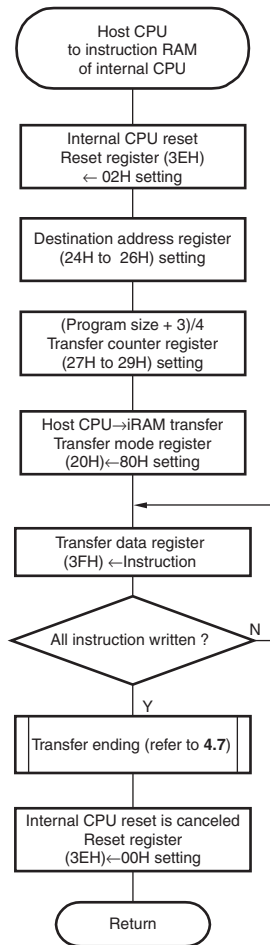
When a host CPU is connected with the serial bus, the firmware can be downloaded from the external ROM for the download processing to speed up. In addition, it stores more than one piece of firmware in the instruction pool area of SDRAM and it can be replaced depending on the need, too.

When transferring to the instruction RAM of the internal CPU, the transfer counter register setting value (number of the transfer bytes / 4) is  $(\text{program size} + 3) / 4$ .

4.2.1 Host CPU to instruction RAM of internal CPU

Host CPU transmits the firmware to instruction RAM of the internal CPU.

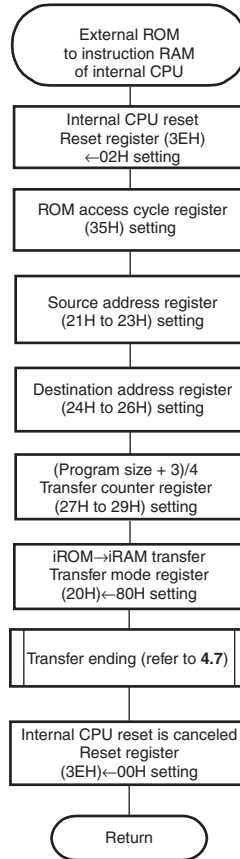
When transferring data continuously, transfer during resetting an internal CPU, If reset of internal CPU is canceled on the way, the internal CPU sometime malfunction.



4.2.2 External ROM to instruction RAM of internal CPU

When the host CPU is a serial bus type, CPU transmits the instruction of a mode from external ROM to instruction RAM of Internal CPU.

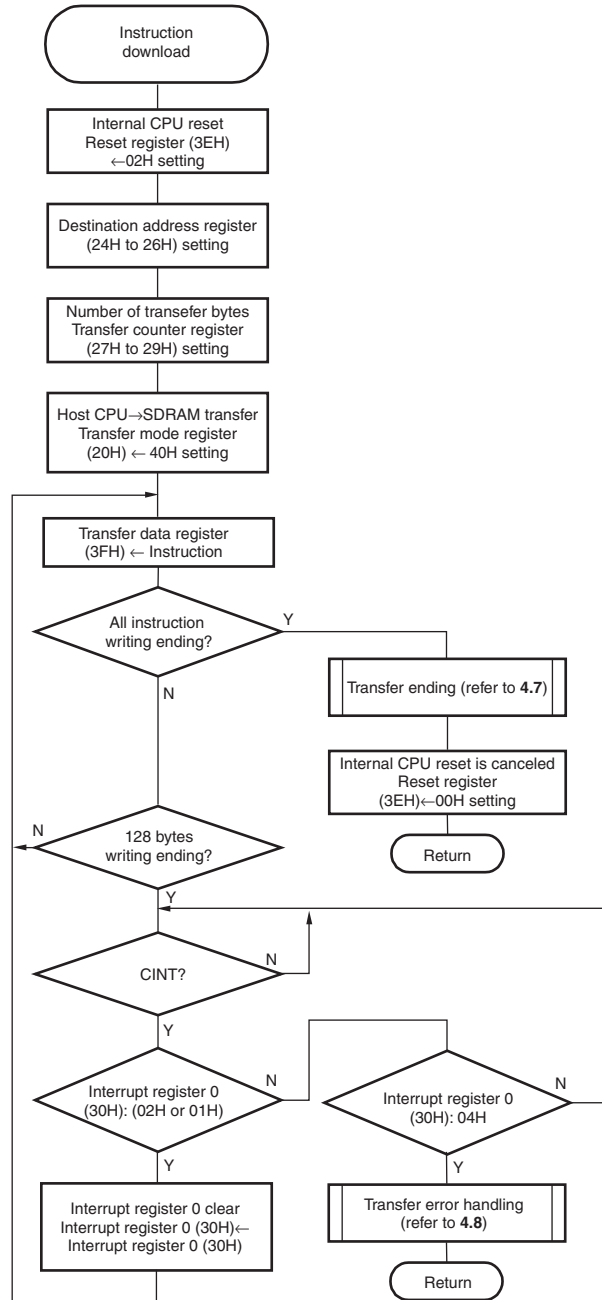
When transferring data continuously, transfer during resetting an internal CPU, If reset of internal CPU is canceled on the way, the internal CPU sometime malfunction.



4.2.3 Host CPU to SDRAM

The host CPU can store firmware in the instruction pool area of SDRAM for the internal CPU. It stores more than one piece of firmware and it can be replaced depending on the need, too.

When transferring data continuously, transfer during resetting an internal CPU, If reset of internal CPU is canceled on the way, the internal CPU sometime malfunction. The number of the transfer bytes is a 4-byte unit.



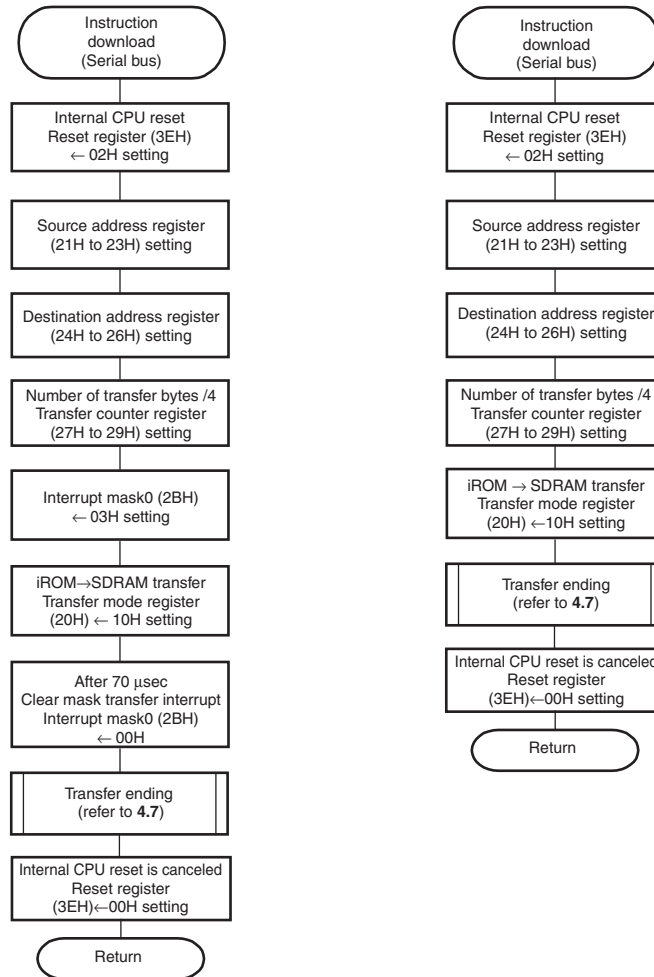
4.2.4 External ROM to SDRAM

The firmware for the internal CPU can be stored in the firmware cabinet of SDRAM from the external ROM. It stores more than one piece of firmware beforehand and it can be replaced according to need, too.

When transferring data continuously, transfer during resetting an internal CPU, If reset of internal CPU is canceled on the way, the internal CPU sometime malfunction. When transferring data below the 1k-byte, transfer, dividing every 128 bytes. The number of the transfer bytes is a 4-byte unit.

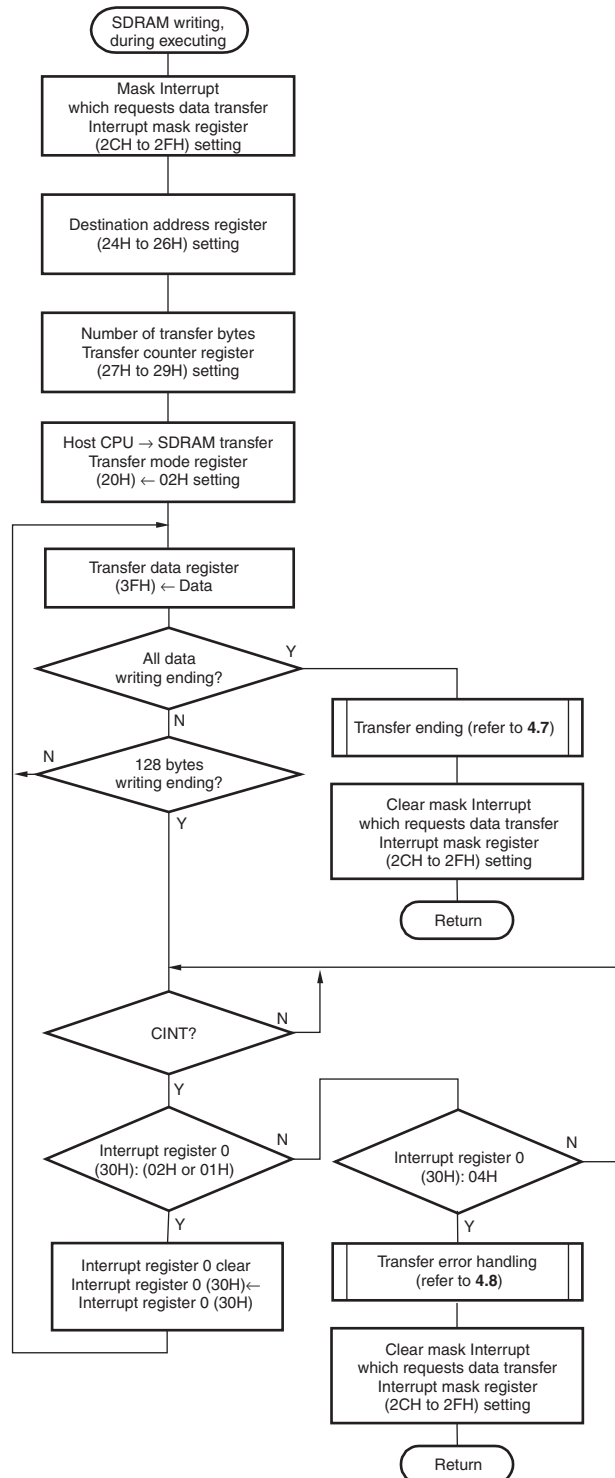
(a) Transfer over 1 Kbytes

(b) Transfer below 128 bytes



4.3 SDRAM Write during Executing

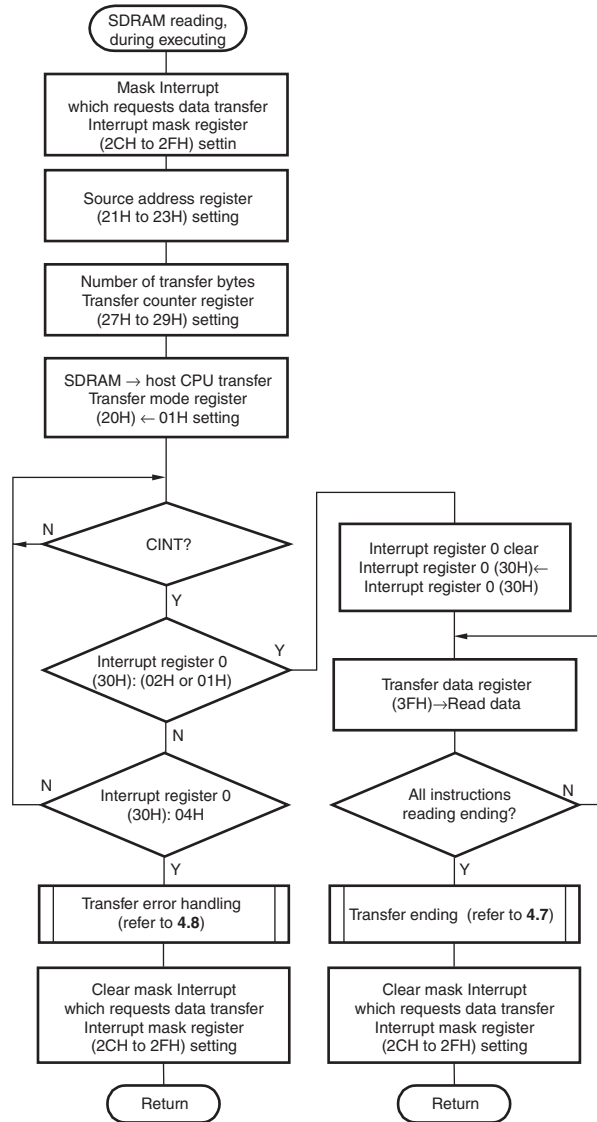
While encoding, the host CPU can transfer parameters to the internal CPU through SDRAM. The number of the transfer bytes is a 4-byte unit.





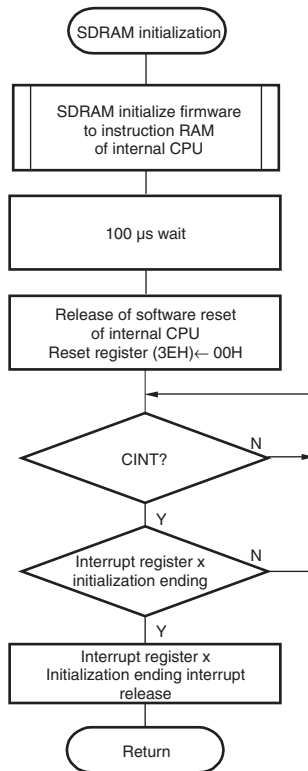
4.4 SDRAM Read during Executing

While encoding, the host CPU reads parameters of usable work area of SDRAM. The maximum data of the reading once is 128 bytes. When reading is equal to or more than 128 byte data, execute reading processing repeatedly. The number of the transfer bytes is a 4 bytes unit.



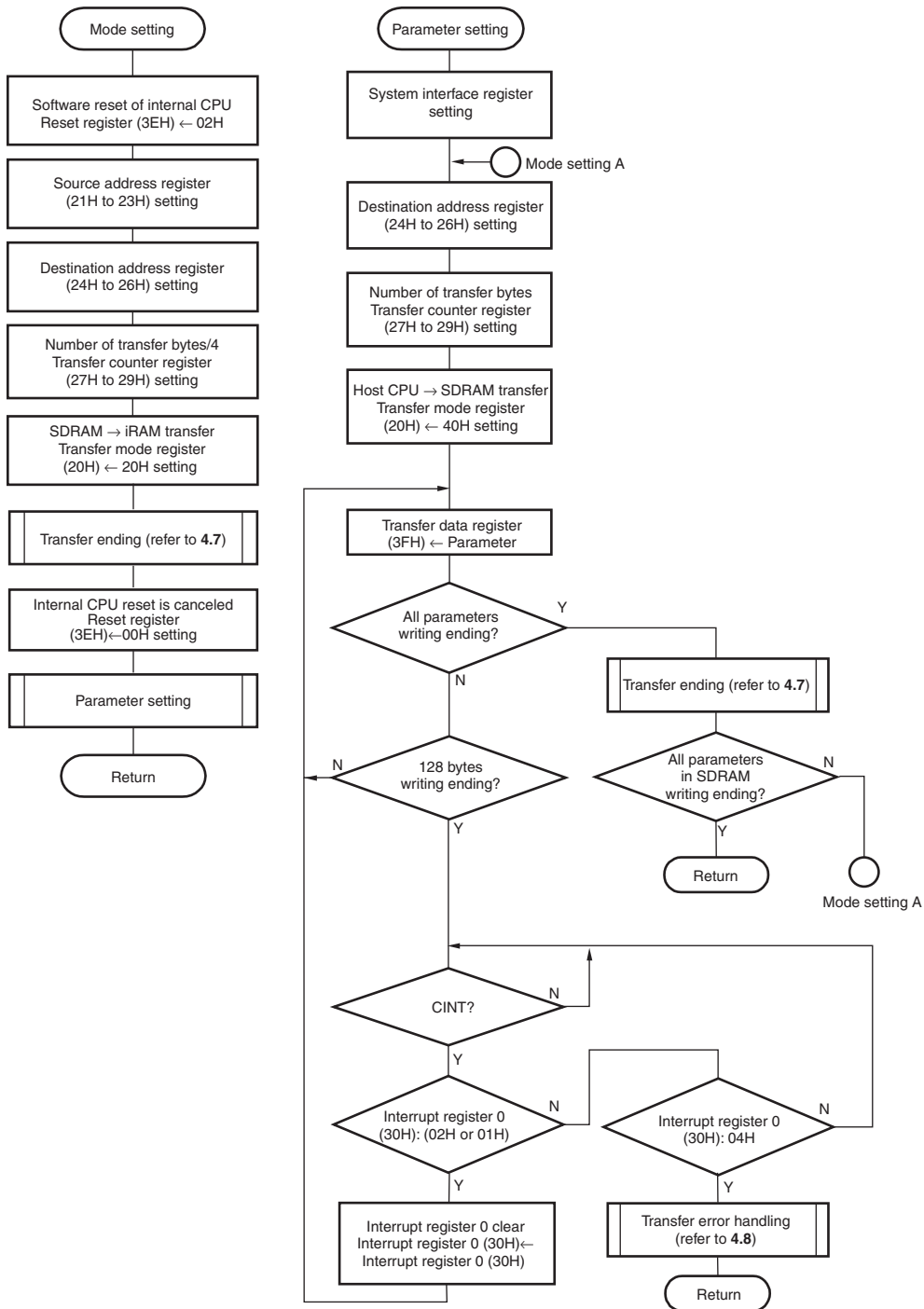
4.5 SDRAM Initialization

The host CPU transfers the firmware which makes SDRAM a standby condition to the instruction RAM of the internal CPU and executes it.



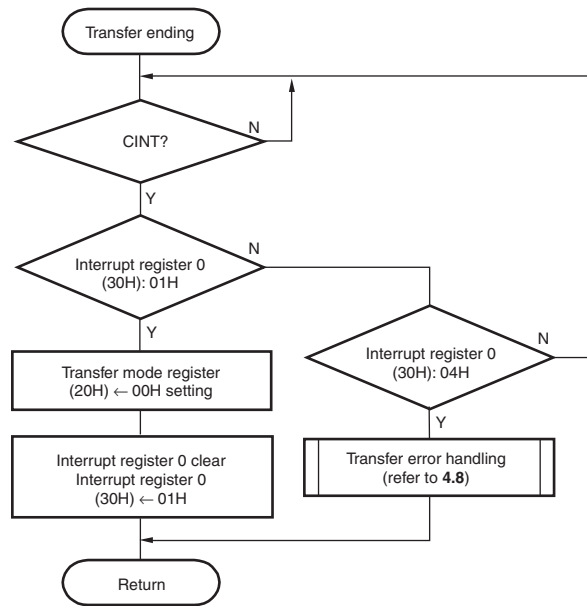
4.6 Operation Mode Setting by Changing Firmware

When changing a mode, host CPU transfers the instruction of each mode from SDRAM to the instruction RAM of the internal CPU and restarts.



4.7 Transfer Ending

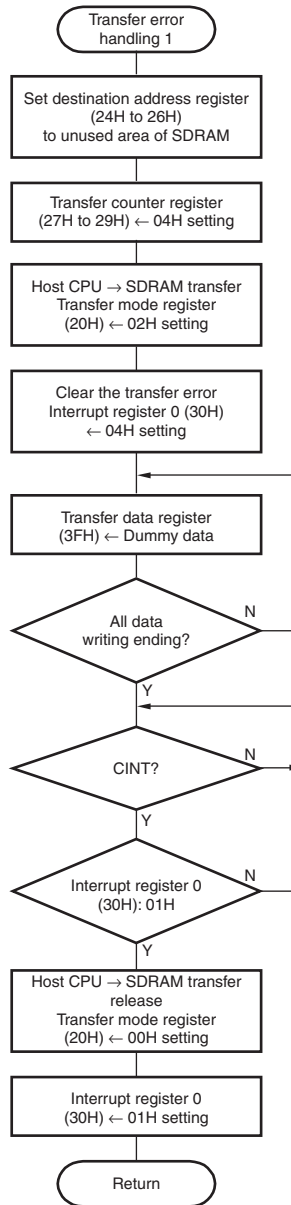
The host CPU confirms a transfer error when the instruction or data transfer ends.  
 The host CPU clears transfer mode and interrupt registers.



4.8 Transfer Error Handling

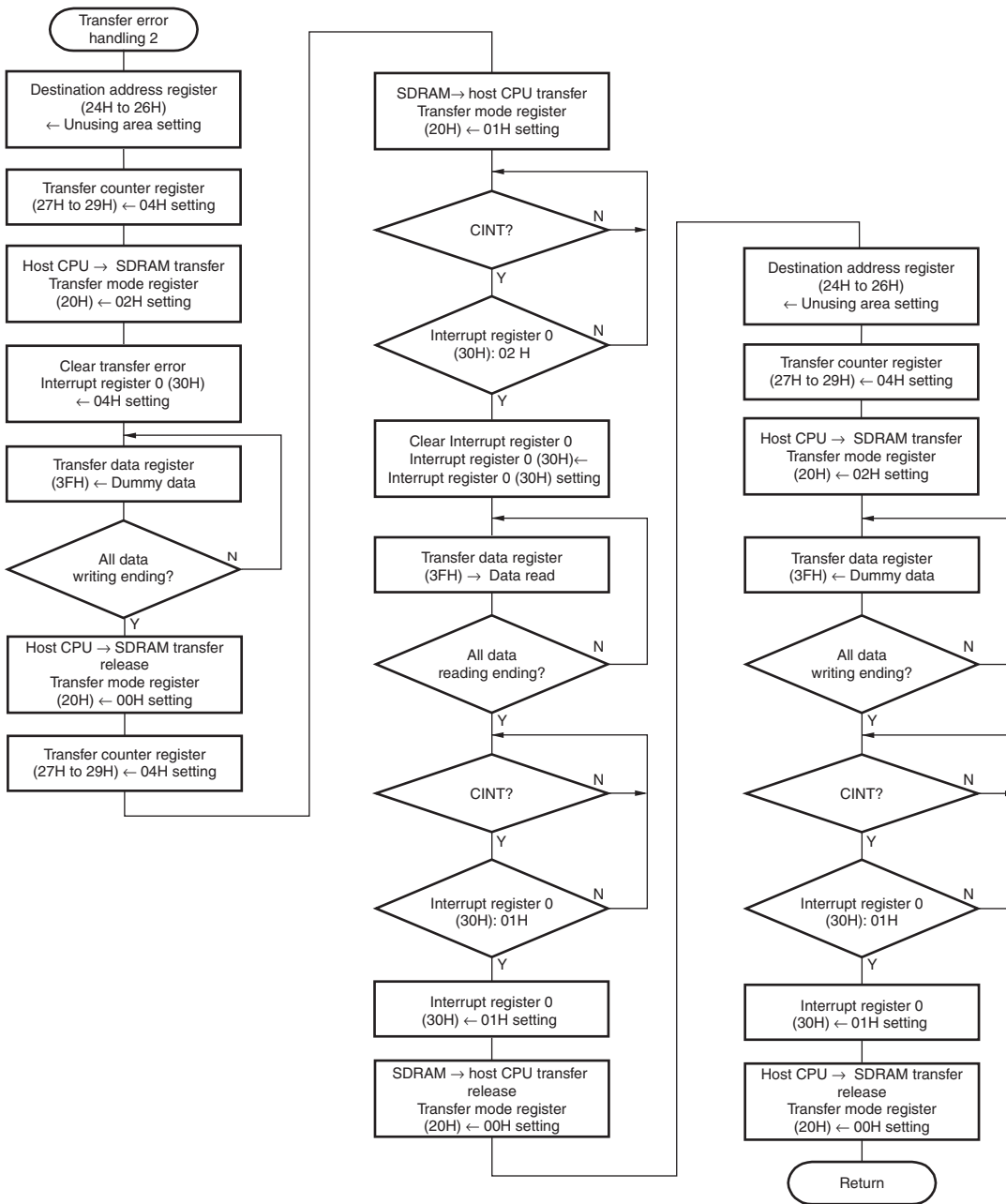
4.8.1 Transfer error handling 1

It is the error handling of DMA-ERR which occurs when interrupting the transfers (the host CPU → the instruction RAM of internal CPU transfer, the host CPU → SDRAM transfer (SSD, SDW), the external ROM → SDRAM transfer and the external ROM → the instruction RAM of internal CPU transfer)



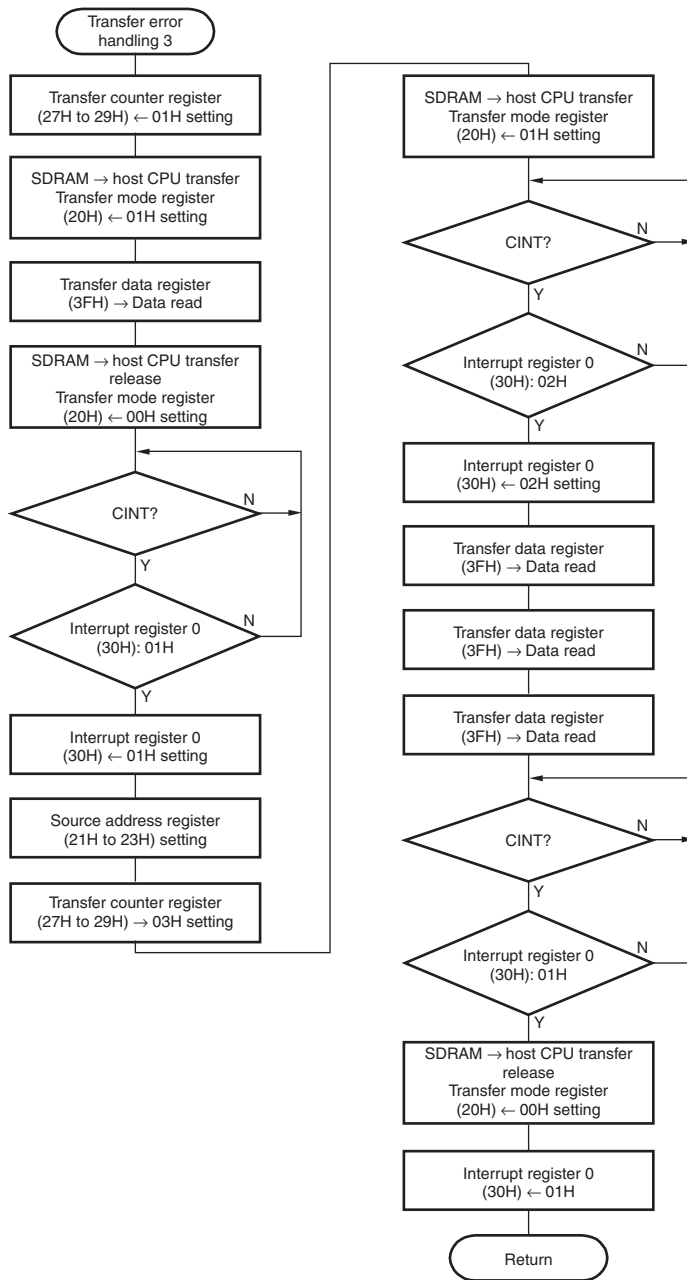
4.8.2 Transfer error handling 2

This is a error handling of DMA-ERR which occurs when interrupting the transfers (SDRAM read during executing and SDRAM → instruction RAM of internal CPU transfer)



4.8.3 Transfer error handling 3

It is the error handling of DMA-ERR which occurs when transfer operation in case of host CPU serial connection with SPI.

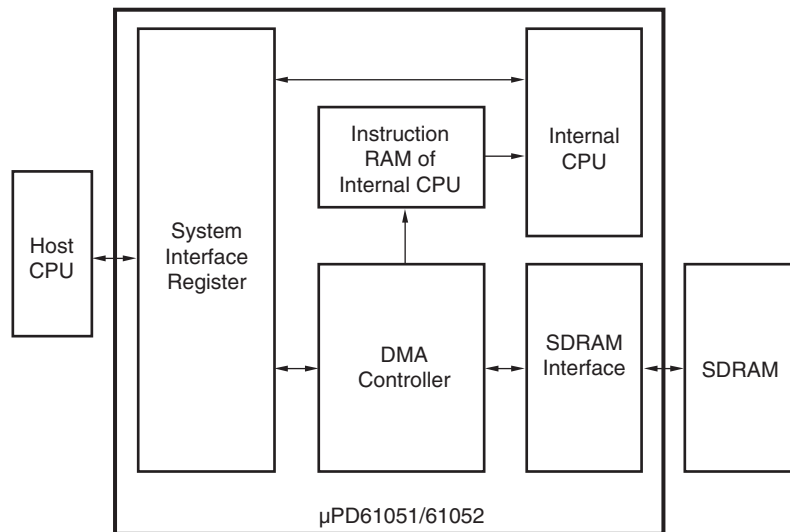


5. EXAMPLE FOR COMMON REGISTER USAGE

The μPD61051, 61052 operates while the “command code register” is in “start”. When “command code register” becomes “start”, internal CPU reads parameter registers, then starts the operation. Additionally, internal register sets “status register”. Register map for system interface register is defined by firmware.

With each application, parameter registers are changed by the firmware.

Figure 5-1. Host Interface Register





5.1 Register Map Example

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
00H						COMCODE		
01H						ESTS		
02H to 1FH	Parameters (Defined by each firmware)							
20H	SI	SSD	SDI	MSD	MI		SDW	SDR
21H					SA19 to SA16			
22H	SA15 to SA8							
23H	SA7 to SA0							
24H								DA16
25H	DA15 to DA8							
26H	DA7 to DA0							
27H						TC18 to TC16		
28H	TC15 to TC8							
29H	TC7 to TC0							
2AH								iCPU-INT
2BH						DMA-ERR-M	DMA-RDY-M	DMA-DONE-M
2CH to 2FH	Interrupt Mask (Defined by each firmware)							
30H						DMA-ERR	DMA-RDY	DMA-DONE
31H to 34H	Interrupt (Defined by each firmware)							
35H						iROM2 to iROM0		
36H							ISREQ	OSVLD
37H to 3DH								
3EH							NBR	ALL RESET
3FH	TD7 to TD0							

 : Reserved

**5.2 Example of the Common Register Which A Firmware Defines**

**5.2.1 COMCODE: Command code register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
00H						COMCODE		

The host CPU can change the state of operation to the command code register. The μPD61051/61052 accepts commands to operate in three states as shown in the table below.

Command	Code
Standby / Stop	001
Start	011
Reserved	Others

The command which it is possible to set depend on the internal state.

In case of the command whose state transfer is possible, the state transfers according to the command.

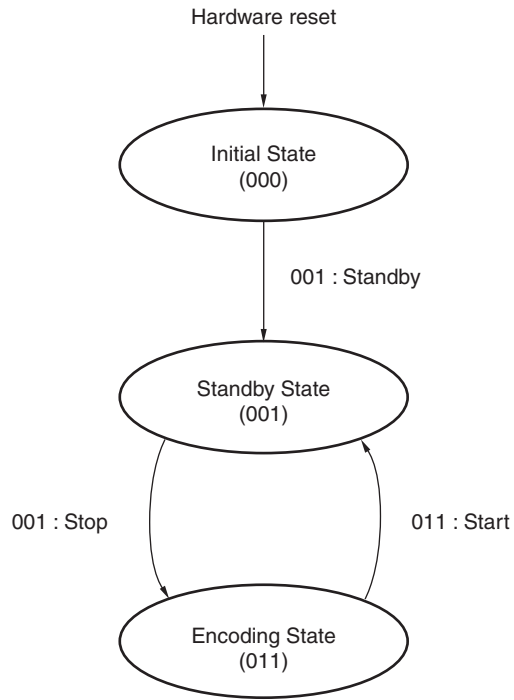
**5.2.2 ESTS: Status register**

Address	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
01H						ESTS		

This register shows processing state, when command is illegal, the state doesn't transfer.

ESTS	Code
Initial State	000
Standby State	001
Encoding State	011

Figure 5-2. Command Status Transition



Valid Command in Initial State: Standby  
Valid Command in Standby State: Start  
Valid Command in Operation State: Stop

6. ELECTRICAL CHARACTERISTICS

Absolute Maximum Ratings (T<sub>A</sub> = 25°C)

Parameter	Symbol	Conditions	Rating	Unit
Supply Voltage	V <sub>DD3</sub>	V <sub>DD3</sub> , vs GND	4.6	V
	V <sub>DD2</sub>	V <sub>DD2</sub> , vs GND PV <sub>DD2</sub> , vs PGND	3.6	V
Input Voltage	V <sub>IN</sub>	Vs GND3	-0.5 to +4.6	V
Output Voltage	V <sub>OUT</sub>	Vs GND3	-0.5 to +4.6	V
Output Current	I <sub>OUT</sub>		20	mA
Permissible Loss	P <sub>D</sub>		2	W
Operating Ambient Temperature	T <sub>A</sub>		0 to +70	°C
Storage Temperature	T <sub>stg</sub>		-55 to +125	°C

**Caution** If any of the parameters exceeds the absolute maximum ratings, even momentarily, the quality of the product may be impaired. The absolute maximum ratings are values that may physically damage the products. Be sure to use the products within the ratings.

DC Characteristics (T<sub>A</sub> = 0 to +70°C, V<sub>DD3</sub> = 3.3±0.165 V, V<sub>DD2</sub> = 2.5±0.2 V)

Parameter	Symbol	Condition	Min.	Typ.	Max.	Unit
Supply voltage	V <sub>DD3</sub>	V <sub>DD3</sub> , vs GND	3.135	3.3	3.465	V
	V <sub>DD2</sub>	V <sub>DD2</sub> , vs GND PV <sub>DD2</sub> , vs PGND	2.3	2.5	2.7	V
High-level input voltage	V <sub>IH</sub>		2.2		V <sub>DD3</sub> +0.5	V
Low-level input voltage	V <sub>IL</sub>	SCLK	-0.5		+0.6	V
		Except SCLK	-0.5		+0.7	V
High-level output voltage	V <sub>OH</sub>		2.4			V
Low-level output voltage	V <sub>OL</sub>				0.4	V
Input leakage current	I <sub>LI</sub>	Except MD31 to MD0 and CMODE1			±10	μA
Operating current	I <sub>DD3</sub>	3.3 V power supply			70	mA
	I <sub>PDD</sub>	2.5 V PLL power supply			15	mA
	I <sub>DD2</sub>	Internal logic power supply of 2.5 V			510	mA

**Pin Capacitance (T<sub>A</sub> = 25°C)**

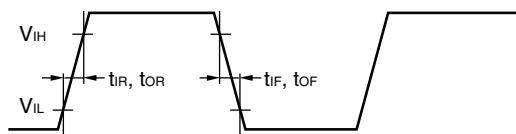
Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
Input capacitance	C <sub>i</sub>				20	pF
Output capacitance	C <sub>o</sub>				20	pF
I/O capacitance	C <sub>io</sub>				20	pF

**AC Characteristics (T<sub>A</sub> = 0 to +70°C, V<sub>DD3</sub> = 3.3±0.165 V, V<sub>DD2</sub> = 2.5±0.2 V, C<sub>L</sub> = 15 pF, t<sub>R</sub> = t<sub>F</sub> = 1 ns)**

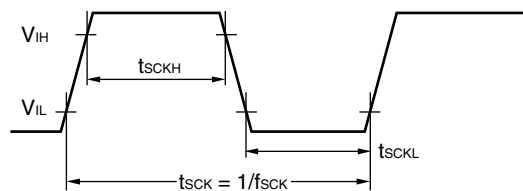
**(1) System**

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
SCLK frequency	f <sub>SCK</sub>			27.0		MHz
SCLK high-level width	t <sub>SCKH</sub>	Duty 40:60	13.2			ns
SCLK low-level width	t <sub>SCKL</sub>	Duty 40:60	13.2			ns
PSTOP release time1	t <sub>STP1</sub>	Vs V <sub>DD3</sub>	1			μs
PSTOP release time2	t <sub>STP2</sub>	Vs V <sub>DD2</sub>	1			μs
PSTOP release time3	t <sub>STP3</sub>	Vs PV <sub>DD2</sub>	1			μs
PSTOP release time4	t <sub>STP4</sub>	Vs SCLK	1			μs
PSTOP pulse width	t <sub>WSTP</sub>		1			μs
RESET release time	t <sub>RES</sub>	Vs falling edge of PSTOP	100			μs
Video input reset time	t <sub>IVRES</sub>	After stable IVCLK	600			ns
Audio reset time	t <sub>AURES</sub>	After stable AMCLK	600			ns
STC reset time	t <sub>STRES</sub>	After stable STCLK	600			ns
Reset pulse width	t <sub>RESW</sub>	After stable all clock	600			ns
Input rising time	t <sub>IR</sub>	Vs AMCLK, STCLK, SCLK, ISCLK			3	ns
		Vs IVCLK			5	ns
Input falling time	t <sub>IF</sub>	Vs AMCLK, STCLK, SCLK, ISCLK			3	ns
		Vs IVCLK			5	ns
Output rising time	t <sub>OR</sub>				3	ns
Output falling time	t <sub>OF</sub>				3	ns

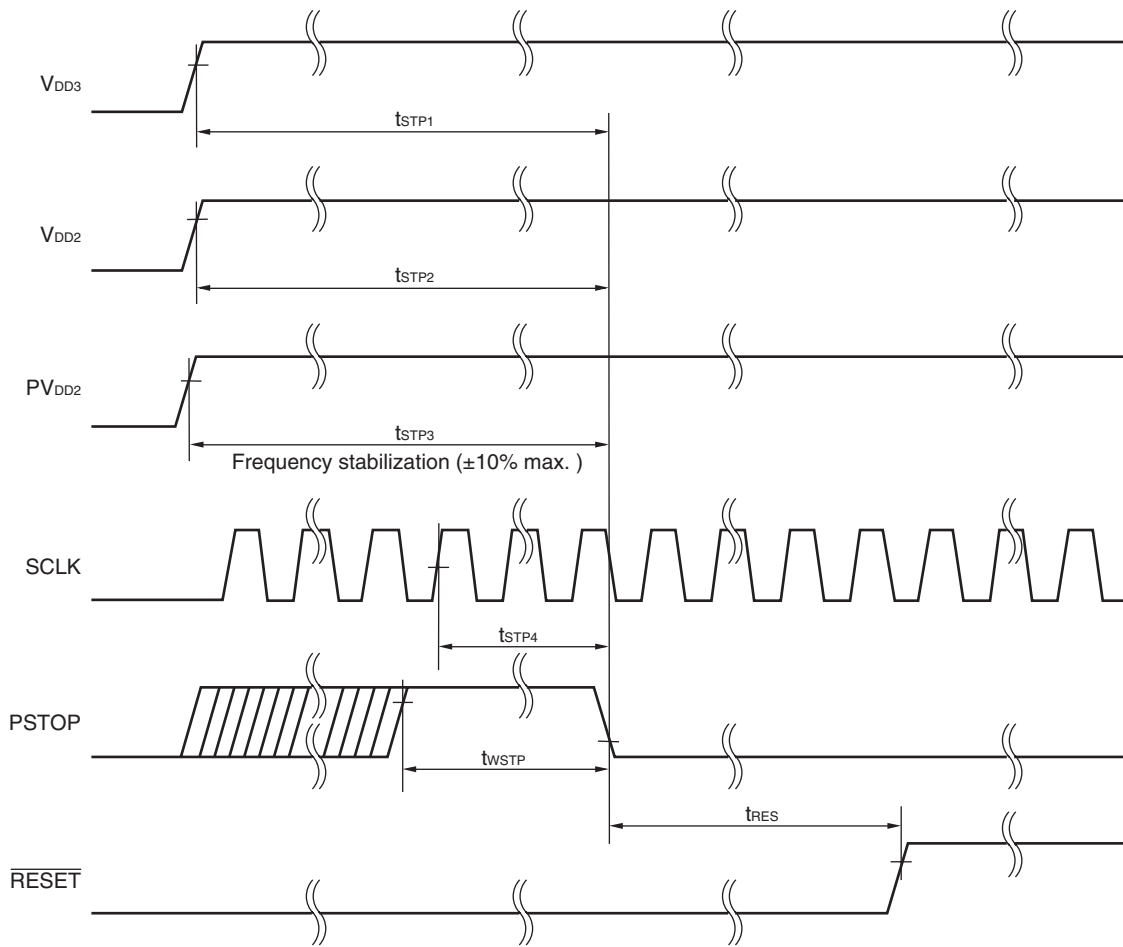
**High level, low level**



**Clock input**

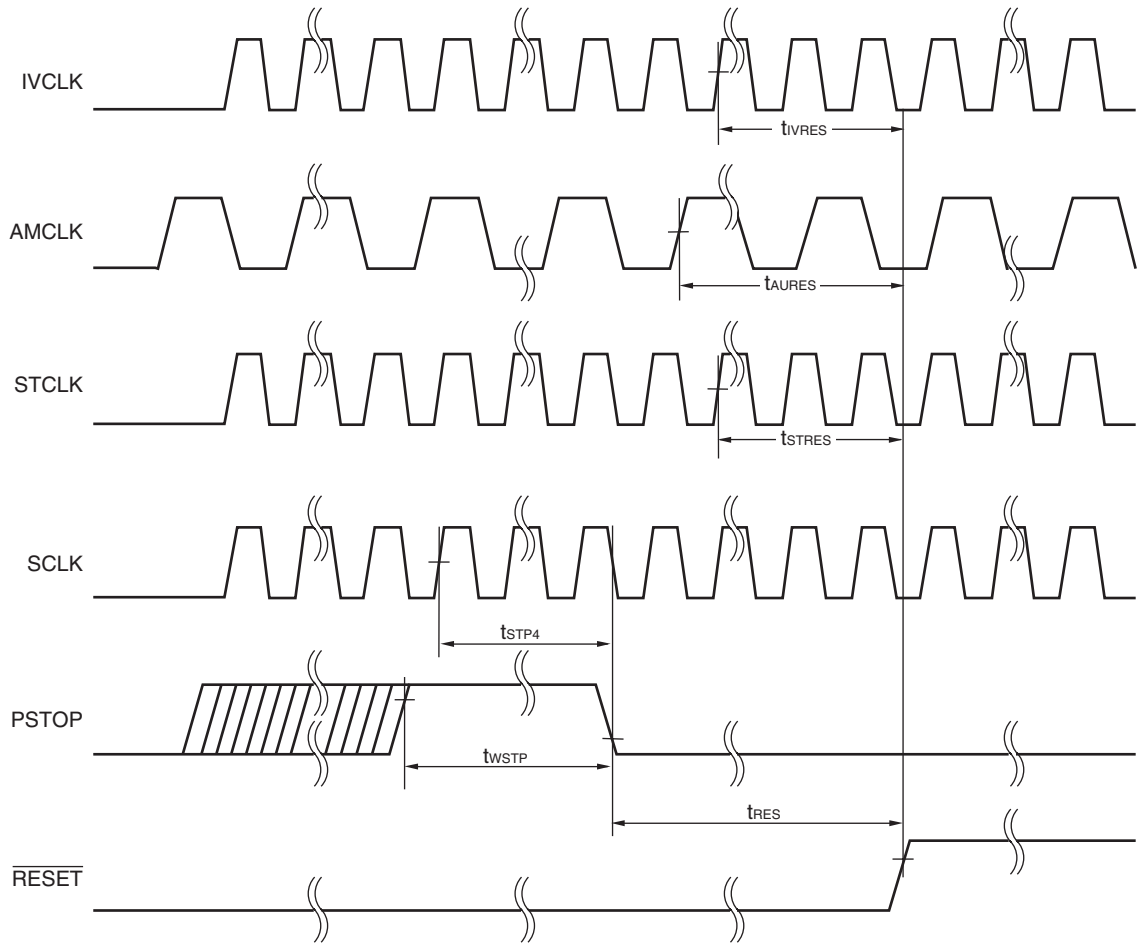


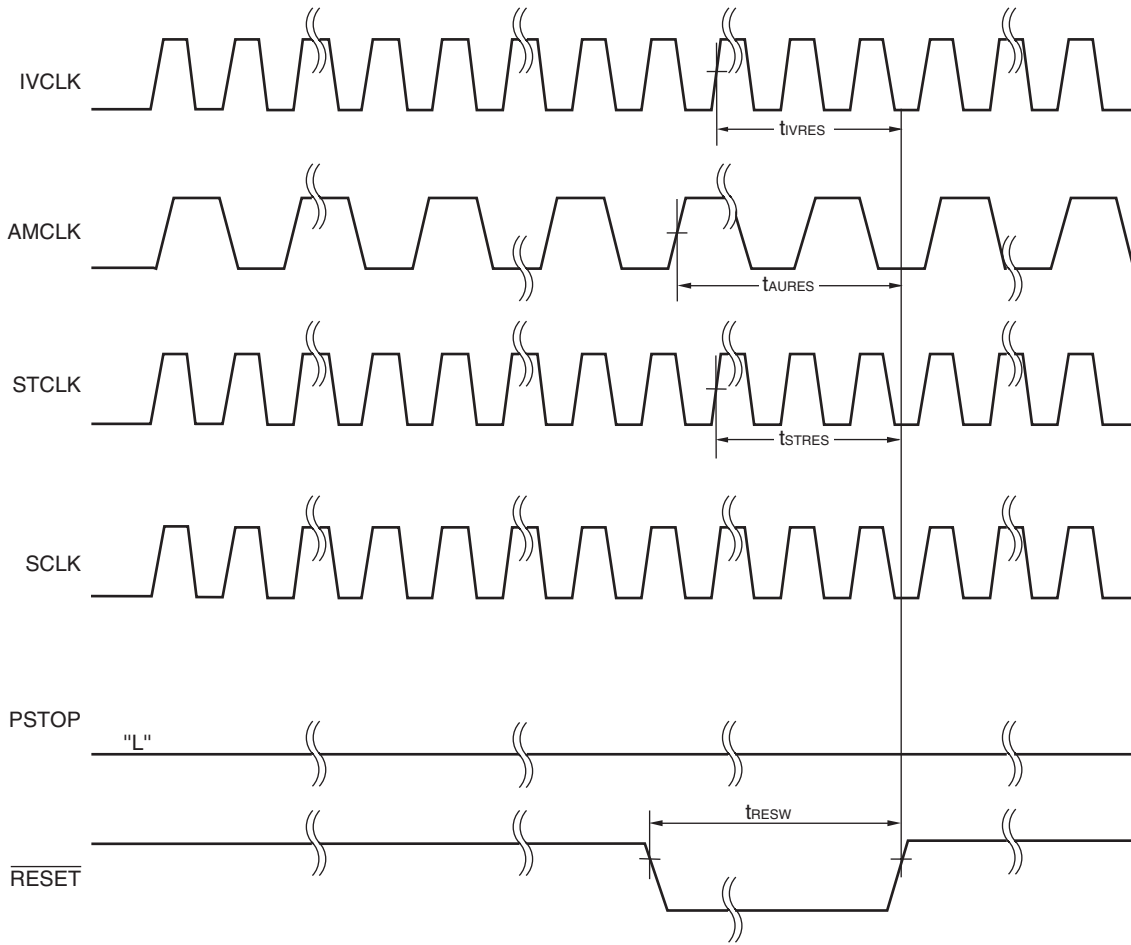
Reset input



Caution Notes on power on/off

- Apply power to V<sub>DD3</sub>, and V<sub>DD2</sub> and PV<sub>DD2</sub> at the same time.
- If it is difficult to apply the power to these pins at the same time, apply the power to V<sub>DD2</sub> and PV<sub>DD2</sub> first.
- Cut the power of V<sub>DD3</sub>, and V<sub>DD2</sub> and PV<sub>DD2</sub> at the same time.
- If it is difficult to cut the power of these pins at the same time, cut the power of V<sub>DD2</sub> and PV<sub>DD2</sub> last.

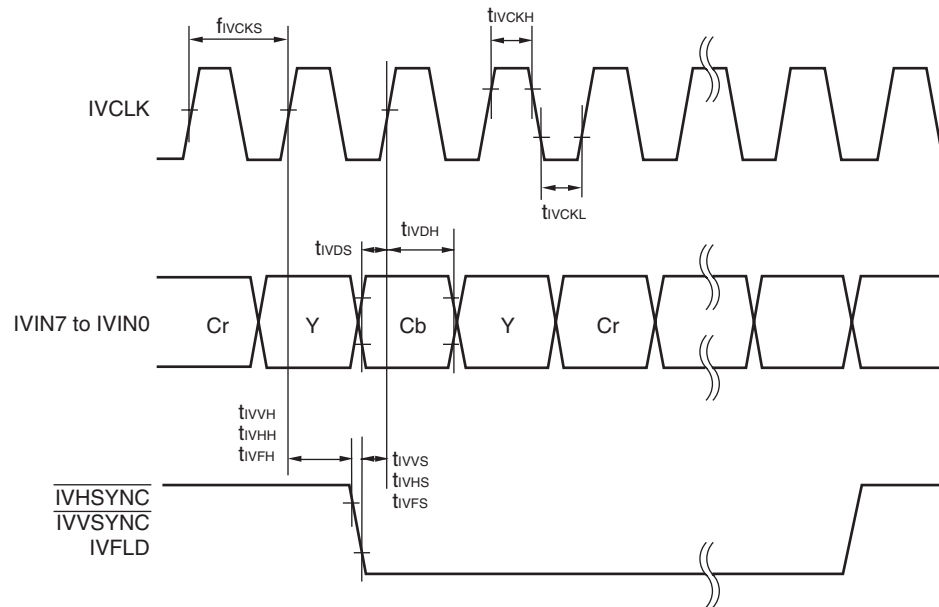






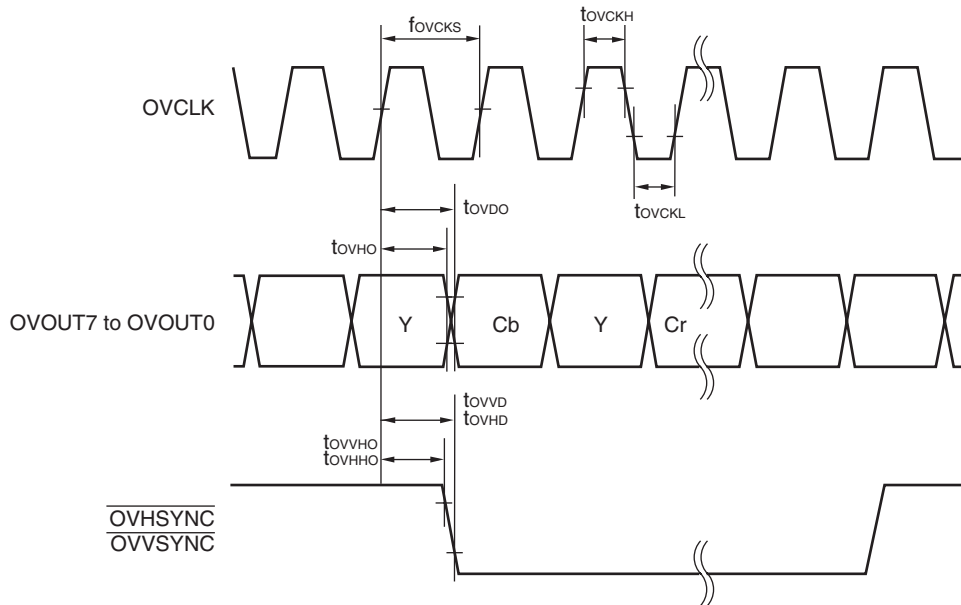
(2) Video input interface

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
IVCLK frequency	$f_{IVCKS}$			27		MHz
IVCLK high-level width	$t_{IVCKH}$		10			ns
IVCLK low-level width	$t_{IVCKL}$		10			ns
IVIN7 to IVIN0 setup time	$t_{IVDS}$	Vs rising edge of IVCLK	5			ns
IVIN7 to IVIN0 hold time	$t_{IVDH}$	Vs rising edge of IVCLK	4			ns
$\overline{IVVSYNC}$ -input setup time	$t_{IVVS}$	Vs rising edge of IVCLK	5			ns
$\overline{IVVSYNC}$ -input hold time	$t_{IVVH}$	Vs rising edge of IVCLK	4			ns
$\overline{IVHSYNC}$ -input setup time	$t_{IVHS}$	Vs rising edge of IVCLK	5			ns
$\overline{IVHSYNC}$ -input hold time	$t_{IVHH}$	Vs rising edge of IVCLK	4			ns
IVFLD-input setup time	$t_{IVFS}$	Vs rising edge of IVCLK	5			ns
IVFLD-input hold time	$t_{IVFH}$	Vs rising edge of IVCLK	4			ns



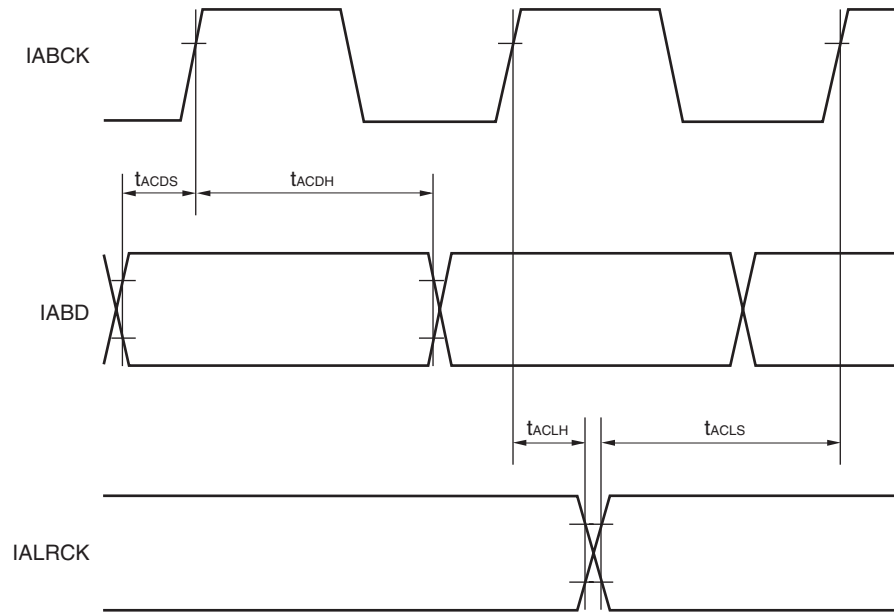
(3) Video output interface

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
OVCLK frequency	f <sub>OVCKS</sub>			27		MHz
OVCLK high-level width	t <sub>OVCKH</sub>		8			ns
OVCLK low-level width	t <sub>OVCKL</sub>		8			ns
OVOUT7 to OVOUT0 hold time	t <sub>OVHO</sub>	V <sub>s</sub> rising edge of OVCLK	7			ns
OVOUT7 to OVOUT0 delay time	t <sub>OVDO</sub>	V <sub>s</sub> rising edge of OVCLK			28	ns
OVVSYNC hold time	t <sub>OVVHO</sub>	V <sub>s</sub> rising edge of OVCLK	7			ns
OVVSYNC delay time	t <sub>OVVD</sub>	V <sub>s</sub> rising edge of OVCLK			28	ns
OVHSYNC hold time	t <sub>OVHHO</sub>	V <sub>s</sub> rising edge of OVCLK	7			ns
OVHSYNC delay time	t <sub>OVHD</sub>	V <sub>s</sub> rising edge of OVCLK			28	ns



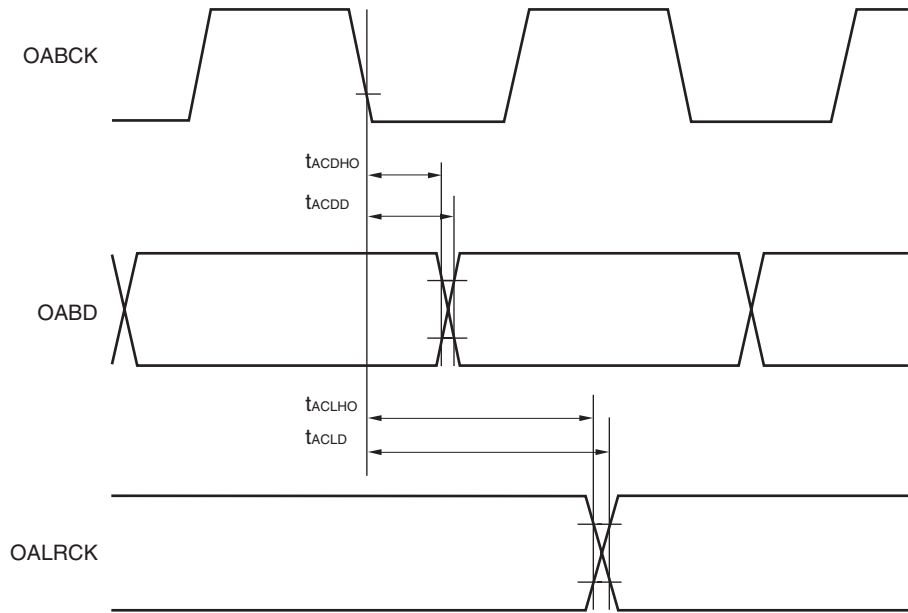
(4) Audio input interface

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
Bit data-in setup time	$t_{ACDS}$	Vs IABCK	37			ns
Bit data-in hold time	$t_{ACDH}$	Vs IABCK	37			ns
LRCK-in setup time	$t_{ACLS}$	Vs IABCK	100			ns
LRCK-in hold time	$t_{ACLH}$	Vs IABCK	37			ns



(5) Audio output interface

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
Bit data-out hold time	$t_{ACDHO}$	Vs OABCK	-5			ns
Bit data-out delay time	$t_{ACDD}$	Vs OABCK			25	ns
LRCK-out hold time	$t_{ACLHO}$	Vs OABCK	-5			ns
LRCK-out delay	$t_{ACLD}$	Vs OABCK			25	ns
BCK-out duty ratio	$d_{BCK}$			50		%
AMCLK duty ratio	$d_{AMCLK}$			50		%
AMCLK frequency	$f_{AMCLK}$				18.432	MHz



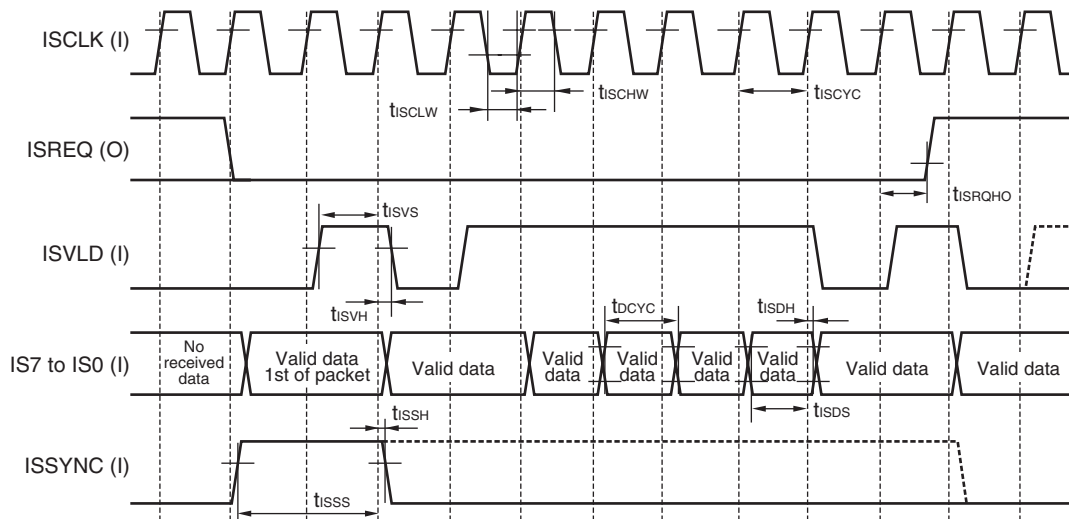
(6) Stream input interface

(a) Parallel stream input

Valid mode

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
ISCLK cycle	$t_{ISCLK}$		80			ns
ISCLK low-level width	$t_{ISCLW}$		37			ns
ISCLK high-level width	$t_{ISCHW}$		37			ns
ISREQ output hold time	$t_{ISROHO}$	Vs active edge of ISCLK	0			ns
ISVLD setup time	$t_{ISVS}$	Vs active edge of ISCLK	7			ns
ISVLD hold time	$t_{ISVH}$	Vs active edge of ISCLK	3			ns
ISSYNC setup time	$t_{ISSS}$	Vs active edge of ISCLK	7			ns
ISSYNC hold time	$t_{ISSH}$	Vs active edge of ISCLK	3			ns
IS7 to IS0 setup time	$t_{ISDS}$	Vs active edge of ISCLK	7			ns
IS7 to IS0 hold time	$t_{ISDH}$	Vs active edge of ISCLK	3			ns
Data cycle time	$t_{DCYC}$		80			ns

**Remark** ISREQ is effective only when it works by the master mode. ISREQ becomes invalid asynchronously to ISCLK. ISREQ output delay time doesn't prescribe to ISCLK.

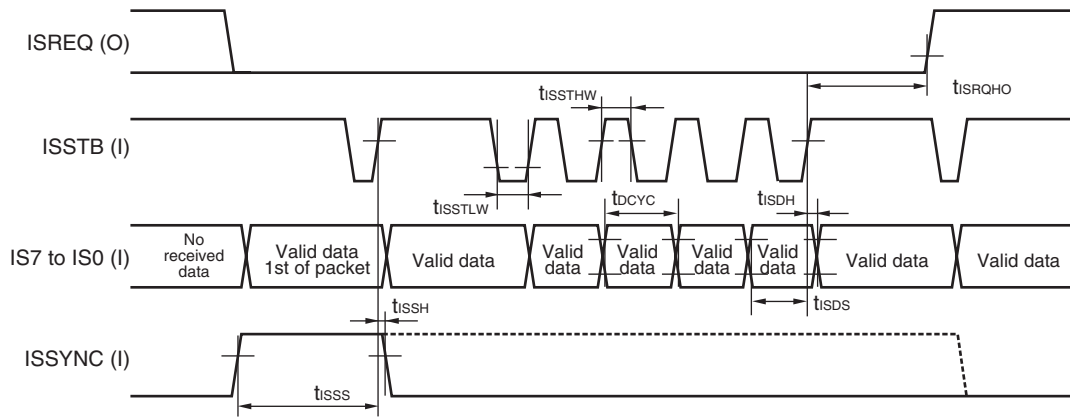


**Remark** ISSYNC is active high, SREQ is active high and ISCLK is active high edge.

**Strobe mode**

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
ISSTB low-level width	$t_{ISSTLW}$		37			ns
ISSTB high-level width	$t_{ISSTHW}$		37			ns
ISREQ output hold time	$t_{ISRQHO}$	Vs active edge of ISSTB	0			ns
ISSYNC setup time	$t_{ISSS}$	Vs active edge of ISSTB	7			ns
ISSYNC hold time	$t_{ISSH}$	Vs active edge of ISSTB	3			ns
IS7 to IS0 setup time	$t_{ISDS}$	Vs active edge of ISSTB	7			ns
IS7 to IS0 hold time	$t_{ISDH}$	Vs active edge of ISSTB	3			ns
Data cycle time	$t_{DCYC}$		80			ns

**Remark** ISREQ becomes invalid asynchronously to ISSTB. ISREQ output delay time doesn't prescribe to ISSTB.

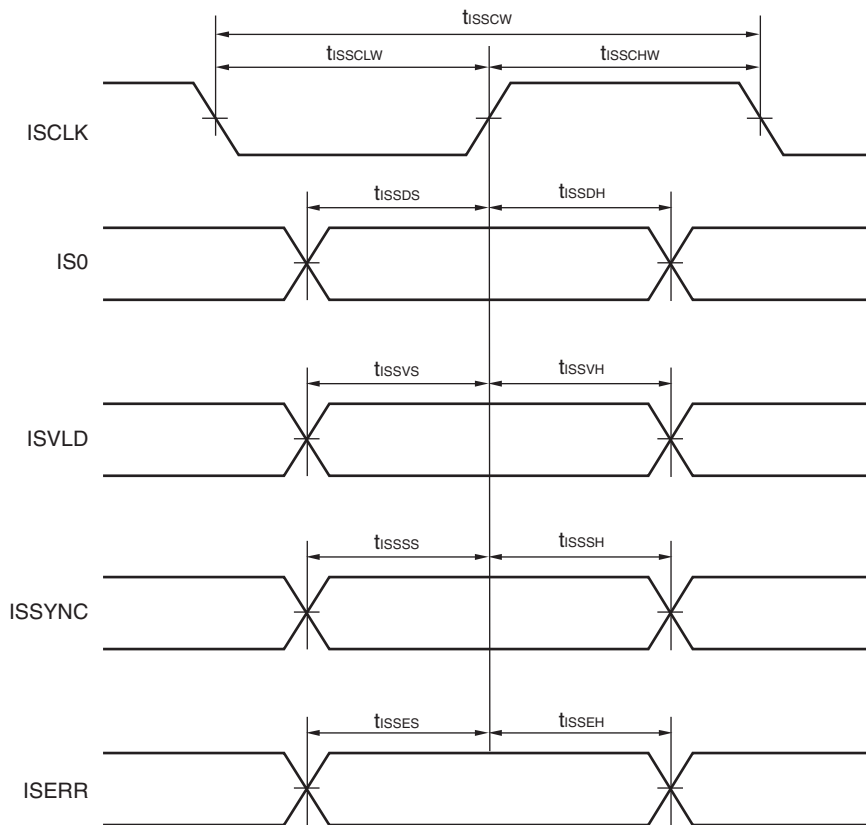


**Remark** ISSYNC is active high, ISREQ is active low and ISSTB is active high edge.

(b) Serial stream input

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
ISCLK period	$t_{ISSCW}$		15.6			ns
ISCLK low-level width	$t_{ISSCLW}$		5.0			ns
ISCLK high-level width	$t_{ISSCHW}$		5.0			ns
ISVLD setup time	$t_{ISSVS}$	Vs active edge of ISCLK	2.5			ns
ISVLD hold time	$t_{ISSVH}$	Vs active edge of ISCLK	2.5			ns
ISSYNC setup time	$t_{ISSSS}$	Vs active edge of ISCLK	2.5			ns
ISSYNC hold time	$t_{ISSSH}$	Vs active edge of ISCLK	2.5			ns
ISERR setup time	$t_{ISSES}$	Vs active edge of ISCLK	2.5			ns
ISERR hold time	$t_{ISSEH}$	Vs active edge of ISCLK	2.5			ns
ISO setup time	$t_{ISSDS}$	Vs active edge of ISCLK	2.5			ns
ISO hold time	$t_{ISSDH}$	Vs active edge of ISCLK	2.5			ns

**Remark** Setup and hold time provide to the activist edge of ISCLK.



**Remark** ISCLK is active high edge.

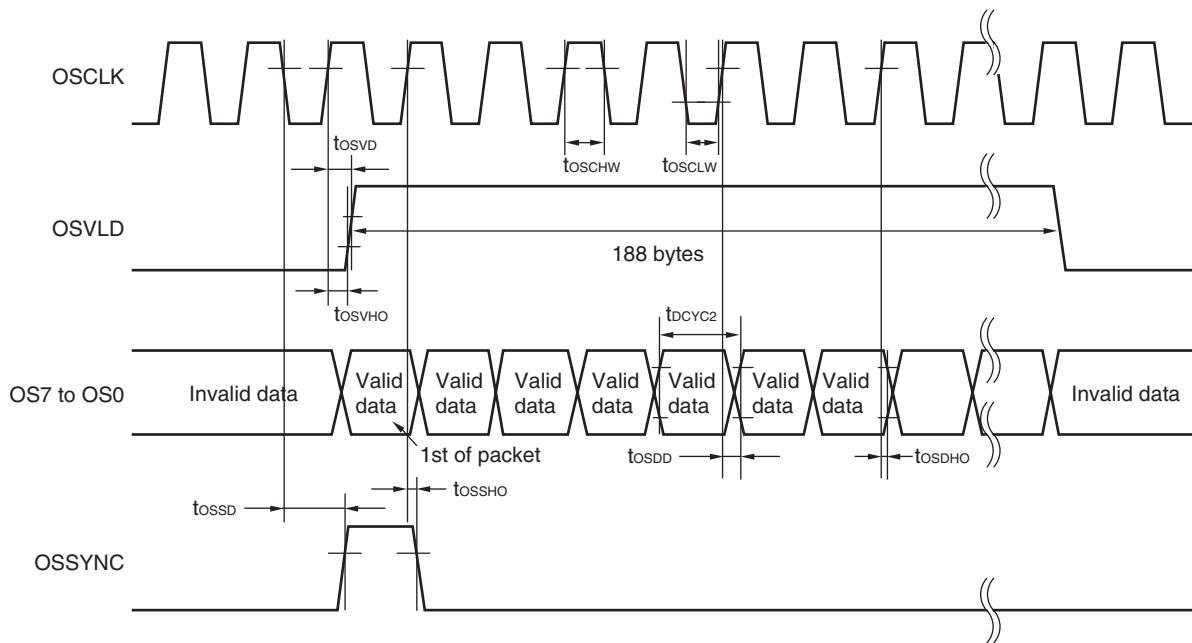
(7) Stream output interface

(a) Parallel stream data output

Valid and master mode

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
OSCLK low-level width	tosCLW	Active rising edge	30			ns
		Active falling edge	70			ns
OSCLK high-level width	tosCHW	Active rising edge	70			ns
		Active falling edge	30			ns
OSVLD hold time	tosVHO	Vs active edge of OSCLK	30			ns
OSVLD delay time	tosVD	Vs non active edge of OSCLK	-5		+5	ns
OSSYNC hold time	tosSHO	Vs active edge of OSCLK	30			ns
OSSYNC delay time	tosSD	Vs non active edge of OSCLK	-5		+5	ns
OS7 to OS0 hold time	tosDHO	Vs active edge of OSCLK	30			ns
OS7 to OS0 delay time	tosDD	Vs non active edge of OSCLK	-5		+5	ns
Data cycle time	tdCYC2		105			ns

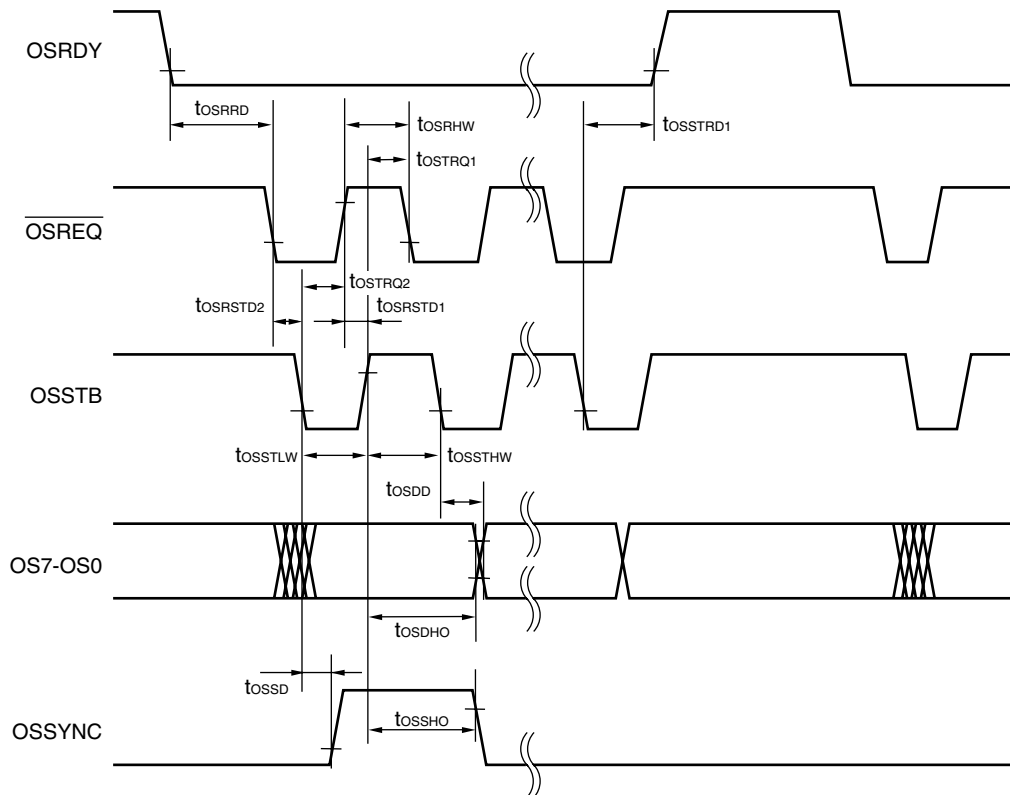
**Remark** OSVLD is active high, OSSYNC is active high and OSCLK is active high edge.





Strobe and byte mode

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
$\overline{\text{OSREQ}}$ high-level time	$t_{\text{OSRHW}}$		2			STCLK
OSSTB high-level width	$t_{\text{OSSTHW}}$	Active rising edge	100			ns
		Active falling edge	70			ns
OSSTB low-level width	$t_{\text{OSSTLW}}$	Active rising edge	70			ns
		Active falling edge	100			ns
$\overline{\text{OSREQ}}$ hold time	$t_{\text{OSRRD}}$	Vs active edge of OSRDY	0			ns
$\overline{\text{OSREQ}}$ hold time	$t_{\text{OSTRQ1}}$	Vs active edge of OSSTB	0			ns
	$t_{\text{OSTRQ2}}$	Vs non active edge of OSSTB	0			ns
OSSTB delay time	$t_{\text{OSRSTD1}}$	Vs active edge of $\overline{\text{OSREQ}}$	2		3	STCLK
	$t_{\text{OSRSTD2}}$	Vs non active edge of OSREQ	3			STCLK
OSRDY delay time	$t_{\text{OSSTRD1}}$	Vs non active edge of OSSTB			3	STCLK
OSSYNC-out delay time	$t_{\text{OSSD}}$	Vs non active edge of OSSTB	-5		+5	ns
OSSYNC-out hold time	$t_{\text{OSSHO}}$	Vs active edge of OSSTB	70			ns
OS7 to OS0 out delay time	$t_{\text{OSDD}}$	Vs non active edge of OSSTB	-5		+5	ns
OS7 to OS0 out hold time	$t_{\text{OSDHO}}$	Vs active edge of OSSTB	70			ns

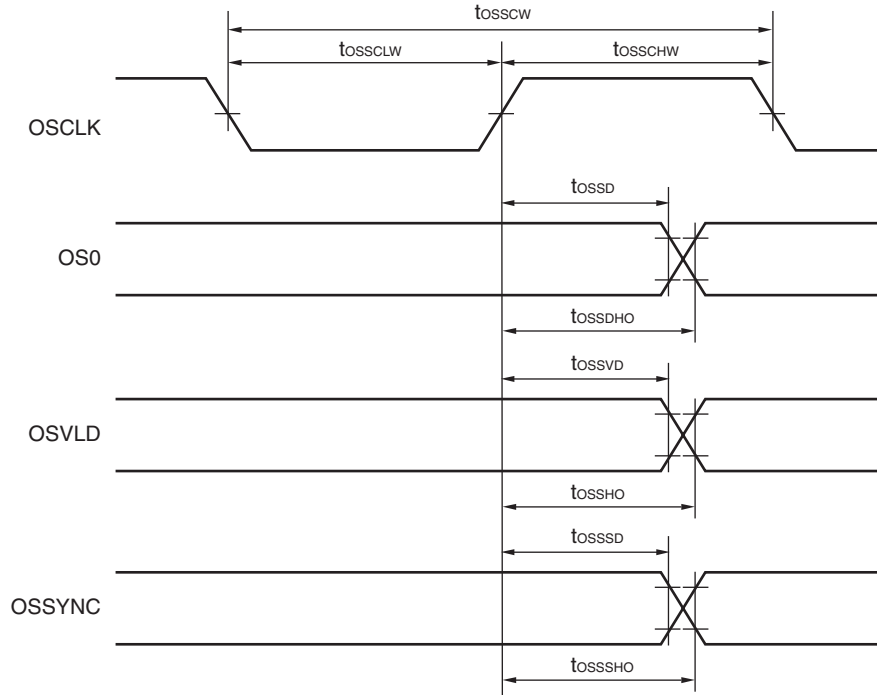


**Remark** OSSYNC is active high, OSRDY is active low and OSSTB is active high edge.

(b) Serial stream data output

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
OSCLK period	$t_{OSSCW}$			37		ns
OSCLK low-level width	$t_{OSSCLW}$		10			ns
OSCLK high-level width	$t_{OSSCHW}$		10			ns
OS0 delay time	$t_{OSSDD}$	Vs active edge of OSCLK			27	ns
OS0 hold time	$t_{OSSDHO}$	Vs active edge of OSCLK	5.0			ns
OSVLD delay time	$t_{OSSVD}$	Vs active edge of OSCLK			27	ns
OSVLD hold time	$t_{OSSVHO}$	Vs active edge of OSCLK	5.0			ns
OSSYNC delay time	$t_{OSSSD}$	Vs active edge of OSCLK			27	ns
OSSYNC hold time	$t_{OSSSHO}$	Vs active edge of OSCLK	5.0			ns

- Remarks**
- Active edge of OSCLK is able to change according to the following circuit.
  - Period of the OSCLK is provided by STCLK.



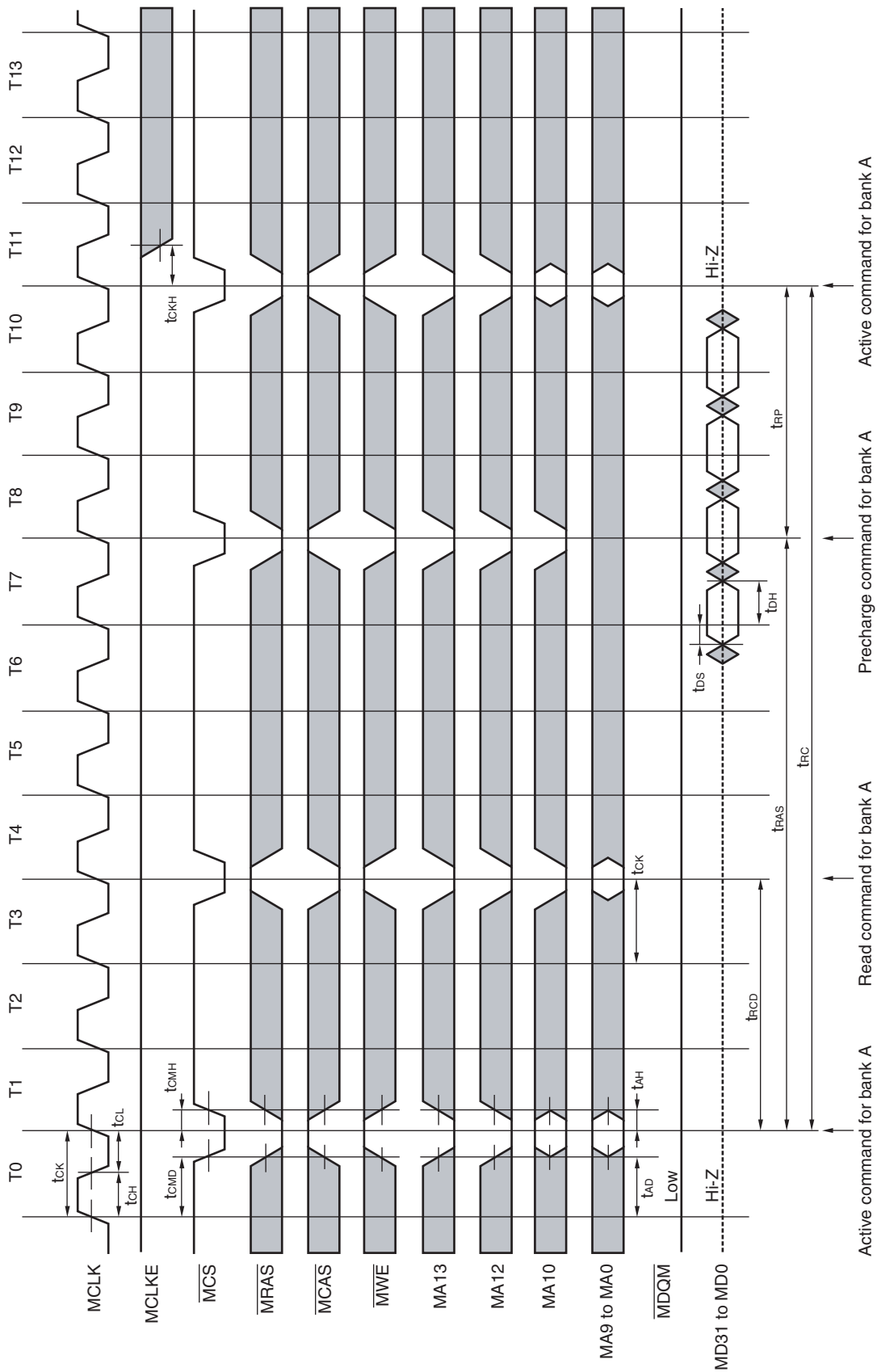
**Remark** OSCLK is active high edge.

**(8) SDRAM interface**

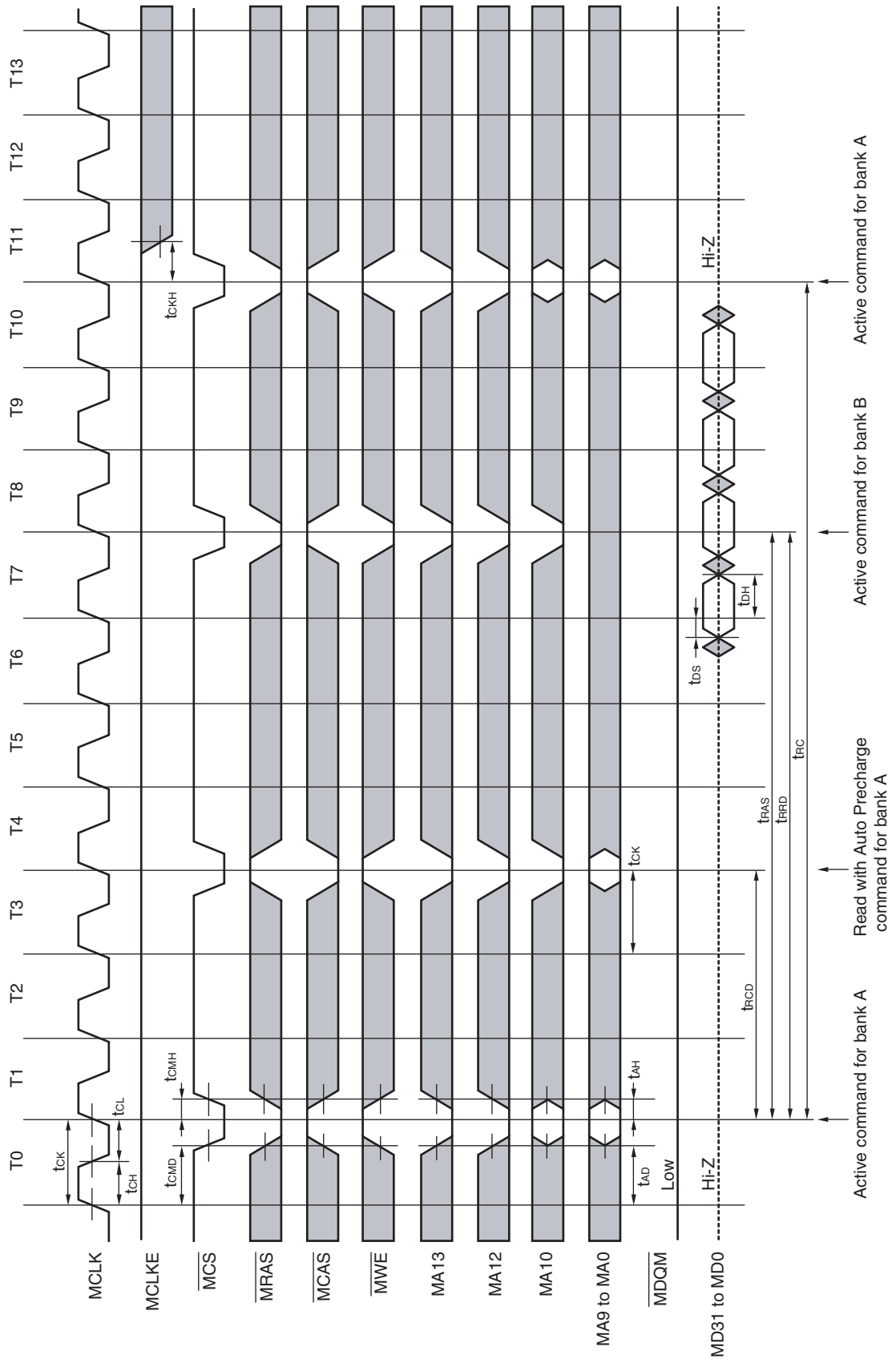
Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
MCLK cycle time	t <sub>CK</sub>			12.3		ns
MCLK high-level width	t <sub>CH</sub>		3.5			ns
MCLK low-level width	t <sub>CL</sub>		3.5			ns
MD31 to MD0-out hold time	t <sub>OH</sub>	Vs MCLK	1.5			ns
MD31 to MD0-out delay time	t <sub>OD</sub>	Vs MCLK			9	ns
MD31 to MD0 low-Z output time	t <sub>LZ</sub>	Vs MCLK	0			ns
MD31 to MD0 high-Z output time	t <sub>HZ</sub>	Vs MCLK			9	ns
MD31 to MD0-in setup time	t <sub>DS</sub>	Vs MCLK	6			ns
MD31 to MD0-in hold time	t <sub>DH</sub>	Vs MCLK	2			ns
MA13 to MA0 delay time	t <sub>AD</sub>	Vs MCLK			9	ns
MA13 to MA0 hold time	t <sub>AH</sub>	Vs MCLK	1.5			ns
MCLKE delay time	t <sub>CKS</sub>	Vs MCLK			9	ns
MCLKE hold time	t <sub>CKH</sub>	Vs MCLK	1.5			ns
Command delay time	t <sub>CMD</sub>	Vs MCLK			9	ns
Command hold time	t <sub>CMH</sub>	Vs MCLK	1.5			ns
ACT → REF/ACT command period	t <sub>RC</sub>		12			MCLK
REF → REF/ACT command period	t <sub>RC1</sub>		12			MCLK
ACT → PRE command period	t <sub>RAS</sub>		12			MCLK
PRE → ACT command period	t <sub>RP</sub>		12			MCLK
ACT → R/W command delay time	t <sub>RCD</sub>		3			MCLK
ACT (0) → ACT (1) command period	t <sub>RRD</sub>		4			MCLK
Data-in to PRE command period	t <sub>DPL</sub>		2			MCLK
Data-in to ACT (REF) command period (Auto pre-charge)	t <sub>DAL</sub>		6			MCLK
Mode register set cycle period	t <sub>RSC</sub>		2			MCLK
Refresh Time (4096 refresh cycle)	t <sub>REF</sub>				50	ms

**Remark** REF: Refresh, ACT: Active, PRE: Pre-charge

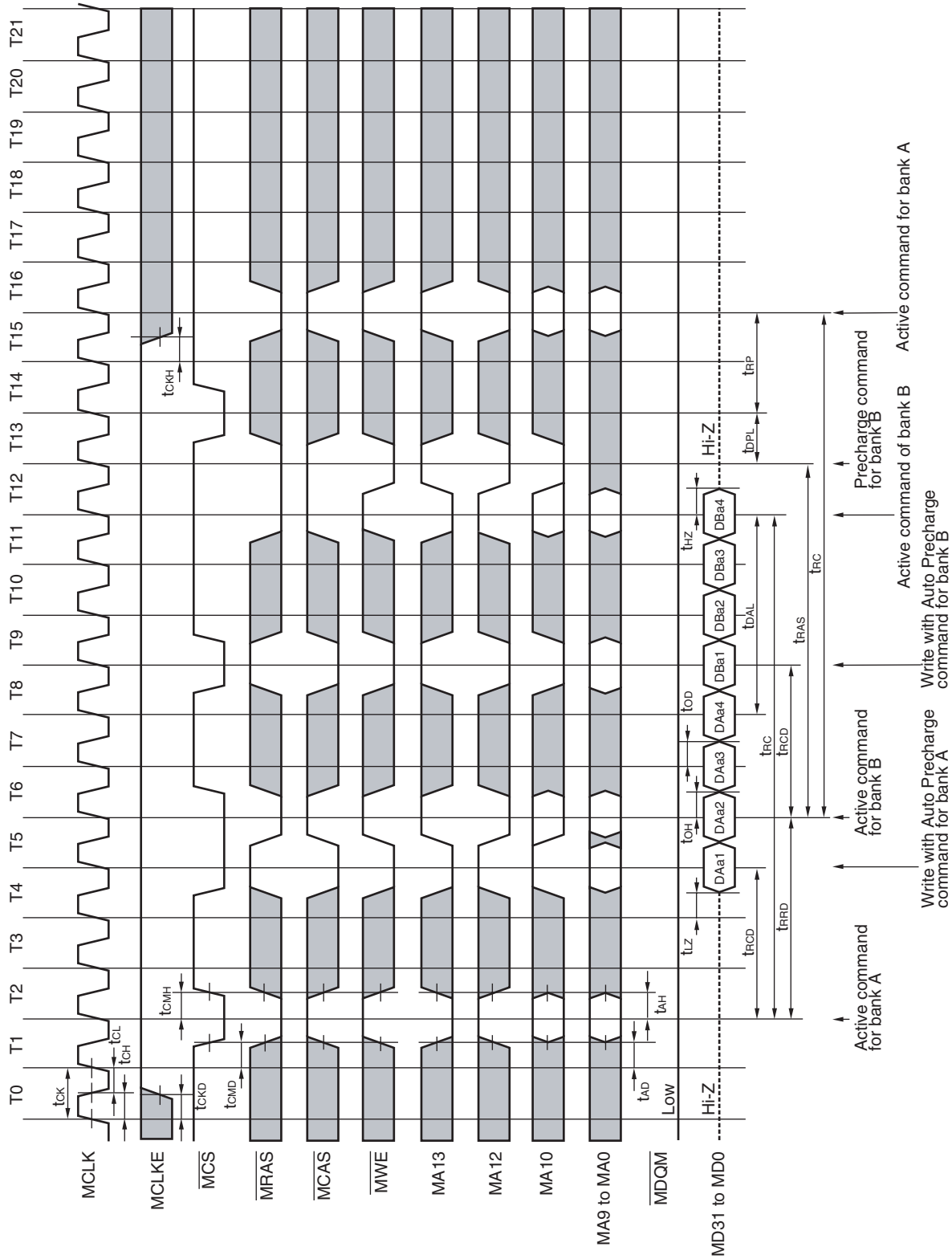
Read timing (Manual pre-charge, burst length = 4, CAS latency = 3)



Read timing (Auto pre-charge, burst length = 4, CAS latency = 3)



Write timing (Burst length = 4, CAS latency = 3)



(9) Host CPU interface

(a) Parallel bus interface: Wait mode

(1/2)

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
$\overline{CCS}\downarrow \rightarrow CA5 \text{ to } CA0 \text{ delay time}$	$t_{CAD}$	Vs falling edge of $\overline{CCS}$ Do not care	-	-	-	ns
$\overline{CCS}\downarrow \rightarrow CWAIT \text{ delay time}$	$t_{CWAD1}$	Vs falling edge of $\overline{CCS}$ $\overline{CCS}$ later than $\overline{CRE}/\overline{CWE}$			15	ns
$\overline{CCS}\downarrow \rightarrow CWAIT \text{ release time}$	$t_{CRDY}$	Vs falling edge of $\overline{CCS}$ $\overline{CCS}$ later than $\overline{CRE}/\overline{CWE}$			175	ns
$CA5 \text{ to } CA0 \rightarrow \overline{CRE}\downarrow \text{ delay time}$	$t_{ARD}$	Vs $CA5 \text{ to } CA0$	-20			ns
$\overline{CCS}\downarrow \rightarrow \overline{CRE}\downarrow \text{ delay time}$	$t_{CRD}$	Vs falling edge of $\overline{CCS}$	-20			ns
$\overline{CRE}\downarrow \rightarrow CWAIT \text{ delay time}$	$t_{RWD1}$	Vs falling edge of $\overline{CRE}$			15	ns
$\overline{CRE}\downarrow \rightarrow CWAIT \text{ release time}$	$t_{RRD}$	Vs falling edge of $\overline{CRE}$			175	ns
$\overline{CCS}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ low-Z time}$	$t_{CDLD}$	Vs falling edge of $\overline{CCS}$ Data not fixed	0			ns
$\overline{CRE}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ low-Z time}$	$t_{RDLD}$	Vs falling edge of $\overline{CRE}$ Data not fixed	0			ns
$\overline{CCS}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ delay time}$	$t_{CDD}$	Vs falling edge of $\overline{CCS}$ Data fixed			150	ns
$\overline{CRE}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ delay time}$	$t_{RDD}$	Vs falling edge of $\overline{CRE}$ Data fixed			150	ns
$\overline{CRE}\uparrow \rightarrow CD7 \text{ to } CD0 \text{ hold time}$	$t_{RDH}$	Vs rising edge of $\overline{CRE}$ Earlier than rising edge of $\overline{CCS}$	0			ns
$\overline{CRE}\uparrow \rightarrow CA5 \text{ to } CA0 \text{ hold time}$	$t_{RAH}$	Vs rising edge of $\overline{CRE}$	-27			ns
$\overline{CRE}\uparrow \rightarrow \overline{CCS}\uparrow \text{ hold time}$	$t_{RCH}$	Vs rising edge of $\overline{CRE}$	-27			ns
$\overline{CCS}\uparrow \rightarrow CD7 \text{ to } CD0 \text{ hold time}$	$t_{CDRH}$	Vs rising edge of $\overline{CCS}$ Earlier than rising edge of $\overline{CRE}$	0			ns
$CD7 \text{ to } CD0 \rightarrow CWAIT \text{ release time}$	$t_{CDW}$	Vs $CD7 \text{ to } CD0$ fixed	10			ns
$CD7 \text{ to } CD0 \text{ Hi-Z delay time}$	$t_{CDZD}$	Vs rising edge of $\overline{CRE}$ or $\overline{CCS}$			12	ns
$CA5 \text{ to } CA0 \rightarrow \overline{CWE}\downarrow \text{ delay time}$	$t_{AWD}$	Vs $CA5 \text{ to } CA0$	-28			ns
$\overline{CCS}\downarrow \rightarrow \overline{CWE}\downarrow \text{ delay time}$	$t_{CWD}$	Vs falling edge of $\overline{CCS}$	-20			ns
$\overline{CWE}\downarrow \rightarrow CWAIT \text{ delay time}$	$t_{WWD1}$	Vs falling edge of $\overline{CWE}$			15	ns
$\overline{CWE}\downarrow \rightarrow CWAIT \text{ release time}$	$t_{WRD}$	Vs falling edge of $\overline{CWE}$			150	ns
$\overline{CWE}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ delay time}$	$t_{WDD}$	Vs falling edge of $\overline{CWE}$ Until data fixed			30	ns
$\overline{CWE}\uparrow \rightarrow CD7 \text{ to } CD0 \text{ hold time}$	$t_{WDH}$	Vs rising edge of $\overline{CWE}$	-7			ns

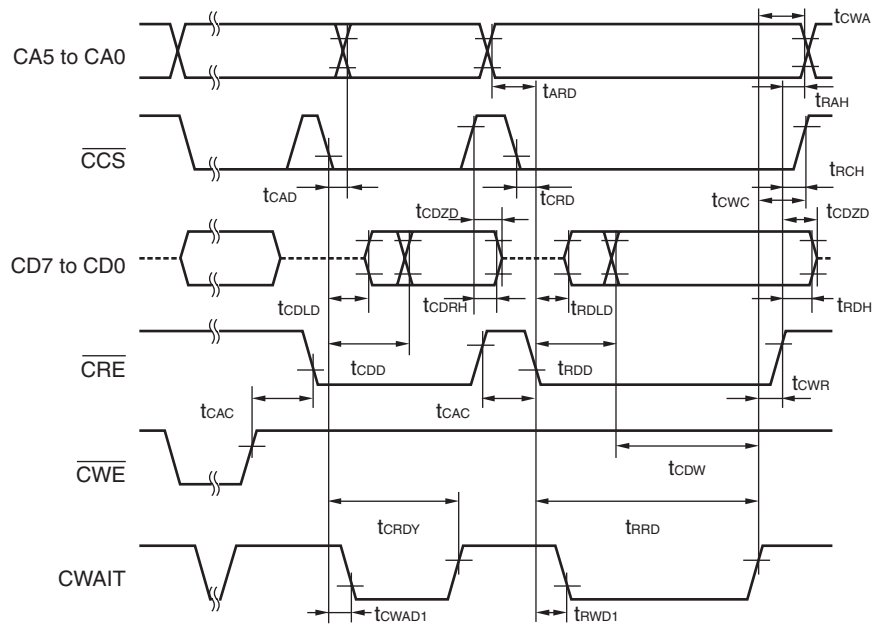
(2/2)

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
$\overline{CWE}\uparrow \rightarrow CA5 \text{ to } CA0$ hold time	$t_{WAH}$	Vs rising edge of $\overline{CWE}$	-27			ns
$\overline{CWE}\uparrow \rightarrow \overline{CCS}\uparrow$ hold time	$t_{WCH}$	Vs rising edge of $\overline{CWE}$	-27			ns
$\overline{CCS}\uparrow \rightarrow CD7 \text{ to } CD0$ hold time	$t_{CDWH}$	Vs rising edge of $\overline{CCS}$	0			ns
$\overline{CCS}\uparrow \rightarrow CWAIT$ release time	$t_{CWAD2}$	Vs rising edge of $\overline{CCS}$	0		15	ns
$CWAIT$ release $\rightarrow \overline{CWE}/\overline{CRE}$ hold time	$t_{CWR}$	Vs $CWAIT$ release	0			ns
$CWAIT$ release $\rightarrow CD5 \text{ to } CD0$ hold time	$t_{CWA}$	Vs $CWAIT$ release	0			ns
$CWAIT$ release $\rightarrow \overline{CSS}\uparrow$ hold time	$t_{CWC}$	Vs $CWAIT$ release	0			ns
$\overline{CRE}/\overline{CWE}$ recovery time	$t_{CAC}$		25			ns
Access cycle after other device	$t_{CCYC}$		200			ns

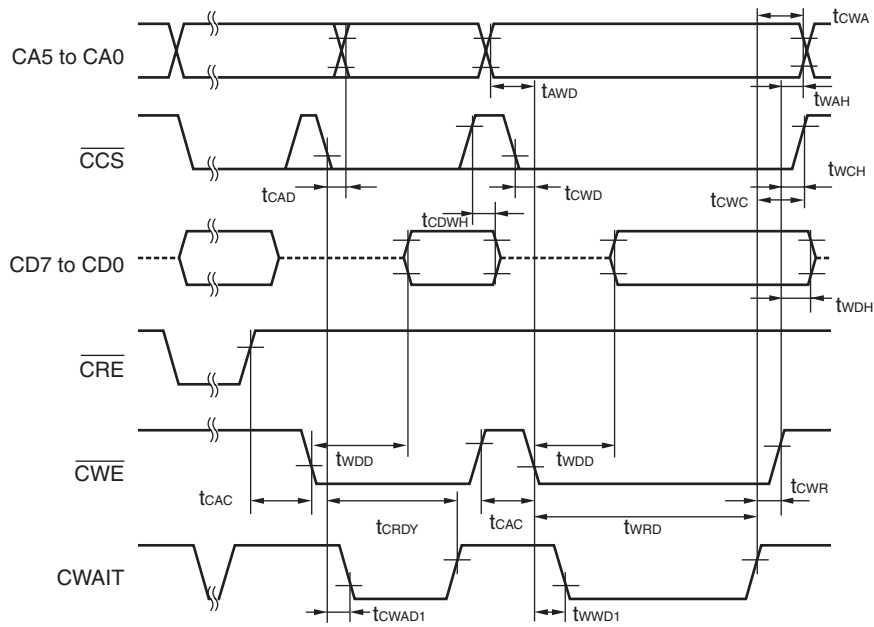
**Remark** If  $\overline{CCS}$  change to "H" in wait cycle, it cancels  $CWAIT$ . In access time, don't make  $\overline{CCS}$  "H" until wait released.



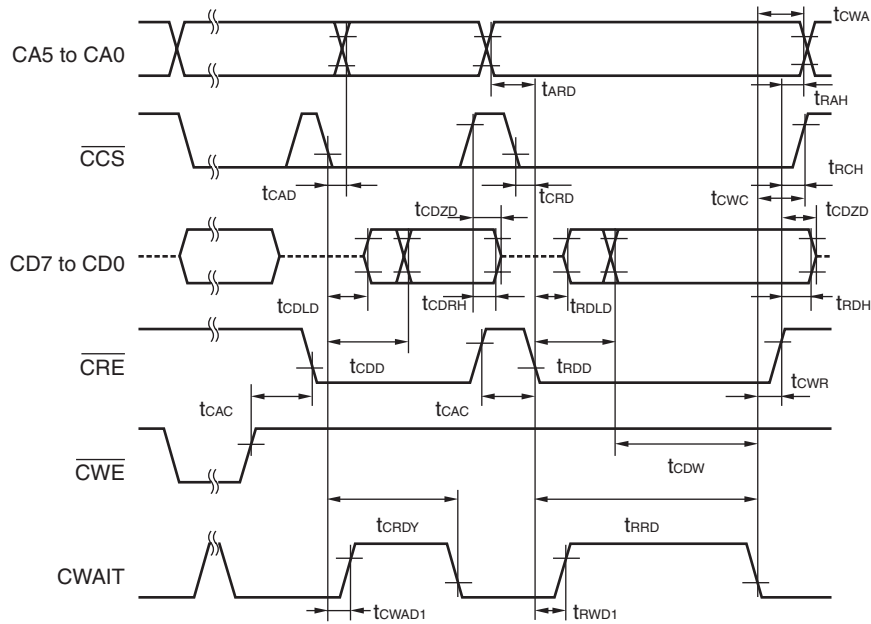
Wait mode (Wait active low, read cycle)



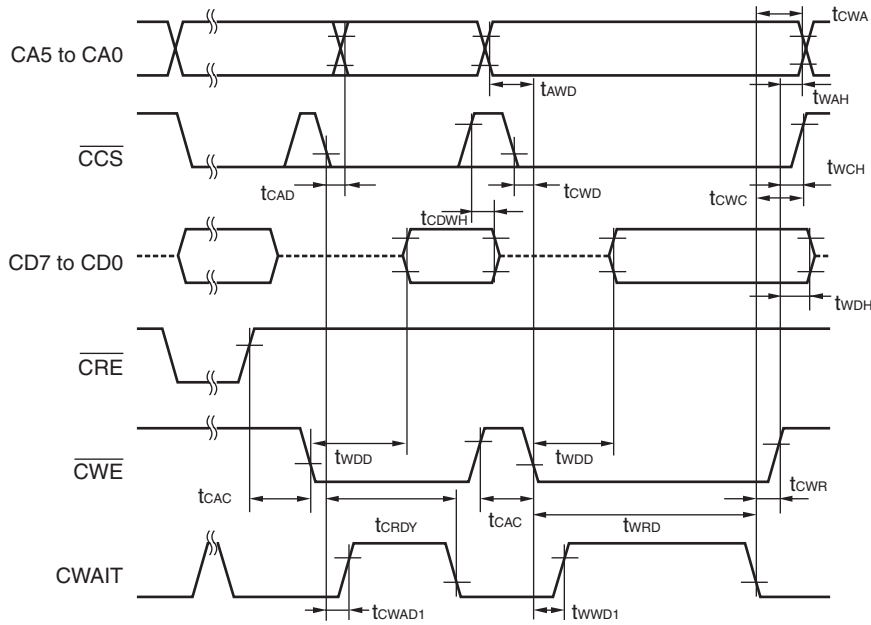
Wait mode (Wait active low, write cycle)

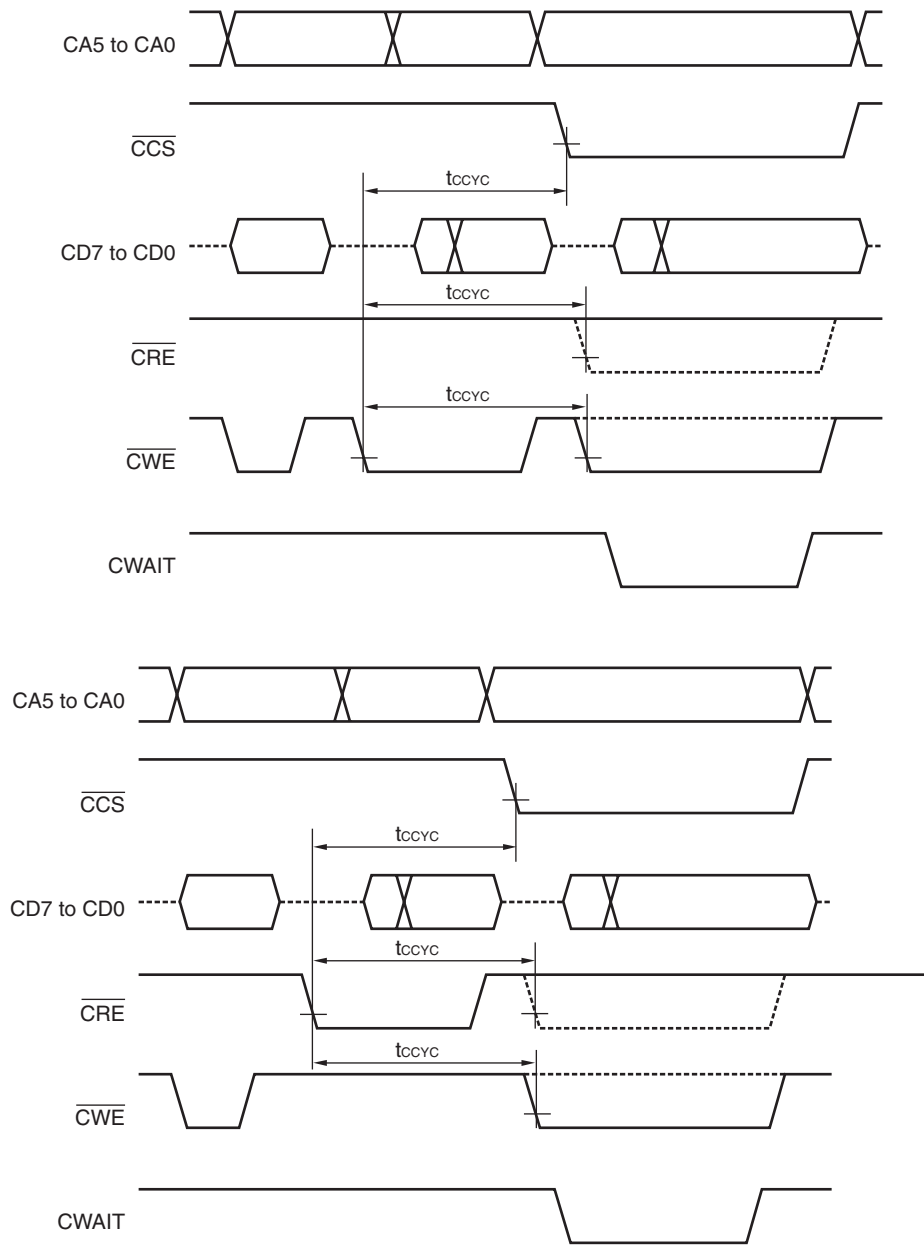


Wait mode (Wait active high, read cycle)



Wait mode (Wait active high, write cycle)





(b) Parallel bus interface: Ready mode

(1/2)

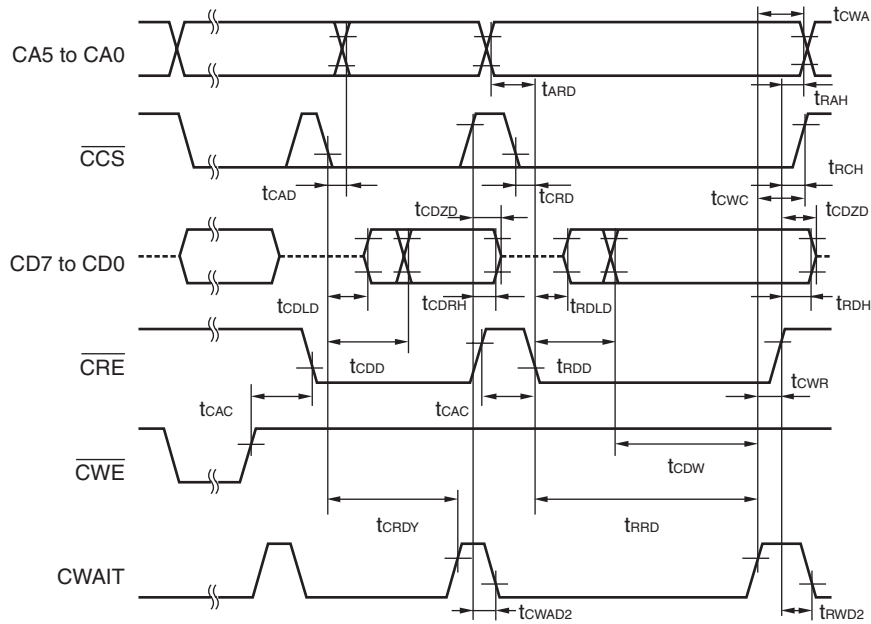
Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
$\overline{CCS}\downarrow \rightarrow CA5 \text{ to } CA0 \text{ delay time}$	tCAD	Vs falling edge of $\overline{CCS}$ Do not care	-	-	-	ns
$\overline{CCS}\downarrow \rightarrow CWAIT \text{ delay time}$	tCWAD1	Vs falling edge of $\overline{CCS}$ $\overline{CCS}$ later than $\overline{CRE}/\overline{CWE}$			15	
$\overline{CCS}\downarrow \rightarrow CWAIT \text{ ready time}$	tCRDY	Vs falling edge of $\overline{CCS}$ $\overline{CCS}$ later than $\overline{CRE}/\overline{CWE}$			175	ns
$CA5 \text{ to } CA0 \rightarrow \overline{CRE}\downarrow \text{ delay time}$	tARD	Vs $CA5 \text{ to } CA0$	-20			ns
$\overline{CCS}\downarrow \rightarrow \overline{CRE}\downarrow \text{ delay time}$	tCRD	Vs falling edge of $\overline{CCS}$	-20			ns
$\overline{CRE}\downarrow \rightarrow CWAIT \text{ ready time}$	tRRD	Vs falling edge of $\overline{CRE}$			175	ns
$\overline{CCS}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ low-Z time}$	tCDLD	Vs falling edge of $\overline{CCS}$ Data not fixed	0			ns
$\overline{CRE}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ low-Z time}$	trDLD	Vs falling edge of $\overline{CRE}$ Data not fixed	0			ns
$\overline{CCS}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ delay time}$	tCDD	Vs falling edge of $\overline{CCS}$ Data fixed			150	ns
$\overline{CRE}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ delay time}$	trDD	Vs falling edge of $\overline{CRE}$ Data fixed			150	ns
$\overline{CRE}\uparrow \rightarrow CD7 \text{ to } CD0 \text{ hold time}$	trDH	Vs rising edge of $\overline{CRE}$ Earlier than rising edge of $\overline{CCS}$	0			ns
$\overline{CRE}\uparrow \rightarrow CA5 \text{ to } CA0 \text{ hold time}$	trAH	Vs rising edge of $\overline{CRE}$	-27			ns
$\overline{CRE}\uparrow \rightarrow \overline{CCS}\uparrow \text{ hold time}$	trCH	Vs rising edge of $\overline{CRE}$	-27			ns
$\overline{CCS}\uparrow \rightarrow CD7 \text{ to } CD0 \text{ hold time}$	tCDRH	Vs rising edge of $\overline{CCS}$ Earlier than rising edge of $\overline{CRE}$	0			ns
$CD7 \text{ to } CD0 \rightarrow CWAIT \text{ ready time}$	tCDW	Vs $CD7 \text{ to } CD0 \text{ fixed}$	10			ns
$CD7 \text{ to } CD0 \text{ high-Z delay time}$	tCDZD	Vs rising edge of $\overline{CRE}$ or $\overline{CCS}$			12	ns
$CA5 \text{ to } CA0 \rightarrow \overline{CWE}\downarrow \text{ delay time}$	tAWD	Vs $CA5 \text{ to } CA0$	-28			ns
$\overline{CCS}\downarrow \rightarrow \overline{CWE}\downarrow \text{ delay time}$	tCWD	Vs falling edge of $\overline{CCS}$	-20			ns
$\overline{CWE}\downarrow \rightarrow CWAIT \text{ ready time}$	tWRD	Vs falling edge of $\overline{CWE}$			150	ns
$\overline{CWE}\downarrow \rightarrow CD7 \text{ to } CD0 \text{ delay time}$	twDD	Vs falling edge of $\overline{CWE}$ Until data fixed			30	ns
$\overline{CWE}\uparrow \rightarrow CD7 \text{ to } CD0 \text{ hold time}$	twDH	Vs rising edge of $\overline{CWE}$	-7			ns
$\overline{CWE}\uparrow \rightarrow CA5 \text{ to } CA0 \text{ hold time}$	tWAH	Vs rising edge of $\overline{CWE}$	-27			ns
$\overline{CWE}\uparrow \rightarrow \overline{CCS}\uparrow \text{ hold time}$	twCH	Vs rising edge of $\overline{CWE}$	-27			ns
$\overline{CCS}\uparrow \rightarrow CD7 \text{ to } CD0 \text{ hold time}$	tCDWH	Vs rising edge of $\overline{CCS}$	0			ns
$\overline{CRE}\uparrow \rightarrow CWAIT \text{ release time}$	trWD2	Vs rising edge of $\overline{CRE}$	0		15	ns

(2/2)

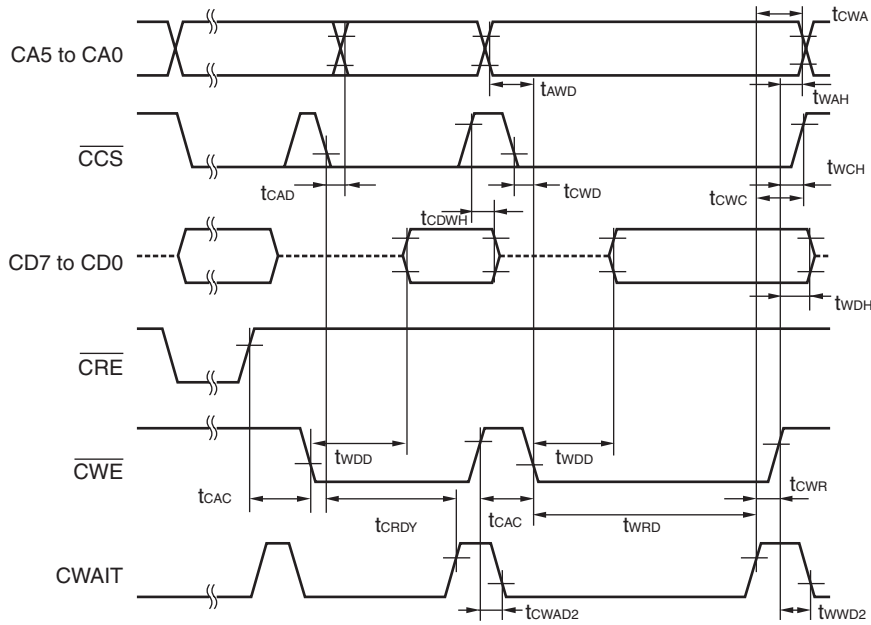
Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
$\overline{CWE}\uparrow \rightarrow$ CWAIT release time	t <sub>WWD2</sub>	Vs rising edge of $\overline{CWE}$	0		15	ns
$\overline{CCS}\uparrow \rightarrow$ CWAIT release time	t <sub>CWAD2</sub>	Vs rising edge of $\overline{CCS}$	0		15	ns
CAWAIT ready $\rightarrow$ $\overline{CWE}/\overline{CRE}$ hold time	t <sub>CWR</sub>	Vs CAWAIT ready	0			ns
CAWAIT ready $\rightarrow$ CA5 to CA0 hold time	t <sub>CWA</sub>	Vs CAWAIT ready	0			ns
CAWAIT ready $\rightarrow$ $\overline{CCS}\uparrow$ hold time	t <sub>CWC</sub>	Vs CAWAIT ready	0			ns
$\overline{CRE}/\overline{CWE}$ recovery time	t <sub>CAC</sub>		25			ns
Access cycle after other device	t <sub>CCYC</sub>		200			ns

**Remark** If  $\overline{CCS}$  change to "H" in wait cycle, it cancels CWAIT. In access time, don't make  $\overline{CCS}$  "H" until wait becomes ready.

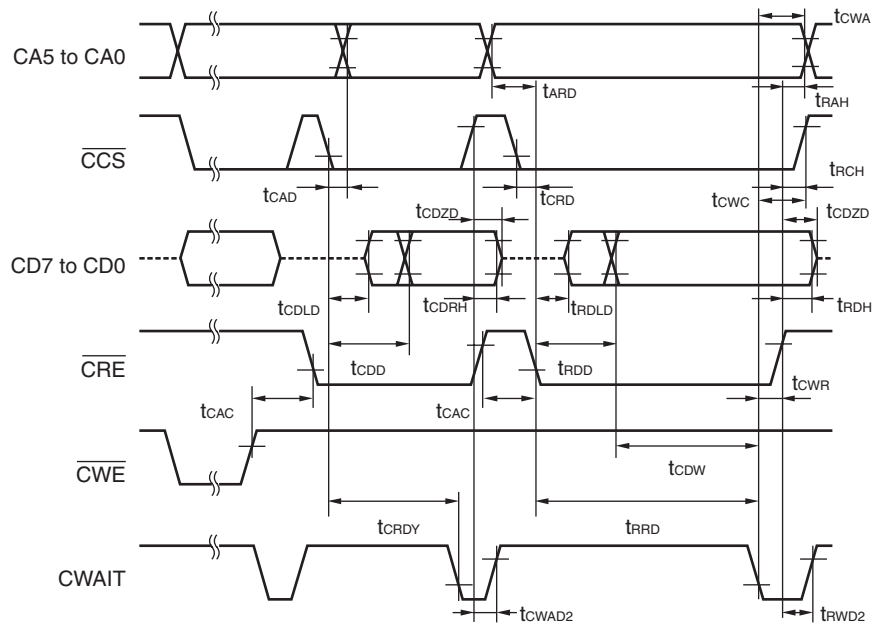
Ready mode (Ready active high, read cycle)



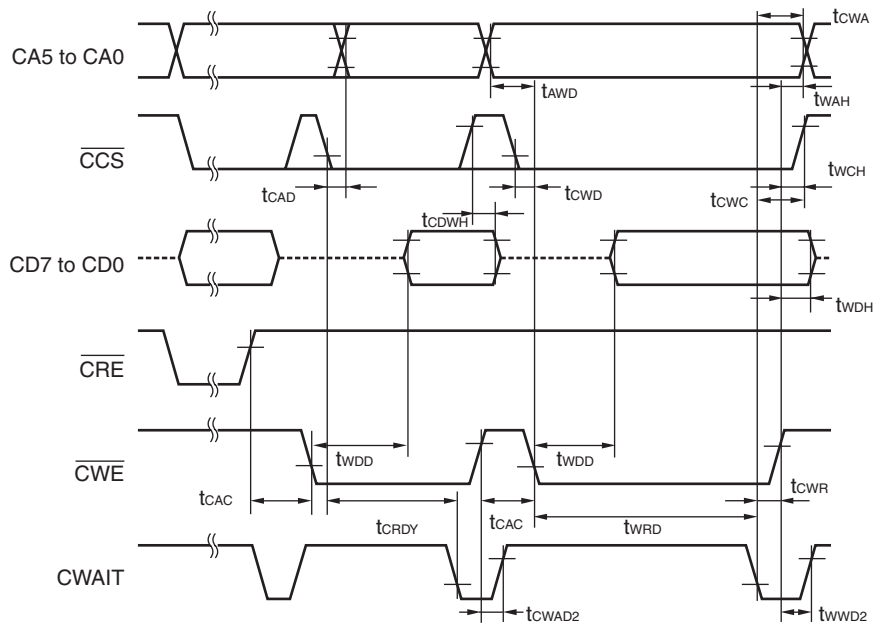
Ready mode (Ready active high, write cycle)

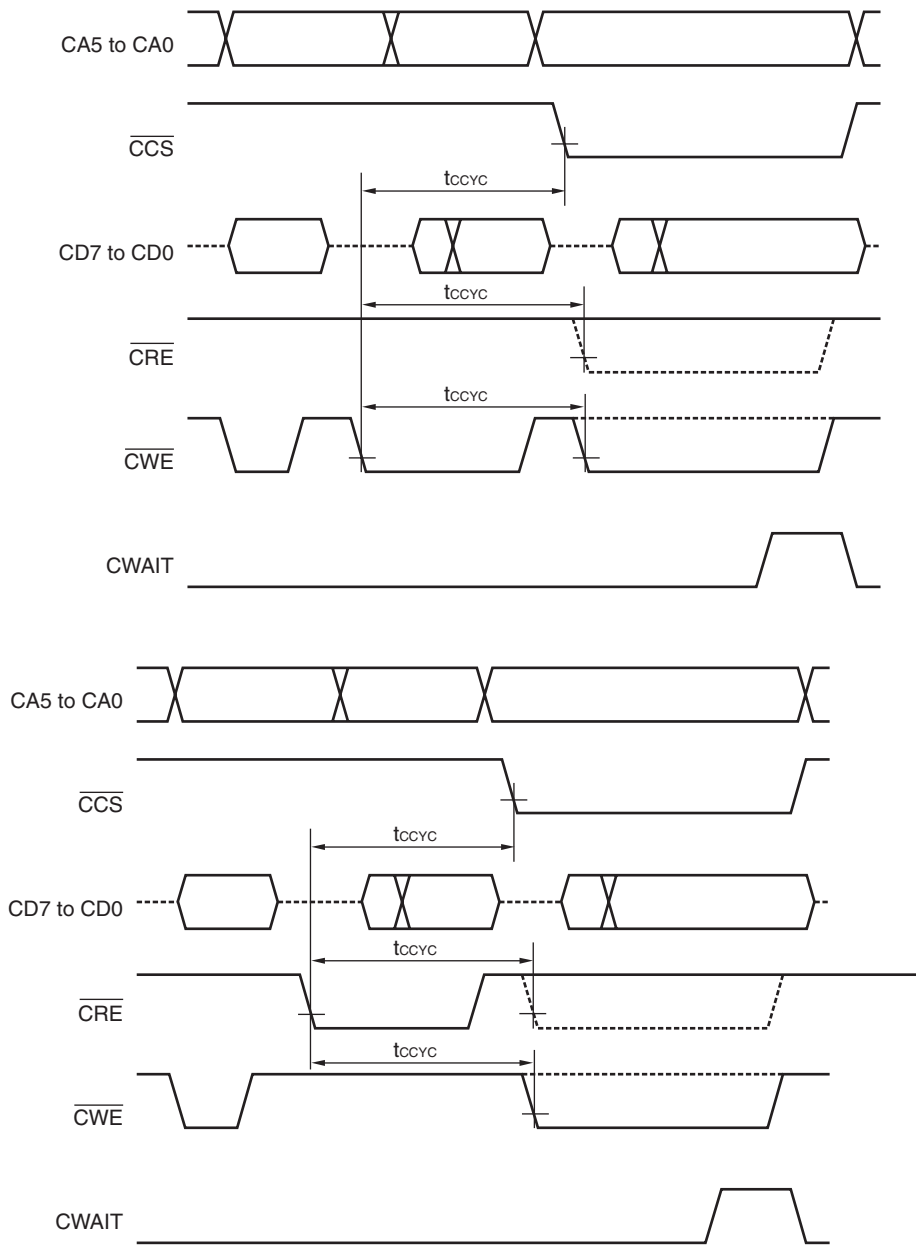


Ready mode (Ready active low, read cycle)



Ready mode (Ready active low, write cycle)



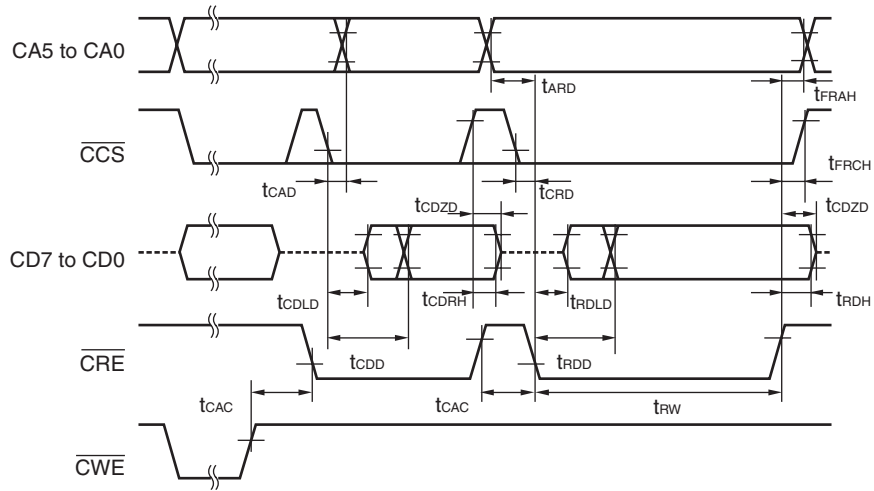




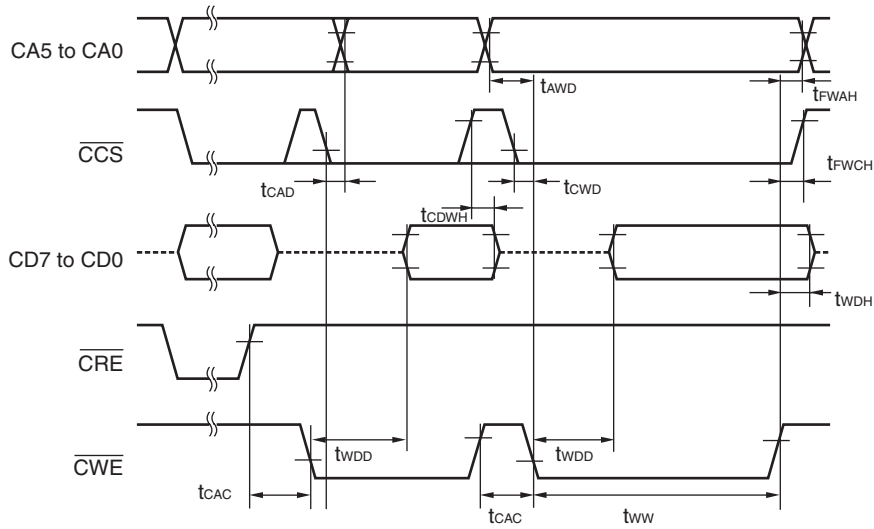
(c) Parallel bus interface: Fixed wait mode

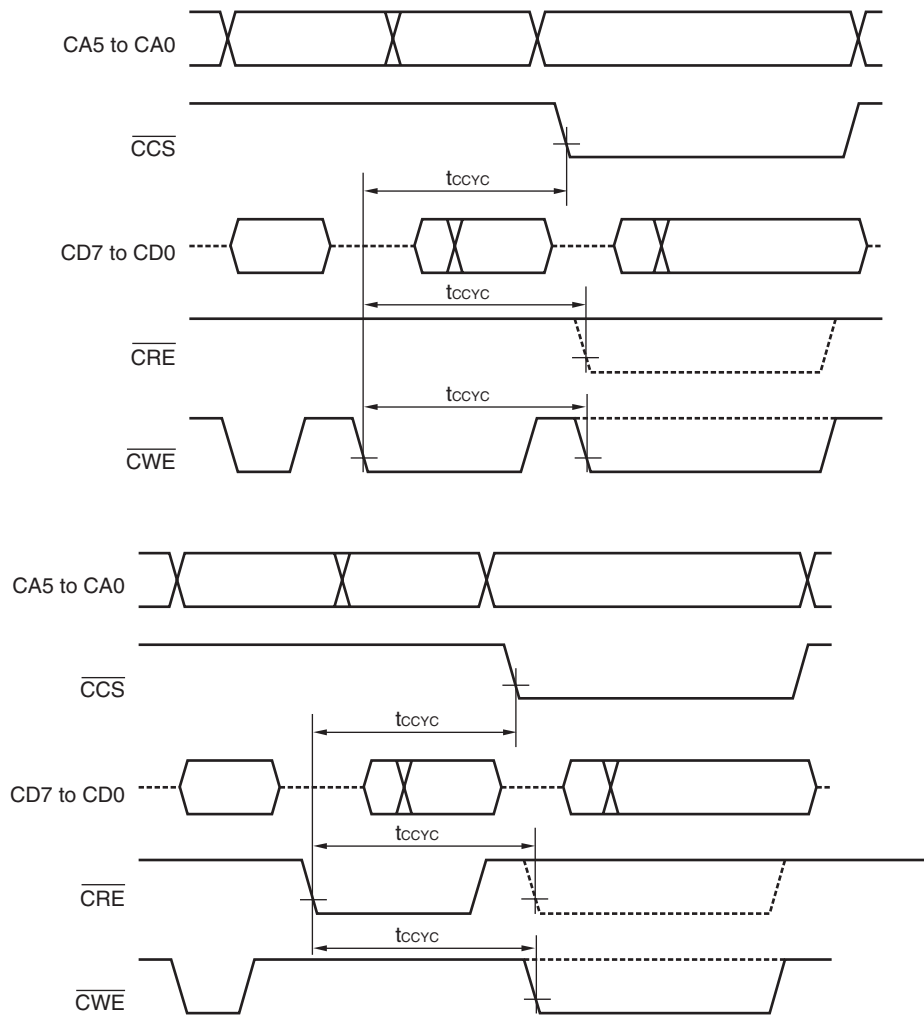
Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
$\overline{CCS}\downarrow \rightarrow$ CA5 to CA0 delay time	tCAD	Vs falling edge of $\overline{CCS}$ Do not care	-	-	-	ns
$\overline{CRE}$ pulse width	tRW		175			ns
CA5 to CA0 $\rightarrow \overline{CRE}\downarrow$ delay time	tARD	Vs CA5 to CA0	-20			ns
$\overline{CCS}\downarrow \rightarrow \overline{CRE}\downarrow$ delay time	tCRD	Vs falling edge of $\overline{CCS}$	-20			ns
$\overline{CCS}\downarrow \rightarrow$ CD7 to CD0 low-Z time	tCDLD	Vs falling edge of $\overline{CCS}$ Data not fixed	0			ns
$\overline{CRE}\downarrow \rightarrow$ CD7 to CD0 low-Z time	tRDLD	Vs falling edge of $\overline{CRE}$ Data not fixed	0			ns
$\overline{CCS}\downarrow \rightarrow$ CD7 to CD0 delay time	tCDD	Vs falling edge of $\overline{CCS}$ Data fixed			150	ns
$\overline{CRE}\downarrow \rightarrow$ CD7 to CD0 delay time	tRDD	Vs falling edge of $\overline{CRE}$ Data fixed			150	ns
$\overline{CRE}\uparrow \rightarrow$ CD7 to CD0 hold time	tRDH	Vs rising edge of $\overline{CRE}$ Earlier than rising edge of $\overline{CCS}$	0			ns
$\overline{CRE}\uparrow \rightarrow$ CA5 to CA0 hold time	tFRAH	Vs rising edge of $\overline{CRE}$	-27			ns
$\overline{CRE}\uparrow \rightarrow \overline{CCS}\uparrow$ hold time	tFRCH	Vs rising edge of $\overline{CRE}$	-27			ns
$\overline{CCS}\uparrow \rightarrow$ CD7 to CD0 hold time	tCDRH	Vs rising edge of $\overline{CCS}$	0			ns
CD7 to CD0 high-Z delay time	tCDZD	Vs rising edge of $\overline{CRE}$ or $\overline{CCS}$			12	ns
$\overline{CWE}$ pulse width	tWW		150			ns
CA5 to CA0 $\rightarrow \overline{CWE}\downarrow$ delay time	tAWD	Vs CA5 to CA0	-28			ns
$\overline{CCS}\downarrow \rightarrow \overline{CWE}\downarrow$ delay time	tCWD	Vs falling edge of $\overline{CCS}$	-20			ns
$\overline{CWE}\downarrow \rightarrow$ CD7 to CD0 delay time	tWDD	Vs falling edge of $\overline{CWE}$ Until data fixed			30	ns
$\overline{CWE}\uparrow \rightarrow$ CD7 to CD0 hold time	tWDH	Vs rising edge of $\overline{CWE}$	-7			ns
$\overline{CWE}\uparrow \rightarrow$ CA5 to CA0 hold time	tFWAH	Vs rising edge of $\overline{CWE}$	-27			ns
$\overline{CWE}\uparrow \rightarrow \overline{CCS}\uparrow$ hold time	tFWCH	Vs rising edge of $\overline{CWE}$	-27			ns
$\overline{CCS}\uparrow \rightarrow$ CD7 to CD0 hold time	tCDWH	Vs rising edge of $\overline{CCS}$	0			ns
$\overline{CRE}/\overline{CWE}$ recovery time	tCAC		25			ns
Access cycle after other device	tCCYC		200			ns

**Fixed wait mode (Read cycle)**



**Fixed wait mode (Write cycle)**

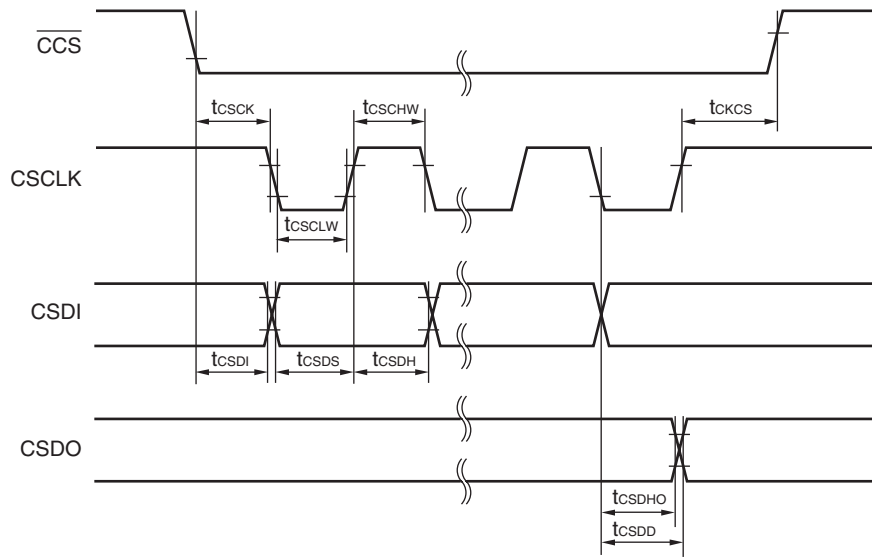


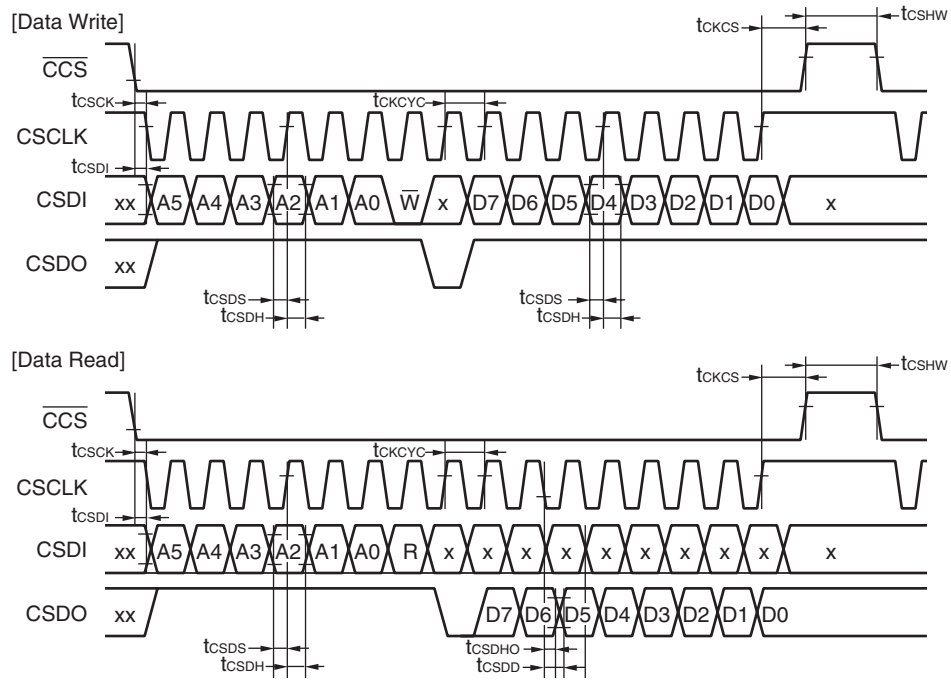


(10) Serial bus interface

(a) Serial bus interface

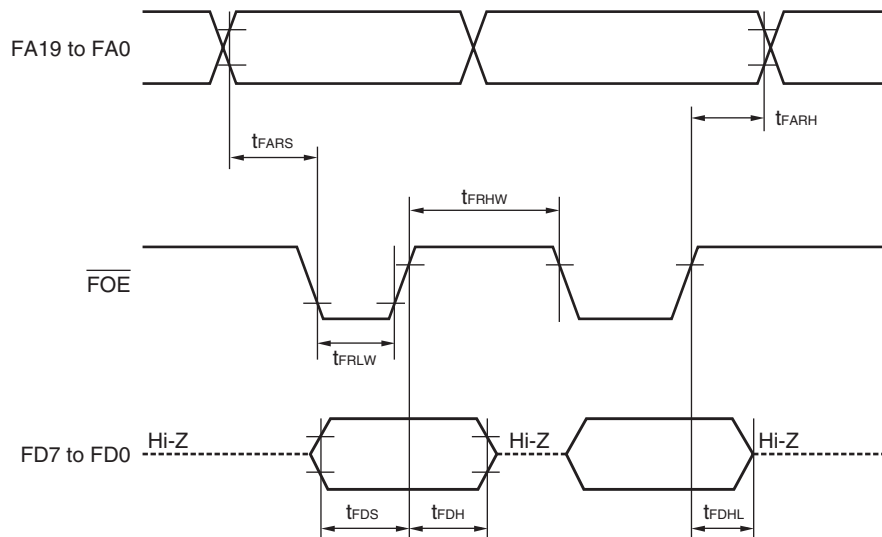
Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
$\overline{\text{CCS}} \rightarrow \text{CSCLK}$ delay time	$t_{\text{CSCK}}$	Vs falling edge of $\overline{\text{CCS}}$	10			ns
$\overline{\text{CCS}} \rightarrow \text{CSDI}$ delay time	$t_{\text{CSDI}}$	Vs falling edge of $\overline{\text{CCS}}$	10			ns
CSDI setup time	$t_{\text{CSDS}}$	Vs rising edge of CSCLK	10			ns
CSDI hold time	$t_{\text{CSDH}}$	Vs rising edge of CSCLK	10			ns
CSDO hold time	$t_{\text{CSDHO}}$	Vs falling edge of CSCLK	0			ns
CSDO delay time	$t_{\text{CSDD}}$	Vs falling edge of CSCLK			15	ns
CSCLK $\rightarrow \overline{\text{CCS}}$ hold time	$t_{\text{CKCS}}$	Vs rising edge of CSCLK	75			ns
$\overline{\text{CCS}}$ high-level width	$t_{\text{CSHW}}$		125			ns
CSCLK cycle time	$t_{\text{CKCYC}}$		100			ns
CSCLK high-level width	$t_{\text{CSCHW}}$		40			ns
CSCLK high-level width	$t_{\text{CSCLW}}$		40			ns





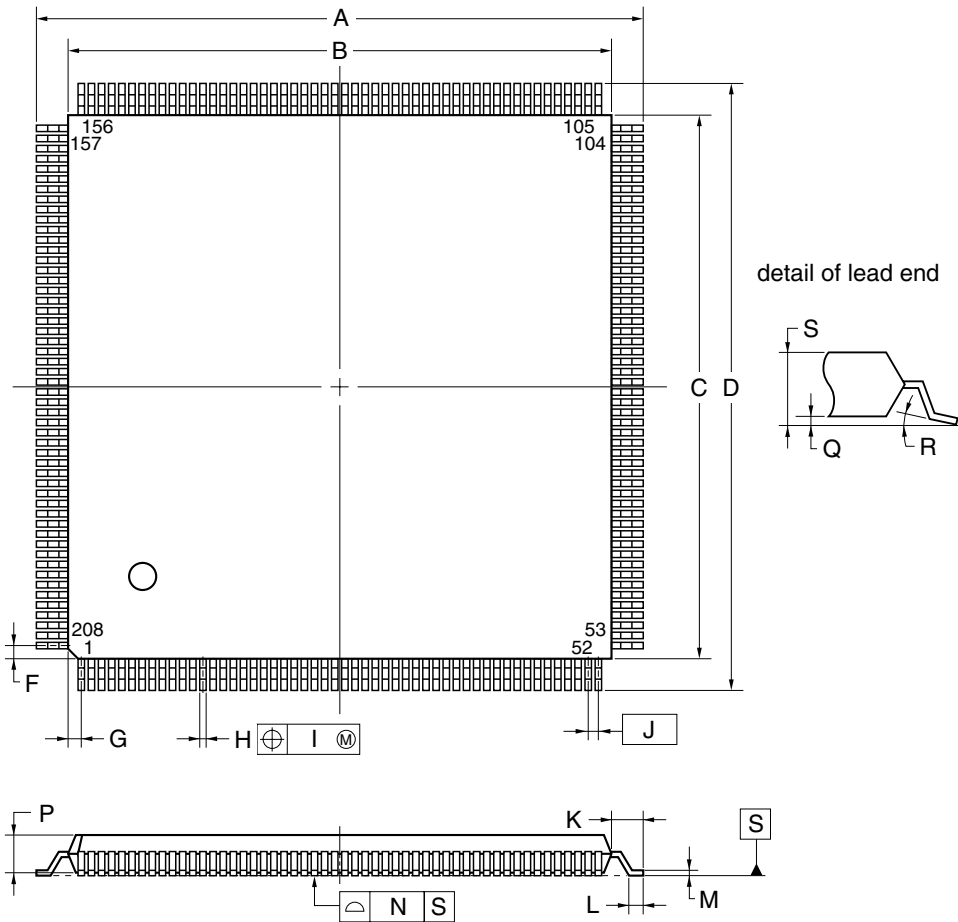
(b) Instruction ROM interface

Parameter	Symbol	Conditions	Min.	Typ.	Max.	Unit
Address setup time	$t_{FARS}$	$V_s$ falling edge of $\overline{FOE}$	0			ns
Address hold time	$t_{FARH}$	$V_s$ rising edge of $\overline{FOE}$	5			ns
$\overline{FOE}$ low-level width	$t_{FRLW}$		70		225	ns
$\overline{FOE}$ high-level width	$t_{FRHW}$		24			ns
Data setup time	$t_{FDS}$	$V_s$ rising edge of $\overline{FOE}$	25			ns
Data hold time	$t_{FDH}$	$V_s$ rising edge of $\overline{FOE}$	0			ns
Data high-Z output time	$t_{FDHL}$	$V_s$ rising edge of $\overline{FOE}$			60	ns



7. PACKAGE DRAWING

208-PIN PLASTIC QFP (FINE PITCH) (28x28)



NOTE

Each lead centerline is located within 0.10 mm of its true position (T.P.) at maximum material condition.

ITEM	MILLIMETERS
A	30.6±0.2
B	28.0±0.2
C	28.0±0.2
D	30.6±0.2
F	1.25
G	1.25
H	0.22 <sup>+0.05</sup> <sub>-0.04</sub>
I	0.10
J	0.5 (T.P.)
K	1.3±0.2
L	0.5±0.2
M	0.17 <sup>+0.03</sup> <sub>-0.07</sub>
N	0.10
P	3.2±0.1
Q	0.4±0.1
R	5°±5°
S	3.8 MAX.

P208GD-50-LML,MML,SML,WML-7

**8. RECOMMENDED SOLDERING CONDITIONS**

The μPD61051, 61052 should be soldered and mounted under the following recommended conditions.

For soldering methods and conditions other than those recommended below, contact an NEC Electronics sales representative.

For technical information, see the following website.

Semiconductor Device Mount Manual (<http://www.necel.com/pkg/en/mount/index.html>)

**Table 8-1. Surface-Mounted Soldering Conditions**

- μPD61051GD-LML: 208-pin plastic QFP (Fine pitch) (28×28)
- μPD61051GD-LML-A<sup>Note1</sup>: 208-pin plastic QFP (Fine pitch) (28×28)
- μPD61052GD-LML: 208-pin plastic QFP (Fine pitch) (28×28)
- μPD61052GD-LML-A<sup>Note1</sup>: 208-pin plastic QFP (Fine pitch) (28×28)

Soldering Method	Soldering Conditions	Recommended Condition Symbol
★ Infrared reflow	Package peak temperature: 235°C Time: 30 sec. max. (at 210°C or higher) Count: Three times or fewer Exposure limit: 7 days <sup>Note2</sup> (After that, prebake at 125°C for 20 to 72 hours)	IR35-207-3
★ VPS	Package peak temperature: 215°C Time: 40 sec. max. (at 200°C or higher) Count: Three times or fewer Exposure limit: 7 days <sup>Note2</sup> (After that, prebake at 125°C for 20 to 72 hours)	VP15-207-3
Partial heating	Pin temperature: 300°C max. Time: 3 sec. max. (per pin row)	—

**Notes** 1. Lead-free product

2. After opening the dry pack, store it at 25°C or less and 65% RH or less for the allowable storage period.

**Caution** Do not use two or more soldering methods in combination (except for partial heating method).

**NOTES FOR CMOS DEVICES****① PRECAUTION AGAINST ESD FOR SEMICONDUCTORS**

Note:

Strong electric field, when exposed to a MOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop generation of static electricity as much as possible, and quickly dissipate it once, when it has occurred. Environmental control must be adequate. When it is dry, humidifier should be used. It is recommended to avoid using insulators that easily build static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work bench and floor should be grounded. The operator should be grounded using wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions need to be taken for PW boards with semiconductor devices on it.

**② HANDLING OF UNUSED INPUT PINS FOR CMOS**

Note:

No connection for CMOS device inputs can be cause of malfunction. If no connection is provided to the input pins, it is possible that an internal input level may be generated due to noise, etc., hence causing malfunction. CMOS devices behave differently than Bipolar or NMOS devices. Input levels of CMOS devices must be fixed high or low by using a pull-up or pull-down circuitry. Each unused pin should be connected to  $V_{DD}$  or GND with a resistor, if it is considered to have a possibility of being an output pin. All handling related to the unused pins must be judged device by device and related specifications governing the devices.

**③ STATUS BEFORE INITIALIZATION OF MOS DEVICES**

Note:

Power-on does not necessarily define initial status of MOS device. Production process of MOS does not define the initial operation status of the device. Immediately after the power source is turned ON, the devices with reset function have not yet been initialized. Hence, power-on does not guarantee out-pin levels, I/O settings or contents of registers. Device is not initialized until the reset signal is received. Reset operation must be executed immediately after power-on for devices having reset function.



[MEMO]

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