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TMS320C6455 Fixed-Point Digital Signal Processor

Check for Samples: [TMS320C6455](http://www.ti.com/product/tms320c6455#samples)

1 Features

- **• High-Performance Fixed-Point DSP (C6455) – 1.25-, 2.5-, 3.125-Gbps Link Rates**
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	- **– 720-MHz, 850-MHz, 1-GHz, 1.2-GHz Clock – IEEE 1149.6 Compliant I/Os Rate • DDR2 Memory Controller**
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	-
	- **– Commercial Temperature [0°C to 90°C] – 512M-Byte Total Addressable External**
	- **– Extended Temperature [-40°C to 105°C] Memory Space**
- -
	-
	-
	- **– Exception Handling**
- **• TMS320C64x+ Megamodule L1/L2 Memory Architecture: • Two McBSPs**
	- **• 10/100/1000 Mb/s Ethernet MAC (EMAC) – 256K-Bit (32K-Byte) L1P Program Cache**
	- **– 256K-Bit – Supports Multiple Media Independent (32K-Byte) L1D Data Cache**
	- **– 16M-Bit (2048K-Byte) L2 Unified Mapped – 8 Independent Transmit (TX) and**
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	-
- **• Enhanced Viterbi Decoder Coprocessor (VCP2) • UTOPIA**
	- **– UTOPIA Level 2 Slave ATM Controller – Supports Over 694 7.95-Kbps AMR**
	-
- **• Enhanced Turbo Decoder Coprocessor (TCP2)**
	- **– Supports up to Eight 2-Mbps 3GPP • 16 General-Purpose I/O (GPIO) Pins (6 Iterations)**
	- **• Programmable Turbo Code and Decoding**
-
- **• Advanced Event Triggering (AET) Compatible • 64-Bit External Memory Interface (EMIFA)**
	- **• Trace-Enabled Device – Glueless Interface to Asynchronous 19.11 Memories (SRAM, Flash, and EEPROM) and 19.1149.1**
Synchronous Memories (SBSRAM, ZBT Compatible **Synchronous Memories (SBSRAM, ZBT SRAM) • 697-Pin Ball Grid Array (BGA) Package**
	- **– Supports Interface to Standard Sync Devices (CTZ, GTZ, or ZTZ Suffix), 0.8-mm Ball Pitch and Custom Logic • 0.09-μm/7-Level Cu Metal Process (CMOS) (FPGA, CPLD, ASICs, etc.) • 3.3-/1.8-/1.5-/1.25-/1.2-V I/Os,**
	- **– 32M-Byte Total Addressable External 1.25-/1.2-V Internal Memory Space**
- **• Four 1x Serial RapidIO® Links (or One 4x), v1.2 Compliant**
-
- **– 1.39-, 1.17-, 1-, 0.83-ns Instruction Cycle – Message Passing, DirectIO Support, Error Time Mgmt Extensions, Congestion Control**
	-
	-
- **– Eight 32-Bit Instructions/Cycle – Interfaces to DDR2-533 SDRAM**
- **– 9600 MIPS/MMACS (16-Bits) – 32-Bit/16-Bit, 533-MHz (data rate) Bus**
	-
- **• EDMA3 Controller (64 Independent Channels) • TMS320C64x+™ DSP Core**
	- **– Dedicated SPLOOP • 32-/16-Bit Host-Port Interface (HPI) Instruction**
	- **– Compact • 32-Bit 33-/66-MHz, 3.3-V Peripheral Component Instructions (16-Bit) Interconnect (PCI) Master/Slave Interface – Instruction Set Enhancements Conforms to PCI Local Bus Specification (v2.3)**
		- **• One Inter-Integrated Circuit (I²C) Bus**
		-
		- -
			- **IEEE 802.3 Compliant**
 Supports Multiple Media Independent Interfaces (MII, GMII, RMII, and RGMII)
			- **RAM/Cache [Flexible Allocation] 8 Independent Receive (RX) Channels**
	- **– 256K-Bit • Two 64-Bit General-Purpose Timers, (32K-Byte) L2 ROM Configurable as Four 32-Bit Timers – Time Stamp Counter**
		- -
	- **– 8-Bit Transmit and Receive Operations up to – Programmable Code Parameters 50 MHz per Direction**
		- **– User-Defined Cell Format up to 64 Bytes**
		-
		-
- **Parameters • Secondary PLL and PLL Controller, Dedicated to EMAC and DDR2 Memory Controller • Endianess: Little Endian, Big Endian**
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1.1 CTZ/GTZ/ZTZ BGA Package (Bottom View)

[Figure](#page-1-0) 1-1 shows the TMS320C6455 device 697-pin ball grid array package (bottom view).

Figure 1-1. CTZ/GTZ/ZTZ BGA Package (Bottom View)

1.2 Description

The TMS320C64x+™ DSPs (including the TMS320C6455 device) are the highest-performance fixed-point DSP generation in the TMS320C6000™ DSP platform. The C6455 device is based on the third-generation high-performance, advanced VelociTI™ very-long-instruction-word (VLIW) architecture developed by Texas Instruments (TI), making these DSPs an excellent choice for applications including video and telecom infrastructure, imaging/medical, and wireless infrastructure (WI). The C64x+™ devices are upward code-compatible from previous devices that are part of the C6000™ DSP platform.

Based on 90-nm process technology and with performance of up to 9600 million instructions per second (MIPS) [or 9600 16-bit MMACs per cycle] at a 1.2-GHz clock rate, the C6455 device offers cost-effective solutions to high-performance DSP programming challenges. The C6455 DSP possesses the operational flexibility of high-speed controllers and the numerical capability of array processors.

The C64x+ DSP core employs eight functional units, two register files, and two data paths. Like the earlier C6000 devices, two of these eight functional units are multipliers or .M units. Each C64x+ .M unit doubles the multiply throughput versus the C64x core by performing four 16-bit x 16-bit multiply-accumulates (MACs) every clock cycle. Thus, eight 16-bit x 16-bit MACs can be executed every cycle on the C64x+ core. At a 1.2-GHz clock rate, this means 9600 16-bit MMACs can occur every second. Moreover, each multiplier on the C64x+ core can compute one 32-bit x 32-bit MAC or four 8-bit x 8-bit MACs every clock cycle.

The TCI6482 device includes Serial RapidIO®. This high bandwidth peripheral dramatically improves system performance and reduces system cost for applications that include multiple DSPs on a board, such as video and telecom infrastructures and medical/imaging.

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The C6455 DSP integrates a large amount of on-chip memory organized as a two-level memory system. The level-1 (L1) program and data memories on the C6455 device are 32KB each. This memory can be configured as mapped RAM, cache, or some combination of the two. When configured as cache, L1 program (L1P) is a direct mapped cache where as L1 data (L1D) is a two-way set associative cache. The level-2 (L2) memory is shared between program and data space and is 2048KB in size. L2 memory can also be configured as mapped RAM, cache, or some combination of the two. The C64x+ Megamodule also has a 32-bit peripheral configuration (CFG) port, an internal DMA (IDMA) controller, a system component with reset/boot control, interrupt/exception control, a power-down control, and a free-running 32-bit timer for time stamp.

The peripheral set includes: an inter-integrated circuit bus module (I2C); two multichannel buffered serial ports (McBSPs); an 8-bit Universal Test and Operations PHY Interface for Asynchronous Transfer Mode (ATM) Slave [UTOPIA Slave] port; two 64-bit general-purpose timers (also configurable as four 32-bit timers); a user-configurable 16-bit or 32-bit host-port interface (HPI16/HPI32); a peripheral component interconnect (PCI); a 16-pin general-purpose input/output port (GPIO) with programmable interrupt/event generation modes; an 10/100/1000 Ethernet media access controller (EMAC), which provides an efficient interface between the C6455 DSP core processor and the network; a management data input/output (MDIO) module (also part of the EMAC) that continuously polls all 32 MDIO addresses in order to enumerate all PHY devices in the system; a glueless external memory interface (64-bit EMIFA), which is capable of interfacing to synchronous and asynchronous peripherals; and a 32-bit DDR2 SDRAM interface.

The I2C ports on the C6455 device allows the DSP to easily control peripheral devices and communicate with a host processor. In addition, the standard multichannel buffered serial port (McBSP) may be used to communicate with serial peripheral interface (SPI) mode peripheral devices.

The C6455 DSP has a complete set of development tools which includes: a new C compiler, an assembly optimizer to simplify programming and scheduling, and a Windows® debugger interface for visibility into source code execution.

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EXAS ISTRUMENTS

1.3 Functional Block Diagram

[Figure](#page-3-0) 1-2 shows the functional block diagram of the C6455 device.

A. McBSPs: Framing Chips - H.100, MVIP, SCSA, T1, E1; AC97 Devices; SPI Devices; Codecs.

B. The PCI peripheral pins are muxed with some of the HPI peripheral pins and the UTOPIA address pins.

For more detailed information, see the Device Configuration section.

C. Each of the TIMER peripherals (TIMER1 and TIMER0) is configurable as a 64-bit general-purpose timer, dual 32-bit general-purpose timers, or a watchdog timer.

D. The PLL2 controller also generates clocks for the EMAC.

E. When accessing the internal ROM of the DSP, the CPU frequency must always be less than 750 MHz.

Figure 1-2. Functional Block Diagram

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[TMS320C6455](http://www.ti.com/product/tms320c6455?qgpn=tms320c6455)

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Revision History

NOTE: Page numbers for previous revisions may differ from page numbers in the current version.

This data manual revision history highlights the technical changes made to the document in this revision.

Scope: Applicable updates to the C64x device family, specifically relating to the TMS320C6455 device, have been incorporated.

C6455 DSP Revision History

2 Device Overview

2.1 Device Characteristics

[Table](#page-6-2) 2-1, provides an overview of the C6455 DSP. The tables show significant features of the C6455 device, including the capacity of on-chip RAM, the peripherals, the CPU frequency, and the package type with pin count.

Table 2-1. Characteristics of the C6455 Processor

(1) The extended temperature device's (A-1000) electrical characteristics and ac timings are the same as those for the corresponding commercial temperature devices (-1000).

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Table 2-1. Characteristics of the C6455 Processor (continued)

(2) PRODUCTION DATA information is current as of publication date. Products conform to specifications per the terms of Texas Instruments standard warranty. Production processing does not necessarily include testing of all parameters.

2.2 CPU (DSP Core) Description

The C64x+ Central Processing Unit (CPU) consists of eight functional units, two register files, and two data paths as shown in [Figure](#page-9-0) 2-1. The two general-purpose register files (A and B) each contain 32 32 bit registers for a total of 64 registers. The general-purpose registers can be used for data or can be data address pointers. The data types supported include packed 8-bit data, packed 16-bit data, 32-bit data, 40 bit data, and 64-bit data. Values larger than 32 bits, such as 40-bit-long or 64-bit-long values are stored in register pairs, with the 32 LSBs of data placed in an even register and the remaining 8 or 32 MSBs in the next upper register (which is always an odd-numbered register).

The eight functional units (.M1, .L1, .D1, .S1, .M2, .L2, .D2, and .S2) are each capable of executing one instruction every clock cycle. The .M functional units perform all multiply operations. The .S and .L units perform a general set of arithmetic, logical, and branch functions. The .D units primarily load data from memory to the register file and store results from the register file into memory.

The C64x+ CPU extends the performance of the C64x core through enhancements and new features.

Each C64x+ .M unit can perform one of the following each clock cycle: one 32 x 32 bit multiply, two 16 x 16 bit multiplies, two 16 x 32 bit multiplies, four 8 x 8 bit multiplies, four 8 x 8 bit multiplies with add operations, and four 16 x 16 multiplies with add/subtract capabilities (including a complex multiply). There is also support for Galois field multiplication for 8-bit and 32-bit data. Many communications algorithms such as FFTs and modems require complex multiplication. The complex multiply (CMPY) instruction takes for 16-bit inputs and produces a 32-bit real and a 32-bit imaginary output. There are also complex multiplies with rounding capability that produces one 32-bit packed output that contain 16-bit real and 16 bit imaginary values. The 32 x 32 bit multiply instructions provide the extended precision necessary for audio and other high-precision algorithms on a variety of signed and unsigned 32-bit data types.

The .L or (Arithmetic Logic Unit) now incorporates the ability to do parallel add/subtract operations on a pair of common inputs. Versions of this instruction exist to work on 32-bit data or on pairs of 16-bit data performing dual 16-bit add and subtracts in parallel. There are also saturated forms of these instructions.

The C64x+ core enhances the .S unit in several ways. In the C64x core, dual 16-bit MIN2 and MAX2 comparisons were only available on the .L units. On the C64x+ core they are also available on the .S unit which increases the performance of algorithms that do searching and sorting. Finally, to increase data packing and unpacking throughput, the .S unit allows sustained high performance for the quad 8-bit/16-bit and dual 16-bit instructions. Unpack instructions prepare 8-bit data for parallel 16-bit operations. Pack instructions return parallel results to output precision including saturation support.

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Other new features include:

- **SPLOOP** A small instruction buffer in the CPU that aids in creation of software pipelining loops where multiple iterations of a loop are executed in parallel. The SPLOOP buffer reduces the code size associated with software pipelining. Furthermore, loops in the SPLOOP buffer are fully interruptible.
- **Compact Instructions** The native instruction size for the C6000 devices is 32 bits. Many common instructions such as MPY, AND, OR, ADD, and SUB can be expressed as 16 bits if the C64x+ compiler can restrict the code to use certain registers in the register file. This compression is performed by the code generation tools.
- **Instruction Set Enhancements** As noted above, there are new instructions such as 32-bit multiplications, complex multiplications, packing, sorting, bit manipulation, and 32-bit Galois field multiplication.
- **Exception Handling** Intended to aid the programmer in isolating bugs. The C64x+ CPU is able to detect and respond to exceptions, both from internally detected sources (such as illegal op-codes) and from system events (such as a watchdog time expiration).
- **Privilege** Defines user and supervisor modes of operation, allowing the operating system to give a basic level of protection to sensitive resources. Local memory is divided into multiple pages, each with read, write, and execute permissions.
- **Time-Stamp Counter** Primarily targeted for Real-Time Operating System (RTOS) robustness, a freerunning time-stamp counter is implemented in the CPU which is **not** sensitive to system stalls.

For more details on the C64x+ CPU and its enhancements over the C64x architecture, see the following documents:

- TMS320C64x/C64x+ DSP CPU and Instruction Set Reference Guide (literature number [SPRU732\)](http://www.ti.com/lit/pdf/spru732)
- TMS320C64x+ DSP Cache User's Guide (literature number [SPRU862\)](http://www.ti.com/lit/pdf/spru862)
- TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871](http://www.ti.com/lit/pdf/spru871))
- TMS320C6455 Technical Reference (literature number [SPRU965\)](http://www.ti.com/lit/pdf/spru965)
- TMS320C64x to TMS320C64x+ CPU Migration Guide (literature number [SPRAA84](http://www.ti.com/lit/pdf/spraa84))

- B. On .M unit, dst1 is 32 LSB.
- C. On C64x CPU .M unit, src2 is 32 bits; on C64x+ CPU .M unit, src2 is 64 bits.
- D. On .L and .S units, odd dst connects to odd register files and even dst connects to even register files.

Figure 2-1. TMS320C64x+™ CPU (DSP Core) Data Paths

2.3 Memory Map Summary

[Table](#page-10-1) 2-2 shows the memory map address ranges of the C6455 device. The external memory configuration register address ranges in the C6455 device begin at the hex address location 0x7000 0000 for EMIFA and hex address location 0x7800 0000 for DDR2 Memory Controller.

Table 2-2. C6455 Memory Map Summary

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(1) The EMIFA CE0 and CE1 are **not** functionally supported on the C6455 device and, therefore, are **not** pinned out.

2.4 Boot Sequence

The boot sequence is a process by which the DSP's internal memory is loaded with program and data sections and the DSP's internal registers are programmed with predetermined values. The boot sequence is started automatically after each power-on reset, warm reset, max reset, and system reset. For more details on the initiators of these resets, see [Section](#page-123-1) 7.6, Reset Controller.

There are several methods by which the memory and register initialization can take place. Each of these methods is referred to as a boot mode. The boot mode to be used is selected at reset through the BOOTMODE[3:0] pins.

Each boot mode can be classified as a hardware boot mode or as a software boot mode. Software boot modes require the use of the on-chip bootloader. The bootloader is DSP code that transfers application code from an external source into internal or external program memory after the DSP is taken out of reset. The bootloader is permanently stored in the internal ROM of the DSP starting at byte address 0010 0000h. Hardware boot modes are carried out by the boot configuration logic. The boot configuration logic is actual hardware that does not require the execution of DSP code. [Section](#page-12-1) 2.4.1, Boot Modes Supported, describes each boot mode in more detail.

When accessing the internal ROM of the DSP, the CPU frequency must always be less than 750 MHz. Therefore, when using a software boot mode, care must be taken such that the CPU frequency does not exceed 750 MHz at any point during the boot sequence. After the boot sequence has completed, the CPU frequency can be programmed to the frequency required by the application.

2.4.1 Boot Modes Supported

The C6455 device has six boot modes:

• No boot (BOOTMODE $[3:0] = 0000b$)

With no boot, the CPU executes directly from the internal L2 SRAM located at address 0x80 0000. Note: device operations is undefined if invalid code is located at address 0x80 0000. This boot mode is a hardware boot mode.

• Host boot $(BOOTMODE[3:0] = 0001b$ and $BOOTMODE[3:0] = 0111b)$

If host boot is selected, after reset, the CPU is internally "stalled" while the remainder of the device is released. During this period, an external host can initialize the CPU's memory space as necessary through Host Port Interface (HPI) or the Peripheral Component Interconnect (PCI) interface. Internal configuration registers, such as those that control the EMIF can also be initialized by the host with two exceptions: Device State Control registers [\(Section](#page-59-1) 3.4), PLL1 and PLL2 Controller registers [\(Section](#page-131-1) 7.7 and [Section](#page-146-1) 7.8) cannot be accessed through any host interface, including HPI and PCI.

Once the host is finished with all necessary initialization, it must generate a DSP interrupt (DSPINT) to complete the boot process. This transition causes boot configuration logic to bring the CPU out of the "stalled" state. The CPU then begins execution from the internal L2 SRAM located at 0x80 0000. Note that the DSP interrupt is registered in bit 0 (channel 0) of the EDMA Event Register (ER). This event must be cleared by software before triggering transfers on DMA channel 0.

All memory, with the exceptions previously described, may be written to and read by the host. This allows for the host to verify what it sends to the DSP if required. After the CPU is out of the "stalled" state, the CPU needs to clear the DSPINT, otherwise, no more DSPINTs can be received.

As previously mentioned, for the C6455 device, the Host Port Interface (HPI) and the Peripheral Component Interconnect (PCI) interface can be used for host boot. To use the HPI for host boot, the PCI_EN pin (Y29) must be low [default] (enabling the HPI peripheral) and BOOTMODE[3:0] must be set to 0001b at device reset. Conversely, to use the PCI interface for host boot, the PCI_EN pin (Y29) must be high (enabling the PCI peripheral) and BOOTMODE[3:0] must be set to 0111b at device reset. For the HPI host boot, the DSP interrupt can be generated through the use of the DSPINT bit in the HPI Control (HPIC) register.

For the HPI host boot, the CPU is actually held in reset until a DSP interrupt is generated by the host. The DSP interrupt can be generated through the use of the DSPINT bit in the HPI Control (HPIC) register. Since the CPU is held in reset during HPI host boot, it will not respond to emulation software

such as Code Composer Studio.

For the PCI host boot, the CPU is out of reset, but it executes an IDLE instruction until a DSP interrupt is generated by the host. The host can generate a DSP interrupt through the PCI peripheral by setting the DSPINT bit in the Back-End Application Interrupt Enable Set Register (PCIBINTSET) and the Status Set Register (PCISTATSET).

Note that the HPI host boot is a hardware boot mode while the PCI host boot is a software boot mode.

If PCI boot is selected, the on-chip bootloader configures the PLL1 Controller such that CLKIN1 is multiplied by 15. More specifically, PLLM is set to 0Eh (x15) and RATIO is set to 0 (÷1) in the PLL1 Multiplier Control Register (PLLM) and PLL1 Pre-Divider Register (PREDIV), respectively. The CLKIN1 frequency must not be greater than 50 MHz so that the maximum speed of the internal ROM, 750 MHz, is not violated. The CFGGP[2:0] pins must be set to 000b during reset for proper operation of the PCI boot mode.

As mentioned previously, a DSP interrupt must be generated at the end of the host boot process to begin execution of the loaded application. Since the DSP interrupt generated by the HPI and PCI is mapped to the EDMA event DSP_EVT (DMA channel 0), it will get recorded in bit 0 of the EDMA Event Register (ER). This event must be cleared by software before triggering transfers on DMA channel 0.

EMIFA 8-bit ROM boot (BOOTMODE $[3:0] = 0100b$)

After reset, the device will begin executing software out of an Asynchronous 8-bit ROM located in EMIFA CE3 space using the default settings in the EMIFA registers. This boot mode is a hardware boot mode.

Master I2C boot (BOOTMODE[3:0] = 0101b)

After reset, the DSP can act as a master to the I2C bus and copy data from an I2C EEPROM or a device acting as an I2C slave to the DSP using a predefined boot table format. The destination address and length are contained within the boot table. This boot mode is a software boot mode.

Slave I2C boot (BOOTMODE $[3:0] = 0110b$)

A Slave I2C boot is also implemented, which programs the DSP as an I2C Slave and simply waits for a Master to send data using a standard boot table format.

Using the Slave I2C boot, a single DSP or a device acting as an I2C Master can simultaneously boot multiple slave DSPs connected to the same I2C bus. Note that the Master DSP may require booting via an I2C EEPROM before acting as a Master and booting other DSPs.

The Slave I2C boot is a software boot mode.

• Serial RapidIO boot (BOOTMODE[3:0] = 1000b through 1111b)

After reset, the following sequence of events occur:

- The on-chip bootloader configures device registers, including SerDes, and EDMA3
- The on-chip bootloader resets the peripheral's state machines and registers
- RapidIO ports send idle control symbols to initialize SerDes ports
- The host explores the system with RapidIO maintenance packets
- The host identifies, enumerates, and initializes the RapidIO device
- The host controller configures DSP peripherals through maintenance packets
- The application software is sent from the host controller to DSP memory
- The DSP CPU is awakened by interrupt such as a RapidIO DOORBELL packet
- The application software is executed and normal operation follows

For Serial RapidIO boot, BOOTMODE2 (L26 pin) is used in conjunction with CFGGP[2:0] (T26, U26, and U25 pins, respectively) to determine the device address within the RapidIO network. BOOTMODE2 is the MSB of the address, while CFGGP[2:0] are used as the three LSBs—giving the user the opportunity to have up to 16 unique device IDs.

BOOTMODE[1:0] (L25 and P26, respectively) denote the configuration of the RapidIO peripheral; i.e., "00b" refers to RapidIO Configuration 0. For exact device RapidIO configurations, see the TMS320C645x/C647x DSP Bootloader User's Guide (literature number [SPRUEC6](http://www.ti.com/lit/pdf/SPRUEC6)).

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The SRIO boot is a software boot mode.

2.4.2 2nd-Level Bootloaders

Any of the boot modes can be used to download a 2nd-level bootloader. A 2nd-level bootloader allows for any level of customization to current boot methods as well as definition of a completely customized boot. TI offers a few 2nd-level bootloaders, such as an EMAC bootloader and a UTOPIA bootloader, which can be loaded using the Master I2C boot.

2.5 Pin Assignments

2.5.1 Pin Map

[Figure](#page-15-1) 2-2 through [Figure](#page-18-0) 2-5 show the C6455 device pin assigments in four quadrants (A, B, C, and D).

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Figure 2-3. C6455 Pin Map (Bottom View) [Quadrant B]

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Figure 2-4. C6455 Pin Map (Bottom View) [Quadrant C]

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Figure 2-5. C6455 Pin Map (Bottom View) [Quadrant D]

1 2 3 4 5 6 7 8 9 10 11 12 13

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2.6 Signal Groups Description

A. This pin functions as GP[1] by default. For more details, see [Section](#page-54-0) 3.

Figure 2-6. CPU and Peripheral Signals

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A. This pin functions as GP[1] by default.

- B. These McBSP1 peripheral pins are muxed with the GPIO peripheral pins and, by default, these signals function as GPIO peripheral pins. For more details, see the *Device Configuration* section of this document.
- C. These UTOPIA and PCI peripheral pins are muxed with the GPIO peripheral pins and, by default, these signals function as GPIO peripheral pins. For more details, see the *Device Configuration* section of this document.

Figure 2-7. Timers/GPIO/RapidIO Peripheral Signals

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64 AED[63:0] Data ◀ **AECLKIN ACE5(A) ACE4(A) AECLKOUT Memory Map ACE3(A) Space Select ACE2(A) External Memory I/F 20 Control Address AEA[19:0] ASWE/AAWE AARDY** 4 **ABE7 AR/W ABE6 AAOE/ASOE ABE5 ASADS/ASRE ABE4 Byte Enables ABE3 ABE2** ◢ **ABE1 ABE0 AHOLD Bus AHOLDA Arbitration ABUSREQ ABA[1:0] Bank Address EMIFA (64-bit Data Bus) 32** DED[31:0] \leftarrow ³² Data Data Data DDR2CLKOUT **Data DDR2CLKOUT DSDCKE DSDCAS Memory Map DSDRAS DCE0 Space Select** Þ **DSDWE External Memory I/F DSDDQS[3:0] 14 Control** ◀ **DSDDQS[3:0] DEA[13:0] Address DSDDQGATE[0]** ▸ **DSDDQGATE[1] DSDDQM3 DSDDQGATE[2] DSDDQM2 DSDDQGATE[3] Byte Enables DSDDQM1 DEODT[1:0]** ▶ **DSDDQM0** Bank Address **DBA[2:0]**

DDR2 Memoty Controller (32-bit Data Bus)

Figure 2-8. EMIFA and DDR2 Memory Controller Peripheral Signals

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- A. These HPI pins are muxed with the PCI peripheral. By default, these pins function as HPI. When the HPI is enabled, the number of HPI pins used depends on the HPI configuration (HPI16 or HPI32). For more details on these muxed pins, see the Device Configuration section of this document.
- B. These McBSP1 peripheral pins are muxed with the GPIO peripheral pins and by default these signals function as GPIO peripheral pins. For more details, see the Device Configuration section of this document.

Figure 2-9. HPI/McBSP/I2C Peripheral Signals

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RGTXCTL, RGRXCTL URSOC/MRXER/RMRXER, URENB/MRXDV, URCLAV/MCRS/RMCRSDV, UXSOC/MCOL, UXENB/MTXEN/RMTXEN UXADDR3/MDIO UXADDR4/MDCLK MDIO Clock Clocks Error Detect and Control Input/Output Receive RGMDIO RGMDCLK RGTXD[3:0] RGTXC, RGRXC, RGREFCLK UXDATA[7:2]/MTXD[7:2], UXDATA[1:0]/MTXD[1:0]/RMTXD[1:0] Transmit RGMII(A) **GMII RMII MII RGRXD[3:0] URDATA[7:2]/MRXD[7:2], URDATA[1:0]/MRXD[1:0]/RMRXD[1:0] RGMII**(A) **GMII RMII MII RGMII**(A) **GMII RMII MII RGMII**(A) **GMII RMII MII RGMII**(A) **GMII RMII MII GMII RMII MII RGMII**(A) **UXCLK/MTCLK/RMREFCLK, URCLK/MRCLK, UXCLAV/GMTCLK Ethernet MAC (EMAC)**

- A. RGMII signals are mutually exclusive to all other EMAC signals.
- B. These EMAC pins are muxed with the UTOPIA peripheral. By default, these signals function as EMAC. For more details on these muxed pins, see the Device Configuration section of this document.

Ethernet MAC (EMAC) and MDIO(B)

Figure 2-10. EMAC/MDIO [MII, GMII, RMII, and RGMII] Peripheral Signals

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A. These UTOPIA pins are muxed with the PCI or EMAC or GPIO peripherals. By default, these signals function as GPIO or EMAC peripheral pins or have no function. For more details on these muxed pins, see the Device Configuration section of this document.

Figure 2-11. UTOPIA Peripheral Signals

A. These PCI pins are muxed with the HPI or UTOPIA or GPIO peripherals. By default, these signals function as GPIO or EMAC. For more details on these muxed pins, see the Device Configuration section of this document.

Figure 2-12. PCI Peripheral Signals

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2.7 Terminal Functions

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The terminal functions table [\(Table](#page-25-1) 2-3) identifies the external signal names, the associated pin (ball) numbers along with the mechanical package designator, the pin type (I, O/Z, or I/O/Z), whether the pin has any internal pullup/pulldown resistors, and a functional pin description. For more detailed information on device configuration, peripheral selection, multiplexed/shared pins, and pullup/pulldown resistors, see [Section](#page-54-0) 3, Device Configuration.

(1) $I = Input, O = Output, Z = High impedance, S = Supply voltage, GND = Ground, A = Analog signal$

(2) IPD = Internal pulldown, IPU = Internal pullup. For most systems, a 1-kΩ resistor can be used to oppose the IPU/IPD. For more detailed information on pullup/pulldown resistors and situations where external pullup/pulldown resistors are required, see [Section](#page-73-2) 3.7, Pullup/Pulldown Resistors.

- (3) These pins are multiplexed pins. For more details, see [Section](#page-54-0) 3, Device Configuration.
- (4) The C6455 DSP does not require external pulldown resistors on the EMU0 and EMU1 pins for normal or boundary-scan operation.

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Table 2-3. Terminal Functions (continued)

(5) These pins function as open-drain outputs when configured as PCI pins.

(6) These pins function as open-drain outputs when configured as PCI pins.

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Table 2-3. Terminal Functions (continued)

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Table 2-3. Terminal Functions (continued)

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(1) These pins function as open-drain outputs when configured as PCI pins.

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Table 2-3. Terminal Functions (continued)

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Table 2-3. Terminal Functions (continued)	
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2.8 Development

2.8.1 Development Support

In case the customer would like to develop their own features and software on the C6455 device, TI offers an extensive line of development tools for the TMS320C6000™ DSP platform, including tools to evaluate the performance of the processors, generate code, develop algorithm implementations, and fully integrate and debug software and hardware modules. The tool's support documentation is electronically available within the Code Composer Studio[™] Integrated Development Environment (IDE).

The following products support development of C6000™ DSP-based applications:

Software Development Tools: Code Composer Studio™ Integrated Development Environment (IDE): including Editor C/C++/Assembly Code Generation, and Debug plus additional development tools Scalable, Real-Time Foundation Software (DSP/BIOS™), which provides the basic run-time target software needed to support any DSP application.

Hardware Development Tools: Extended Development System (XDS™) Emulator (supports C6000™ DSP multiprocessor system debug) EVM (Evaluation Module)

2.8.2 Device Support

2.8.2.1 Device and Development-Support Tool Nomenclature

To designate the stages in the product development cycle, TI assigns prefixes to the part numbers of all DSP devices and support tools. Each DSP commercial family member has one of three prefixes: TMX, TMP, or TMS (e.g., **TMS**320C6455GTZ2). Texas Instruments recommends two of three possible prefix designators for its support tools: TMDX and TMDS. These prefixes represent evolutionary stages of product development from engineering prototypes (TMX/TMDX) through fully qualified production devices/tools (TMS/TMDS).

Device development evolutionary flow:

- **TMX** Experimental device that is not necessarily representative of the final device's electrical specifications.
- **TMP** Final silicon die that conforms to the device's electrical specifications but has not completed quality and reliability verification.
- **TMS** Fully qualified production device.

Support tool development evolutionary flow:

- **TMDX** Development-support product that has not yet completed Texas Instruments internal qualification testing.
- **TMDS** Fully qualified development-support product.

TMX and TMP devices and TMDX development-support tools are shipped with against the following disclaimer:

"Developmental product is intended for internal evaluation purposes."

TMS devices and TMDS development-support tools have been characterized fully, and the quality and reliability of the device have been demonstrated fully. TI's standard warranty applies.

Predictions show that prototype devices (TMX or TMP) have a greater failure rate than the standard production devices. Texas Instruments recommends that these devices not be used in any production system because their expected end-use failure rate still is undefined. Only qualified production devices are to be used.

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TI device nomenclature also includes a suffix with the device family name. This suffix indicates the package type (for example, GTZ), the temperature range (for example, blank is the default commercial temperature range), and the device speed range, in megahertz (for example, 2 is 1200 MHz [1.2 GHz]). [Figure](#page-51-0) 2-13 provides a legend for reading the complete device name for any TMS320C64x+™ DSP generation member.

For device part numbers and further ordering information for TMS320C6455 in the CTZ/GTZ/ZTZ package type, see the TI website ([www.ti.com\)](http://www.ti.com) or contact your TI sales representative.

temperature devices. For more details, see [Section](#page-96-0) 6.2, Recommended Operating Conditions.

C. For silicon revision information, see the TMS320C6455/54 Digital Signal Processor Silicon Errata (literature number [SPRZ234\)](http://www.ti.com/lit/pdf/SPRZ234).

Figure 2-13. TMS320C64x+™ DSP Device Nomenclature (including the TMS320C6455 DSP)

2.8.2.2 Documentation Support

The following documents describe the TMS320C6455 Fixed-Point Digital Signal Processor. Copies of these documents are available on the Internet at www.ti.com. Tip: Enter the literature number in the search box provided at www.ti.com.

- **[SPRU871](http://www.ti.com/lit/pdf/spru871) TMS320C64x+ DSP Megamodule Reference Guide.** Describes the TMS320C64x+ digital signal processor (DSP) megamodule. Included is a discussion on the internal direct memory access (IDMA) controller, the interrupt controller, the power-down controller, memory protection, bandwidth management, and the memory and cache.
- **[SPRU732](http://www.ti.com/lit/pdf/spru732) TMS320C64x/C64x+ DSP CPU and Instruction Set Reference Guide.** Describes the CPU architecture, pipeline, instruction set, and interrupts for the TMS320C64x and TMS320C64x+ digital signal processors (DSPs) of the TMS320C6000 DSP family. The C64x/C64x+ DSP generation comprises fixed-point devices in the C6000 DSP platform. The C64x+ DSP is an enhancement of the C64x DSP with added functionality and an expanded instruction set.
- **[SPRAA84](http://www.ti.com/lit/pdf/spraa84) TMS320C64x to TMS320C64x+ CPU Migration Guide.** Describes migrating from the Texas Instruments TMS320C64x digital signal processor (DSP) to the TMS320C64x+ DSP. The objective of this document is to indicate differences between the two cores. Functionality in the devices that is identical is not included.
- **[SPRU889](http://www.ti.com/lit/pdf/spru889) High-Speed DSP Systems Design Reference Guide.** Provides recommendations for meeting the many challenges of high-speed DSP system design. These recommendations include information about DSP audio, video, and communications systems for the C5000 and C6000 DSP platforms.
- **[SPRU965](http://www.ti.com/lit/pdf/SPRU965) TMS320C6455 Technical Reference.** An introduction to the TMS320C6455 DSP and discusses the application areas that are enhanced.

B. BGA = Ball Grid Array

- **www.ti.com** SPRS276M –MAY 2005–REVISED MARCH 2012
	- **[SPRU971](http://www.ti.com/lit/pdf/spru971) TMS320C645x DSP External Memory Interface (EMIF) User's Guide.** This document describes the operation of the external memory interface (EMIF) in the TMS320C645x DSPs.
	- **[SPRU970](http://www.ti.com/lit/pdf/spru970) TMS320C645x DSP DDR2 Memory Controller User's Guide.** This document describes the DDR2 memory controller in the TMS320C645x digital-signal processors (DSPs).
	- **[SPRU969](http://www.ti.com/lit/pdf/spru969) TMS320C645x DSP Host Port Interface (HPI) User's Guide.** This guide describes the host port interface (HPI) on the TMS320C645x digital signal processors (DSPs). The HPI enables an external host processor (host) to directly access DSP resources (including internal and external memory) using a 16-bit (HPI16) or 32-bit (HPI32) interface.
	- **[SPRUEC6](http://www.ti.com/lit/pdf/SPRUEC6) TMS320C645x/C647x Bootloader User's Guide.** This document describes the features of the on-chip Bootloader provided with the TMS320C645x/C647x digital signal processors (DSPs). Included are descriptions of the available boot modes and any interfacing requirements associated with them, instructions on generating the boot table, and information on the different versions of the Bootloader.
	- **[SPRU966](http://www.ti.com/lit/pdf/spru966) TMS320C645x DSP Enhanced DMA (EDMA3) Controller User's Guide.** This document describes the Enhanced DMA (EDMA3) Controller on the TMS320C645x digital signal processors (DSPs).
	- **[SPRU580](http://www.ti.com/lit/pdf/spru580) TMS320C6000 DSP Multichannel Buffered Serial Port (McBSP) Reference Guide.** Describes the operation of the multichannel buffered serial port (McBSP) in the digital signal processors (DSPs) of the TMS320C6000 DSP family. The McBSP consists of a data path and a control path that connect to external devices. Separate pins for transmission and reception communicate data to these external devices. The C6000 CPU communicates to the McBSP using 32-bit-wide control registers accessible via the internal peripheral bus.
	- **[SPRU975](http://www.ti.com/lit/pdf/spru975) TMS320C645x DSP EMAC/MDIO Module User's Guide.** This document provides a functional description of the Ethernet Media Access Controller (EMAC) and Physical layer (PHY) device Management Data Input/Output (MDIO) module integrated with the TMS320C645x digital signal processors (DSPs).
	- **[SPRUE60](http://www.ti.com/lit/pdf/sprue60) TMS320C645x DSP Peripheral Component Interconnect (PCI) User's Guide.** This document describes the peripheral component interconnect (PCI) port in the TMS320C645x digital signal processors (DSPs). See the PCI Specification revision 2.3 for details on the PCI interface.
	- **[SPRU973](http://www.ti.com/lit/pdf/spru973) TMS320C645x DSP Turbo-Decoder Coprocessor (TCP) User's Guide.** Channel decoding of high bit-rate data channels found in third generation (3G) cellular standards requires decoding of turbo-encoded data. The turbo-decoder coprocessor (TCP) in some of the digital signal processor (DSPs) of the TMS320C6000 DSP family has been designed to perform this operation for IS2000 and 3GPP wireless standards. This document describes the operation and programming of the TCP.
	- **[SPRU972](http://www.ti.com/lit/pdf/spru972) TMS320C645x DSP Viterbi-Decoder Coprocessor (VCP) User's Guide.** Channel decoding of voice and low bit-rate data channels found in third generation (3G) cellular standards requires decoding of convolutional encoded data. The Viterbi-decoder coprocessor 2 (VCP2) provided in C645x devices has been designed to perform Viterbi-Decoding for IS2000 and 3GPP wireless standards. The VCP2 coprocessor has been designed to perform forward error correction for 2G and 3G wireless systems. The VCP2 coprocessor offers a very cost effective and synergistic solution when combined with Texas Instruments (TI) DSPs. The VCP2 can support 1941 12.2 Kbps class A 3G voice channels running at 333 MHZ. This document describes the operation and programming of the VCP2.
	- **[SPRU976](http://www.ti.com/lit/pdf/spru976) TMS320C645x DSP Serial RapidIO User's Guide.** This document describes the Serial RapidIO (SRIO) on the TMS320C645x digital signal processors (DSPs).
	- **[SPRUE56](http://www.ti.com/lit/pdf/sprue56) TMS320C645x DSP Software-Programmable Phase-Locked Loop (PLL) Controller User's Guide.** This document describes the operation of the software-programmable phase-

locked loop (PLL) controller in the TMS320C645x digital signal processors (DSPs). The PLL controller offers flexibility and convenience by way of software-configurable multipliers and dividers to modify the input signal internally. The resulting clock outputs are passed to the TMS320C645x DSP core, peripherals, and other modules inside the TMS320C645x digital signal processors (DSPs).

- **[SPRUE48](http://www.ti.com/lit/pdf/sprue48) TMS320C645x DSP Universal Test & Operations PHY Interface for ATM 2 (UTOPIA2) User's Guide.** This document describes the universal test and operations PHY interface for asynchronous transfer mode (ATM) 2 (UTOPIA2) in the TMS320C645x digital signal processors (DSPs).
- **[SPRU974](http://www.ti.com/lit/pdf/spru974) TMS320C645x DSP Inter-Integrated Circuit (I2C) Module User's Guide.** This document describes the inter-integrated circuit (I2C) module in the TMS320C645x Digital Signal Processor (DSP). The I2C provides an interface between the TMS320C645x device and other devices compliant with Philips Semiconductors Inter-IC bus (I2C-bus) specification version 2.1 and connected by way of an I2C-bus. This document assumes the reader is familiar with the I2C-bus specification.
- **[SPRU968](http://www.ti.com/lit/pdf/spru968) TMS320C645x DSP 64-Bit Timer User's Guide.** This document provides an overview of the 64-bit timer in the TMS320C645x digital signal processors (DSPs). The timer can be configured as a general-purpose 64-bit timer, dual general-purpose 32-bit timers, or a watchdog timer. When configured as a dual 32-bit timers, each half can operate in conjunction (chain mode) or independently (unchained mode) of each other.
- **[SPRU724](http://www.ti.com/lit/pdf/spru724) TMS320C645x DSP General-Purpose Input/Output (GPIO) User's Guide.** This document describes the general-purpose input/output (GPIO) peripheral in the TMS320C645x digital signal processors (DSPs). The GPIO peripheral provides dedicated general-purpose pins that can be configured as either inputs or outputs. When configured as an input, you can detect the state of the input by reading the state of an internal register. When configured as an output, you can write to an internal register to control the state driven on the output pin.

2.8.2.3 Community Resources

The following links connect to TI community resources. Linked contents are provided "AS IS" by the respective contributors. They do not constitute TI specifications and do not necessarily reflect TI's views; see TI's [Terms](http://www.ti.com/corp/docs/legal/termsofuse.shtml) of Use.

- **TI E2E [Community](http://e2e.ti.com) TI's Engineer-to-Engineer (E2E) Community.** Created to foster collaboration among engineers. At e2e.ti.com, you can ask questions, share knowledge, explore ideas and help solve problems with fellow engineers.
- **TI Embedded [Processors](http://wiki.davincidsp.com/index.php?title=Main_Page) Wiki Texas Instruments Embedded Processors Wiki.** Established to help developers get started with Embedded Processors from Texas Instruments and to foster innovation and growth of general knowledge about the hardware and software surrounding these devices.

3 Device Configuration

On the C6455 device, certain device configurations like boot mode, pin multiplexing, and endianess, are selected at device reset. The status of the peripherals (enabled/disabled) is determined after device reset. By default, the peripherals on the C6455 device are disabled and need to be enabled by software before being used.

3.1 Device Configuration at Device Reset

[Table](#page-54-1) 3-1 describes the C6455 device configuration pins. The logic level of the AEA[19:0], ABA[1:0], and PCI_EN pins is latched at reset to determine the device configuration. The logic level on the device configuration pins can be set by using external pullup/pulldown resistors or by using some control device (e.g., FPGA/CPLD) to intelligently drive these pins. When using a control device, care should be taken to ensure there is no contention on the lines when the device is out of reset. The device configuration pins are sampled during reset and are driven after the reset is removed. To avoid contention, the control device should only drive the EMIFA pins when RESETSTAT is low.

NOTE

If a configuration pin must be routed out from the device and 3-stated (not driven), the internal pullup/pulldown (IPU/IPD) resistor should not be relied upon; TI recommends the use of an external pullup/pulldown resistor. For more detailed information on pullup/pulldown resistors and situations where external pullup/pulldown resistors are required, see [Section](#page-73-0) 3.7, Pullup/Pulldown Resistors.

Table 3-1. C6455 Device Configuration Pins (AEA[19:0], ABA[1:0], and PCI_EN)

(1) IPD = Internal pulldown, IPU = Internal pullup. For most systems, a 1-kΩ resistor can be used to oppose the IPU/IPD. For more detailed information on pullup/pulldown resistors and situations where external pullup/pulldown resistors are required, see [Section](#page-73-0) 3.7, Pullup/Pulldown Resistors.

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Table 3-1. C6455 Device Configuration Pins (AEA[19:0], ABA[1:0], and PCI_EN) (continued)

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Table 3-1. C6455 Device Configuration Pins (AEA[19:0], ABA[1:0], and PCI_EN) (continued)

3.2 Peripheral Configuration at Device Reset

Some C6455 device peripherals share the same pins (internally multiplexed) and are mutually exclusive. Therefore, not all peripherals may be used at the same time. The device configuration pins described in [Section](#page-54-2) 3.1, Device Configuration at Device Reset, determine which function is enabled for the multiplexed pins.

Note that when the pin function of a peripheral is disabled at device reset, the peripheral is permanently disabled and cannot be enabled until its pin function is enabled and another device reset is executed. Also, note that enabling the pin function of a peripheral does not enable the corresponding peripheral. All peripherals on the C6455 device are disabled by default, except when used for boot, and must be enabled through software before being used.

Other peripheral options like PCI clock speed and EMAC/MDIO interface mode can also be selected at device reset through the device configuration pins. The configuration selected is also fixed at device reset and cannot be changed until another device reset is executed with a different configuration selected.

The multiply factor of the PLL1 Controller is not selected through the configuration pins. The PLL1 multiply factor is set in software through the PLL1 controller registers after device reset. The PLL2 multiply factor is fixed. For more information, see [Section](#page-146-0) 7.7, PLL1 and PLL1 Controller, and Section 7.8, PLL2 and PLL2 Controller.

On the C6455 device, the PCI peripheral pins are multiplexed with the HPI pins and partially multiplexed with the UTOPIA pins. The PCI_EN pin selects the function for the HPI/PCI multiplexed pins. The PCI66, PCI_EEAI, and HPI_WIDTH control other functions of the PCI and HPI peripherals. [Table](#page-57-1) 3-2 describes the effect of the PCI_EN, PCI66, PCI_EEAI, and HPI_WIDTH configuration pins.

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Table 3-2. PCI_EN, PCI66, PCI_EEAI, and HPI_WIDTH Peripheral Selection (HPI and PCI)

(1) PCI_EEAI is latched at reset as a configuration input. If PCI_EEAI is set as one, then default values are loaded from an external I2C EEPROM.

The UTOPIA and EMAC/MDIO pins are also multiplexed on the TCI6482 device. The UTOPIA_EN function (AEA12 pin) controls the function of these multiplexed pins. The MAC_SEL[1:0] configuration pins (AEA[10:9) control which interface is used by the EMAC/MDIO. Note that since the PCI shares some pins with the UTOPIA peripheral, its state also affects the operation of the UTOPIA. [Table](#page-57-0) 3-3 describes the effect of the UTOPIA_EN, PCI_EN, and MACSEL[1:0] configuration pins.

Table 3-3. UTOPIA_EN, and MAC_SEL[1:0] Peripheral Selection (UTOPIA and EMAC)

CONFIGURATION PIN SETTING		PERIPHERAL FUNCTION SELECTED		
UTOPIA EN AEA12 PIN [R28]	PCI EN PIN [Y29]	MAC SEL $[1:0]$ AEA[10:9] PINS [M25, M27]	EMAC/MDIO	UTOPIA
0	x	00 _b	10/100 EMAC/MDIO with MII Interface [default]	Disabled
0	x	01 _b	10/100 EMAC/MDIO with RMII Interface	Disabled
Ω	x	10 _b	10/100/1000 EMAC/MDIO with GMII Interface	Disabled
Ω	x	11 _b	10/100/1000 EMAC/MDIO with RGMII Interface (1)	Disabled
	$\mathbf 0$	00b, 01b, or 10b	Disabled	UTOPIA Slave with Full Functionality
	0	11 _b	10/100/1000 EMAC/MDIO with RGMII Interface (1)	UTOPIA Slave with Full Functionality
		00b, 01b, or 10b	Disabled	UTOPIA Slave with Single PHY Mode Only
		11 _b	10/100/1000 EMAC/MDIO with RGMII Interface (1)	UTOPIA Slave with Single PHY Mode Only

(1) RGMII interface requires a 1.5-/1.8-V I/O supply.

3.3 Peripheral Selection After Device Reset

On the C6455 device, peripherals can be in one of several states. These states are listed in [Table](#page-58-0) 3-4.

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Following device reset, all peripherals that are not in the static powerdown state are in the disabled state by default. Peripherals used for boot such as HPI and PCI are enabled automatically following a device reset.

Peripherals are only allowed certain transitions between states (see [Figure](#page-58-1) 3-1).

[Figure](#page-59-0) 3-2 shows the flow needed to change the state of a given peripheral on the C6455 device.

Figure 3-2. Peripheral State Change Flow

A 32-bit key (value = 0x0F0A 0B00) must be written to the Peripheral Lock register (PERLOCK) in order to allow access to the PERCFG0 register. Writes to the PERCFG1 register can be done directly without going through the PERLOCK register.

NOTE

The instructions that write to the PERLOCK and PERCFG0 registers must be in the same fetch packet if code is being executed from external memory. If the instructions are in different fetch packets, fetching the second instruction from external memory may stall the instruction long enough such that PERCFG0 register will be locked before the instruction is executed.

3.4 Device State Control Registers

The C6455 device has a set of registers that are used to control the status of its peripherals. These registers are shown in [Table](#page-59-1) 3-5 and described in the next sections.

NOTE

The device state control registers can only be accessed using the CPU or the emulator. **Table 3-5. Device State Control Registers HEX ADDRESS RANGE ACRONYM REGISTER NAME** 02AC 0000 and a series of the series of the series of the Reserved 02AC 0004 PERLOCK PERLOCK Peripheral Lock Register 02AC 0008 PERCFG0 PERCFG0 Peripheral Configuration Register 0 02AC 000C and a series are served 02AC 0010 **Reserved** 02AC 0014 **PERSTAT0** PERSTAT0 Peripheral Status Register 0 02AC 0018 **PERSTAT1** Peripheral Status Register 1 02AC 001C - 02AC 001F | Reserved 02AC 0020 **EMACCFG** EMACCFG EMAC Configuration Register

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3.4.1 Peripheral Lock Register Description

When written with correct 32-bit key (0x0F0A0B00), the Peripheral Lock Register (PERLOCK) allows one write to the PERCFG0 register within 16 SYSCLK3 cycles.

NOTE

The instructions that write to the PERLOCK and PERCFG0 registers must be in the same fetch packet if code is being executed from external memory. If the instructions are in different fetch packets, fetching the second instruction from external memory may stall the instruction long enough such that PERCFG0 register will be locked before the instruction is executed.

LOCKVAL

R/W-F0F0 F0F0

LEGEND: $R/W = Read/W$ rite; $-n = value$ after reset

Figure 3-3. Peripheral Lock Register (PERLOCK) - 0x02AC 0004

Table 3-6. Peripheral Lock Register (PERLOCK) Field Descriptions

3.4.2 Peripheral Configuration Register 0 Description

The Peripheral Configuration Register (PERCFG0) is used to change the state of the peripherals. One write is allowed to this register within 16 SYSCLK3 cycles after the correct key is written to the PERLOCK register.

NOTE

The instructions that write to the PERLOCK and PERCFG0 registers must be in the same fetch packet if code is being executed from external memory. If the instructions are in different fetch packets, fetching the second instruction from external memory may stall the instruction long enough that the PERCFG0 register is locked before the instruction is executed.

LEGEND: $R/W = Read/W$ rite; $-n = value$ after reset

Figure 3-4. Peripheral Configuration Register 0 (PERCFG0) - 0x02AC 0008

Table 3-7. Peripheral Configuration Register 0 (PERCFG0) Field Descriptions (continued)

3.4.3 Peripheral Configuration Register 1 Description

The Peripheral Configuration Register (PERCFG1) is used to enable the EMIFA and DDR2 Memory Controller. EMIFA and the DDR2 Memory Controller do not have corresponding status bits in the Peripheral Status Registers. The EMIFA and DDR2 Memory Controller peripherals can be used within 16 SYSCLK3 cycles after EMIFACTL and DDR2CTL are set to 1. Once EMIFACTL and DDR2CTL are set to 1, they cannot be set to 0. Note that if the DDR2 Memory Controller and EMIFA are disabled at reset through the device configuration pins (DDR2.EN[ABA0] and EMIFA[ABA1]), they cannot be enabled through the PERCFG1 register.

LEGEND: $R/W = Read/Write$; $R = Read$ only; $-n = value$ after reset

Figure 3-5. Peripheral Configuration Register 1 (PERCFG1) - 0x02AC 002C

Table 3-8. Peripheral Configuration Register 1 (PERCFG1) Field Descriptions

3.4.4 Peripheral Status Registers Description

The Peripheral Status Registers (PERSTAT0 and PERSTAT1) show the status of the C6455 device peripherals.

LEGEND: $R =$ Read only; $-n =$ value after reset

Table 3-9. Peripheral Status Register 0 (PERSTAT0) Field Descriptions

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Table 3-9. Peripheral Status Register 0 (PERSTAT0) Field Descriptions (continued)

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LEGEND: $R = Read only$; $-n = value$ after reset

Table 3-10. Peripheral Status Register 1 (PERSTAT1) Field Descriptions

3.4.5 EMAC Configuration Register (EMACCFG) Description

The EMAC Configuration Register (EMACCFG) is used to assert and deassert the reset of the Reduced Media Independent Interface (RMII) logic of the EMAC. For more details on how to use this register, see [Section](#page-198-0) 7.14, Ethernet MAC (EMAC).

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 3-8. EMAC Configuration Register (EMACCFG) - 0x02AC 0020

Table 3-11. EMAC Configuration Register (EMACCFG) Field Descriptions

3.4.6 Emulator Buffer Powerdown Register (EMUBUFPD) Description

The Emulator Buffer Powerdown Register (EMUBUFPD) is used to control the state of the pin buffers of emulator pins EMU[18:2]. These buffers can be powered down if the device trace feature is not needed.

LEGEND: R/W = Read/Write; $R =$ Read only; $-n =$ value after reset

Figure 3-9. Emulator Buffer Powerdown Register (EMUBUFPD) - 0x02AC 0054

3.5 Device Status Register Description

The device status register depicts the device configuration selected upon device reset. Once set, these bits will remain set until a device reset. For the actual register bit names and their associated bit field descriptions, see [Figure](#page-70-0) 3-10 and [Table](#page-70-1) 3-13.

Note that enabling or disabling peripherals through the Peripheral Configuration Registers (PERCFG0 and PERCFG1) does not affect the DEVSTAT register. To determine the status of peripherals following writes to the PERCFG0 and PERCFG1 registers, read the Peripherals Status Registers (PERSTAT0 and PERSTAT1).

LEGEND: R/W = Read/Write; R = Read only; -x = value after reset

Note: The default values of the fields in the DEVSTAT register are latched from device configuration pins, as described in [Section](#page-54-2) 3.1, Device Configuration at Device Reset. The default values shown here correspond to the setting dictated by the internal pullup or pulldown resistor.

Figure 3-10. Device Status Register (DEVSTAT) - 0x02A8 0000

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Table 3-13. Device Status Register (DEVSTAT) Field Descriptions (continued)

Table 3-13. Device Status Register (DEVSTAT) Field Descriptions (continued)

3.6 JTAG ID (JTAGID) Register Description

The JTAG ID register is a read-only register that identifies to the customer the JTAG/Device ID. For the C6455 device, the JTAG ID register resides at address location 0x02A8 0008. For the actual register bit names and their associated bit field descriptions, see [Figure](#page-72-0) 3-11 and [Table](#page-72-1) 3-14.

LEGEND: $R =$ Read only; $-n =$ value after reset

Figure 3-11. JTAG ID (JTAGID) Register - 0x02A8 0008

Table 3-14. JTAG ID (JTAGID) Register Field Descriptions

3.7 Pullup/Pulldown Resistors

Proper board design should ensure that input pins to the C6455 device always be at a valid logic level and not floating. This may be achieved via pullup/pulldown resistors. The C6455 device features internal pullup (IPU) and internal pulldown (IPD) resistors on most pins to eliminate the need, unless otherwise noted, for external pullup/pulldown resistors.

An external pullup/pulldown resistor needs to be used in the following situations:

- Device Configuration Pins: If the pin is both routed out and 3-stated (not driven), an external pullup/pulldown resistor **must** be used, even if the IPU/IPD matches the desired value/state.
- Other Input Pins: If the IPU/IPD does not match the desired value/state, use an external pullup/pulldown resistor to pull the signal to the opposite rail.

For the device configuration pins (listed in [Table](#page-54-0) 3-1), if they are both routed out and 3-stated (not driven), it is **strongly** recommended that an external pullup/pulldown resistor be implemented. Although, internal pullup/pulldown resistors exist on these pins and they may match the desired configuration value, providing external connectivity can help ensure that valid logic levels are latched on these device configuration pins. In addition, applying external pullup/pulldown resistors on the device configuration pins adds convenience to the user in debugging and flexibility in switching operating modes.

Tips for choosing an external pullup/pulldown resistor:

- Consider the total amount of current that may pass through the pullup or pulldown resistor. Make sure to include the leakage currents of all the devices connected to the net, as well as any internal pullup or pulldown resistors.
- Decide a target value for the net. For a pulldown resistor, this should be below the lowest V_{II} level of all inputs connected to the net. For a pullup resistor, this should be above the highest V_{H} level of all inputs on the net. A reasonable choice would be to target the V_{OL} or V_{OH} levels for the logic family of the limiting device; which, by definition, have margin to the V_{IL} and V_{IH} levels.
- Select a pullup/pulldown resistor with the largest possible value; but, which can still ensure that the net will reach the target pulled value when maximum current from all devices on the net is flowing through the resistor. The current to be considered includes leakage current plus, any other internal and external pullup/pulldown resistors on the net.
- For bidirectional nets, there is an additional consideration which sets a lower limit on the resistance value of the external resistor. Verify that the resistance is small enough that the weakest output buffer can drive the net to the opposite logic level (including margin).
- Remember to include tolerances when selecting the resistor value.
- For pullup resistors, also remember to include tolerances on the DV_{DD} rail.

For most systems, a 1-kΩ resistor can be used to oppose the IPU/IPD while meeting the above criteria. Users should confirm this resistor value is correct for their specific application.

For most systems, a 20-kΩ resistor can be used to compliment the IPU/IPD on the device configuration pins while meeting the above criteria. Users should confirm this resistor value is correct for their specific application.

For more detailed information on input current (I_I), and the low-/high-level input voltages (V_{IL} and V_{IH}) for the C6455 device, see [Section](#page-98-0) 6.3, Electrical Characteristics Over Recommended Ranges of Supply Voltage and Operating Case Temperature.

To determine which pins on the C6455 device include internal pullup/pulldown resistors, see [Table](#page-25-0) 2-3, Terminal Functions.

3.8 Configuration Examples

[Figure](#page-74-0) 3-12 and [Figure](#page-75-0) 3-13 illustrate examples of peripheral selections/options that are configurable on the C6455 device.

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DEVSTAT Register: 0x0061 8161

PCI_EN = 0 (PCI disabled, default) ABA1 (EMIFA_EN) = 1(EMIFA enabled) ABA0 (DDR2_EN) = 1 (DDR2 Memory Controller enabled)

AEA[19:16] (BOOTMODE[3:0]) = 0001, (HPI Boot) AEA[15] (AECLKIN_SEL) = 0, (AECLKIN, default) AEA[14] (HPI_WIDTH) = 1, (HPI, 32-bit Operation) AEA[13] (LENDIAN) = IPU, (Little Endian Mode, default) AEA[12] (UTOPIA_EN) = 0, (UTOPIA disabled, default) AEA[10:9] (MACSEL[1:0]) = 00, (10/100 MII Mode)

AEA[8] (PCI_EEAI) = 0, (PCI I2C EEPROM Auto-Init disabled, default) AEA[7] = 0, (do not oppose IPD) AEA[6] (PCI66) = 0, (PCI 33 MHz [default, don't care]) AEA[5] (MCBSP1_EN) = 0, (McBSP1 disabled, default) AEA[4] (SYSCLKOUT_EN) = 1, (SYSCLK4 pin function) AEA[2:0] (CFGGP[2:0]) = 000 (default)

Figure 3-12. Configuration Example A (McBSP + HPI32 + I2C + EMIFA + DDR2 Memory Controller + TIMERS + RapidIO + EMAC (MII) + MDIO)

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DEVSTAT Register: 0x0061 C161

PCI_EN = 0 (PCI disabled, default) ABA1 (EMIFA_EN) = 1(EMIFA enabled) ABA0 (DDR2_EN) = 1 (DDR2 Memory Controller enabled)

AEA[19:16] (BOOTMODE[3:0]) = 0001, (HPI Boot) AEA[15] (AECLKIN_SEL) = 0, (AECLKIN, default) $AEA[14]$ (HPI_WIDTH) = 1, (HPI, 32-bit Operation) AEA[13] (LENDIAN) = IPU, (Little Endian Mode, default) AEA[12] (UTOPIA_EN) = 0, (UTOPIA disabled, default) AEA[10:9] (MACSEL[1:0]) = 00, (10/100 MII Mode)

AEA[8] (PCI_EEAI) = 0, (PCI I2C EEPROM Auto-Init disabled, default) AEA[7] = 0, (do not oppose IPD) AEA[6] (PCI66) = 0, (PCI 33 MHz [default, don't care]) AEA[5] (MCBSP1_EN) = 1, (McBSP1 enabled) AEA[4] (SYSCLKOUT_EN) = 1, (SYSCLK4 pin function) AEA[2:0] (CFGGP[2:0]) = 000 (default)

Figure 3-13. Configuration Example B (2 McBSPs + HPI32 + I2C + EMIFA + DDR2 Memory Controller + TIMERS + RapidIO + EMAC (GMII) + MDIO

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4 System Interconnect

On the C6455 device, the C64x+ Megamodule, the EDMA3 transfer controllers, and the system peripherals are interconnected through two switch fabrics. The switch fabrics allow for low-latency, concurrent data transfers between master peripherals and slave peripherals. The switch fabrics also allow for seamless arbitration between the system masters when accessing system slaves.

4.1 Internal Buses, Bridges, and Switch Fabrics

Two types of buses exist in the C6455 device: data buses and configuration buses. Some C6455 device peripherals have both a data bus and a configuration bus interface, while others only have one type of interface. Furthermore, the bus interface width and speed varies from peripheral to peripheral.

Configuration buses are mainly used to access the register space of a peripheral and the data buses are used mainly for data transfers. However, in some cases, the configuration bus is also used to transfer data. For example, data is transferred to the VCP2 and TCP2 via their configuration bus. Similarly, the data bus can also be used to access the register space of a peripheral. For example, the EMIFA and DDR2 memory controller registers are accessed through their data bus interface.

The C64x+ Megamodule, the EDMA3 traffic controllers, and the various system peripherals can be classified into two categories: masters and slaves. Masters are capable of initiating read and write transfers in the system and do not rely on the EDMA3 for their data transfers. Slaves on the other hand rely on the EDMA3 to perform transfers to and from them. Masters include the EDMA3 traffic controllers , SRIO, and PCI. Slaves include the McBSP, UTOPIA, and I2C.

The C6455 device contains two switch fabrics through which masters and slaves communicate. The data switch fabric, known as the data switched central resource (SCR), is a high-throughput interconnect mainly used to move data across the system (for more information, see [Section](#page-77-0) 4.2). The data SCR connects masters to slaves via 128-bit data buses running at a SYSCLK2 frequency (SYSCLK2 is generated from PLL1 controller). Peripherals that have a 128-bit data bus interface running at this speed can connect directly to the data SCR; other peripherals require a bridge.

The configuration switch fabric, also known as the configuration switch central resource (SCR) is mainly used by the C64x+ Megamodule to access peripheral registers (for more information, see [Section](#page-79-0) 4.3). The configuration SCR connects C64x+ Megamodule to slaves via 32-bit configuration buses running at a SYSCLK2 frequency (SYSCLK2 is generated from PLL1 controller). As with the data SCR, some peripherals require the use of a bridge to interface to the configuration SCR. Note that the data SCR also connects to the configuration SCR.

Bridges perform a variety of functions:

- Conversion between configuration bus and data bus.
- Width conversion between peripheral bus width and SCR bus width.
- Frequency conversion between peripheral bus frequency and SCR bus frequency.

For example, the EMIFA and DDR2 memory controller require a bridge to convert their 64-bit data bus interface into a 128-bit interface so that they can connect to the data SCR. In the case of the TCP2 and VCP2, a bridge is required to connect the data SCR to the 64-bit configuration bus interface.

Note that some peripherals can be accessed through the data SCR and also through the configuration SCR.

4.2 Data Switch Fabric Connections

[Figure](#page-78-0) 4-1 shows the connection between slaves and masters through the data switched central resource (SCR). Masters are shown on the right and slaves on the left. The data SCR connects masters to slaves via 128-bit data buses running at a SYSCLK2 frequency. SYSCLK2 is supplied by the PLL1 controller and is fixed at a frequency equal to the CPU frequency divided by 3.

Some peripherals, like PCI and the C64x+ Megamodule, have both slave and master ports. Note that each EDMA3 transfer controller has an independent connection to the data SCR.

The Serial RapidIO (SRIO) peripheral has two connections to the data SCR. The first connection is used when descriptors are being fetched from system memory. The other connection is used for all other data transfers.

Note that masters can access the configuration SCR through the data SCR. The configuration SCR is described in [Section](#page-79-0) 4.3.

Not all masters on the C6455 DSP may connect to all slaves. Allowed connections are summarized in [Table](#page-79-1) 4-1 .

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Figure 4-1. Switched Central Resource Block Diagram

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Table 4-1. SCR Connection Matrix

(1) Applies to both descriptor and data accesses by the SRIO peripheral.

4.3 Configuration Switch Fabric

[Figure](#page-80-0) 4-2 shows the connection between the C64x+ Megamodule and the configuration switched central resource (SCR). The configuration SCR is mainly used by the C64x+ Megamodule to access peripheral registers. The data SCR also has a connection to the configuration SCR which allows masters to access most peripheral registers. The only registers not accessible by the data SCR through the configuration SCR are the device configuration registers and the PLL1 and PLL2 controller registers; these can only be accessed by the C64x+ Megamodule.

The configuration SCR uses 32-bit configuration buses running at SYSCLK2 frequency. SYSCLK2 is supplied by the PLL1 controller and is fixed at a frequency equal to the CPU frequency divided by 3.

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A. Only accessible by the C64x+ Megamodule.

B. All clocks in this figure are generated by the PLL1 controller.

Figure 4-2. C64x+ Megamodule - SCR Connection

4.4 Bus Priorities

On the C6455 device, bus priority is programmable for each master. The register bit fields and default priority levels for C6455 bus masters are shown in [Table](#page-81-0) 4-2. The priority levels should be tuned to obtain the best system performance for a particular application. Lower values indicate higher priorities. For some masters, the priority values are programmed at the system level by configuring the PRI_ALLOC register. Details on the PRI_ALLOC register are shown in [Figure](#page-81-1) 4-3. The C64x+ megamodule , SRIO, and EDMA masters contain registers that control their own priority values.

The priority is enforced when several masters in the system are vying for the same endpoint. Note that the configuration SCR port on the data SCR is considered a single endpoint meaning priority will be enforced when multiple masters try to access the configuration SCR. Priority is also enforced on the configuration SCR side when a master (through the data SCR) tries to access the same endpoint as the C64x+ megamodule.

In the PRI_ALLOC register, the HOST field applies to the priority of the HPI and PCI peripherals. The EMAC field specifies the priority of the EMAC peripheral. The SRIO field is used to specify the priority of the Serial RapidIO when accessing descriptors from system memory. The priority for Serial RapidIO data accesses is set in the peripheral itself.

LEGEND: R/W = Read/Write; R = Read only; $-n$ = value at reset

Figure 4-3. Priority Allocation Register (PRI_ALLOC)

5 C64x+ Megamodule

The C64x+ Megamodule consists of several components — the C64x+ CPU, the L1 program and data memory controllers, the L2 memory controller, the internal DMA (IDMA), the interrupt controller, powerdown controller, and external memory controller. The C64x+ Megamodule also provides support for memory protection (for L1P, L1D, and L2 memories) and bandwidth management (for resources local to the C64x+ Megamodule). [Figure](#page-82-0) 5-1 shows a block diagram of the C64x+ Megamodule.

A. When accessing the internal ROM of the DSP, the CPU frequency must always be less than 750 MHz.

Figure 5-1. 64x+ Megamodule Block Diagram

For more detailed information on the TMS320C64x+ Megamodule on the C6455 device, see the TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871](http://www.ti.com/lit/pdf/spru871)).

5.1 Memory Architecture

The TMS320C6455 device contains a 2048KB level-2 memory (L2), a 32KB level-1 program memory (L1P), and a 32KB level-1 data memory (L1D).

The L1P memory configuration for the C6455 device is as follows:

- Region 0 size is 0K bytes (disabled).
- Region 1 size is 32K bytes with no wait states.

The L1D memory configuration for the C6455 device is as follows:

- Region 0 size is 0K bytes (disabled).
- Region 1 size is 32K bytes with no wait states.

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L1D is a two-way set-associative cache while L1P is a direct-mapped cache.

The L1P and L1D cache can be reconfigured via software through the L1PMODE field of the L1P Configuration Register (L1PMODE) and the L1DMODE field of the L1D Configuration Register (L1DCFG) of the C64x+ Megamodule. After device reset, L1P and L1D cache are configured as all cache or all SRAM. The on-chip Bootloader changes the reset configuration for L1P and L1D. For more information, see the TMS320C645x Bootloader User's Guide (literature number [SPRUEC6](http://www.ti.com/lit/pdf/spruec6)) .

[Figure](#page-83-0) 5-2 and [Figure](#page-83-1) 5-3 show the available SRAM/cache configurations for L1P and L1D, respectively.

Figure 5-2. TMS320C6455 L1P Memory Configurations

Figure 5-3. TMS320C6455 L1D Memory Configurations

The L2 memory configuration for the C6455 device is as follows:

- Port 0 configuration:
	- Memory size is 2048KB
	- Starting address is 0080 0000h
	- 2-cycle latency
	- -4×128 -bit bank configuration
- Port 1 configuration:
	- Memory size is 32K bytes (this corresponds to the internal ROM)
	- Starting address is 0010 0000h
	- 1-cycle latency
	- -1×256 -bit bank configuration

L2 memory can be configured as all SRAM or as part 4-way set-associative cache. The amount of L2 memory that is configured as cache is controlled through the L2MODE field of the L2 Configuration Register (L2CFG) of the C64x+ Megamodule. [Figure](#page-84-0) 5-4 shows the available SRAM/cache configurations for L2. By default, L2 is configured as all SRAM after device reset.

Figure 5-4. TMS320C6455 L2 Memory Configurations

For more information on the operation L1 and L2 caches, see the TMS320C64x+ DSP Cache User's Guide (literature number [SPRU862](http://www.ti.com/lit/pdf/spru862)).

All memory on the C6455 device has a unique location in the memory map (see [Table](#page-10-0) 2-2).

When accessing the internal ROM of the DSP, the CPU frequency must always be less than 750 MHz. Therefore, when using a software boot mode, care must be taken such that the CPU frequency does not exceed 750 MHz at any point during the boot sequence. After the boot sequence has completed, the CPU frequency can be programmed to the frequency required by the application. For more detailed information ont he boot modes, see [Section](#page-12-0) 2.4, Boot Sequence.

5.2 Memory Protection

Memory protection allows an operating system to define who or what is authorized to access L1D, L1P, and L2 memory. To accomplish this, the L1D, L1P, and L2 memories are divided into pages. There are 16 pages of L1P (2KB each), 16 pages of L1D (2KB each), and 32 pages of L2 (64KB each). The L1D, L1P, and L2 memory controllers in the C64x+ Megamodule are equipped with a set of registers that specify the permissions for each memory page.

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Each page may be assigned with fully orthogonal user and supervisor read, write, and execute permissions. Additionally, a page may be marked as either (or both) locally or globally accessible. A local access is a direct CPU access to L1D, L1P, and L2, while a global access is initiated by a DMA (either IDMA or the EDMA3) or by other system masters. Note that EDMA or IDMA transfers programmed by the CPU count as global accesses.

The CPU and the system masters on the C6455 device are all assigned a privilege ID of 0. Therefore it is only possible to specify whether memory pages are locally or globally accessible. The AID0 and LOCAL bits of the memory protection page attribute registers specify the memory page protection scheme, see [Table](#page-85-0) 5-1.

Table 5-1. Available Memory Page Protection Schemes

For more information on memory protection for L1D, L1P, and L2, see the TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871](http://www.ti.com/lit/pdf/spru871)).

5.3 Bandwidth Management

When multiple requestors contend for a single C64x+ Megamodule resource, the conflict is solved by granting access to the highest priority requestor. The following four resources are managed by the Bandwidth Management control hardware:

- Level 1 Program (L1P) SRAM/Cache
- Level 1 Data (L1D) SRAM/Cache
- Level 2 (L2) SRAM/Cache
- Memory-mapped registers configuration bus

The priority level for operations initiated within the C64x+ Megamodule; e.g., CPU-initiated transfers, userprogrammed cache coherency operations, and IDMA-initiated transfers, are declared through registers in the C64x+ Megamodule. The priority level for operations initiated outside the C64x+ Megamodule by system peripherals is declared through the Priority Allocation Register (PRI_ALLOC), see [Section](#page-81-2) 4.4. System peripherals with no fields in PRI_ALLOC have their own registers to program their priorities.

More information on the bandwidth management features of the C64x+ Megamodule can be found in the TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871](http://www.ti.com/lit/pdf/spru871)).

5.4 Power-Down Control

The C64x+ Megamodule supports the ability to power-down various parts of the C64x+ Megamodule. The power-down controller (PDC) of the C64x+ Megamodule can be used to power down L1P, the cache control hardware, the CPU, and the entire C64x+ Megamodule. These power-down features can be used to design systems for lower overall system power requirements.

NOTE

The C6455 device does not support power-down modes for the L2 memory at this time.

More information on the power-down features of the C64x+ Megamodule can be found in the TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871](http://www.ti.com/lit/pdf/spru871)).

5.5 Megamodule Resets

[Table](#page-86-0) 5-2 shows the reset types supported on the C6455 device and they affect the resetting of the Megamodule, either both globally or just locally.

Table 5-2. Megamodule Reset (Global or Local)

For more detailed information on the global and local megamodule resets, see the TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871](http://www.ti.com/lit/pdf/spru871)) and for more detailed information on device resets, see [Section](#page-123-0) 7.6, Reset Controller.

5.6 Megamodule Revision

The version and revision of the C64x+ Megamodule can be read from the Megamodule Revision ID Register (MM_REVID) located at address 0181 2000h. The MM_REVID register is shown in [Figure](#page-87-0) 5-5 and described in [Table](#page-87-1) 5-3. The C64x+ Megamodule revision is dependant on the silicon revision being used. For more information, see the TMS320C6455/54 Digital Signal Processor Silicon Errata (literature number [SPRZ234](http://www.ti.com/lit/pdf/sprz234)) .

LEGEND: $R =$ Read only; $-n =$ value after reset

A. The C64x+ Megamodule revision is dependant on the silicon revision being used. For more information, see the TMS320C6455/54 Digital Signal Processor Silicon Errata (literature number [SPRZ234\)](http://www.ti.com/lit/pdf/sprz234) .

Figure 5-5. Megamodule Revision ID Register (MM_REVID) [Hex Address: 0181 2000h]

Table 5-3. Megamodule Revision ID Register (MM_REVID) Field Descriptions

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5.7 C64x+ Megamodule Register Descriptions

Table 5-4. Megamodule Interrupt Registers

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Table 5-4. Megamodule Interrupt Registers (continued)

Table 5-5. Megamodule Powerdown Control Registers

Table 5-6. Megamodule Revision Register

Table 5-7. Megamodule IDMA Registers

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Table 5-8. Megamodule Cache Configuration Registers (continued)

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Table 5-8. Megamodule Cache Configuration Registers (continued)

Table 5-9. Megamodule L1/L2 Memory Protection Registers

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Table 5-9. Megamodule L1/L2 Memory Protection Registers (continued)

(1) These addresses correspond to the L2 memory protection page attribute registers 32-63 (L2MPPA32-L2MPPA63) of the C64x+ megamaodule. These registers are not supported for the C6455 device.

(2) These addresses correspond to the L1P memory protection page attribute registers 0-15 (L1PMPPA0-L1PMPPA15) of the C64x+ megamaodule. These registers are not supported for the C6455 device.

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Table 5-9. Megamodule L1/L2 Memory Protection Registers (continued)

(3) These addresses correspond to the L1D memory protection page attribute registers 0-15 (L1DMPPA0-L1DMPPA15) of the C64x+ megamaodule. These registers are not supported for the C6455 device.

Table 5-10. CPU Megamodule Bandwidth Management Registers

Table 5-11. Device Configuration Registers (Chip-Level Registers)

6 Device Operating Conditions

6.1 Absolute Maximum Ratings Over Operating Case Temperature Range (Unless Otherwise Noted)(1)

(1) Stresses beyond those listed under "absolute maximum ratings" may cause permanent damage to the device. These are stress ratings only, and functional operation of the device at these or any other conditions beyond those indicated under "recommended operating conditions" is not implied. Exposure to absolute-maximum-rated conditions for extended periods may affect device reliability.

(2) All voltage values are with respect to V_{SS} .

6.2 Recommended Operating Conditions

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Recommended Operating Conditions (continued)

(1) These rated numbers are from the PCI Local Bus Specification (version 2.3). The DC specifications and AC specifications are defined in Table 4-3 and Table 4-4, respectively, of the PCI Local Bus Specification.

(2) PCI-capable pins can withstand a maximum overshoot/undershoot for up to 11 ns as required by the PCI Local Bus Specification (version 2.3).

(3) Duration of overshoot/undershoot must not exceed 30% of the cycle period.

6.3 Electrical Characteristics Over Recommended Ranges of Supply Voltage and Operating Case Temperature (Unless Otherwise Noted)

(1) For test conditions shown as MIN, MAX, or NOM, use the appropriate value specified in the recommended operating conditions table.

 (2) These rated numbers are from the PCI Local Bus Specification (version 2.3). The DC specifications and AC specifications are defined in Table 4-3 and Table 4-4, respectively, of the PCI Local Bus Specification.

- (3) I_l applies to input-only pins and bi-directional pins. For input-only pins, I_l indicates the input leakage current. For bi-directional pins, I_l includes input leakage current and off-state (hi-Z) output leakage current.
- (4) PCI input leakage currents include Hi-Z output leakage for all bidirectional buffers with 3-state outputs.

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Electrical Characteristics Over Recommended Ranges of Supply Voltage and Operating Case Temperature (Unless Otherwise Noted) (continued)

(5) I_{OZ} applies to output-only pins, indicating off-state (hi-Z) output leakage current.

(6) Assumes the following conditions: 60% CPU utilization; DDR2 at 50% utilization (250 MHz), 50% writes, 32 bits, 50% bit switching; two 2-MHz McBSPs at 100% utilization, 50% switching; two 75-MHz Timers at 100% utilization; device configured for HPI32 mode with pullup resistors on HPI pins; room temperature (25°C). The actual current draw is highly application-dependent. For more details on core and I/O activity, see the TMS320C6455/54 Power Consumption Summary application report (literature number [SPRAAE8\)](http://www.ti.com/lit/pdf/spraae8).

7 C64x+ Peripheral Information and Electrical Specifications

7.1 Parameter Information

NOTE: The data sheet provides timing at the device pin. For output timing analysis, the tester pin electronics and its transmission line effects must be taken into account. A transmission line with a delay of 2 ns can be used to produce the desired transmission line effect. The transmission line is intended as a load only. It is not necessary to add or subtract the transmission line delay (2 ns) from the data sheet timings.

Input requirements in this data sheet are tested with an input slew rate of < 4 Volts per nanosecond (4 V/ns) at the device pin.

Figure 7-1. Test Load Circuit for AC Timing Measurements

The load capacitance value stated is only for characterization and measurement of AC timing signals. This load capacitance value does not indicate the maximum load the device is capable of driving.

7.1.1 3.3-V Signal Transition Levels

All input and output timing parameters are referenced to 1.5 V for both "0" and "1" logic levels.

Figure 7-2. Input and Output Voltage Reference Levels for AC Timing Measurements

All rise and fall transition timing parameters are referenced to V_{IL} MAX and V_{IH} MIN for input clocks, V_{OI} MAX and V_{OH} MIN for output clocks.

Figure 7-3. Rise and Fall Transition Time Voltage Reference Levels

7.1.2 3.3-V Signal Transition Rates

All timings are tested with an input edge rate of 4 volts per nanosecond (4 V/ns).

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7.1.3 Timing Parameters and Board Routing Analysis

The timing parameter values specified in this data sheet do not include delays by board routings. As a good board design practice, such delays must always be taken into account. Timing values may be adjusted by increasing/decreasing such delays. TI recommends utilizing the available I/O buffer information specification (IBIS) models to analyze the timing characteristics correctly. To properly use IBIS models to attain accurate timing analysis for a given system, see the Using IBIS Models for Timing Analysis application report (literature number [SPRA839](http://www.ti.com/lit/pdf/spra839)). If needed, external logic hardware such as buffers may be used to compensate any timing differences.

For inputs, timing is most impacted by the round-trip propagation delay from the DSP to the external device and from the external device to the DSP. This round-trip delay tends to negatively impact the input setup time margin, but also tends to improve the input hold time margins (see [Table](#page-101-0) 7-1 and [Figure](#page-101-1) 7-4).

[Figure](#page-101-1) 7-4 represents a general transfer between the DSP and an external device. The figure also represents board route delays and how they are perceived by the DSP and the external device.

Table 7-1. Board-Level Timing Example (see [Figure](#page-101-1) 7-4)

B. Data signals are generated during Reads from an external device.

Figure 7-4. Board-Level Input/Output Timings

7.2 Recommended Clock and Control Signal Transition Behavior

All clocks and control signals **must** transition between V_{H} and V_{H} (or between V_{H} and V_{H}) in a monotonic manner.

7.3 Power Supplies

7.3.1 Power-Supply Sequencing

TI recommends the power-supply sequence shown in [Figure](#page-102-0) $7-5$. After the DV_{DD33} supply is stable, the remaining power supplies can be powered up at the same time as CV_{DD} as long as their supply voltage never exceeds the CV_{DD} voltage during powerup. Some TI power-supply devices include features that facilitate power sequencing; for example, Auto-Track or Slow-Start/Enable features. For more information, visit www.ti.com/dsppower.

Figure 7-5. Power-Supply Sequence

Table 7-2. Timing Requirements for Power-Supply Sequence

7.3.2 Power-Supply Decoupling

In order to properly decouple the supply planes from system noise, place as many capacitors (caps) as possible close to the DSP. These caps need to be close to the DSP, no more than 1.25 cm maximum distance to be effective. Physically smaller caps are better, such as 0402, but need to be evaluated from a yield/manufacturing point-of-view. Parasitic inductance limits the effectiveness of the decoupling capacitors, therefore physically smaller capacitors should be used while maintaining the largest available capacitance value. As with the selection of any component, verification of capacitor availability over the product's production lifetime should be considered.

7.3.3 Power-Down Operation

One of the power goals for the C6455 device is to reduce power dissipation due to unused peripherals. There are different ways to power down peripherals on the C6455 device.

Some peripherals can be statically powered down at device reset through the device configuration pins (see [Section](#page-54-1) 3.1, Device Configuration at Device Reset). Once in a static power-down state, the peripheral is held in reset and its clock is turned off. Peripherals cannot be enabled once they are in a static powerdown state. To take a peripheral out of the static power-down state, a device reset must be executed with a different configuration pin setting.

After device reset, all peripherals on the C6455 device are in a disabled state and must be enabled by software before being used. It is possible to enable only the peripherals needed by the application while keeping the rest disabled. Note that peripherals in a disabled state are held in reset with their clocks gated. For more information on how to enable peripherals, see [Section](#page-57-0) 3.3, Peripheral Selection After Device Reset.

Peripherals used for booting, like I2C and HPI, are automatically enabled after device reset. It is not possible to disable these peripherals after the boot process is complete.

The C64x+ Megamodule also allows for software-driven power-down management for all of the C64x+ megamodule components through its Power-Down Controller (PDC). The CPU can power-down part or the entire C64x+ megamodule through the power-down controller based on its own execution thread or in response to an external stimulus from a host or global controller. More information on the power-down features of the C64x+ Megamodule can be found in the TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871\)](http://www.ti.com/lit/pdf/spru871).

7.3.4 Preserving Boundary-Scan Functionality on RGMII and DDR2 Memory Pins

When the RGMII mode of the EMAC is not used, the DV_{DD15}, DV_{DD15MON}, V_{REFHSTL}, RSV13, and RSV14 pins can be connected directly to ground (V_{SS}) to save power. However, this will prevent boundary-scan from functioning on the RGMII pins of the EMAC. To preserve boundary-scan functionality on the RGMII pins, DV_{DD15} , $V_{REFHSTL}$, RSV14, and RSV13 should be connected as follows:

- DV_{DD15} and $DV_{DD15MON}$ connect these pins to the 1.8-V I/O supply (DV_{DD18}).
- $V_{REFHSTL}$ connect to a voltage of DV_{DD18}/2. The DV_{DD18}/2 voltage can be generated directly from the DV_{DD18} supply using two 1-kΩ resistors to form a resistor divider circuit.
- RSV13 connect this pin to ground (V_{SS}) via a 200- Ω resistor.
- RSV14 connect this pin to the 1.8-V I/O supply (DV_{DD18}) via a 200- Ω resistor.

Similarly, when the DDR2 Memory Controller is not used, the $V_{REFSSTL}$, RSV11, and RSV12 pins can be connected directly to ground (V_{SS}) to save power. However, this will prevent boundary-scan from functioning on the DDR2 Memory Controller pins. To preserve boundary-scan functionality on the DDR2 Memory Controller pins, $V_{RFFSSTL}$, RSV11, and RSV12 should be connected as follows:

- $V_{REFSSTL}$ connect to a voltage of DV_{DD18}/2. The DV_{DD18}/2 voltage can be generated directly from the DV_{DD18} supply using two 1-kΩ resistors to form a resistor divider circuit.
- RSV11 connect this pin to ground (V_{SS}) via a 200- Ω resistor.
- RSV12 connect this pin to the 1.8-V I/O supply (DV_{DD18}) via a 200-Ω resistor.

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7.4 Enhanced Direct Memory Access (EDMA3) Controller

The primary purpose of the EDMA3 is to service user-programmed data transfers between two memorymapped slave endpoints on the device. The EDMA3 services software-driven paging transfers (e.g., data movement between external memory and internal memory), performs sorting or subframe extraction of various data structures, services event driven peripherals such as a McBSP or the UTOPIA port , and offloads data transfers from the device CPU.

The EDMA3 includes the following features:

- Fully orthogonal transfer description
	- 3 transfer dimensions: array (multiple bytes), frame (multiple arrays), and block (multiple frames)
	- Single event can trigger transfer of array, frame, or entire block
	- Independent indexes on source and destination
- Flexible transfer definition:
	- Increment or FIFO transfer addressing modes
	- Linking mechanism allows for ping-pong buffering, circular buffering, and repetitive/continuous transfers, all with no CPU intervention
	- Chaining allows multiple transfers to execute with one event
- 256 PaRAM entries
	- Used to define transfer context for channels
	- Each PaRAM entry can be used as a DMA entry, QDMA entry, or link entry
- 64 DMA channels
	- Manually triggered (CPU writes to channel controller register), external event triggered, and chain triggered (completion of one transfer triggers another)
- 4 Quick DMA (QDMA) channels
	- Used for software-driven transfers
	- Triggered upon writing to a single PaRAM set entry
- 4 transfer controllers/event queues with programmable system-level priority
- Interrupt generation for transfer completion and error conditions
- Memory protection support
	- Active memory protection for accesses to PaRAM and registers
- Debug visibility
	- Queue watermarking/threshold allows detection of maximum usage of event queues
	- Error and status recording to facilitate debug

Each of the transfer controllers has a direct connection to the switched central resource (SCR).

NOTE

Although the transfer controllers are directly connected to the SCR, they can only access certain device resources. For example, only transfer controller 1 (TC1) can access the McBSPs. lists the device resources that can be accessed by each of the transfer controllers.

7.4.1 EDMA3 Device-Specific Information

The EDMA supports two addressing modes: constant addressing and increment addressing mode. Constant addressing mode is applicable to a very limited set of use cases; for most applications increment mode can be used. On the C6455 DSP, the EDMA can use constant addressing mode only with the Enhanced Viterbi-Decoder Coprocessor (VCP2) and the Enhanced Turbo Decoder Coprocessor (TCP2). Constant addressing mode is not supported by any other peripheral or internal memory in the C6455 DSP. Note that increment mode is supported by all C6455 peripherals, including VCP2 and TCP2. For more information on these two addressing modes, see the TMS320C645x DSP Enhanced DMA (EDMA3) Controller User's Guide (literature number [SPRU966\)](http://www.ti.com/lit/pdf/SPRU966) .

A DSP interrupt must be generated at the end of an HPI or PCI boot operation to begin execution of the loaded application. Since the DSP interrupt generated by the HPI and PCI is mapped to the EDMA event DSP_EVT (DMA channel 0), it will get recorded in bit 0 of the EDMA Event Register (ER). This event must be cleared by software before triggering transfers on DMA channel 0. The EDMA3 on the C6455 DSP supports active memory protection, but it does not support proxied memory protection.

7.4.2 EDMA3 Channel Synchronization Events

The EDMA3 supports up to 64 DMA channels that can be used to service system peripherals and to move data between system memories. DMA channels can be triggered by synchronization events generated by system peripherals. [Table](#page-105-0) 7-3 lists the source of the synchronization event associated with each of the DMA channels. On the C6455 device, the association of each synchronization event and DMA channel is fixed and cannot be reprogrammed.

For more detailed information on the EDMA3 module and how EDMA3 events are enabled, captured, processed, prioritized, linked, chained, and cleared, etc., see the TMS320C645x DSP Enhanced DMA (EDMA3) Controller User's Guide (literature number [SPRU966\)](http://www.ti.com/lit/pdf/SPRU966) .

(1) In addition to the events shown in this table, each of the 64 channels can also be synchronized with the transfer completion or alternate transfer completion events. For more detailed information on EDMA event-transfer chaining, see the TMS320C645x DSP Enhanced DMA (EDMA3) Controller User's Guide (literature number [SPRU966](http://www.ti.com/lit/pdf/SPRU966))

(2) HPI boot and PCI boot are terminated using a DSP interrupt. The DSP interrupt is registered in bit 0 (channel 0) of the EDMA Event Register (ER). This event must be cleared by software before triggering transfers on DMA channel 0.

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7.4.3 EDMA3 Peripheral Register Descriptions

Table 7-4. EDMA3 Channel Controller Registers

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Table 7-4. EDMA3 Channel Controller Registers (continued)

[TMS320C6455](http://www.ti.com/product/tms320c6455?qgpn=tms320c6455)

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Table 7-4. EDMA3 Channel Controller Registers (continued)

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Table 7-4. EDMA3 Channel Controller Registers (continued)

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Table 7-4. EDMA3 Channel Controller Registers (continued)

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(1) The C6455 device has 256 EDMA3 parameter sets total. Each parameter set can be used as a DMA entry, a QDMA entry, or a link entry.

Table 7-6. EDMA3 Transfer Controller 0 Registers

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Table 7-6. EDMA3 Transfer Controller 0 Registers (continued)

Table 7-7. EDMA3 Transfer Controller 1 Registers

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Table 7-7. EDMA3 Transfer Controller 1 Registers (continued)

Table 7-8. EDMA3 Transfer Controller 2 Registers

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Table 7-9. EDMA3 Transfer Controller 3 Registers

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Table 7-9. EDMA3 Transfer Controller 3 Registers (continued)

7.5 Interrupts

7.5.1 Interrupt Sources and Interrupt Controller

The CPU interrupts on the C6455 device are configured through the C64x+ Megamodule Interrupt Controller. The interrupt controller allows for up to 128 system events to be programmed to any of the twelve CPU interrupt inputs (CPUINT4 - CPUINT15), the CPU exception input (EXCEP), or the advanced emulation logic. The 128 system events consist of both internally-generated events (within the megamodule) and chip-level events. [Table](#page-119-0) 7-10 shows the mapping of system events. For more information on the Interrupt Controller, see the TMS320C64x+ Megamodule Reference Guide (literature number [SPRU871](http://www.ti.com/lit/pdf/spru871)).

Table 7-10. C6455 System Event Mapping

(1) This system event is generated from within the C64x+ megamodule.

[TMS320C6455](http://www.ti.com/product/tms320c6455?qgpn=tms320c6455)

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Table 7-10. C6455 System Event Mapping (continued)

(2) This system event is generated from within the C64x+ megamodule.

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(3) This system event is generated from within the C64x+ megamodule.

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7.5.2 External Interrupts Electrical Data/Timing

Table 7-11. Timing Requirements for External Interrupts(1)

(see [Figure](#page-122-0) 7-6)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

Figure 7-6. NMI Interrupt Timing

7.6 Reset Controller

The reset controller detects the different type of resets supported on the C6455 device and manages the distribution of those resets throughout the device.

The C6455 device has several types of resets: power-on reset, warm reset, max reset, system reset, and CPU reset. [Table](#page-123-0) 7-12 explains further the types of reset, the reset initiator, and the effects of each reset on the chip. For more information on the effects of each reset on the PLL controllers and their clocks, see [Section](#page-128-0) 7.6.8, Reset Electrical Data/Timing.

TYPE	INITIATOR	EFFECT(s)
Power-on Reset	POR pin	Resets the entire chip including the test and emulation logic.
Warm Reset	RESET pin	Resets everything except for the test and emulation logic and PLL2. Emulator stays alive during Warm Reset.
Max Reset	RapidIO [through INTDST5 ⁽¹⁾]	Same as Warm Reset.
System Reset	Emulator	A system reset maintains memory contents and does not reset the test and emulation circuitry. The device configuration pins are also not re-latched and the state of the peripherals is also not affected. ⁽²⁾
CPU Local Reset	HPI/PCI	CPU local reset.

Table 7-12. Reset Types

(1) INTDST5 is used generate a MAX reset only. It is not connected to the device interrupt controller. For more detailed information on the INTDST5, see the TMS320C645x DSP Serial Rapid I/O User's Guide (literature number [SPRU976](http://www.ti.com/lit/pdf/spru976)).

(2) On the C6455 device, peripherals can be in one of several states. These states are listed in [Table](#page-58-0) 3-4.

7.6.1 Power-on Reset (POR Pin)

Power-on Reset is initiated by the POR pin and is used to reset the entire chip, including the test and emulation logic. Power-on Reset is also referred to as a cold reset since the device usually goes through a power-up cycle. During power-up, the POR pin must be asserted (driven low) until the power supplies have reached their normal operating conditions. Note that a device power-up cycle is not required to initiate a Power-on Reset.

The following sequence must be followed during a Power-on Reset:

1. Wait for all power supplies to reach normal operating conditions while keeping the POR pin asserted (driven low).

While POR is asserted, all pins will be set to high-impedance. After the POR pin is deasserted (driven high), all Z group pins, low group pins, and high group pins are set to their reset state and will remain at their reset state until the otherwise configured by their respective peripheral. All peripherals, except those selected for boot purposes, are disabled after a Power-on Reset and must be enabled through the Device State Control registers; for more details, see [Section](#page-57-0) 3.3, Peripheral Selection After Device Reset.

2. Once all the power supplies are within valid operating conditions, the POR pin must remain asserted (low) for a minimum of 256 CLKIN2 cycles. The PLL1 controller input clock, CLKIN1, and the PCI input clock, PCLK, must also be valid during this time. PCLK is only needed if the PCI module is being used. If the DDR2 memory controller and the EMAC peripheral are not needed, CLKIN2 can be tied low and, in this case, the POR pin must remain asserted (low) for a minimum of 256 CLKIN1 cycles after all power supplies have reached valid operating conditions.

Within the low period of the POR pin, the following happens:

- The reset signals flow to the entire chip (including the test and emulation logic), resetting modules that use reset asynchronously.
- The PLL1 controller clocks are started at the frequency of the system reference clock. The clocks are propagated throughout the chip to reset modules that use reset synchronously. By default, PLL1 is in reset and unlocked.
- The PLL2 controller clocks are started at the frequency of the system reference clock. PLL2 is held in reset. Since the PLL2 controller always operates in PLL mode, the system reference clock and

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all the system clocks are invalid at this point.

- The RESETSTAT pin stays asserted (low), indicating the device is in reset.
- 3. The POR pin may now be deasserted (driven high).

When the POR pin is deasserted, the configuration pin values are latched and the PLL controllers change their system clocks to their default divide-down values. PLL2 is taken out of reset and automatically starts its locking sequence. Other device initialization is also started.

- 4. After device initialization is complete, the RESETSTAT pin is deasserted (driven high). By this time, PLL2 has already completed its locking sequence and is outputting a valid clock. The system clocks of both PLL controllers are allowed to finish their current cycles and then paused for 10 cycles of their respective system reference clocks. After the pause the system clocks are restarted at their default divide-by settings.
- 5. The device is now out of reset, device execution begins as dictated by the selected boot mode (see [Section](#page-12-0) 2.4, Boot Sequence).

NOTE

To most of the device, reset is de-asserted only when the POR and RESET pins are both de-asserted (driven high). Therefore, in the sequence described above, if the RESET pin is held low past the low period of the POR pin, most of the device will remain in reset. The only exception being that PLL2 is taken out of reset as soon as POR is de-asserted (driven high), regardless of the state of the RESET pin. The RESET pin should not be tied together with the POR pin.

7.6.2 Warm Reset (RESET Pin)

A Warm Reset has the same effects as a Power-on Reset, except that in this case, the test and emulation logic and PLL2 are not reset.

The following sequence must be followed during a Warm Reset:

1. Hold the RESET pin low for a minimum of 24 CLKIN1 cycles. Within the minimum 24 CLKIN1 cycles.

Within the low period of the RESET pin, the following happens:

– The Z group pins, low group pins, and the high group pins are set to their reset state with one exception:

The PCI pins are not affected by warm reset if the PCI module was enabled before RESET went low. In this case, PCI pins stay at whatever their value was before RESET went low.

- The reset signals flow to the entire chip (excluding the test and emulation logic), resetting modules that use reset asynchronously.
- The PLL1 controller is reset thereby switching back to bypass mode and resetting all its registers to their default values. PLL1 is placed in reset and loses lock. The PLL1 controller clocks start running at the frequency of the system reference clock. The clocks are propagated throughout the chip to reset modules that use reset synchronously.
- The PLL2 controller is reset thereby resetting all its registers to their default values. The PLL2 controller clocks start running at the frequency of the system reference clock. PLL2 is not reset, therefore it remains locked.
- The RESETSTAT pin becomes active (low), indicating the device is in reset.
- 2. The RESET pin may now be released (driven inactive high).

When the RESET pin is released, the configuration pin values are latched and the PLL controllers immediately change their system clocks to their default divide-down values. Other device initialization is also started.

3. After device initialization is complete, the RESETSTAT pin goes inactive (high). All system clocks are allowed to finish their current cycles and then paused for 10 cycles of their respective system reference clocks. After the pause the system clocks are restarted at their default divide-by settings.

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4. The device is now out of reset, device execution begins as dictated by the selected boot mode (see [Section](#page-12-0) 2.4, Boot Sequence).

NOTE

The POR pin should be held inactive (high) throughout the Warm Reset sequence. Otherwise, if POR is activated (brought low), the minimum POR pulse width must be met. The RESET pin should not be tied together with the POR pin.

7.6.3 Max Reset

A Max Reset is initiated by the RapidIO peripheral and has the same affect as a Warm Reset.

7.6.4 System Reset

The emulator initiates a System Reset via the ICEPick module. This ICEPick-initiated reset is nonmaskable. To invoke the maximum reset via the ICEPick module, the user can perform the following from the Code Composer Studio™ menu: Debug → Advanced Resets → System Reset.

The following memory contents are maintained during a System Reset:

- DDR2 Memory Controller: The DDR2 Memory Controller registers are **not** reset. In addition, the DDR2 SDRAM memory content is retained if the user places the DDR2 SDRAM in self-refresh mode before invoking the System Reset.
- EMIFA: The contents of the memory connected to the EMIFA are retained. The EMIFA registers are **not** reset.

Test, emulation, and clock logic are unaffected. The device configuration pins are also not re-latched and the state of the peripherals (see [Table](#page-58-0) 3-4) is not affected.

During a System Reset, the following happens:

1. The System Reset is initiated by the emulator.

During this time, the following happens:

- The reset signals flow to the entire chip resetting all the modules on chip except the test and emulation logic.
- The PLL controllers are **not** reset. Internal system clocks are unaffected. If PLL1/PLL2 were locked before the System Reset, they remain locked.
- The RESETSTAT pin goes low to indicate an internal reset is being generated.
- 2. After device initialization is complete, the RESETSTAT pin is deasserted (driven high). In addition, the PLL controllers pause their system clocks for about 10 cycles.

At this point:

- The state of the peripherals before the System Reset is not changed. For example, if McBSP0 was in the enabled state before System Reset, it will remain in the enabled state after System Reset.
- The I/O pins are controlled as dictated by the DEVSTAT register.
- The DDR2 Memory Controller and EMIFA registers retain their previous values. Only the DDR2 Memory Controller and EMIFA state machines are reset by the System Reset.
- The PLL controllers are operating in the mode prior to System Reset. System clocks are unaffected.

The boot sequence is started after the system clocks are restarted. Since the configuration pins (including the BOOTMODE[3:0] pins) are not latched with a System Reset, the previous values, as shown in the DEVSTAT register, are used to select the boot mode.

7.6.5 CPU Reset

A CPU Reset is initiated by the HPI or PCI peripheral. This reset only affects the CPU. During a PCIinitiated CPU Reset, the PCI pins are set to their reset state. With the exception of the HRDY/PIRDY pin, the PCI pins have a reset state of high-impedance; the HRDY/PIRDY pin goes high during reset.

7.6.6 Reset Priority

If any of the above reset sources occur simultaneously, the PLLCTRL only processes the highest priority reset request. The rest request priorities are as follows (high to low):

- Power-on Reset
- Maximum Reset
- Warm Reset
- System Reset
- CPU Reset

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7.6.7 Reset Controller Register

The reset type status (RSTYPE) register (029A 00E4) is the only register for the reset controller. This register falls in the same memory range as the PLL1 controller registers [029A 0000 - 029A 01FF] (see [Table](#page-134-0) 7-18).

7.6.7.1 Reset Type Status Register Description

The rest type status (RSTYPE) register latches the cause of the last reset. If multiple reset sources occur simultaneously, this register latches the highest priority reset source. The reset type status register is shown in [Figure](#page-127-0) 7-7 and described in [Table](#page-127-1) 7-13.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-7. Reset Type Status Register (RSTYPE) [Hex Address: 029A 00E4]

Table 7-13. Reset Type Status Register (RSTYPE) Field Descriptions

7.6.8 Reset Electrical Data/Timing

(see [Figure](#page-129-0) 7-8 and [Figure](#page-130-0) 7-9)

(1) $C = 1/CLKIN1$ clock frequency in ns.

 (2) D = 1/CLKIN2 clock frequency in ns.

(3) P = 1/CPU clock frequency in nanoseconds (ns). Note that after power-on reset , warm reset, and max reset the CPU frequency is equal to the CLKIN1 frequency divided by three due to the PLL1 controller being reset (see [Section](#page-123-1) 7.6, Reset Controller).

(4) If CLKIN2 is not used, $t_{\text{w(POR)}}$ must be measured in terms of CLKIN1 cycles; otherwise, use CLKIN2 cycles.

(5) AEA[19:0], ABA[1:0], and PCI_EN are the boot configuration pins during device reset. **Note:** If a configuration pin must be routed out from the device and 3-stated (not driven), the internal pullup/pulldown (IPU/IPD) resistor should not be relied upon; TI recommends the use of an external pullup/pulldown resistor. For more detailed information on pullup/pulldown resistors and situations where external pullup/pulldown resistors are required, see [Section](#page-73-0) 3.7, Pullup/Pulldown Resistors.

Table 7-15. Switching Characteristics Over Recommended Operating Conditions During Reset(1)

(see [Figure](#page-130-0) 7-9)

(1) $C = 1/CLKIN1$ clock frequency in ns.

For [Figure](#page-129-0) 7-8, note the following:

- Z group consists of: all I/O/Z and O/Z pins, except for Low and High group pins. Pins become high impedance as soon as their respective power supply has reached normal operating coditions. Pins remain in high impedance until configured otherwise by their respective peripheral.
- Low group consists of: UXDATA0/MTXD0/RMTXD0, UXDATA1/MTXD1/RMTXD1, UXDATA2/MTXD2/RMTXD2, UXDATA3/MTXD3/RMTXD3, UXDATA4/MTXD4/RMTXD4, and UXENB/MTXEN/RMTXEN. Pins become low as soon as their respective power supply has reached normal operating conditions. Pins remain low until configured otherwise by their respective peripheral.
- High group consists of: AHOLD, ABUSREQ, and HRDY/PIRDY. Pins become high as soon as their respective power supply has reached normal operating conditions. Pins remain high until configured otherwise by their respective peripheral. The ABUSREQ pin remains high until the EMIFA is enabled through the PERCFG1 register. Once the EMIFA is enabled, the ABUSREQ pin is driven to its inactive state (driven low).
- All peripherals must be enable through software following a Power-on Reset; for more details, see [Section](#page-123-2) 7.6.1, Power-on Reset.
- For power-supply sequence requirements, see [Section](#page-102-0) 7.3.1, Power-Supply Sequencing.

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A. SYSREFCLK of the PLL2 controller runs at CLKIN2 ×10.

B. SYSCLK1 of PLL2 controller runs at SYSREFCLK/2 (default).

C. Power supplies, CLKIN1, CLKIN2 (if used), and PCLK (if used) must be stable before the start of t_{w(POR)}.

D. Do not tie the RESET and POR pins together.

E. The RESET pin can be brought high after the POR pin has been brought high. In this case, the RESET pin must be held low for a minimum of $t_{w(RESET)}$ after the POR pin has been brought high.

Figure 7-8. Power-Up Timing

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- A. RESET should only be used after device has been powered up. For more details on the use of the RESET pin, see [Section](#page-123-1) 7.6, Reset Controller.
- B. A reset signal is generated internally during a Warm Reset. This internal reset signal has the same effect as the RESET pin during a Warm Reset.
- C. Boot and Device Configurations Inputs (during reset) include: AEA[19:0], ABA[1:0], and PCI_EN.

Figure 7-9. Warm Reset and Max Reset Timing

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7.7 PLL1 and PLL1 Controller

The primary PLL controller generates the input clock to the C64x+ megamodule (including the CPU) as well as most of the system peripherals such as the multichannel buffered serial ports (McBSPs) and the external memory interface (EMIF).

As shown in [Figure](#page-132-0) 7-10, the PLL1 controller features a software-programmable PLL multiplier controller (PLLM) and five dividers (PREDIV, D2, D3, D4, and D5). The PLL1 controller uses the device input clock CLKIN1 to generate a system reference clock (SYSREFCLK) and four system clocks (SYSCLK2, SYSCLK3, SYSCLK4, and SYSCLK5).

PLL1 power is supplied externally via the PLL1 power-supply pin (PLLV1). An external EMI filter circuit must be added to PLLV1, as shown in [Figure](#page-132-0) 7-10. The 1.8-V supply of the EMI filter must be from the same 1.8-V power plane supplying the I/O power-supply pin, DV_{DD18}. TI requires EMI filter manufacturer Murata, part number NFM18CC222R1C3 or NFM18CC223R1C3.

All PLL external components (C1, C2, and the EMI Filter) must be placed as close to the C64x+ DSP device as possible. For the best performance, TI recommends that all the PLL external components be on a single side of the board without jumpers, switches, or components other than the ones shown. For reduced PLL jitter, maximize the spacing between switching signals and the PLL external components (C1, C2, and the EMI Filter).

The minimum CLKIN1 rise and fall times should also be observed. For the input clock timing requirements, see [Section](#page-145-0) 7.7.4, PLL1 Controller Input and Output Clock Electrical Data/Timing.

CAUTION

The PLL controller module as described in the TMS320C645x DSP Software-Programmable Phase-Locked Loop (PLL) Controller User's Guide (literature number [SPRUE56](http://www.ti.com/lit/pdf/sprue56)) includes a superset of features, some of which are not supported on the C6455 DSP. The following sections describe the features that are supported; it should be assumed that any feature not included in these sections is not supported by the C6455 DSP.

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- A. DIVIDER D2 and DIVIDER D3 are always enabled.
- B. CLKIN1 is a 3.3-V signal.

Figure 7-10. PLL1 and PLL1 Controller

7.7.1 PLL1 Controller Device-Specific Information

7.7.1.1 Internal Clocks and Maximum Operating Frequencies

As shown in [Figure](#page-132-0) 7-10, the PLL1 controller generates several internal clocks including the system reference clock (SYSREFCLK), and the system clocks (SYSCLK2/3/4/5). The high-frequency clock signal SYSREFCLK is directly used to clock the C64x+ megamodule (including the CPU) and also serves as a reference clock for the rest of the DSP system.

Dividers D2, D3, D4, and D5 divide the high-frequency clock SYSREFCLK to generate SYSCLK2, SYSCLK3, SYSCLK4, and SYSCLK5, respectively. The system clocks are used to clock different portions of the DSP:

- SYSCLK2 is used to clock the switched central resources (SCRs), EDMA3, VCP2, TCP2, and RapidIO, as well as the data bus interfaces of the EMIFA and DDR2 Memory Controller.
- SYSCLK3 clocks the PCI, HPI, UTOPIA, McBSP, GPIO, TIMER, and I2C peripherals, as well as the configuration bus of the PLL2 Controller.

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- SYSCLK4 is used as the internal clock for the EMIFA. It is also used to clock other logic within the DSP.
- SYSCLK5 clocks the emulation and trace logic of the DSP.

The divider ratio bits of dividers D2 and D3 are fixed at $\div 3$ and $\div 6$, respectively. The divider ratio bits of dividers D4 and D5 are programmable through the PLL controller divider registers PLLDIV4 and PLLDIV5, respectively.

The PLL multiplier controller (PLLM) and the dividers (D4 and D5) must be programmed after reset. **There is no hardware CLKMODE selection on the C6455 device.**

Since the divider ratio bits for dividers D2 and D3 are fixed, the frequency of SYSCLK2 and SYSCLK3 is tied to the frequency of SYSREFCLK. However, the frequency of SYSCLK4 and SYSCLK5 depends on the configuration of dividers D4 and D5. For example, with PLLM in the PLL1 multiply control register set to 10011b (x20 mode) and a 50-MHz CLKIN1 input, the PLL output PLLOUT is set to 1000 MHz and SYSCLK2 and SYSCLK3 run at 333 MHz and 166 MHz, respectively. Divider D4 can be programmed through the PLLDIV4 register to divide SYSREFCLK by 10 such that SYSCLK4 and, hence, the EMIF internal clock, runs at 120 MHz.

All hosts (HPI, PCI, etc.) must hold off accesses to the DSP while the frequency of its internal clocks is changing. A mechanism must be in place such that the DSP notifies the host when the PLL configuration has completed.

Note that there is a minimum and maximum operating frequency for PLLREF, PLLOUT, SYSCLK4, and SYSCLK5. The PLL1 Controller must not be configured to exceed any of these constraints (certain combinations of external clock input, internal dividers, and PLL multiply ratios might not be supported). For the PLL clocks input and output frequency ranges, see [Table](#page-133-0) 7-16.

CLOCK SIGNAL	MIN	MAX	UNIT
CLKIN1		66.6	MHz
PLLREF (PLLEN = $1)^{(1)}$	33.3	66.6	MHz
PLLOUT ⁽¹⁾	400	1200	MHz
SYSCLK4	25	166	MHz
SYSCLK5		333	MHz

Table 7-16. PLL1 Clock Frequency Ranges

(1) Only applies when the PLL1 Controller is set to PLL mode (PLLEN = 1 in the PLLCTL register).

7.7.1.2 PLL1 Controller Operating Modes

The PLL1 controller has two modes of operation: bypass mode and PLL mode. The mode of operation is determined by the PLLEN bit of the PLL control register (PLLCTL). In PLL mode, SYSREFCLK is generated from the device input clock CLKIN1 using the divider PREDIV and the PLL multiplier PLLM. In bypass mode, CLKIN1 is fed directly to SYSREFCLK.

All hosts (HPI, PCI, etc.) must hold off accesses to the DSP while the frequency of its internal clocks is changing. A mechanism must be in place such that the DSP notifies the host when the PLL configuration has completed.

7.7.1.3 PLL1 Stabilization, Lock, and Reset Times

The PLL stabilization time is the amount of time that must be allotted for the internal PLL regulators to become stable after device powerup. The PLL should not be operated until this stabilization time has expired.

The PLL reset time is the amount of wait time needed when resetting the PLL (writing PLLRST $= 1$), in order for the PLL to properly reset, before bringing the PLL out of reset (writing PLLRST = 0). For the PLL1 reset time value, see [Table](#page-134-1) 7-17.

The PLL lock time is the amount of time needed from when the PLL is taken out of reset (PLLRST $= 1$) with PLLEN = 0) to when to when the PLL controller can be switched to PLL mode (PLLEN = 1). The PLL1 lock time is given in [Table](#page-134-1) 7-17.

Table 7-17. PLL1 Stabilization, Lock, and Reset Times

(1) $C = CLKIN1$ cycle time in ns. For example, when CLKIN1 frequency is 50 MHz, use $C = 20$ ns.

7.7.2 PLL1 Controller Memory Map

The memory map of the PLL1 controller is shown in [Table](#page-134-0) 7-18. Note that only registers documented here are accessible on the TMS320C6455 device. Other addresses in the PLL1 controller memory map should not be modified.

Table 7-18. PLL1 Controller Registers (Including Reset Controller)

HEX ADDRESS RANGE	ACRONYM	REGISTER NAME
029A 0000 - 029A 00E3		Reserved
029A 00E4	RSTYPE	Reset Type Status Register (Reset Controller)
029A 00E8 - 029A 00FF	\blacksquare	Reserved
029A 0100	PLLCTL	PLL Control Register
029A 0104		Reserved
029A 0108		Reserved
029A 010C		Reserved
029A 0110	PLLM	PLL Multiplier Control Register
029A 0114	PREDIV	PLL Pre-Divider Control Register
029A 0118		Reserved
029A 011C		Reserved
029A 0120	$\overline{}$	Reserved
029A 0124		Reserved
029A 0128		Reserved
029A 012C		Reserved
029A 0130		Reserved
029A 0134	\blacksquare	Reserved
029A 0138	PLLCMD	PLL Controller Command Register
029A 013C	PLLSTAT	PLL Controller Status Register
029A 0140	ALNCTL	PLL Controller Clock Align Control Register
029A 0144	DCHANGE	PLLDIV Ratio Change Status Register
029A 0148		Reserved
029A 014C		Reserved
029A 0150	SYSTAT	SYSCLK Status Register
029A 0154		Reserved
029A 0158	\blacksquare	Reserved
029A 015C		Reserved
029A 0160	PLLDIV4	PLL Controller Divider 4 Register
029A 0164	PLLDIV5	PLL Controller Divider 5 Register
029A 0168 - 029B FFFF		Reserved

7.7.3 PLL1 Controller Register Descriptions

This section provides a description of the PLL1 controller registers. For details on the operation of the PLL controller module, see the TMS320C645x DSP Software-Programmable Phase-Locked Loop (PLL) Controller User's Guide (literature number [SPRUE56\)](http://www.ti.com/lit/pdf/sprue56) .

NOTE: The PLL1 controller registers can only be accessed using the CPU or the emulator.

Not all of the registers documented in the TMS320C645x DSP Software-Programmable Phase-Locked Loop (PLL) Controller User's Guide (literature number [SPRUE56](http://www.ti.com/lit/pdf/sprue56)) are supported on the TMS320C6455 DSP. Only those registers documented in this section are supported. Furthermore, only the bits within the registers described here are supported. You should not write to any reserved memory location or change the value of reserved bits.

7.7.3.1 PLL1 Control Register

The PLL control register (PLLCTL) is shown in [Figure](#page-135-0) 7-11 and described in [Table](#page-135-1) 7-19.

LEGEND: $R/W = Read/Write$; $R = Read$ only; $-n = value$ after reset

Figure 7-11. PLL1 Control Register (PLLCTL) [Hex Address: 029A 0100]

Table 7-19. PLL1 Control Register (PLLCTL) Field Descriptions

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7.7.3.2 PLL Multiplier Control Register

The PLL multiplier control register (PLLM) is shown in [Figure](#page-136-0) 7-12 and described in [Table](#page-136-1) 7-20. The PLLM register defines the input reference clock frequency multiplier in conjunction with the PLL divider ratio bits (RATIO) in the PLL controller pre-divider register (PREDIV).

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-12. PLL Multiplier Control Register (PLLM) [Hex Address: 029A 0110]

Table 7-20. PLL Multiplier Control Register (PLLM) Field Descriptions

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7.7.3.3 PLL Pre-Divider Control Register

The PLL pre-divider control register (PREDIV) is shown in [Figure](#page-137-0) 7-13 and described in [Table](#page-137-1) 7-21.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-13. PLL Pre-Divider Control Register (PREDIV) [Hex Address: 029A 0114]

Table 7-21. PLL Pre-Divider Control Register (PREDIV) Field Descriptions

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7.7.3.4 PLL Controller Divider 4 Register

The PLL controller divider 4 register (PLLDIV4) is shown in [Figure](#page-138-0) 7-14 and described in [Table](#page-138-1) 7-22.

Besides being used as the EMIFA internal clock, SYSCLK4 is also used in other parts of the system. Disabling this clock will cause unpredictable system behavior. Therefore, the PLLDIV4 register should never be used to disable SYSCLK4.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-14. PLL Controller Divider 4 Register (PLLDIV4) [Hex Address: 029A 0160]

Table 7-22. PLL Controller Divider 4 Register (PLLDIV4) Field Descriptions

7.7.3.5 PLL Controller Divider 5 Register

The PLL controller divider 5 register (PLLDIV5) is shown in [Figure](#page-139-0) 7-15 and described in [Table](#page-139-1) 7-23.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-15. PLL Controller Divider 5 Register (PLLDIV5) [Hex Address: 029A 0164]

7.7.3.6 PLL Controller Command Register

The PLL controller command register (PLLCMD) contains the command bit for GO operation. PLLCMD is shown in [Figure](#page-140-0) 7-16 and described in [Table](#page-140-1) 7-24.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-16. PLL Controller Command Register (PLLCMD) [Hex Address: 029A 0138]

Table 7-24. PLL Controller Command Register (PLLCMD) Field Descriptions

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7.7.3.7 PLL Controller Status Register

The PLL controller status register (PLLSTAT) shows the PLL controller status. PLLSTAT is shown in [Figure](#page-141-0) 7-17 and described in [Table](#page-141-1) 7-25.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-17. PLL Controller Status Register (PLLSTAT) [Hex Address: 029A 013C]

Table 7-25. PLL Controller Status Register (PLLSTAT) Field Descriptions

7.7.3.8 PLL Controller Clock Align Control Register

The PLL controller clock align control register (ALNCTL) is shown in [Figure](#page-142-0) 7-18 and described in [Table](#page-142-1) 7-[26](#page-142-1).

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-18. PLL Controller Clock Align Control Register (ALNCTL) [Hex Address: 029A 0140]

7.7.3.9 PLLDIV Ratio Change Status Register

Whenever a different ratio is written to the PLLDIVn registers, the PLLCTRL flags the change in the PLLDIV ratio change status registers (DCHANGE). During the GO operation, the PLL controller will only change the divide ratio of the SYSCLKs with the bit set in DCHANGE. Note that changed clocks will be automatically aligned to other clocks. The PLLDIV divider ratio change status register is shown in [Figure](#page-143-0) 7-19 and described in [Table](#page-143-1) 7-27.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-19. PLLDIV Divider Ratio Change Status Register (DCHANGE) [Hex Address: 029A 0144]

Table 7-27. PLLDIV Divider Ratio Change Status Register (DCHANGE) Field Descriptions

7.7.3.10 SYSCLK Status Register

The SYSCLK status register (SYSTAT) shows the status of the system clocks (SYSCLKn). SYSTAT is shown in [Figure](#page-144-0) 7-20 and described in [Table](#page-144-1) 7-28.

LEGEND: $R = Read only; -n = value after reset$

Figure 7-20. SYSCLK Status Register (SYSTAT) [Hex Address: 029A 0150]

Table 7-28. SYSCLK Status Register (SYSTAT) Field Descriptions

7.7.4 PLL1 Controller Input and Output Clock Electrical Data/Timing

Table 7-29. Timing Requirements for CLKIN1 Devices(1) (2) (3)

(see [Figure](#page-145-0) 7-21)

(1) The reference points for the rise and fall transitions are measured at 3.3 V V_{IL} MAX and V_{IH} MIN.
(2) For more details on the PLL multiplier factors (x1 [BYPASS], x 15, x20, x25, x30, x32), see Section

For more details on the PLL multiplier factors (x1 [BYPASS], x 15, x20, x25, x30, x32), see [Section](#page-133-0) 7.7.1.2, PLL1 Controller Operating Modes.

(3) C = **CLKIN1** cycle time in ns. For example, when CLKIN1 frequency is 50 MHz, use C = 20 ns.

(4) The PLL1 multiplier factors (x1 [BYPASS], x 15, x20, x25, x30, x32) further limit the MIN and MAX values for $t_{c(CLKN1)}$. For more detailed information on these limitations, see [Section](#page-132-0) 7.7.1.1, Internal Clocks and Maximum Operating Frequencies.

Figure 7-21. CLKIN1 Timing

Table 7-30. Switching Characteristics Over Recommended Operating Conditions for SYSCLK4 [CPU/8 - CPU/12](1) (2)

(see [Figure](#page-145-1) 7-22)

(1) The reference points for the rise and fall transitions are measured at 3.3 V V_{OL} MAX and V_{OH} MIN.

 (2) P = 1/CPU clock frequency in nanoseconds (ns)

7.8 PLL2 and PLL2 Controller

The secondary PLL controller generates interface clocks for the Ethernet media access controller (EMAC) and the DDR2 memory controller.

As shown in [Figure](#page-146-0) 7-23, the PLL2 controller features a PLL multiplier controller and one divider (D1). The PLL multiplier is fixed to a x20 multiplier rate and the divider D1 can be programmed to a \div 2 or \div 5 mode.

PLL2 power is supplied externally via the PLL2 power supply (PLLV2). An external PLL filter circuit must be added to PLLV2 as shown in [Figure](#page-146-0) 7-23. The 1.8-V supply for the EMI filter must be from the same 1.8-V power plane supplying the I/O power-supply pin, DV_{DD18} . TI requires EMI filter manufacturer Murata, part number NFM18CC222R1C3 or NFM18CC223R1C3.

All PLL external components (C161, C162, and the EMI Filter) should be placed as close to the C64x+ DSP device as possible. For the best performance, TI requires that all the PLL external components be on a single side of the board without jumpers, switches, or components other than the ones shown. For reduced PLL jitter, maximize the spacing between switching signals and the PLL external components (C161, C162, and the EMI Filter). The minimum CLKIN2 rise and fall times should also be observed. For the input clock timing requirements, see [Section](#page-154-0) 7.8.4, PLL2 Controller Input Clock Electrical Data/Timing.

CAUTION

The PLL controller module as described in the TMS320C645x DSP Software-Programmable Phase-Locked Loop (PLL) Controller User's Guide (literature number [SPRUE56](http://www.ti.com/lit/pdf/sprue56)) includes a superset of features, some of which are not supported on the C6455 DSP. The following sections describe the features that are supported; it should be assumed that any feature not included in these sections is not supported by the C6455 DSP.

A. /x must be programmed to /2 for GMII (default) and to /5 for RGMII.

- B. If EMAC is enabled with RGMII, or GMII, CLKIN2 frequency must be 25 MHz.
- C. CLKIN2 is a 3.3-V signal.

7.8.1 PLL2 Controller Device-Specific Information

7.8.1.1 Internal Clocks and Maximum Operating Frequencies

As shown in [Figure](#page-146-0) 7-23, the output of PLL2, PLLOUT, is divided by 2 and directly fed to the DDR2 memory controller. This clock is used by the DDR2 memory controller to generate DDR2CLKOUT and DDR2CLKOUT. Note that, internally, the data bus interface of the DDR2 memory controller is clocked by SYSCLK2 of the PLL1 controller.

The PLLOUT/2 clock is also fed back into the PLL2 controller where it becomes SYSREFCLK. Divider D1 of the PLL2 controller generates SYSCLK1 for the Ethernet media access controller (EMAC). The EMAC uses SYSCLK1 to generate the necessary clock for each of its interfaces. Divider D1 should be programmed to ÷2 mode [default] when using the Gigabit Media Independent Interface (GMII) mode and to ÷5 mode when using the Reduce Gigabit Media Independent Interface (RGMII). Divider D1 is software programmable and, if necessary, must be programmed after device reset to ÷5 when the RGMII mode of the EMAC is used. Note that, internally, the data bus interface of the EMAC is clocked by SYSCLK3 of the PLL2 controller.

Note that there is a minimum and maximum operating frequency for PLLREF, PLLOUT, and SYSCLK1. The clock generator must not be configured to exceed any of these constraints. For the PLL clocks input and output frequency ranges, see [Table](#page-147-0) 7-31. Also, when EMAC is enabled with RGMII or GMII, CLKIN2 must be 25 MHz.

Table 7-31. PLL2 Clock Frequency Ranges

(1) SYSCLK1 restriction applies only when the EMAC is enabled and the RGMII or GMII modes are used. SYSCLK1 must be programmed to 125 MHz when the GMII mode is used and to 50 MHz when the RGMII mode is used.

7.8.1.2 PLL2 Controller Operating Modes

Unlike the PLL1 controller which can operate in bypass and a PLL mode, the PLL2 controller only operates in PLL mode. In this mode, SYSREFCLK is generated outside the PLL2 controller by dividing the output of PLL2 by two.

The PLL2 controller is affected by power-on reset , warm reset, and max reset . During these resets the PLL2 controller registers get reset to their default values. The internal clocks of the PLL2 controller are also affected as described in [Section](#page-123-0) 7.6, Reset Controller.

PLL2 is only unlocked during the power-up sequence (see [Section](#page-123-0) 7.6, Reset Controller) and is locked by the time the RESETSTAT pin goes high. It does not lose lock during any of the other resets.

7.8.2 PLL2 Controller Memory Map

The memory map of the PLL2 controller is shown in [Table](#page-148-0) 7-32. Note that only registers documented here are accessible on the TMS320C6455 device. Other addresses in the PLL2 controller memory map should not be modified.

Table 7-32. PLL2 Controller Registers

7.8.3 PLL2 Controller Register Descriptions

This section provides a description of the PLL2 controller registers. For details on the operation of the PLL controller module, see the TMS320C645x DSP Software-Programmable Phase-Locked Loop (PLL) Controller User's Guide (literature number [SPRUE56\)](http://www.ti.com/lit/pdf/sprue56) .

NOTE: The PLL2 controller registers can only be accessed using the CPU or the emulator.

Not all of the registers documented in the TMS320C645x DSP Software-Programmable Phase-Locked Loop (PLL) Controller User's Guide (literature number [SPRUE56](http://www.ti.com/lit/pdf/sprue56)) are supported on the TMS320C6455 device. Only those registers documented in this section are supported. Furthermore, only the bits within the registers described here are supported. You should not write to any reserved memory location or change the value of reserved bits.

7.8.3.1 PLL Controller Divider 1 Register

The PLL controller divider 1 register (PLLDIV1) is shown in [Figure](#page-149-0) 7-24 and described in [Table](#page-149-1) 7-33.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-24. PLL Controller Divider 1 Register (PLLDIV1) [Hex Address: 029C 0118]

Table 7-33. PLL Controller Divider 1 Register (PLLDIV1) Field Descriptions

7.8.3.2 PLL Controller Command Register

The PLL controller command register (PLLCMD) contains the command bit for GO operation. PLLCMD is shown in [Figure](#page-150-0) 7-25 and described in [Table](#page-150-1) 7-34.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-25. PLL Controller Command Register (PLLCMD) [Hex Address: 029C 0138]

Table 7-34. PLL Controller Command Register (PLLCMD) Field Descriptions

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7.8.3.3 PLL Controller Status Register

The PLL controller status register (PLLSTAT) shows the PLL controller status. PLLSTAT is shown in [Figure](#page-151-0) 7-26 and described in [Table](#page-151-1) 7-35.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-26. PLL Controller Status Register (PLLSTAT) [Hex Address: 029C 013C]

7.8.3.4 PLL Controller Clock Align Control Register

The PLL controller clock align control register (ALNCTL) is shown in [Figure](#page-151-2) 7-27 and described in [Table](#page-151-3) 7- [36](#page-151-3).

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-27. PLL Controller Clock Align Control Register (ALNCTL) [Hex Address: 029C 0140]

7.8.3.5 PLLDIV Ratio Change Status Register

Whenever a different ratio is written to the PLLDIV1 register, the PLLCTRL flags the change in the DCHANGE status register. During the GO operation, the PLL controller will only change the divide ratio SYSCLK1 if SYS1 in DCHANGE is 1. The PLLDIV divider ratio change status register is shown in [Figure](#page-152-0) 7-28 and described in [Table](#page-152-1) 7-37.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-28. PLLDIV Divider Ratio Change Status Register (DCHANGE) [Hex Address: 029C 0144]

Table 7-37. PLLDIV Divider Ratio Change Status Register (DCHANGE) Field Descriptions

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7.8.3.6 SYSCLK Status Register

The SYSCLK status register (SYSTAT) shows the status of the system clock (SYSCLK1). SYSTAT is shown in [Figure](#page-153-0) 7-29 and described in [Table](#page-153-1) 7-38.

LEGEND: R/W = Read/Write; R = Read only; -n = value after reset

Figure 7-29. SYSCLK Status Register [Hex Address: 029C 0150]

Table 7-38. SYSCLK Status Register Field Descriptions

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7.8.4 PLL2 Controller Input Clock Electrical Data/Timing

Table 7-39. Timing Requirements for CLKIN2(1) (2) (3)

(see [Figure](#page-154-1) 7-30)

(1) The reference points for the rise and fall transitions are measured at 3.3 V V_{IL} MAX and V_{IH} MIN.
(2) C = **CLKIN2** cycle time in ns. For example, when CLKIN2 frequency is 25 MHz, use C = 40 ns.

(3) If EMAC is enabled with RGMII or GMII, CLKIN2 cycle time must be 40 ns (25 MHz).

Figure 7-30. CLKIN2 Timing

7.9 DDR2 Memory Controller

The 32-bit, 533-MHz (data rate) DDR2 Memory Controller bus of the C6455 device is used to interface to JESD79-2A standard-compliant DDR2 SDRAM devices. The DDR2 external bus only interfaces to DDR2 SDRAM devices (up to 512 MB); it does not share the bus with any other types of peripherals. The decoupling of DDR2 memories from other devices both simplifies board design and provides I/O concurrency from a second external memory interface, EMIFA.

The internal data bus clock frequency and DDR2 bus clock frequency directly affect the maximum throughput of the DDR2 bus. The clock frequency of the DDR2 bus is equal to the CLKIN2 frequency multiplied by 10. The internal data bus clock frequency of the DDR2 Memory Controller is fixed at a divideby-three ratio of the CPU frequency. The maximum DDR2 throughput is determined by the smaller of the two bus frequencies. For example, if the internal data bus frequency is 333 MHz (CPU frequency is 1 GHz) and the DDR2 bus frequency is 267 MHz (CLKIN2 frequency is 26.7 MHz), the maximum data rate achievable by the DDR2 memory controller is 2.1 Gbytes/sec. The DDR2 bus is designed to sustain a maximum throughput of up to 2.1 Gbytes/sec at a 533-MHz data rate (267-MHz clock rate), as long as data requests are pending in the DDR2 Memory Controller.

7.9.1 DDR2 Memory Controller Device-Specific Information

The approach to specifying interface timing for the DDR2 memory bus is different than on other interfaces such as EMIF, HPI, and McBSP. For these other interfaces the device timing was specified in terms of data manual specifications and I/O buffer information specification (IBIS) models.

For the C6455 DDR2 memory bus, the approach is to specify compatible DDR2 devices and provide the printed circuit board (PCB) solution and guidelines directly to the user. Texas Instruments (TI) has performed the simulation and system characterization to ensure all DDR2 interface timings in this solution are met. The complete DDR2 system solution is documented in the Implementing DDR2 PCB Layout on the TMS320C6455/C6454 application report (literature number [SPRAAA7](http://www.ti.com/lit/pdf/spraaa7)) .

TI only supports designs that follow the board design guidelines outlined in the SPRAAA7 application report.

The DDR2 Memory Controller pins must be enabled by setting the DDR2_EN configuration pin (ABA0) high during device reset. For more details, see [Section](#page-54-0) 3.1, Device Configuration at Device Reset.

The ODT[1:0] pins of the memory controller must be left unconnected. The ODT pins on the DDR2 memory device(s) must be connected to ground.

The DDR2 memory controller on the C6455 device supports the following memory topologies:

- A 32-bit wide configuration interfacing to two 16-bit wide DDR2 SDRAM devices.
- A 16-bit wide configuration interfacing to a single 16-bit wide DDR2 SDRAM device.

A race condition may exist when certain masters write data to the DDR2 memory controller. For example, if master A passes a software message via a buffer in external memory and does not wait for indication that the write completes, when master B attempts to read the software message, then the master B read may bypass the master A write and, thus, master B may read stale data and, therefore, receive an incorrect message.

Some master peripherals (e.g., EDMA3 transfer controllers) will always wait for the write to complete before signaling an interrupt to the system, thus avoiding this race condition. For masters that do not have hardware guarantee of write-read ordering, it may be necessary to guarantee data ordering via software.

If master A does not wait for indication that a write is complete, it must perform the following workaround:

- 1. Perform the required write.
- 2. Perform a dummy write to the DDR2 memory controller module ID and revision register.
- 3. Perform a dummy read to the DDR2 memory controller module ID and revision register.
- 4. Indicate to master B that the data is ready to be read after completion of the read in step 3. The completion of the read in step 3 ensures that the previous write was done.

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7.9.2 DDR2 Memory Controller Peripheral Register Descriptions

Table 7-40. DDR2 Memory Controller Registers

7.9.3 DDR2 Memory Controller Electrical Data/Timing

The Implementing DDR2 PCB Layout on the TMS320C6455/C6454 application report (literature number [SPRAAA7](http://www.ti.com/lit/pdf/spraaa7)) specifies a complete DDR2 interface solution for the C6455 device as well as a list of compatible DDR2 devices. TI has performed the simulation and system characterization to ensure all DDR2 interface timings in this solution are met; therefore, no electrical data/timing information is supplied here for this interface.

TI only supports designs that follow the board design guidelines outlined in the SPRAAA7 application report.

7.10 External Memory Interface A (EMIFA)

The EMIFA can interface to a variety of external devices or ASICs, including:

- Pipelined and flow-through Synchronous-Burst SRAM (SBSRAM)
- ZBT (Zero Bus Turnaround) SRAM and Late Write SRAM
- Synchronous FIFOs
- Asynchronous memory, including SRAM, ROM, and Flash

7.10.1 EMIFA Device-Specific Information

Timing analysis must be done to verify all AC timings are met. TI recommends utilizing I/O buffer information specification (IBIS) to analyze all AC timings.

To properly use IBIS models to attain accurate timing analysis for a given system, see the Using IBIS Models for Timing Analysis application report (literature number [SPRA839](http://www.ti.com/lit/pdf/spra839)).

To maintain signal integrity, serial termination resistors should be inserted into all EMIF output signal lines (for the EMIF output signals, see [Table](#page-25-0) 2-3, Terminal Functions).

A race condition may exist when certain masters write data to the EMIFA. For example, if master A passes a software message via a buffer in external memory and does not wait for indication that the write completes, when master B attempts to read the software message, then the master B read may bypass the master A write and, thus, master B may read stale data and, therefore, receive an incorrect message.

Some master peripherals (e.g., EDMA3 transfer controllers) will always wait for the write to complete before signaling an interrupt to the system, thus avoiding this race condition. For masters that do not have hardware guarantee of write-read ordering, it may be necessary to guarantee data ordering via software.

If master A does not wait for indication that a write is complete, it must perform the following workaround:

- 1. Perform the required write.
- 2. Perform a dummy write to the EMIFA module ID and revision register.
- 3. Perform a dummy read to the EMIFA module ID and revision register.
- 4. Indicate to master B that the data is ready to be read after completion of the read in step 3. The completion of the read in step 3 ensures that the previous write was done.

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7.10.2 EMIFA Peripheral Register Descriptions

Table 7-41. EMIFA Registers

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7.10.3 EMIFA Electrical Data/Timing

Table 7-42. Timing Requirements for AECLKIN for EMIFA(1) (2)

(see [Figure](#page-159-0) 7-31)

(1) The reference points for the rise and fall transitions are measured at V_{IL} MAX and V_{IH} MIN.
(2) $E =$ the EMIF input clock (AECLKIN or SYSCLK4) period in ns for EMIFA.

(2) E = the EMIF input clock (AECLKIN or SYSCLK4) period in ns for EMIFA.

(3) Minimum AECLKIN cycle times must be met, even when AECLKIN is generated by an internal clock source. Minimum AECLKIN times

are based on internal logic speed; the maximum useable speed of the EMIF may be lower due to AC timing requirements.

(4) This timing only applies when AECLKIN is used for EMIFA.

Figure 7-31. AECLKIN Timing for EMIFA

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Table 7-43. Switching Characteristics Over Recommended Operating Conditions for AECLKOUT for the EMIFA Module(1) (2) (3)

(see [Figure](#page-160-0) 7-32)

(1) $E =$ the EMIF input clock (AECLKIN or SYSCLK4) period in ns for EMIFA.

(2) The reference points for the rise and fall transitions are measured at V_{OL} MAX and V_{OH} MIN.
(3) EH is the high period of E (EMIF input clock period) in ns and EL is the low period of E (EMIF input clock period) in

Figure 7-32. AECLKOUT Timing for the EMIFA Module

7.10.3.1 Asynchronous Memory Timing

Table 7-44. Timing Requirements for Asynchronous Memory Cycles for EMIFA Module(1) (2) (3)

(see [Figure](#page-161-0) 7-33 and [Figure](#page-162-0) 7-34)

(1) $E = AECLKOUT period in ns for EMIFA$

(2) To ensure data setup time, simply program the strobe width wide enough.
(3) AARDY is internally synchronized. To use AARDY as an asynchronous in AARDY is internally synchronized. To use AARDY as an asynchronous input, the pulse width of the AARDY signal should be at least 2E to ensure setup and hold time is met.

Table 7-45. Switching Characteristics Over Recommended Operating Conditions for Asynchronous Memory Cycles for EMIFA Module(1) (2) (3)

(see [Figure](#page-161-0) 7-33 and [Figure](#page-162-0) 7-34)

 (1) E = AECLKOUT period in ns for EMIFA

 (2) RS = Read setup, RST = Read strobe, RH = Read hold, WS = Write setup, WST = Write strobe, WH = Write hold. These parameters are programmed via the EMIFA CE Configuration registers (CEnCFG).

(3) Select signals for EMIFA include: ACEx, ABE[7:0], AEA[19:0], ABA[1:0]; and for EMIFA writes, also include AR/W, AED[63:0].

A AAOE/ASOE and AAWE/ASWE operate as AAOE (identified under select signals) and AAWE, respectively, during asynchronous memory accesses.

B Polarity of the AARDY signal is programmable through the AP field of the EMIFA Async Wait Cycle Configuration register (AWCC).

Figure 7-33. Asynchronous Memory Read Timing for EMIFA

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AARDY(B) DEASSERTED

A AAOE/ASOE and AAWE/ASWE operate as AAOE (identified under select signals) and AAWE, respectively, during asynchronous memory accesses.

B Polarity of the AARDY signal is programmable through the AP field of the EMIFA Async Wait Cycle Configuration register (AWCC).

Figure 7-34. Asynchronous Memory Write Timing for EMIFA

A Polarity of the AARDY signal is programmable through the AP field of the EMIFA Async Wait Cycle Configuration register (AWCC).

Figure 7-35. AARDY Timing

7.10.3.2 Programmable Synchronous Interface Timing

Table 7-46. Timing Requirements for Programmable Synchronous Interface Cycles for EMIFA Module (see [Figure](#page-164-0) 7-36)

Table 7-47. Switching Characteristics Over Recommended Operating Conditions for Programmable Synchronous Interface Cycles for EMIFA Module(1)

(see [Figure](#page-164-0) 7-36 through [Figure](#page-165-0) 7-38)

(1) The following parameters are programmable via the EMIFA CE Configuration registers (CEnCFG):

Read latency (R_LTNCY): 0-, 1-, 2-, or 3-cycle read latency

Write latency (W_LTNCY): 0-, 1-, 2-, or 3-cycle write latency

• ACEx assertion length (CE_EXT): For standard SBSRAM or ZBT SRAM interface, ACEx goes inactive after the final command has been issued (CE_EXT = 0). For synchronous FIFO interface with glue, \overline{ACEx} is active when \overline{ASOE} is active (CE_EXT = 1).

• Function of ASADS/ASRE (R_ENABLE): For standard SBSRAM or ZBT SRAM interface, ASADS/ASRE acts as ASADS with deselect cycles (R_ENABLE = 0). For FIFO interface, $\overline{ASADS/ASRE}$ acts as \overline{ASRE} with NO deselect cycles (R_ENABLE = 1).

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- A The following parameters are programmable via the EMIFA Chip Select n Configuration Register (CESECn):
	- −Read latency (R_LTNCY): 1-, 2-, or 3-cycle read latency
	- −Write latency (W_LTNCY): 0-, 1-, 2-, or 3-cycle write latency

−ACEx assertion length (CE_EXT): For standard SBSRAM or ZBT SRAM interface, ACEx goes inactive after the final command has been issued (CE_EXT = 0). For synchronous FIFO interface, \overline{ACEx} is active when \overline{ASOE} is active (CE_EXT = 1).

- −Function of ASADS/ASRE (R_ENABLE): For standard SBSRAM or ZBT SRAM interface, ASADS/ASRE acts as ASADS with deselect cycles (R_ENABLE = 0). For FIFO interface, $\overline{ASADS/ASRE}$ acts as \overline{SRE} with NO deselect cycles (R_ENABLE = 1).
- $-$ In this figure R_LTNCY = 2, CE_EXT = 0, R_ENABLE = 0, and SSEL = 1.
- B AAOE/ASOE, and AAWE/ASWE operate as ASOE, and ASWE, respectively, during programmable synchronous interface accesses.

Figure 7-36. Programmable Synchronous Interface Read Timing for EMIFA (With Read Latency = 2)(A)

A The following parameters are programmable via the EMIFA Chip Select n Configuration Register (CESECn):

- − Read latency (R_LTNCY): 1-, 2-, or 3-cycle read latency
- − Write latency (W_LTNCY): 0-, 1-, 2-, or 3-cycle write latency

− ACEx assertion length (CE_EXT): For standard SBSRAM or ZBT SRAM interface, ACEx goes inactive after the final command has been issued (CE_EXT = 0). For synchronous FIFO interface, \overline{ACEx} is active when \overline{ASOE} is active (CE_EXT = 1).

− Function of ASADS/ASRE (R_ENABLE): For standard SBSRAM or ZBT SRAM interface, ASADS/ASRE acts as ASADS with deselect cycles (R_ENABLE = 0). For FIFO interface, $\overline{ASADS}/\overline{ASRE}$ acts as \overline{SRE} with NO deselect cycles (R_ENABLE = 1).

 $-$ In this figure W_LTNCY = 0, CE_EXT = 0, R_ENABLE = 0, and SSEL = 1.

B AAOE/ASOE, and AAWE/ASWE operate as ASOE, and ASWE, respectively, during programmable synchronous interface accesses.

Figure 7-37. Programmable Synchronous Interface Write Timing for EMIFA (With Write Latency = 0)(A)

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- A The following parameters are programmable via the EMIFA Chip Select n Configuration Register (CESECn):
	- − Read latency (R_LTNCY): 1-, 2-, or 3-cycle read latency
	- − Write latency (W_LTNCY): 0-, 1-, 2-, or 3-cycle write latency
	- − ACEx assertion length (CE_EXT): For standard SBSRAM or ZBT SRAM interface, ACEx goes inactive after the final command has been issued (CE_EXT = 0). For synchronous FIFO interface, \overline{ACEx} is active when \overline{ASOE} is active (CE_EXT = 1).
	- − Function of ASADS/ASRE (R_ENABLE): For standard SBSRAM or ZBT SRAM interface, ASADS/ASRE acts as ASADS with deselect cycles $(R_ENABLE = 0)$. For FIFO interface, $ASADS/ASRE$ acts as SRE with NO deselect cycles $(R_ENABLE = 1)$. $-$ In this figure W_LTNCY = 1, CE_EXT = 0, R_ENABLE = 0, and SSEL = 1.
- B AAOE/ASOE, and AAWE/ASWE operate as ASOE, and ASWE, respectively, during programmable synchronous interface accesses.

Figure 7-38. Programmable Synchronous Interface Write Timing for EMIFA (With Write Latency = 1) (A)

7.10.4 HOLD/HOLDA Timing

Table 7-48. Timing Requirements for the HOLD/HOLDA Cycles for EMIFA Module(1)

(1) $E =$ the EMIF input clock (ECLKIN) period in ns for EMIFA.

Table 7-49. Switching Characteristics Over Recommended Operating Conditions for the HOLD/HOLDA Cycles for EMIFA Module(1) (2)

(see [Figure](#page-166-0) 7-39)

(1) $E =$ the EMIF input clock (ECLKIN) period in ns for EMIFA.

(2) EMIFA Bus consists of: ACE[5:2], ABE[7:0], AED[63:0], AEA[19:0], ABA[1:0], AR/W, ASADS/ASRE, AAOE/ ASOE, and AAWE/ASWE.

(3) All pending EMIF transactions are allowed to complete before HOLDA is asserted. If no bus transactions are occurring, then the

minimum delay time can be achieved.

A. EMIFA Bus consists of: ACE[5:2], ABE[7:0], AED[63:0], AEA[19:0], ABA[1:0], AR/W, ASADS/ASRE, AAOE/ ASOE, and AAWE/ASWE.

Figure 7-39. HOLD/HOLDA Timing for EMIFA

7.10.5 BUSREQ Timing

Table 7-50. Switching Characteristics Over Recommended Operating Conditions for the BUSREQ Cycles for EMIFA Module

(see [Figure](#page-167-0) 7-40)

7.11 I2C Peripheral

The inter-integrated circuit (I2C) module provides an interface between a C64x+ DSP and other devices compliant with Philips Semiconductors Inter-IC bus (I2C bus™) specification version 2.1 and connected by way of an I2C bus. External components attached to this 2-wire serial bus can transmit/receive up to 8-bit data to/from the DSP through the I2C module.

7.11.1 I2C Device-Specific Information

The C6455 device includes an I2C peripheral module (I2C). NOTE: when using the I2C module, ensure there are external pullup resistors on the SDA and SCL pins.

The I2C modules on the C6455 device may be used by the DSP to control local peripherals ICs (DACs, ADCs, etc.) or may be used to communicate with other controllers in a system or to implement a user interface.

The I2C port supports:

- Compatible with Philips I2C Specification Revision 2.1 (January 2000)
- Fast Mode up to 400 Kbps (no fail-safe I/O buffers)
- Noise Filter to remove noise 50 ns or less
- 7- and 10-Bit Device Addressing Modes
- Multi-Master (Transmit/Receive) and Slave (Transmit/Receive) Functionality
- Events: DMA, Interrupt, or Polling
- Slew-Rate Limited Open-Drain Output Buffers

[Figure](#page-169-0) 7-41 is a block diagram of the I2C module.

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7.11.2 I2C Peripheral Register Descriptions

Table 7-51. I2C Registers

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7.11.3 I2C Electrical Data/Timing

(1) The I2C pins SDA and SCL do not feature fail-safe I/O buffers. These pins could potentially draw current when the device is powered down.

(2) A Fast-mode I²C-bus™ device can be used in a Standard-mode I²C-bus™ system, but the requirement t_{su(SDA-SCLH)} ≥250 ns must then be met. This will automatically be the case if the device does not stretch the LOW period of the SCL signal. If such a device does stretch the LOW period of the SCL signal, it must output the next data bit to the SDA line t_r max + $t_{\text{su(SDA-SCLH)}}$ = 1000 + 250 = 1250 ns (according to the Standard-mode I²C-Bus Specification) before the SCL line is released.

(3) A device must internally provide a hold time of at least 300 ns for the SDA signal (referred to the V_{IHmin} of the SCL signal) to bridge the undefined region of the falling edge of SCL.

(4) The maximum t_{h(SDA-SCLL}) has only to be met if the device does not stretch the low period $[t_{w(SCLL)}]$ of the SCL signal.
(5) C_b = total capacitance of one bus line in pF. If mixed with HS-mode devices, faster fall-

 C_b = total capacitance of one bus line in pF. If mixed with HS-mode devices, faster fall-times are allowed.

Figure 7-42. I2C Receive Timings

(see [Figure](#page-172-0) 7-43)

(1) C_b = total capacitance of one bus line in pF. If mixed with HS-mode devices, faster fall-times are allowed.

(2) C_b = total capacitance of one bus line in pF. If mixed with HS-mode devices, faster fall-times are allowed.

Figure 7-43. I2C Transmit Timings

7.12 Host-Port Interface (HPI) Peripheral

7.12.1 HPI Device-Specific Information

The C6455 device includes a user-configurable 16-bit or 32-bit Host-port interface (HPI16/HPI32). The AEA14 pin controls the HPI_WIDTH, allowing the user to configure the HPI as a 16-bit or 32-bit peripheral.

Software handshaking via the HRDY bit of the Host Port Control Register (HPIC) is not supported on the C6455 device.

An HPI boot is terminated using a DSP interrupt. The DSP interrupt is registered in bit 0 (channel 0) of the EDMA Event Register (ER). This event must be cleared by software before triggering transfers on DMA channel 0.

7.12.2 HPI Peripheral Register Descriptions

Table 7-54. HPI Control Registers

(1) The CPU can write 1 to the HINT bit to generate an interrupt to the host and it can write 1 to the DSPINT bit to clear/acknowledge an interrupt from the host.

(2) There are two 32-bit HPIA registers: HPIAR for read operations and HPIAW for write operations. The HPI can be configured such that HPIAR and HPIAW act as a single 32-bit HPIA (single-HPIA mode) or as two separate 32-bit HPIAs (dual-HPIA mode) from the perspective of the host. The CPU can access HPIAW and HPIAR independently. For details about the HPIA registers and their modes, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .

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7.12.3 HPI Electrical Data/Timing

Table 7-55. Timing Requirements for Host-Port Interface Cycles(1) (2)

(see [Figure](#page-176-0) 7-44 through [Figure](#page-183-0) 7-51)

(1) HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.

(2) M = SYSCLK3 period = 6/CPU clock frequency in ns. For example, when running parts at 1000 MHz, use M = 6 ns.

(3) Select signals include: HCNTL[1:0] and HR/W. For HPI16 mode only, select signals also include HHWIL.

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Table 7-56. Switching Characteristics for Host-Port Interface Cycles(1) (2)

(1) $M = SYSCLK3$ period = 6/CPU clock frequency in ns. For example, when running parts at 1000 MHz, use $M = 6$ ns.

 (2) HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.

(3) Assumes the HPI is accessing L2/L1 memory and no other master is accessing the same memory location.

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A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.

B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with autoincrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .

Figure 7-44. HPI16 Read Timing (HAS Not Used, Tied High)

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A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.

B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with autoincrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .

Figure 7-45. HPI16 Read Timing (HAS Used)

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A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.

B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with autoincrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .

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A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS. B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with auto-

incrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .

Figure 7-47. HPI16 Write Timing (HAS Used)

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- A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.
- B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with autoincrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .
- C. The timing t_{w(HSTBH)}, HSTROBE high pulse duration, must be met between consecutive HPI accesses in HPI32 mode.

Figure 7-48. HPI32 Read Timing (HAS Not Used, Tied High)

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- A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.
- B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with autoincrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .
- C. The timing t_{w(HSTBH)}, HSTROBE high pulse duration, must be met between consecutive HPI accesses in HPI32 mode.

Figure 7-49. HPI32 Read Timing (HAS Used)

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- A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.
- B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with autoincrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .
- C. The timing $t_{w(HSTBH)}$, $\overline{\text{HSTROBE}}$ high pulse duration, must be met between consecutive HPI accesses in HPI32 mode.

Figure 7-50. HPI32 Write Timing (HAS Not Used, Tied High)

XAS

HAS (input)

STRUMENTS

HCNTL[1:0]

15

16

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- A. HSTROBE refers to the following logical operation on HCS, HDS1, and HDS2: [NOT(HDS1 XOR HDS2)] OR HCS.
- B. Depending on the type of write or read operation (HPID without auto-incrementing; HPIA, HPIC, or HPID with autoincrementing) and the state of the FIFO, transitions on HRDY may or may not occur. For more detailed information on the HPI peripheral, see the TMS320C645x DSP Host Port Interface (HPI) User's Guide (literature number [SPRU969\)](http://www.ti.com/lit/pdf/SPRU969) .
- C. The timing $t_{w(HSTBH)}$, $\overline{HSTROBE}$ high pulse duration, must be met between consecutive HPI accesses in HPI32 mode.

Figure 7-51. HPI32 Write Timing (HAS Used)

7.13 Multichannel Buffered Serial Port (McBSP)

The McBSP provides these functions:

- Full-duplex communication
- Double-buffered data registers, which allow a continuous data stream
- Independent framing and clocking for receive and transmit
- Direct interface to industry-standard codecs, analog interface chips (AICs), and other serially connected analog-to-digital (A/D) and digital-to-analog (D/A) devices
- External shift clock or an internal, programmable frequency shift clock for data transfer

For more detailed information on the McBSP peripheral, see the TMS320C6000 DSP Multichannel Buffered Serial Port (McBSP) Reference Guide (literature number [SPRU580](http://www.ti.com/lit/pdf/SPRU580)) .

7.13.1 McBSP Device-Specific Information

The CLKS signal is shared by both McBSP0 and McBSP1 on this device. Also, the CLKGDV field of the Sample Rate Generator Register (SRGR) must always be set to a value of 1 or greater.

The McBSP Data Receive Register (DRR) and Data Transmit Register (DXR) can be accessed through two separate busses: a configuration bus and a data bus. Both paths can be used by the CPU and the EDMA. The data bus should be used to service the McBSP as this path provides better performance. However, since the data path shares a bridge with the PCI and UTOPIA peripherals (see [Figure](#page-78-0) 4-1), the configuration path should be used in cases where these peripherals are being used to avoid any performance degradation. Note that the PCI peripheral consists of an independent master and slave. Performance degradation is only a concern when this peripheral is used to initiate transactions on the external bus.

7.13.2 McBSP Peripheral Register Descriptions

Table 7-57. McBSP 0 Registers

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Table 7-58. McBSP 1 Registers

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7.13.3 McBSP Electrical Data/Timing

Table 7-59. Timing Requirements for McBSP(1)

(see [Figure](#page-189-0) 7-52)

(1) CLKRP = CLKXP = FSRP = FSXP = 0. If polarity of any of the signals is inverted, then the timing references of that signal are also inverted.

(2) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(3) Use whichever value is greater. Minimum CLKR/X cycle times must be met, even when CLKR/X is generated by an internal clock source. The minimum CLKR/X cycle times are based on internal logic speed; the maximum usable speed may be lower due to EDMA limitations and AC timing requirements.

(4) This parameter applies to the maximum McBSP frequency. Operate serial clocks (CLKR/X) in the reasonable range of 40/60 duty cycle.

Table 7-60. Switching Characteristics Over Recommended Operating Conditions for McBSP(1) (2) (see [Figure](#page-189-0) 7-52)

(1) CLKRP = CLKXP = FSRP = FSXP = 0. If polarity of any of the signals is inverted, then the timing references of that signal are also inverted.

(2) Minimum delay times also represent minimum output hold times.

(3) The CLKS signal is shared by both McBSP0 and McBSP1 on this device.

(4) Minimum CLKR/X cycle times must be met, even when CLKR/X is generated by an internal clock source. Minimum CLKR/X cycle times are based on internal logic speed; the maximum usable speed may be lower due to EDMA limitations and AC timing requirements.

- (5) P = 1/CPU clock frequency in ns. For example, when running parts at 1000 MHz, use P = 1 ns.
- (6) Use whichever value is greater.

 (7) C = H or L

 $S =$ sample rate generator input clock = 6P if CLKSM = 1 (P = 1/CPU clock frequency)

 $S =$ sample rate generator input clock = P_clks if CLKSM = 0 (P_clks = CLKS period)

- $H = CLKX$ high pulse width = $(CLKGDV/2 + 1) * S$ if CLKGDV is even
- $H = (CLKGDV + 1)/2$ * S if CLKGDV is odd

 $L = \text{CLKX}$ low pulse width = (CLKGDV/2) $*$ S if CLKGDV is even

 $L = (CLKGDV + 1)/2$ * S if CLKGDV is odd

CLKGDV should be set appropriately to ensure the McBSP bit rate does not exceed the maximum limit (see (4) above).

(8) Extra delay from CLKX high to DX valid **applies only to the first data bit of a device**, if and only if DXENA = 1 in SPCR.

- if DXENA = 0, then $D1 = \overline{D2} = 0$
- if DXENA = 1, then $D1 = 6P$, $D2 = 12P$
- (9) Extra delay from FSX high to DX valid **applies only to the first data bit of a device**, if and only if DXENA = 1 in SPCR. if DXENA = 0, then $D1 = D2 = 0$

if DXENA = 1, then $D1 = 6P$, $D2 = 12P$

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- A. Parameter No. 13 applies to the first data bit only when XDATDLY \neq 0.
- B. The CLKS signal is shared by both McBSP0 and McBSP1 on this device.

Figure 7-52. McBSP Timing(B)

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Table 7-61. Timing Requirements for FSR When GSYNC = 1

(see [Figure](#page-190-0) 7-53)

NO.			-720 -850 A-1000/-1000 -1200		UNIT
			MIN	MAX	
	$t_{\text{su(FRH-CKSH)}}$	Setup time, FSR high before CLKS high	4		ns
2	I_h (CKSH-FRH)	Hold time, FSR high after CLKS high	4		ns
		CLKS 2 +⊵ FSR external			

CLKR/X (no need to resync) CLKR/X (needs resync)

Figure 7-53. FSR Timing When GSYNC = 1

Table 7-62. Timing Requirements for McBSP as SPI Master or Slave: CLKSTP = 10b, CLKXP = 0^{(1) (2)} (see [Figure](#page-191-0) 7-54)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

 (2) For all SPI Slave modes, CLKG is programmed as 1/6 of the CPU clock by setting CLKSM = CLKGDV = 1.

Table 7-63. Switching Characteristics Over Recommended Operating Conditions for McBSP as SPI Master or Slave: CLKSTP = 10b, CLKXP = 0 (1) (2)

(see [Figure](#page-191-0) 7-54)

(1) $P = 1/CPU clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.$

(2) For all SPI Slave modes, CLKG is programmed as $1/6$ of the CPU clock by setting CLKSM = CLKGDV = 1.

(3) $S =$ Sample rate generator input clock = 6P if CLKSM = 1 (P = 1/CPU clock frequency)

 $S =$ Sample rate generator input clock = P_clks if CLKSM = 0 (P_clks = CLKS period)

 $T = CLKX$ period = $(1 + CLKGDV) * S$

H = CLKX high pulse width = (CLKGDV/2 + 1) * S if CLKGDV is even

H = (CLKGDV + 1)/2 * S if CLKGDV is odd

L = CLKX low pulse width = (CLKGDV/2) * S if CLKGDV is even

 $L = (CLKGDV + 1)/2$ * S if CLKGDV is odd

(4) FSRP = FSXP = 1. As a SPI Master, FSX is inverted to provide active-low slave-enable output. As a Slave, the active-low signal input on FSX and FSR is inverted before being used internally. $CLKXM = FSXM = 1$, $CLKRM = FSRM = 0$ for Master McBSP

 $CLKXM = CLKRM = FSXM = FSRM = 0$ for Slave McBSP

(5) FSX should be low before the rising edge of clock to enable Slave devices and then begin a SPI transfer at the rising edge of the Master clock (CLKX).

Figure 7-54. McBSP Timing as SPI Master or Slave: CLKSTP = 10b, CLKXP = 0

Table 7-64. Timing Requirements for McBSP as SPI Master or Slave: CLKSTP = 11b, CLKXP = 0^{(1) (2)} (see [Figure](#page-193-0) 7-55)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(2) For all SPI Slave modes, CLKG is programmed as $1/6$ of the CPU clock by setting CLKSM = CLKGDV = 1.

Table 7-65. Switching Characteristics Over Recommended Operating Conditions for McBSP as SPI Master or Slave: CLKSTP = 11b, CLKXP = 0 (1) (2)

(see [Figure](#page-193-0) 7-55)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(2) For all SPI Slave modes, CLKG is programmed as 1/6 of the CPU clock by setting CLKSM = CLKGDV = 1.

 (3) S = Sample rate generator input clock = 6P if CLKSM = 1 (P = 1/CPU clock frequency)

 $S =$ Sample rate generator input clock = P_clks if CLKSM = 0 (P_clks = CLKS period)

 $T = CLK\dot{x}$ period = $(1 + CLK\dot{G}DV)^*S$

 $H = CLKX$ high pulse width = (CLKGDV/2 + 1) $*$ S if CLKGDV is even

 $H = (CLKGDV + 1)/2$ * S if CLKGDV is odd

 $L = \text{CLKX}$ low pulse width = (CLKGDV/2) $*$ S if CLKGDV is even

 $L = (CLKGDV + 1)/2$ * S if CLKGDV is odd

- (4) $FSRP = FSXP = 1$. As a SPI Master, FSX is inverted to provide active-low slave-enable output. As a Slave, the active-low signal input on FSX and FSR is inverted before being used internally.
	- $CLKXM = FSXM = 1$, $CLKRM = FSRM = 0$ for Master McBSP
	- $CLKXM = CLKRM = FSSM = FSRM = 0$ for Slave McBSP
- (5) FSX should be low before the rising edge of clock to enable Slave devices and then begin a SPI transfer at the rising edge of the Master clock (CLKX).

Figure 7-55. McBSP Timing as SPI Master or Slave: CLKSTP = 11b, CLKXP = 0

Table 7-66. Timing Requirements for McBSP as SPI Master or Slave: CLKSTP = 10b, CLKXP = 1^{(1) (2)} (see [Figure](#page-195-0) 7-56)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(2) For all SPI Slave modes, CLKG is programmed as $1/6$ of the CPU clock by setting CLKSM = CLKGDV = 1.

Table 7-67. Switching Characteristics Over Recommended Operating Conditions for McBSP as SPI Master or Slave: CLKSTP = 10b, CLKXP = 1 (1) (2)

(see [Figure](#page-195-0) 7-56)

(1) $P = 1/CPU clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.$

(2) For all SPI Slave modes, CLKG is programmed as $1/6$ of the CPU clock by setting CLKSM = CLKGDV = 1.

(3) $S =$ Sample rate generator input clock = 6P if CLKSM = 1 (P = 1/CPU clock frequency)

 $S =$ Sample rate generator input clock = P_clks if CLKSM = 0 (P_clks = CLKS period)

 $T = CLKX$ period = $(1 + CLKGDV) * S$

H = CLKX high pulse width = (CLKGDV/2 + 1) * S if CLKGDV is even

H = (CLKGDV + 1)/2 * S if CLKGDV is odd

L = CLKX low pulse width = (CLKGDV/2) * S if CLKGDV is even

 $L = (CLKGDV + 1)/2$ * S if CLKGDV is odd

(4) FSRP = FSXP = 1. As a SPI Master, FSX is inverted to provide active-low slave-enable output. As a Slave, the active-low signal input on FSX and FSR is inverted before being used internally. $CLKXM = FSXM = 1$, $CLKRM = FSRM = 0$ for Master McBSP

 $CLKXM = CLKRM = FSXM = FSRM = 0$ for Slave McBSP

(5) FSX should be low before the rising edge of clock to enable Slave devices and then begin a SPI transfer at the rising edge of the Master clock (CLKX).

Figure 7-56. McBSP Timing as SPI Master or Slave: CLKSTP = 10b, CLKXP = 1

Table 7-68. Timing Requirements for McBSP as SPI Master or Slave: CLKSTP = 11b, CLKXP = 1^{(1) (2)} (see [Figure](#page-197-0) 7-57)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(2) For all SPI Slave modes, CLKG is programmed as $1/6$ of the CPU clock by setting CLKSM = CLKGDV = 1.

Table 7-69. Switching Characteristics Over Recommended Operating Conditions for McBSP as SPI Master or Slave: CLKSTP = 11b, CLKXP = 1 (1) (2)

(see [Figure](#page-197-0) 7-57)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(2) For all SPI Slave modes, CLKG is programmed as 1/6 of the CPU clock by setting CLKSM = CLKGDV = 1.

 (3) S = Sample rate generator input clock = 6P if CLKSM = 1 (P = 1/CPU clock frequency)

 $S =$ Sample rate generator input clock = P_clks if CLKSM = 0 (P_clks = CLKS period)

 $T = CLK\dot{x}$ period = $(1 + CLK\dot{G}DV)^*S$

 $H = CLKX$ high pulse width = (CLKGDV/2 + 1) $*$ S if CLKGDV is even

 $H = (CLKGDV + 1)/2$ * S if CLKGDV is odd

 $L = CLKX$ low pulse width = $(CLKGDV/2)$ * S if CLKGDV is even

L = $(CLKGDV + 1)/2$ * S if CLKGDV is odd

- (4) FSRP = FSXP = 1. As a SPI Master, FSX is inverted to provide active-low slave-enable output. As a Slave, the active-low signal input on FSX and FSR is inverted before being used internally.
	- $CLKXM = FSXM = 1$, $CLKRM = FSRM = 0$ for Master McBSP
	- $CLKXM = CLKRM = FSSM = FSRM = 0$ for Slave McBSP
- (5) FSX should be low before the rising edge of clock to enable Slave devices and then begin a SPI transfer at the rising edge of the Master clock (CLKX).

Figure 7-57. McBSP Timing as SPI Master or Slave: CLKSTP = 11b, CLKXP = 1

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7.14 Ethernet MAC (EMAC)

The Ethernet Media Access Controller (EMAC) module provides an efficient interface between the C6455 DSP core processor and the networked community. The EMAC supports 10Base-T (10 Mbits/second [Mbps]), and 100BaseTX (100 Mbps), in either half- or full-duplex mode, and 1000BaseT (1000 Mbps) in full-duplex mode, with hardware flow control and quality-of-service (QOS) support.

The EMAC module conforms to the IEEE 802.3-2002 standard, describing the "Carrier Sense Multiple Access with Collision Detection (CSMA/CD) Access Method and Physical Layer" specifications. The IEEE 802.3 standard has also been adopted by ISO/IEC and re-designated as ISO/IEC 8802-3:2000(E).

Deviation from this standard, the EMAC module does not use the Transmit Coding Error signal MTXER. Instead of driving the error pin when an underflow condition occurs on a transmitted frame, the EMAC will intentionally generate an incorrect checksum by inverting the frame CRC, so that the transmitted frame will be detected as an error by the network.

The EMAC control module is the main interface between the device core processor, the MDIO module, and the EMAC module. The relationship between these three components is shown in [Figure](#page-198-0) 7-58. The EMAC control module contains the necessary components to allow the EMAC to make efficient use of device memory, plus it controls device interrupts. The EMAC control module incorporates 8K-bytes of internal RAM to hold EMAC buffer descriptors. The relationship between these three components is shown in [Figure](#page-198-0) 7-58.

Figure 7-58. EMAC, MDIO, and EMAC Control Modules

For more detailed information on the EMAC/MDIO, see the TMS320C645x DSP EMAC/MDIO Module Reference Guide (literature number [SPRU975](http://www.ti.com/lit/pdf/SPRU975)) .

7.14.1 EMAC Device-Specific Information

Interface Modes

The EMAC module on the TMS320C6455 device supports four interface modes: Media Independent Interface (MII), Reduced Media Independent Interface (RMII), Gigabit Media Independent Interface (GMII), and Reduced Gigabit Media Independent Interface (RGMII). The MII and GMII interface modes are defined in the IEEE 802.3-2002 standard.

The RGMII mode of the EMAC conforms to the Reduced Gigabit Media Independent Interface (RGMII) Specification (version 2.0). The RGMII mode implements the same functionality as the GMII mode, but with a reduced number of pins. Data and control information is transmitted and received using both edges of the transmit and receive clocks (TXC and RXC).

Note: The EMAC internally delays the transmit clock (TXC) with respect to the transmit data and control pins. Therefore, the EMAC conforms to the RGMII-ID operation of the RGMII specification. However, the EMAC does not delay the receive clock (RXC); this signal must be delayed with respect to the receive data and control pins outside of the DSP.

The RMII mode of the EMAC conforms to the RMII Specification (revision 1.2), as written by the RMII Consortium. As the name implies, the Reduced Media Independent Interface (RMII) mode is a reduced pin count version of the MII mode.

Interface Mode Select

The EMAC uses the same pins for the MII, GMII, and RMII modes. Standalone pins are included for the RGMII mode due to specific voltage requirements. Only one mode can be used at a time. The mode used is selected at device reset based on the MACSEL[1:0] configuration pins (for more detailed information, see [Section](#page-54-0) 3, Device Configuration). [Table](#page-200-0) 7-70 shows which multiplexed pins are used in the MII, GMII, and RMII modes on the EMAC. For a detailed description of these pin functions, see [Table](#page-25-0) 2-3, Terminal Functions.

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Table 7-70. EMAC/MDIO Multiplexed Pins (MII, RMII, and GMII Modes)

Using the RMII Mode of the EMAC

The Ethernet Media Access Controller (EMAC) contains logic that allows it to communicate using the Reduced Media Independent Interface (RMII) protocol. This logic must be taken out of reset before being used. To use the RMII mode of the EMAC follow these steps:

- 1. Enable the EMAC/MDIO through the Device State Control Registers.
	- Unlock the PERCFG0 register by writing 0x0F0A 0B00 to the PERLOCK register.
	- Set bit 4 in the PERCFG0 register within 16 SYSCLK3 clock cycles to enable the EMAC/MDIO.
	- Poll the PERSTAT0 register to verify state change.
- 2. Initialize the EMAC/MDIO as needed.
- 3. Release the RMII logic from reset by clearing the RMII_RST bit of the EMAC Configuration Register (see [Section](#page-68-0) 3.4.5).

As described in the previous section, the RMII mode of the EMAC must be selected by setting $MACSEL[1:0] = 01b$ at device reset.

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Interface Mode Clocking

The on-chip PLL2 and PLL2 Controller generate the clocks to the EMAC module in RGMII or GMII mode. When the EMAC is enabled with these modes, the input clock to the PLL2 Controller (CLKIN2) must have a 25-MHz frequency. For more information, see [Section](#page-146-0) 7.8, PLL2 and PLL2 Controller.

The EMAC uses SYSCLK1 of the PLL2 Controller to generate the necessary clocks for the GMII and RGMII modes. When these modes are used, the frequency of CLKIN2 must be 25 MHz. Also, divider D1 should be programmed to ÷2 mode [default] when using the GMII mode and to ÷5 mode when using the RGMII mode. Divider D1 is software programmable and, if necessary, must be programmed after device reset to ÷5 when the RGMII mode of the EMAC is used.

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7.14.2 EMAC Peripheral Register Descriptions

Table 7-71. Ethernet MAC (EMAC) Control Registers

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Table 7-71. Ethernet MAC (EMAC) Control Registers (continued)

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Table 7-71. Ethernet MAC (EMAC) Control Registers (continued)

Table 7-72. EMAC Statistics Registers

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Table 7-73. EMAC Control Module Registers

Table 7-74. EMAC Descriptor Memory

7.14.3 EMAC Electrical Data/Timing

7.14.3.1 EMAC MII and GMII Electrical Data/Timing

Table 7-75. Timing Requirements for MRCLK - MII and GMII Operation

(see [Figure](#page-206-0) 7-59)

Figure 7-59. MRCLK Timing (EMAC - Receive) [MII and GMII Operation]

Table 7-76. Timing Requirements for MTCLK - MII and GMII Operation

Figure 7-60. MTCLK Timing (EMAC - Transmit) [MII and GMII Operation]

MTCLK (Input)

Figure 7-61. GMTCLK Timing (EMAC - Transmit) [GMII Operation]

Table 7-78. Timing Requirements for EMAC MII and GMII Receive 10/100/1000 Mbit/s(1)

(see [Figure](#page-207-1) 7-62) **-720 -850 A-1000/-1000 NO. -1200 UNIT 1000 Mbps 100/10 Mbps MIN MAX MIN MAX** 1 t_{su(MRXD-MRCLKH)} Setup time, receive selected signals valid before 2 3 8 ns MRCLK high $\frac{1}{2}$ t_{h(MRCLKH-MRXD)} Hold time, receive selected signals valid after $\frac{1}{2}$ 0 and $\frac{2}{3}$ ns and $\frac{3}{2}$ ns

(1) For **MII**, Receive selected signals include: MRXD[3:0], MRXDV, and MRXER. For **GMII**, Receive selected signals include: MRXD[7:0], MRXDV, and MRXER.

Table 7-79. Switching Characteristics Over Recommended Operating Conditions for EMAC MII and GMII Transmit 10/100 Mbit/s(1)

(1) For **MII**, Transmit selected signals include: MTXD[3:0] and MTXEN. For **GMII**, Transmit selected signals include: GMTXD[7:0] and MTXEN.

Figure 7-63. EMAC Transmit Interface Timing [MII and GMII Operation]

Table 7-80. Switching Characteristics Over Recommended Operating Conditions for EMAC GMII Transmit 1000 Mbit/s(1)

(see [Figure](#page-208-1) 7-64)

(1) For **GMII**, Transmit selected signals include: GMTXD[7:0] and MTXEN.

Figure 7-64. EMAC Transmit Interface Timing [GMII Operation]

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7.14.3.2 EMAC RMII Electrical Data/Timing

The RMREFCLK pin is used to source a clock to the EMAC when it is configured for RMII operation. The RMREFCLK frequency should be 50 MHz ±50 PPM with a duty cycle between 35% and 65%, inclusive.

Table 7-81. Timing Requirements for RMREFCLK - RMII Operation

Figure 7-65. RMREFCLK Timing

Table 7-82. Switching Characteristics Over Recommended Operating Conditions for EMAC RMII Transmit 10/100 Mbit/s(1)

Figure 7-66. EMAC Transmit Interface Timing [RMII Operation]

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Table 7-83. Timing Requirements for EMAC RMII Input Receive for 100 Mbps(1)

(1) For RMII, receive selected signals include: RMRXD[1:0], RMRXER, and RMCRSDV.

Figure 7-67. EMAC Receive Interface Timing [RMII Operation]

7.14.3.3 EMAC RGMII Electrical Data/Timing

An extra clock signal, RGREFCLK, running at 125 MHz is included as a convenience to the user. Note that this reference clock is **not** a free-running clock. This should only be used by an external device if it does not expect a valid clock during device reset.

Table 7-84. Switching Characteristics Over Recommended Operating Conditions for EMAC RGREFCLK - RGMII Operation

(see [Figure](#page-211-0) 7-68)

Figure 7-68. RGREFCLK Timing

Table 7-85. Timing Requirements for RGRXC - RGMII Operation

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Table 7-86. Timing Requirements for EMAC RGMII Input Receive for 10/100/1000 Mbps(1)

(1) For RGMII, receive selected signals include: RGRXD[3:0] and RGRXCTL.

A. RGRXC must be externally delayed relative to the data and control pins.

B. Data and control information is received using both edges of the clocks. RGRXD[3:0] carries data bits 3-0 on the rising edge of RGRXC and data bits 7-4 on the falling edge of RGRXC. Similarly, RGRXCTL carries RXDV on rising edge of RGRXC and RXERR on falling edge.

Figure 7-69. EMAC Receive Interface Timing [RGMII Operation]

Table 7-87. Switching Characteristics Over Recommended Operating Conditions for RGTXC - RGMII Operation for 10/100/1000 Mbit/s

Table 7-88. Switching Characteristics Over Recommended Operating Conditions for EMAC RGMII Transmit(1)

(see [Figure](#page-213-0) 7-70)

(1) For RGMII, transmit selected signals include: RGTXD[3:0] and RGTXCTL.

A. RGTXC is delayed internally before being driven to the RGTXC pin.

B. Data and control information is transmitted using both edges of the clocks. RGTXD[3:0] carries data bits 3-0 on the rising edge of RGTXC and data bits 7-4 on the falling edge of RGTXC. Similarly, RGTXCTL carries TXEN on rising edge of RGTXC and TXERR of falling edge.

Figure 7-70. EMAC Transmit Interface Timing [RGMII Operation]

7.14.4 Management Data Input/Output (MDIO)

The Management Data Input/Output (MDIO) module implements the 802.3 serial management interface to interrogate and controls up to 32 Ethernet PHY(s) connected to the device, using a shared two-wire bus. Application software uses the MDIO module to configure the auto-negotiation parameters of each PHY attached to the EMAC, retrieve the negotiation results, and configure required parameters in the EMAC module for correct operation. The module is designed to allow almost transparent operation of the MDIO interface, with very little maintenance from the core processor.

The EMAC control module is the main interface between the device core processor, the MDIO module, and the EMAC module. The relationship between these three components is shown in [Figure](#page-198-0) 7-58.

The MDIO uses the same pins for the MII, GMII, and RMII modes. Standalone pins are included for the RGMII mode due to specific voltage requirements. Only one mode can be used at a time. The mode used is selected at device reset based on the MACSEL[1:0] configuration pins (for more detailed information, see [Section](#page-54-0) 3, Device Configuration). [Table](#page-200-0) 7-70 above shows which multiplexed pin are used in the MII, GMII, and RMII modes on the MDIO.

For more detailed information on the EMAC/MDIO, see the TMS320C645x DSP EMAC/MDIO Module Reference Guide (literature number [SPRU975](http://www.ti.com/lit/pdf/SPRU975)) .

7.14.4.1 MDIO Device-Specific Information

Clocking Information

The MDIO clock is based on a divide-down of the SYSCLK3 (from the PLL1 controller) and is specified to run up to 2.5 MHz, although typical operation is 1.0 MHz. Since the peripheral clock frequency is variable, the application software or driver controls the divide-down amount.

7.14.4.2 MDIO Peripheral Register Descriptions

Table 7-89. MDIO Registers

7.14.4.3 MDIO Electrical Data/Timing

(see [Figure](#page-215-0) 7-71)

Figure 7-71. MDIO Input Timing

Table 7-91. Switching Characteristics Over Recommended Operating Conditions for MDIO Output

Figure 7-72. MDIO Output Timing

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7.15 Timers

The timers can be used to: time events, count events, generate pulses, interrupt the CPU, and send synchronization events to the EDMA3 channel controller.

7.15.1 Timers Device-Specific Information

The C6455 device has two general-purpose timers, Timer0 and Timer1, each of which can be configured as a general-purpose timer or a watchdog timer. When configured as a general-purpose timer, each timer can be programmed as a 64-bit timer or as two separate 32-bit timers.

Each timer is made up of two 32-bit counters: a high counter and a low counter. The timer pins, TINPLx and TOUTLx are connected to the low counter. The high counter does not have any external device pins.

7.15.2 Timers Peripheral Register Descriptions

Table 7-92. Timer 0 Registers

Table 7-93. Timer 1 Registers

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7.15.3 Timers Electrical Data/Timing

Table 7-94. Timing Requirements for Timer Inputs(1)

(see [Figure](#page-217-0) 7-73)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

Table 7-95. Switching Characteristics Over Recommended Operating Conditions for Timer Outputs(1) (see [Figure](#page-217-0) 7-73)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

Figure 7-73. Timer Timing

7.16 Enhanced Viterbi-Decoder Coprocessor (VCP2)

7.16.1 VCP2 Device-Specific Information

The C6455 device has a high-performance embedded coprocessor [Viterbi-Decoder Coprocessor (VCP2) that significantly speeds up channel-decoding operations on-chip. The VCP2 operating at CPU clock divided-by-4 can decode over 694 7.95-Kbps adaptive multi-rate (AMR) $[K = 9, R = 1/3]$ voice channels. The VCP2 supports constraint lengths $K = 5, 6, 7, 8,$ and 9, rates $R = 3/4, 1/2, 1/3, 1/4,$ and 1/5, and flexible polynomials, while generating hard decisions or soft decisions. Communications between the VCP2 and the CPU are carried out through the EDMA3 controller.

The VCP2 supports:

- Unlimited frame sizes
- Code rates 3/4, 1/2, 1/3, 1/4, and 1/5
- Constraint lengths 5, 6, 7, 8, and 9
- Programmable encoder polynomials
- Programmable reliability and convergence lengths
- Hard and soft decoded decisions
- Tail and convergent modes
- Yamamoto logic
- Tail biting logic
- Various input and output FIFO lengths

For more detailed information on the VCP2, see the TMS320C645x DSP Viterbi-Decoder Coprocessor 2 (VCP2) Reference Guide (literature number [SPRU972](http://www.ti.com/lit/pdf/spru972)).

7.16.2 VCP2 Peripheral Register Descriptions

Table 7-96. VCP2 Registers

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Table 7-96. VCP2 Registers (continued)

7.17 Enhanced Turbo Decoder Coprocessor (TCP2)

7.17.1 TCP2 Device-Specific Information

The C6455 device has a high-performance embedded coprocessor [Turbo-Decoder Coprocessor (TCP2) that significantly speeds up channel-decoding operations on-chip. With the CPU operating at 1 GHz, the TCP2 can decode up to forty 384-Kbps or eight 2-Mbps turbo-encoded channels (assuming 8 iterations). The TCP2 implements the max*log-map algorithm and is designed to support all polynomials and rates required by Third-Generation Partnership Projects (3GPP and 3GPP2), with fully programmable frame length and turbo interleaver. Decoding parameters such as the number of iterations and stopping criteria are also programmable. Communications between the TCP2 and the CPU are carried out through the EDMA3 controller.

The TCP2 supports:

- Parallel concatenated convolutional turbo decoding using the MAP algorithm
- All turbo code rates greater than or equal to 1/5
- 3GPP and CDMA2000 turbo encoder trellis
- 3GPP and CDMA2000 block sizes in standalone mode
- Larger block sizes in shared processing mode
- Both max log MAP and log MAP decoding
- Sliding windows algorithm with variable reliability and prolog lengths
- The prolog reduction algorithm
- Execution of a minimum and maximum number of iterations
- The SNR stopping criteria algorithm
- The CRC stopping criteria algorithm

For more detailed information on the TCP2, see the TMS320C645x DSP Turbo-Decoder Coprocessor 2 (TCP2) Reference Guide (literature number [SPRU973\)](http://www.ti.com/lit/pdf/spru973).

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7.17.2 TCP2 Peripheral Register Descriptions

Table 7-97. TCP2 Registers

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7.18 Peripheral Component Interconnect (PCI)

The C6455 DSP supports connections to a PCI backplane via the integrated PCI master/slave bus interface. The PCI port interfaces to DSP internal resources via the data switched central resource. The data switched central resource is described in more detail in [Section](#page-76-0) 4.

For more detailed information on the PCI port peripheral module, see the TMS320C645x DSP Peripheral Component Interconnect (PCI) User's Guide (literature number [SPRUE60](http://www.ti.com/lit/pdf/sprue60)) .

7.18.1 PCI Device-Specific Information

The PCI peripheral on the C6455 DSP conforms to the PCI Local Bus Specification (version 2.3). The PCI peripheral can act both as a PCI bus master and as a target. It supports PCI bus operation of speeds up to 66 MHz and uses a 32-bit data/address bus.

On the C6455 device, the pins of the PCI peripheral are multiplexed with the pins of the HPI , UTOPIA, and GPIO peripherals. PCI functionality for these pins is controlled (enabled/disabled) by the PCI_EN pin (Y29). The maximum speed of the PCI, 33 MHz or 66 MHz, is controlled through the PCI66 pin (U27). For more detailed information on the peripheral control, see [Section](#page-54-0) 3, Device Configuration.

The C6455 device provides an initialization mechanism through which the default values for some of the PCI configuration registers can be read from an I2C EEPROM. [Table](#page-221-0) 7-98 shows the registers which can be initialized through the PCI auto-initialization. Also shown is the default value of these registers when PCI auto-initialization is not used. PCI auto-initialization is controlled (enabled/disabled) through the PCI EEAI pin (P25). For more information on this feature, see the TMS320C645x DSP Peripheral Component Interconnect (PCI) User's Guide (literature number [SPRUE60\)](http://www.ti.com/lit/pdf/sprue60) and the TMS320C645x Bootloader User's Guide (literature number [SPRUEC6](http://www.ti.com/lit/pdf/spruec6)) .

Table 7-98. Default Values for PCI Configuration Registers

The on-chip Bootloader supports a host boot which allows an external PCI device to load application code into the DSP's memory space. The PCI boot is terminated when the Host generates a DSP interrupt. The Host can generate a DSP interrupt through the PCI peripheral by setting the DSPINT bit in the Back-End Application Interrupt Enable Set Register (PCIBINTSET) and the Status Set Register (PCISTATSET). For more information on the boot sequence of the C6455 DSP, see [Section](#page-12-0) 2.4.

NOTE

After the host boot is complete, the DSP interrupt is registered in bit 0 (channel 0) of the EDMA Event Register (ER). This event must be cleared by software before triggering transfers on DMA channel 0.

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7.18.2 PCI Peripheral Register Descriptions

Table 7-100. PCI Back-End Configuration Registers

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Table 7-100. PCI Back-End Configuration Registers (continued)

Table 7-101. DSP-to-PCI Address Translation Registers

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Table 7-101. DSP-to-PCI Address Translation Registers (continued)

Table 7-103. PCI External Memory Space

[TMS320C6455](http://www.ti.com/product/tms320c6455?qgpn=tms320c6455)

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Table 7-103. PCI External Memory Space (continued)

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7.18.3 PCI Electrical Data/Timing

Texas Instruments (TI) has performed the simulation and system characterization to ensure that the PCI peripheral meets all AC timing specifications as required by the PCI Local Bus Specification (version 2.3). The AC timing specifications are not reproduced here. For more information on the AC timing specifications, see section 4.2.3, Timing Specification (33 MHz timing), and section 7.6.4, Timing Specification (66 MHz timing), of the PCI Local Bus Specification (version 2.3). Note that the C6455 PCI peripheral only supports 3.3-V signaling.

7.19 UTOPIA

7.19.1 UTOPIA Device-Specific Information

The Universal Test and Operations PHY Interface for ATM (UTOPIA) peripheral is a 50 MHz, 8-Bit Slaveonly interface. The UTOPIA is more simplistic than the Ethernet MAC, in that the UTOPIA is serviced directly by the EDMA3 controller. The UTOPIA peripheral contains two, two-cell FIFOs, one for transmit and one for receive, with which to buffer up data sent/received across the pins. There is a transmit and a receive event to the EDMA3 channel controller to enable servicing.

For more detailed information on the UTOPIA peripheral, see the TMS320C645x DSP Universal Test and Operations PHY Interface for ATM 2 (UTOPIA2) User's Guide (literature number [SPRUE48\)](http://www.ti.com/lit/pdf/sprue48).

7.19.2 UTOPIA Peripheral Register Descriptions

Table 7-104. UTOPIA Registers

Table 7-105. UTOPIA Data Queues (Receive and Transmit) Registers

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7.19.3 UTOPIA Electrical Data/Timing

Table 7-106. Timing Requirements for UXCLK(1)

(see [Figure](#page-229-0) 7-74)

(1) The reference points for the rise and fall transitions are measured at V_{IL} MAX and V_{IH} MIN.

Figure 7-74. UXCLK Timing

(1) The reference points for the rise and fall transitions are measured at V_{II} MAX and V_{IH} MIN.

Figure 7-75. URCLK Timing

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Table 7-108. Timing Requirements for UTOPIA Slave Transmit

(see [Figure](#page-230-0) 7-76)

Table 7-109. Switching Characteristics Over Recommended Operating Conditions for UTOPIA Slave Transmit Cycles

(see [Figure](#page-230-0) 7-76)

A. The UTOPIA Slave module has signals that are middle-level signals indicating a high-impedance state (i.e., the UXCLAV and UXSOC signals).

Figure 7-76. UTOPIA Slave Transmit Timing(A)

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Table 7-110. Timing Requirements for UTOPIA Slave Receive

(see [Figure](#page-231-0) 7-77)

Table 7-111. Switching Characteristics Over Recommended Operating Conditions for UTOPIA Slave Receive Cycles

A. The UTOPIA Slave module has signals that are middle-level signals indicating a high-impedance state (i.e., the URCLAV and URSOC signals).

Figure 7-77. UTOPIA Slave Receive Timing(A)

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7.20 Serial RapidIO (SRIO) Port

The SRIO port on the C6455 device is a high-performance, low pin-count interconnect aimed for embedded markets. The use of the Rapid I/O interconnect in a baseband board design can create a homogeneous interconnect environment, providing even more connectivity and control among the components. Rapid I/O is based on the memory and device addressing concepts of processor buses where the transaction processing is managed completely by hardware. This enables the Rapid I/O interconnect to lower the system cost by providing lower latency, reduced overhead of packet data processing, and higher system bandwidth, all of which are key for wireless interfaces. The Rapid I/O interconnect offers very low pin-count interfaces with scalable system bandwidth based on 10-Gigabit per second (Gbps) bidirectional links.

The PHY part of the RIO consists of the physical layer and includes the input and output buffers (each serial link consists of a differential pair), the 8-bit/10-bit encoder/decoder, the PLL clock recovery, and the parallel-to-serial/serial-to-parallel converters.

The RapidIO interface should be designed to operate at a data rate of 3.125 Gbps per differential pair. This equals 12.5 raw GBaud/s for the 4x RapidIO port, or approximately 9 Gbps data throughput rate.

7.20.1 Serial RapidIO Device-Specific Information

The approach to specifying interface timing for the SRIO Port is different than on other interfaces such as EMIF, HPI, and McBSP. For these other interfaces the device timing was specified in terms of data manual specifications and I/O buffer information specification (IBIS) models.

For the C6455 SRIO Port, Texas Instruments (TI) provides a printed circuit board (PCB) solution showing two DSPs connected via a 4x SRIO link directly to the user. TI has performed the simulation and system characterization to ensure all SRIO interface timings in this solution are met. The complete SRIO system solution is documented in the Implementing Serial RapidIO PCB Layout on a TMS320C6455 Hardware Design application report (literature number [SPRAAA8](http://www.ti.com/lit/pdf/spraaa8)).

TI only supports designs that follow the board design guidelines outlined in the [SPRAAA8](http://www.ti.com/lit/pdf/spraaa8) application report.

The Serial RapidIO peripheral is a master peripheral in the C6455 DSP. It conforms to the RapidIO™ Interconnect Specification, Part VI: Physical Layer 1x/4x LP-Serial Specification, Revision 1.2.

If the SRIO peripheral is not used, the SRIO reference clock inputs and SRIO link pins can be left unconnected. If the SRIO peripheral is enabled but not all links are used, the pins of the unused links can be left unconnected and no terminations are needed. For more information, see the TMS320C6455 Design Guide and Comparisons to TMS320TC6416T application report (literature number [SPRAA89](http://www.ti.com/lit/pdf/spraa89)).

7.20.2 Serial RapidIO Peripheral Register Descriptions

Table 7-112. RapidIO Control Registers

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[TMS320C6455](http://www.ti.com/product/tms320c6455?qgpn=tms320c6455)

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Table 7-112. RapidIO Control Registers (continued)

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Table 7-112. RapidIO Control Registers (continued)

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Table 7-112. RapidIO Control Registers (continued)

[TMS320C6455](http://www.ti.com/product/tms320c6455?qgpn=tms320c6455)

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Table 7-112. RapidIO Control Registers (continued)

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Table 7-112. RapidIO Control Registers (continued)

7.20.3 Serial RapidIO Electrical Data/Timing

The Implementing Serial RapidIO PCB Layout on a TMS320CTI6482 Hardware Design application report (literature number [SPRAAA8\)](http://www.ti.com/lit/pdf/spraaa8) specifies a complete printed circuit board (PCB) solution for the C6455 as well as a list of compatible SRIO devices showing two DSPs connected via a 4x SRIO link. TI has performed the simulation and system characterization to ensure all SRIO interface timings in this solution are met; therefore, no electrical data/timing information is supplied here for this interface.

TI only supports designs that follow the board design guidelines outlined in the [SPRAAA8](http://www.ti.com/lit/pdf/spraaa8) application report.

7.21 General-Purpose Input/Output (GPIO)

7.21.1 GPIO Device-Specific Information

On the C6455 device, the GPIO peripheral pins GP[15:8] and GP[3:0] are muxed with the UTOPIA, PCI, and McBSP1 peripheral pins and the SYSCLK4 signal. For more detailed information on device/peripheral configuration and the C6455 device pin muxing, see [Section](#page-54-0) 3, Device Configuration.

7.21.2 GPIO Peripheral Register Descriptions

Table 7-113. GPIO Registers

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7.21.3 GPIO Electrical Data/Timing

Table 7-114. Timing Requirements for GPIO Inputs(1) (2)

(see [Figure](#page-245-0) 7-78)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(2) The pulse width given is sufficient to generate a CPU interrupt or an EDMA event. However, if a user wants to have the DSP recognize the GPIx changes through software polling of the GPIO register, the GPIx duration must be extended to at least 24P to allow the DSP enough time to access the GPIO register through the CFGBUS.

Table 7-115. Switching Characteristics Over Recommended Operating Conditions for GPIO Outputs(1)

(see [Figure](#page-245-0) 7-78)

(1) $P = 1/CPU$ clock frequency in ns. For example, when running parts at 1000 MHz, use $P = 1$ ns.

(2) This parameter value should not be used as a maximum performance specification. Actual performance of back-to-back accesses of the GPIO is dependent upon internal bus activity.

Figure 7-78. GPIO Port Timing

7.22 Emulation Features and Capability

7.22.1 Advanced Event Triggering (AET)

The C6455 device supports Advanced Event Triggering (AET). This capability can be used to debug complex problems as well as understand performance characteristics of user applications. AET provides the following capabilities:

- **Hardware Program Breakpoints:** specify addresses or address ranges that can generate events such as halting the processor or triggering the trace capture.
- **Data Watchpoints:** specify data variable addresses, address ranges, or data values that can generate events such as halting the processor or triggering the trace capture.
- **Counters:** count the occurrence of an event or cycles for performance monitoring.
- **State Sequencing:** allows combinations of hardware program breakpoints and data watchpoints to precisely generate events for complex sequences.

For more information on AET, see the following documents:

Using Advanced Event Triggering to Find and Fix Intermittent Real-Time Bugs application report (literature number [SPRA753\)](http://www.ti.com/lit/pdf/spra753)

Using Advanced Event Triggering to Debug Real-Time Problems in High Speed Embedded Microprocessor Systems application report (literature number [SPRA387\)](http://www.ti.com/lit/pdf/spra387)

7.22.2 Trace

The C6455 device supports Trace. Trace is a debug technology that provides a detailed, historical account of application code execution, timing, and data accesses. Trace collects, compresses, and exports debug information for analysis. Trace works in real-time and does not impact the execution of the system.

For more information on board design guidelines for Trace Advanced Emulation, see the *Emulation and* Trace Headers Technical Reference Manual (literature number [SPRU655\)](http://www.ti.com/lit/pdf/SPRU655).

 $(500$ [Figure](#page-247-0) $7-79$)

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7.22.3 IEEE 1149.1 JTAG

7.22.3.1 JTAG Device-Specific Information

7.22.3.1.1 IEEE 1149.1 JTAG Compatibility Statement

For maximum reliability, the C6455 DSP includes an internal pulldown (IPD) on the $\overline{\text{TRST}}$ pin to ensure that TRST will always be asserted upon power up and the DSP's internal emulation logic will always be properly initialized when this pin is not routed out. JTAG controllers from Texas Instruments actively drive TRST high. However, some third-party JTAG controllers may not drive TRST high but expect the use of an external pullup resistor on TRST. When using this type of JTAG controller, assert TRST to initialize the DSP after powerup and externally drive TRST high before attempting any emulation or boundary scan operations.

7.22.4 JTAG Peripheral Register Descriptions

7.22.5 JTAG Electrical Data/Timing

Table 7-116. Timing Requirements for JTAG Test Port

Table 7-117. Switching Characteristics Over Recommended Operating Conditions for JTAG Test Port (see [Figure](#page-247-0) 7-79)

Figure 7-79. JTAG Test-Port Timing

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8 Mechanical Data

8.1 Thermal Data

[Table](#page-248-0) 8-1 shows the thermal resistance characteristics for the PBGA - CTZ/GTZ/ZTZ mechanical package.

(1) m/s = meters per second

8.2 Packaging Information

The following packaging information reflects the most current released data available for the designated device(s). This data is subject to change without notice and without revision of this document.

PACKAGING INFORMATION

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(1) The marketing status values are defined as follows: **ACTIVE:** Product device recommended for new designs. **LIFEBUY:** TI has announced that the device will be discontinued, and a lifetime-buy period is in effect. **NRND:** Not recommended for new designs. Device is in production to support existing customers, but TI does not recommend using this part in a new design. **PREVIEW:** Device has been announced but is not in production. Samples may or may not be available. **OBSOLETE:** TI has discontinued the production of the device.

⁽²⁾ RoHS: TI defines "RoHS" to mean semiconductor products that are compliant with the current EU RoHS requirements for all 10 RoHS substances, including the requirement that RoHS substance do not exceed 0.1% by weight in homogeneous materials. Where designed to be soldered at high temperatures, "RoHS" products are suitable for use in specified lead-free processes. TI may reference these types of products as "Pb-Free".

RoHS Exempt: TI defines "RoHS Exempt" to mean products that contain lead but are compliant with EU RoHS pursuant to a specific EU RoHS exemption.

Green: TI defines "Green" to mean the content of Chlorine (CI) and Bromine (Br) based flame retardants meet JS709B low halogen requirements of <=1000ppm threshold. Antimony trioxide based flame retardants must also meet the <=1000ppm threshold requirement.

(3) MSL, Peak Temp. - The Moisture Sensitivity Level rating according to the JEDEC industry standard classifications, and peak solder temperature.

(4) There may be additional marking, which relates to the logo, the lot trace code information, or the environmental category on the device.

(5) Multiple Device Markings will be inside parentheses. Only one Device Marking contained in parentheses and separated by a "~" will appear on a device. If a line is indented then it is a continuation of the previous line and the two combined represent the entire Device Marking for that device.

⁽⁶⁾ Lead/Ball Finish - Orderable Devices mav have multiple material finish options. Finish options are separated by a vertical ruled line. Lead/Ball Finish values may wrap to two lines if the finish value exceeds the maximum column width.

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ZTZ (S-PBGA-N697)

PLASTIC BALL GRID ARRAY

- All linear dimensions are in millimeters. NOTES: A.
	- This drawing is subject to change without notice. В.
	- C. Thermally enhanced plastic package with heat slug (HSL).
	- D. Flip chip application only.
	- E. This is a Pb-free solder ball design.

GTZ (S-PBGA-N697)

PLASTIC BALL GRID ARRAY

- NOTES: A. All linear dimensions are in millimeters.
	- This drawing is subject to change without notice. В.
	- Thermally enhanced plastic package with heat slug (HSL). $C.$
	- D. Flip chip application only.
	- E. This is leaded solder ball design.

CTZ (S-PBGA-N697)

PLASTIC BALL GRID ARRAY

- NOTES: A. All linear dimensions are in millimeters.
	- This drawing is subject to change without notice. В.
	- Thermally enhanced plastic package with heat slug (HSL). $C.$
	- D. Flip chip application only.
	- E. Pb-free die bump and solder ball.

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