Data Sheet

AT&T Microelectronics

WE® DSP32C Digital Signal Processor

Introduction

AT&T is the industry leader in floating-point digital signal processing. AT&T's DSP32 architecture was introduced in 1985 and is now the accepted standard in the speech, signal processing, telecommunications, and graphics application areas.

The new DSP32C device offers more than twice the throughput of the DSP32 while offering pin, source code, and object code upward compatibility. In addition to powerful DSP devices, AT&T offers application support to its customers. Application support is supplied by field engineers, application notes, application software, and a 24-hour bulletin board.

Software and hardware development tools are available from both AT&T and third parties to speed development schedules. The DSP32C product family offers high processing power, ease of use, and excellent development support.

Description

The *WE* DSP32C Digital Signal Processor is a 32-bit, floating-point, programmable integrated circuit. As the second generation to the DSP32, it has access to a large base of both software and hardware support.

The DSP32C is fabricated in AT&T's high-speed, low-power CMOS technology. Packaging options include a standard 133-pin, square pin-grid-array (PGA) package; a 164-pin, JDEC standard plastic-quad-flat-pack (PQFP) package; and a 68-pin, plastic leaded chip carrier (PLCC) package.

Two execution units, the control arithmetic unit (CAU) and the data arithmetic unit (DAU), operate in parallel to achieve high throughput. The CAU performs 16- or 24-bit fixed-point arithmetic for logic and control functions. This unit, which includes 22 general-purpose registers, can execute 12.5 million instructions per second. The DAU performs 32-bit floating-point arithmetic for signal processing functions. Four 40-bit accumulators are used as inputs/outputs to a floating-point multiplier and a floating-point adder that work in parallel to perform 25 million computations per second.

Table 1. DSP32C Products

Product	RAM	ROM	External Memory Interface	Package
ROM Version	2 - 0.5K x 32	4K x 32	Yes	133 PGA 164 PQFP
ROMless Version	3 - 0.5K x 32	None	Yes	133 PGA 164 PQFP
EMIless Version	4 - 0.5K x 32	None	No	68 PLCC

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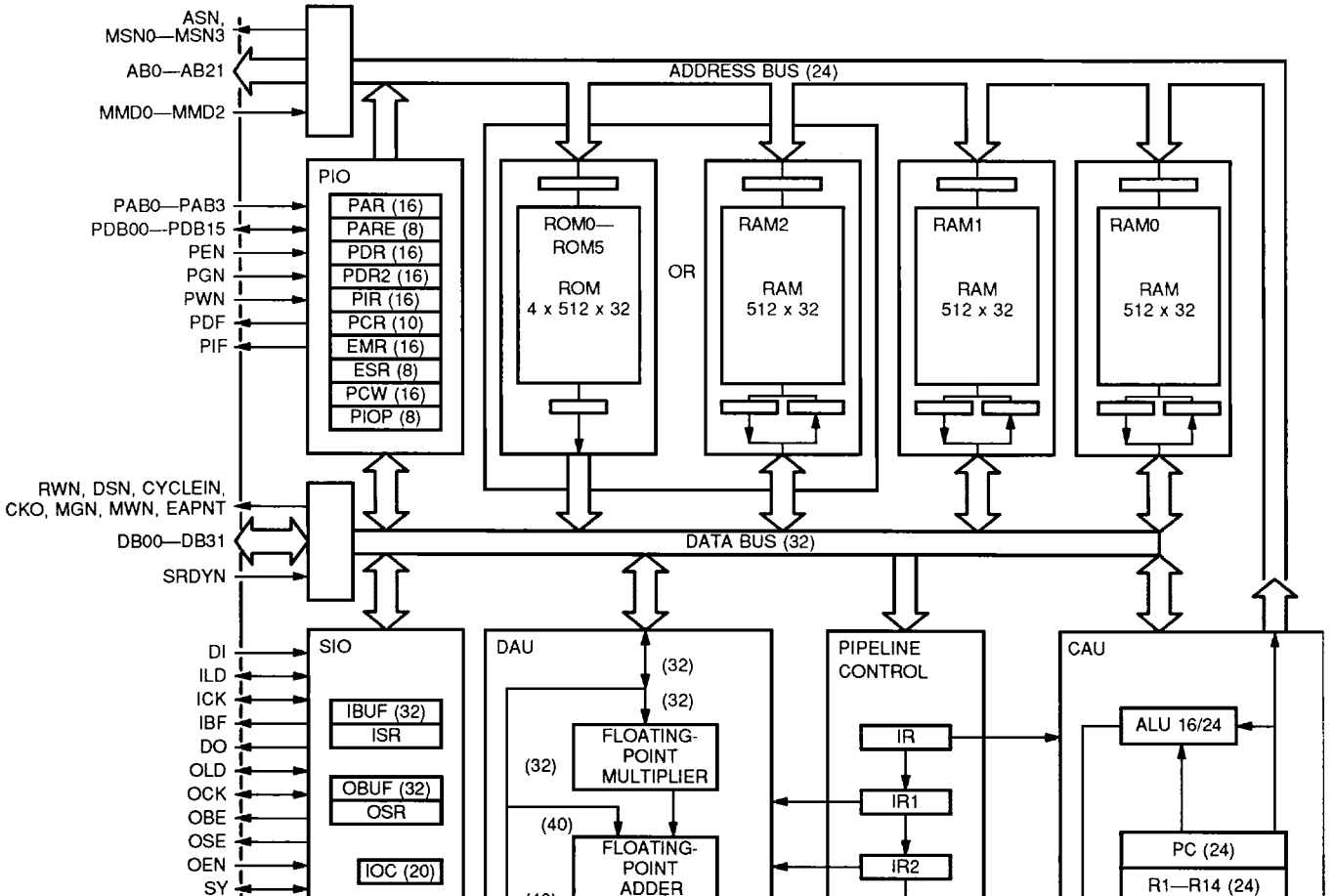
Description (continued)

Table 2. Features and Benefits of the DSP32C

Features	Benefits
Full 32-bit floating-point architecture — Increased precision & dynamic range	Simplifies program development Provides faster time to market Much easier algorithm development Opens up new application possibilities
All instructions are single-cycle — No multicycle branches	Allows more complex functions or a greater number of simultaneous functions to be implemented
Four memory accesses per instruction cycle — Exceptional memory bandwidth	Eliminates memory accessing bottlenecks
C-like assembly language	Easy to learn/excellent readability
Serial and parallel ports with DMA — High bandwidth, non-intrusive I/O	Clean interface to external devices Lower system cost
Hardware data format conversions — IEEE P754 Floating-Point — Integer conversions: 8 bit 16 bit 24 bit — μ-Law/A-Law conversions	Eliminates lengthy software routines Permits shared data with host processor or other platforms Increased throughput in: — Graphics and image processing — Applications with 16-bit data — HQ digital audio and control applications — Telecom and speech applications
Fully vectored interrupt structure with hardware context save	Allows very fast interrupt processing (up to 2 million interrupts/s)
Byte-addressable address space	Efficient storage of 8- and 16-bit data Lower system cost
Flexible wait-state facility — Each wait-state is 1/4 instruction cycle — Two independent external memory speed partitions	Greater memory speed selection flexibility than conventional full-cycle wait-states Allows mixing of slow and fast memory Optimizes system speed/cost requirements

Description (continued)

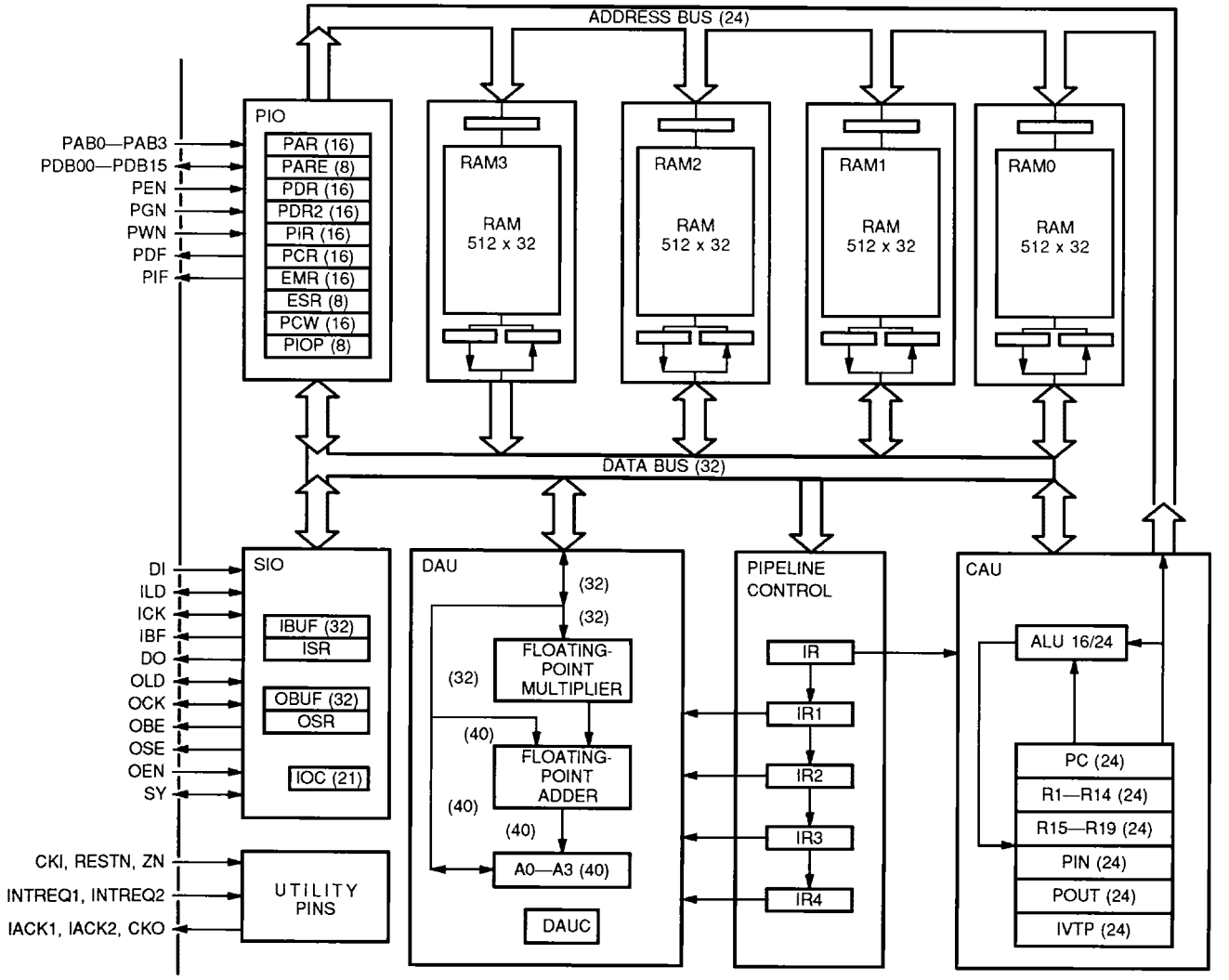


LEGEND*:					
A0—A3	Accumulators 0—3	**ISR**	Input shift register	**PDR2**	PIO data register 2
ALU	Arithmetic logic unit	**IVTP**	Interrupt vector table pointer	**PIN**	Serial DMA input pointer
CAU	Control arithmetic unit	**OBUF**	Output buffer	**PIO**	Parallel I/O unit
DAU	Data arithmetic unit	**OSR**	Output shift register	**PIOP**	Parallel I/O port register
DAUC	DAU control register	**PAR**	PIO address register	**PIR**	PIO interrupt register
EMR	Error mask register	**PARE**	PIO address register extended	**POUT**	Serial DMA output pointer
ESR	Error source register	**PC**	Program counter	**R1—R19**	Registers 1—19
IBUF	Input buffer	**PCR**	PIO control register	**RAM**	Read/write memory
IOC	Input/output control register	**PCW**	Processor control word	**ROM**	Read-only memory
IR	Instruction register	**PDR**	PIO data register	**SIO**	Serial I/O unit
IR1—IR4	Instruction register pipeline				

* For a detailed description, see Architecture.

Figure 1. Block Diagram of the DSP32C (ROM & ROMless Version)

Description (continued)



LEGEND*:					
A0—A3	Accumulators 0—3	**IR1—IR4**	Instruction register pipeline	**PDR**	PIO data register
ALU	Arithmetic logic unit	**ISR**	Input shift register	**PDR2**	PIO data register 2
CAU	Control arithmetic unit	**IVTP**	Interrupt vector table pointer	**PIN**	Serial DMA input pointer
DAU	Data arithmetic unit	**OBUF**	Output buffer	**PIO**	Parallel I/O unit
DAUC	DAU control register	**OSR**	Output shift register	**PIOP**	Parallel I/O port register
EMR	Error mask register	**PAR**	PIO address register	**PIR**	PIO interrupt register
ESR	Error source register	**PARE**	PIO address register extended	**POUT**	Serial DMA output pointer
IBUF	Input buffer	**PC**	Program counter	**R1—R19**	Registers 1—19
IOC	Input/output control register	**PCR**	PIO control register	**RAM**	Read/write memory
IR	Instruction register	**PCW**	Processor control word	**SIO**	Serial I/O unit

* For a detailed description, see Architecture.

Figure 2. Block Diagram of the DSP32C (EMIless Version)

Pin Information

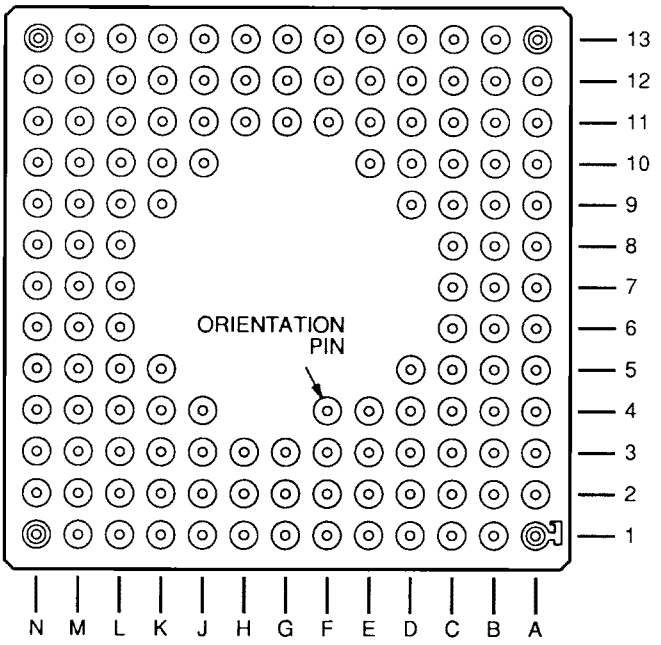


Figure 3. 133-Pin Square PGA Diagram (Bottom View)

Pin Information (continued)

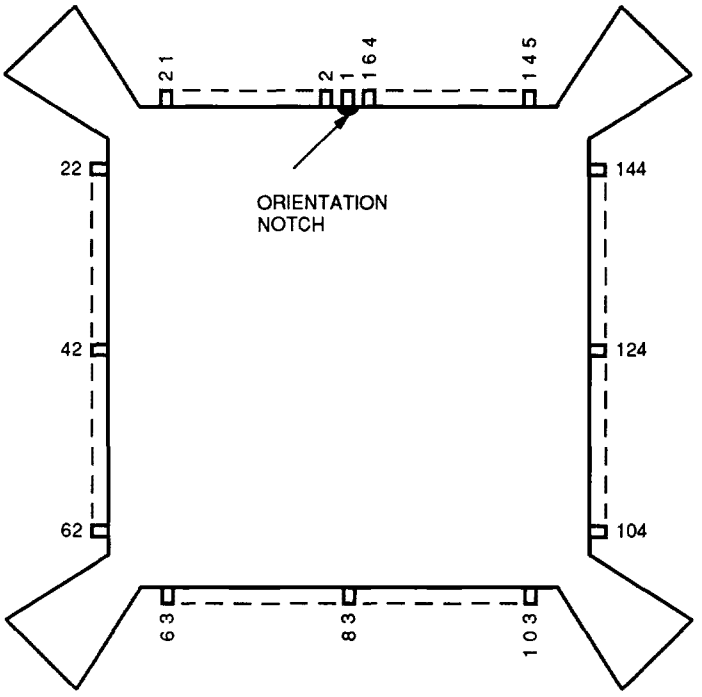


Figure 4. 164-Pin Plastic-Quad-Flat-Pack Package (Top View)

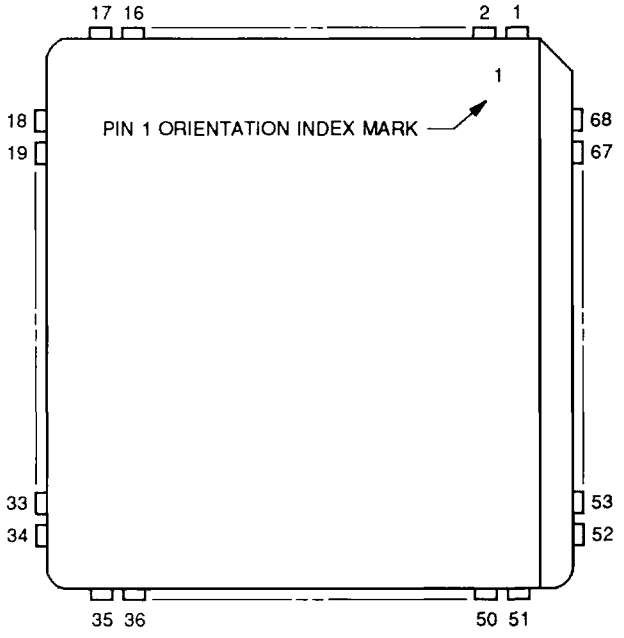


Figure 5. 68-Pin Plastic Leaded Chip Carrier (Top View)

Pin Information (continued)

Pins by Functional Group Order

Table 3. DSP32C Pin Descriptions

Pin (PLCC)	Pin (PQFP)	Pin (PGA)	Symbol	Type*	Name/Description
—	108	D13	AB00	O(3)	External Memory Address Bus — Bit 0.
—	110	D12	AB01		External Memory Address Bus — Bit 1.
—	111	C13	AB02		External Memory Address Bus — Bit 2.
—	112	C12	AB03		External Memory Address Bus — Bit 3.
—	114	B13	AB04		External Memory Address Bus — Bit 4.
—	115	B12	AB05		External Memory Address Bus — Bit 5.
—	118	A13	AB06		External Memory Address Bus — Bit 6.
—	120	A12	AB07		External Memory Address Bus — Bit 7.
—	123	B11	AB08		External Memory Address Bus — Bit 8.
—	122	A11	AB09		External Memory Address Bus — Bit 9.
—	124	B10	AB10		External Memory Address Bus — Bit 10.
—	127	A10	AB11		External Memory Address Bus — Bit 11.
—	128	A9	AB12		External Memory Address Bus — Bit 12.
—	130	A8	AB13		External Memory Address Bus — Bit 13.
—	131	B6	AB14		External Memory Address Bus — Bit 14.
—	132	C7	AB15		External Memory Address Bus — Bit 15.
—	126	B8	AB16		External Memory Address Bus — Bit 16.
—	119	C8	AB17		External Memory Address Bus — Bit 17.
—	116	C9	AB18		External Memory Address Bus — Bit 18.
—	107	C10	AB19		External Memory Address Bus — Bit 19.
—	100	D10	AB20		External Memory Address Bus — Bit 20.
—	106	E10	AB21		External Memory Address Bus — Bit 21.
—	152	A2	DB00	I/O(3)	External Memory Data Bus — Bit 0.
—	153	A1	DB01		External Memory Data Bus — Bit 1.
—	154	B3	DB02		External Memory Data Bus — Bit 2.
—	156	B2	DB03		External Memory Data Bus — Bit 3.
—	157	B1	DB04		External Memory Data Bus — Bit 4.
—	158	C2	DB05		External Memory Data Bus — Bit 5.
—	160	C1	DB06		External Memory Data Bus — Bit 6.
—	161	D3	DB07		External Memory Data Bus — Bit 7.
—	162	D2	DB08		External Memory Data Bus — Bit 8.
—	164	D1	DB09		External Memory Data Bus — Bit 9.
—	2	E2	DB10		External Memory Data Bus — Bit 10.
—	5	E1	DB11		External Memory Data Bus — Bit 11.
—	3	F3	DB12		External Memory Data Bus — Bit 12.
—	6	F2	DB13		External Memory Data Bus — Bit 13.

* I = Input; O = Output; (3) = 3-state.

Pin Information (continued)

Pins by Functional Group Order (continued)

Table 3. DSP32C Pin Descriptions (continued)

Pin (PLCC)	Pin (PQFP)	Pin (PGA)	Symbol	Type*	Name/Description
—	7	F1	DB14	I/O(3)	**External Memory Data Bus — Bit 14.**
—	9	G2	DB15		**External Memory Data Bus — Bit 15.**
—	10	G1	DB16		**External Memory Data Bus — Bit 16.**
—	11	H3	DB17		**External Memory Data Bus — Bit 17.**
—	13	H2	DB18		**External Memory Data Bus — Bit 18.**
—	14	H1	DB19		**External Memory Data Bus — Bit 19.**
—	15	J2	DB20		**External Memory Data Bus — Bit 20.**
—	27	J1	DB21		**External Memory Data Bus — Bit 21.**
—	25	K3	DB22		**External Memory Data Bus — Bit 22.**
—	29	K2	DB23		**External Memory Data Bus — Bit 23.**
—	31	K1	DB24		**External Memory Data Bus — Bit 24.**
—	32	L2	DB25		**External Memory Data Bus — Bit 25.**
—	33	L1	DB26		**External Memory Data Bus — Bit 26.**
—	37	M3	DB27		**External Memory Data Bus — Bit 27.**
—	36	M2	DB28		**External Memory Data Bus — Bit 28.**
—	35	M1	DB29		**External Memory Data Bus — Bit 29.**
—	39	N2	DB30		**External Memory Data Bus — Bit 30.**
—	40	N1	DB31		**External Memory Data Bus — Bit 31.**
—	104	—	EAPN	O(3)	**External Access Pending.** Indicates that the DSP32C has an external access pending but does not have ownership of its bus.
—	101	E12	MMD0	I	**Memory Mode — Bit 0.**
—	99	E13	MMD1		**Memory Mode — Bit 1.**
—	148	E4	MMD2		**Memory Mode — Bit 2.** MMD0 and MMD1 select the address location of memory resources (see Memory Configuration).
—	134	A7	MSN0	O(3)	**Memory Select — Bit 0.**
—	135	A6	MSN1		**Memory Select — Bit 1.**
—	138	A5	MSN2		**Memory Select — Bit 2.**
—	140	A4	MSN3		**Memory Select — Bit 3.** MSN0—MSN3 (Active-low) select individual bytes 0, 1, 2, or 3 of memory addressed by the external memory address bus.
—	142	A3	MGN/ EAPN	O(3)	**Memory Output Enable/External Access Pending (Active-Low).** When PCW8 = 0, MGN indicates that memory output should be placed on the external memory data bus. When PCW8 = 1, EAPN indicates that the DSP32C has an external access pending but does not have ownership of its bus.
—	139	B4	MWN	O(3)	**Memory Write (Active-Low).** Controls data writes to memory.

* I = Input; O = Output; (3) = 3-state.

Pin Information (continued)

Pins by Functional Group Order (continued)

Table 3. DSP32C Pin Descriptions (continued)

Pin (PLCC)	Pin (PQFP)	Pin (PGA)	Symbol	Type*	Name/Description
—	136	C6	ASN	O(3)	**Address Strobe (Active-Low).** Indicates a valid address on the address bus.
—	143	C5	DSN	O(3)	**Data Strobe (Active-Low).** During a read transaction, DSN indicates that data may be placed on the data bus. During a write transaction, DSN indicates that valid data is present on the data bus.
—	144	C4	CYCLEIN	O(3)	**Cycle Initiate (Active-Low).** Indicates the beginning of a valid external memory transaction.
—	150	D4	RWN	O(3)	**Read/Write.** If HIGH, memory transaction is a read, and, if LOW, memory transaction is a write.
—	149	F4	SRDYN	I	**Synchronous Ready (Active-Low).** Indicates to the DSP32C that the memory transaction may be completed.
—	28	L6	BREQN	I	**Bus Request (Active-Low).** When asserted, the DSP32C places data, address, and control signals in the high-impedance state.
—	19	K5	BRACKN	O(3)	**Bus Request Acknowledge (Active-Low).** Indicates that the DSP32C has relinquished its address, data, and control lines, and that the external processor may access the external memory of the DSP32C.
29	24	L5	INTREQ1	I	**Interrupt Request 1 (Active-Low).** Higher priority external interrupt. Maskable in the PCW register.
28	23	L4	INTREQ2	I	**Interrupt Request 2 (Active-Low).** Lower priority external interrupt. Maskable in the PCW register.
16	18	K4	IACK1	O(3)	**Interrupt Acknowledge 1.** Indicates the servicing of interrupt request 1.
15	17	J4	IACK2	O(3)	**Interrupt Acknowledge 2.** Indicates the servicing of interrupt request 2.
3	82	1	PDB00	I/O(3)	**Parallel Data Bus — Bit 0.**
4	80	K12	PDB01		**Parallel Data Bus — Bit 1.**
6	79	K11	PDB02		**Parallel Data Bus — Bit 2.**
7	78	L13	PDB03		**Parallel Data Bus — Bit 3.**
8	76	L12	PDB04		**Parallel Data Bus — Bit 4.**
11	75	M13	PDB05		**Parallel Data Bus — Bit 5.**
12	74	M12	PDB06		**Parallel Data Bus — Bit 6.**
13	72	M11	PDB07		**Parallel Data Bus — Bit 7.**

* I = Input; O = Output; (3) = 3-state.

Pin Information (continued)

Pins by Functional Group Order (continued)

Table 3. DSP32C Pin Descriptions (continued)

Pin (PLCC)	Pin (PQFP)	Pin (PGA)	Symbol	Type*	Name/Description
40	66	J10	PDB08/ PIOP0	I/O(3)	**Parallel Data Bus — Bit 8/PIO Port — Bit 0.**
41	67	K10	PDB09/ PIOP1		**Parallel Data Bus — Bit 9/PIO Port — Bit 1.**
43	68	L10	PDB10/ PIOP2		**Parallel Data Bus — Bit 10/PIO Port — Bit 2.**
44	61	N11	PDB11/ PIOP3		**Parallel Data Bus — Bit 11/PIO Port — Bit 3.**
46	60	M10	PDB12/ PIOP4		**Parallel Data Bus — Bit 12/PIO Port — Bit 4.**
47	59	L9	PDB13/ PIOP5		**Parallel Data Bus — Bit 13/PIO Port — Bit 5.**
49	53	L8	PDB14/ PIOP6		**Parallel Data Bus — Bit 14/PIO Port — Bit 6.**
50	52	L7	PDB15/ PIOP7		**Parallel Data Bus — Bit 15/PIO Port — Bit 7.**
31 32 33 36	89 91 92 84	H13 G12 G13 J12	PAB0 PAB1 PAB2 PAB3 (PACK)†	I	**Processor Address Bus — Bit 0.** **Processor Address Bus — Bit 1.** **Processor Address Bus — Bit 2.** **Processor Address Bus — Bit 3.** PAB0—PAB3 are decoded to select the appropriate PIO register.
23	85	J13	PEN	I	**Processor Interface Enable (Active-Low).** When active, PEN allows a read or a write of the PIO data bus (PDB).
22	87	H12	PGN	I	**Processor Read Enable (Active-Low).** Allows an external microprocessor to read data from the selected PIO register.
21	88	H11	PWN	I	**Processor Write Enable (Active-Low).** When active, enables on-chip registers to be written to by an external microprocessor.
20	70	N12	PIF (PINT)‡	O(3)	**Parallel Interrupt Full.** Interrupt to µP. PIF is set when a nonmasked error occurs, or when the DSP32C or an external microprocessor writes to PIR, and bit 2 of PCR is set; PIF is cleared when ESR or PIR is read by the µP, or PIR is read by the DSP32C.
19	71	N13	PDF	O(3)	**Parallel Data Full.** Set when PDR is written to by the DSP32C or an external microprocessor; cleared when PDR is read by the DSP32C or an external microprocessor.

* I = Input; O = Output; (3) = 3-state.
† PAB3 is labeled PACK in the DSP32.
‡ PIF is labeled PINT in the DSP32.

Pin Information (continued)

Pins by Functional Group Order (continued)

Table 3. DSP32C Pin Descriptions (continued)

Pin (PLCC)	Pin (PQFP)	Pin (PGA)	Symbol	Type*	Name/Description
53	57	N10	DI	I	**Data Input.** Serial input PCM data.
61	47	N6	IBF	O(3)	**Input Buffer Full.** Indicates state of input buffer (IBUF). IBF is cleared when IBUF is loaded onto the data bus by the DSP32C.
54	56	N9	ICK	I/O(3)	**Input Clock.** Clock for serial PCM input data. In internal mode, ICK is an output; in external mode, ICK is an input, depending on the IOC register.
55	55	N8	ILD	I/O(3)	**Input Load.** Clock for loading input buffer from serial-to-parallel converter. In internal mode, ILD is an output; in external mode, ILD is an input, depending on the IOC register.
65	43	M4	DO	O(3)	**Data Output.** Serial output PCM data. 3-stated when OEN is set.
62	45	N5	OBE	O(3)	**Output Buffer Empty.** Indicates the state of serial PCM output buffer (OBUF). OBE is cleared when OBUF is written to by the DSP32C.
57	51	M8	OCK	I/O(3)	**Output Clock.** Clock for serial PCM output data. In internal mode, OCK is an output; in external mode, OCK is an input, depending on the IOC register.
58	49	N7	OLD	I/O(3)	**Output Load.** Clock for loading parallel-to-serial converter from OBUF. In internal mode, OLD is an output; in external mode, OLD is an input, depending on the IOC register.
63	44	N4	OSE	O(3)	**Output Shift Register Empty.** Indicates end of serial transmission. OLD-complemented and delayed by the number of bits in the transmission, as set by the IOC register.
66	41	N3	OEN	I	**Output Enable (Active-Low).** Enables DO for output. When high, DO is 3-stated.
59	48	M6	SY	I/O(3)	**Synchronization.** Internal Mode (Output) – DSP32C provides frame sync. External Mode (Input) – frame sync is provided to the DSP32C. (May also be used as a general-purpose status pin when configured in external mode.)
26	96	D11	CKI	I	**Clock In.** System clock.
24	93	F11	CKO	O(3)	**Clock Out.** Buffered clock at the same frequency as CKI. Synchronizes external devices to the DSP32C.

* I = Input; O = Output; (3) = 3-state.

Pin Information (continued)

Pins by Functional Group Order (continued)

Table 3. DSP32C Pin Descriptions (continued)

Pin (PLCC)	Pin (PQFP)	Pin (PGA)	Symbol	Type*	Name/Description
38	95	F12	RESTN	I	**Reset (Active-Low).** Controls the DSP32C run/halt state. A low level causes entry into the halt state. The low-to-high transition causes the reset sequence. Reset sequence stores PC in r14; clears PC, IOC, ESR; and sets EMR to mask all errors. The PCR register bits, except PCR0, are cleared; PCR0 is set. CAU and DAU condition flags and the DAUC register are not affected by reset. The PCW register is set to generate two or more wait-states (depending on SRDYN signal) for external memory.
37	97	F13	ZN	I(R)	**3-State (Active-Low).** When active, all DSP32C output pins are 3-stated. When not connected, ZN is inactive. Used for power-on reset.
5, 9, 18, 27, 39, 48, 60, 68	8, 16, 26, 34, 42, 50, 58, 69, 77, 86, 94, 105, 113, 121, 129, 137, 147, 155, 163	B7, E3, E11, J3, J11, M7	V_{DD}	P	**+5 V.**
1,10, 14, 17, 25, 30, 34, 35, 42, 45, 51, 52, 56, 64	4, 12, 22, 30, 38, 46, 54, 65, 73, 81, 90, 98, 109, 117, 125, 133, 141, 151, 159	B5, B9, C3, C11, D5, D9, G3, G11, K9, L3, L11, M5, M9	V_{SS}	P	**Ground.**

* I = Input; O = Output; P = Power; (R) = On-chip pull-up resistor.

Pin Information (continued)

Pins by Numerical Order

Table 4. DSP32C Pin Descriptions – PGA Package

Pin	Symbol	Type*	Name
A1	DB01	I/O(3)	External Memory Data Bus — Bit 1.
A2	DB00	I/O(3)	External Memory Data Bus — Bit 0.
A3	MGN/ EAPN	O(3)	Memory Output Enable/External Access Pending.
A4	MSN3	O(3)	Memory Select — Bit 3.
A5	MSN2	O(3)	Memory Select — Bit 2.
A6	MSN1	O(3)	Memory Select — Bit 1.
A7	MSN0	O(3)	Memory Select — Bit 0.
A8	AB13	O(3)	External Memory Address Bus — Bit 13.
A9	AB12	O(3)	External Memory Address Bus — Bit 12.
A10	AB11	O(3)	External Memory Address Bus — Bit 11.
A11	AB09	O(3)	External Memory Address Bus — Bit 9.
A12	AB07	O(3)	External Memory Address Bus — Bit 7.
A13	AB06	O(3)	External Memory Address Bus — Bit 6.
B1	DB04	I/O(3)	External Memory Data Bus — Bit 4.
B2	DB03	I/O(3)	External Memory Data Bus — Bit 3.
B3	DB02	I/O(3)	External Memory Data Bus — Bit 2.
B4	MWN	O(3)	Memory Write.
B5	V_{SS}	P	Ground.
B6	AB14	O(3)	External Memory Address Bus — Bit 14.
B7	V_{DD}	P	+5 V.
B8	AB16	O(3)	External Memory Address Bus — Bit 16.
B9	V_{SS}	P	Ground.
B10	AB10	O(3)	External Memory Address Bus — Bit 10.
B11	AB08	O(3)	External Memory Address Bus — Bit 8.
B12	AB05	O(3)	External Memory Address Bus — Bit 5.
B13	AB04	O(3)	External Memory Address Bus — Bit 4.
C1	DB06	I/O(3)	External Memory Data Bus — Bit 6.
C2	DB05	I/O(3)	External Memory Data Bus — Bit 5.
C3	V_{SS}	P	Ground.
C4	CYCLEIN	O(3)	Cycle Initiate.
C5	DSN	O(3)	Data Strobe.
C6	ASN	O(3)	Address Strobe.

* I = Input; O = Output; P = Power; (3) = 3-state

Pin Information (continued)

Pins by Numerical Order (continued)

Table 4. DSP32C Pin Descriptions – PGA Package (continued)

Pin	Symbol	Type*	Name
C7	AB15	O(3)	External Memory Address Bus — Bit 15.
C8	AB17	O(3)	External Memory Address Bus — Bit 17.
C9	AB18	O(3)	External Memory Address Bus — Bit 18.
C10	AB19	O(3)	External Memory Address Bus — Bit 19.
C11	Vss	P	Ground.
C12	AB03	O(3)	External Memory Address Bus — Bit 3.
C13	AB02	O(3)	External Memory Address Bus — Bit 2.
D1	DB09	I/O(3)	External Memory Data Bus — Bit 9.
D2	DB08	I/O(3)	External Memory Data Bus — Bit 8.
D3	DB07	I/O(3)	External Memory Data Bus — Bit 7.
D4	RWN	O(3)	Read/Write.
D5	Vss	P	Ground.
D9	Vss	P	Ground.
D10	AB20	O(3)	External Memory Address Bus — Bit 20.
D11	CKI	I	Clock In.
D12	AB01	O(3)	External Memory Address Bus — Bit 1.
D13	AB00	O(3)	External Memory Address Bus — Bit 0.
E1	DB11	I/O(3)	External Memory Data Bus — Bit 11.
E2	DB10	I/O(3)	External Memory Data Bus — Bit 10.
E3	VDD	P	+5 V.
E4	MMD2	I	Memory Mode — Bit 2.
E10	AB21	O(3)	External Memory Address Bus — Bit 21.
E11	VDD	P	+5 V.
E12	MMD0	I	Memory Mode — Bit 0.
E13	MMD1	I	Memory Mode — Bit 1.
F1	DB14	I/O(3)	External Memory Data Bus — Bit 14.
F2	DB13	I/O(3)	External Memory Data Bus — Bit 13.
F3	DB12	I/O(3)	External Memory Data Bus — Bit 12.
F4	SRDYN	I	Synchronous Ready.
F11	CKO	O(3)	Clock Out.
F12	RESTN	I	Reset.
F13	ZN	I(R)	3-state.

* I = Input; O = Output; P = Power; (3) = 3-state; (R) = On-chip pull-up.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 4. DSP32C Pin Descriptions – PGA Package (continued)

Pin	Symbol	Type*	Name
G1	DB16	I/O(3)	External Memory Data Bus — Bit 16.
G2	DB15	I/O(3)	External Memory Data Bus — Bit 15.
G3	Vss	P	Ground.
G11	Vss	P	Ground.
G12	PAB1	I	Processor Address Bus — Bit 1.
G13	PAB2	I	Processor Address Bus — Bit 2.
H1	DB19	I/O(3)	External Memory Data Bus — Bit 19.
H2	DB18	I/O(3)	External Memory Data Bus — Bit 18.
H3	DB17	I/O(3)	External Memory Data Bus — Bit 17.
H11	PWN	I	Processor Write Enable.
H12	PGN	I	Processor Read Enable.
H13	PAB0	I	Processor Address Bus — Bit 0.
J1	DB21	I/O(3)	External Memory Data Bus — Bit 21.
J2	DB20	I/O(3)	External Memory Data Bus — Bit 20.
J3	VDD	P	+5 V.
J4	IACK2	O(3)	Interrupt Acknowledge 2.
J10	PDB08/ PIOP0	I/O(3)	Parallel Data Bus — Bit 8/PIO Port — Bit 0.
J11	VDD	P	+5 V.
J12	PAB3 (PACK)†	I	Processor Address Bus — Bit 3.
J13	PEN	I	Processor Interface Enable.
K1	DB24	I/O(3)	External Memory Data Bus — Bit 24.
K2	DB23	I/O(3)	External Memory Data Bus — Bit 23.
K3	DB22	I/O(3)	External Memory Data Bus — Bit 22.
K4	IACK1	O(3)	Interrupt Acknowledge 1.
K5	BRACKN	O(3)	Bus Request Acknowledge.
K9	Vss	P	Ground.
K10	PDB09/ PIOP1	I/O(3)	Parallel Data Bus — Bit 9/PIO Port — Bit 1.
K11	PDB02	I/O(3)	Parallel Data Bus — Bit 2.
K12	PDB01	I/O(3)	Parallel Data Bus — Bit 1.
K13	PDB00	I/O(3)	Parallel Data Bus — Bit 0.

* I = Input; O = Output; P = Power; (3) = 3-state.
† PAB3 is labeled PACK in the DSP32.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 4. DSP32C Pin Descriptions – PGA Package (continued)

Pin	Symbol	Type*	Name
L1	DB26	I/O(3)	**External Memory Data Bus — Bit 26.**
L2	DB25	I/O(3)	**External Memory Data Bus — Bit 25.**
L3	Vss	P	**Ground.**
L4	INTREQ2	I	**Interrupt Request 2.**
L5	INTREQ1	I	**Interrupt Request 1.**
L6	BREQN	I	**Bus Request.**
L7	PDB15/ PIOP7	I/O(3)	**Parallel Data Bus — Bit 15/PIO Port — Bit 7.**
L8	PDB14/ PIOP6	I/O(3)	**Parallel Data Bus — Bit 14/PIO Port — Bit 6.**
L9	PDB13/ PIOP5	I/O(3)	**Parallel Data Bus — Bit 13/PIO Port — Bit 5.**
L10	PDB10/ PIOP2	I/O(3)	**Parallel Data Bus — Bit 10/PIO Port — Bit 2.**
L11	Vss	P	**Ground.**
L12	PDB04	I/O(3)	**Parallel Data Bus — Bit 4.**
L13	PDB03	I/O(3)	**Parallel Data Bus — Bit 3.**
M1	DB29	I/O(3)	**External Memory Data Bus — Bit 29.**
M2	DB28	I/O(3)	**External Memory Data Bus — Bit 28.**
M3	DB27	I/O(3)	**External Memory Data Bus — Bit 27.**
M4	DO	O(3)	**Data Output.**
M5	Vss	P	**Ground.**
M6	SY	I/O(3)	**Synchronization.**
M7	VDD	P	**+5 V.**
M8	OCK	I/O(3)	**Output Clock.**
M9	Vss	P	**Ground.**
M10	PDB12/ PIOP4	I/O(3)	**Parallel Data Bus — Bit 12/PIO Port — Bit 4.**
M11	PDB07	I/O(3)	**Parallel Data Bus — Bit 7.**
M12	PDB06	I/O(3)	**Parallel Data Bus — Bit 6.**
M13	PDB05	I/O(3)	**Parallel Data Bus — Bit 5.**
N1	DB31	I/O(3)	**External Memory Data Bus — Bit 31.**
N2	DB30	I/O(3)	**External Memory Data Bus — Bit 30.**
N3	OEN	I	**Output Enable.**
N4	OSE	O(3)	**Output Shift Register Empty.**

* I = Input; O = Output; P = Power; (3) = 3-state.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 4. DSP32C Pin Descriptions – PGA Package (continued)

Pin	Symbol	Type*	Name
N5	OBE	O(3)	Output Buffer Empty.
N6	IBF	O(3)	Input Buffer Full.
N7	OLD	I/O(3)	Output Load.
N8	ILD	I/O(3)	Input Load.
N9	ICK	I/O(3)	Input Clock.
N10	DI	I	Data Input.
N11	PDB11/ PIOP3	I/O(3)	Parallel Data Bus — Bit 11/PIO Port — Bit 3.
N12	PIF (PINT)†	O(3)	Parallel Input Full.
N13	PDF	O(3)	Parallel Data Full.

* I = Input; O = Output; (3) = 3-state.
† PIF is labeled PINT in the DSP32.

Table 5. DSP32C Pin Descriptions – PQFP Package

Pin	Symbol	Type*	Name
1	—	NC	—
2	DB10	I/O(3)	External Memory Data Bus — Bit 10.
3	DB12	I/O(3)	External Memory Data Bus — Bit 12.
4	V_{SS}	P	Ground.
5	DB11	I/O(3)	External Memory Data Bus — Bit 11.
6	DB13	I/O(3)	External Memory Data Bus — Bit 13.
7	DB14	I/O(3)	External Memory Data Bus — Bit 14.
8	V_{DD}	P	+5 V.
9	DB15	I/O(3)	External Memory Data Bus — Bit 15.
10	DB16	I/O(3)	External Memory Data Bus — Bit 16.
11	DB17	I/O(3)	External Memory Data Bus — Bit 17.
12	V_{SS}	P	Ground.
13	DB18	I/O(3)	External Memory Data Bus — Bit 18.
14	DB19	I/O(3)	External Memory Data Bus — Bit 19.
15	DB20	I/O(3)	External Memory Data Bus — Bit 20.
16	V_{DD}	P	+5 V.
17	IACK2	O(3)	Interrupt Acknowledge 2.
18	IACK1	O(3)	Interrupt Acknowledge 1.

* I = Input; O = Output; P = Power; NC = No connection; (3) = 3-state.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 5. DSP32C Pin Descriptions – PQFP Package (continued)

Pin	Symbol	Type*	Name
19	BRACKN	O(3)	Bus Request Acknowledge.
20	—	NC	—
21	—	NC	—
22	VSS	P	Ground.
23	INTREQ2	I	Interrupt Request 2.
24	INTREQ1	I	Interrupt Request 1.
25	DB22	I/O(3)	External Memory Data Bus — Bit 22.
26	VDD	P	+5 V.
27	DB21	I/O(3)	External Memory Data Bus — Bit 21.
28	BREQN	I	Bus Request.
29	DB23	I/O(3)	External Memory Data Bus — Bit 23.
30	VSS	P	Ground.
31	DB24	I/O(3)	External Memory Data Bus — Bit 24.
32	DB25	I/O(3)	External Memory Data Bus — Bit 25.
33	DB26	I/O(3)	External Memory Data Bus — Bit 26.
34	VDD	P	+5 V.
35	DB29	I/O(3)	External Memory Data Bus — Bit 29.
36	DB28	I/O(3)	External Memory Data Bus — Bit 28.
37	DB27	I/O(3)	External Memory Data Bus — Bit 27.
38	VSS	P	Ground.
39	DB30	I/O(3)	External Memory Data Bus — Bit 30.
40	DB31	I/O(3)	External Memory Data Bus — Bit 31.
41	OEN	I	Output Enable.
42	VDD	P	+5 V.
43	DO	O(3)	Data Output.
44	OSE	O(3)	Output Shift Register Empty.
45	OBE	O(3)	Output Buffer Empty.
46	VSS	P	Ground.
47	IBF	O(3)	Input Buffer Full.
48	SY	I/O(3)	Synchronization.
49	OLD	I/O(3)	Output Load.
50	VDD	P	+5 V.
51	OCK	I/O(3)	Output Clock.

* I = Input; O = Output; P = Power; NC = No connection; (3) = 3-state.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 5. DSP32C Pin Descriptions – PQFP Package (continued)

Pin	Symbol	Type*	Name
52	PDB15	I/O(3)	**Parallel Data Bus — Bit 15.**
53	PDB14	I/O(3)	**Parallel Data Bus — Bit 14.**
54	VSS	P	**Ground.**
55	ILD	I/O(3)	**Input Load.**
56	ICK	I/O(3)	**Input Clock.**
57	DI	I	**Data Input.**
58	VDD	P	**+5 V.**
59	PDB13	I/O(3)	**Parallel Data Bus — Bit 13.**
60	PDB12	I/O(3)	**Parallel Data Bus — Bit 12.**
61	PDB11	I/O(3)	**Parallel Data Bus — Bit 11.**
62	—	NC	—
63	—	NC	—
64	—	NC	—
65	VSS	P	**Ground.**
66	PDB08	I/O(3)	**Parallel Data Bus — Bit 8.**
67	PDB09	I/O(3)	**Parallel Data Bus — Bit 9.**
68	PDB10	I/O(3)	**Parallel Data Bus — Bit 10.**
69	VDD	P	**+5 V.**
70	PIF (PINT)†	O(3)	**Parallel Interrupt Full.**
71	PDF	O(3)	**Parallel Data Full.**
72	PDB07	I/O(3)	**Parallel Data Bus — Bit 7.**
73	VSS	P	**Ground.**
74	PDB06	I/O(3)	**Parallel Data Bus — Bit 6.**
75	PDB05	I/O(3)	**Parallel Data Bus — Bit 5.**
76	PDB04	I/O(3)	**Parallel Data Bus — Bit 4.**
77	VDD	P	**+5 V.**
78	PDB03	I/O(3)	**Parallel Data Bus — Bit 3.**
79	PDB02	I/O(3)	**Parallel Data Bus — Bit 2.**
80	PDB01	I/O(3)	**Parallel Data Bus — Bit 1.**
81	VSS	P	**Ground.**
82	PDB00	I/O(3)	**Parallel Data Bus — Bit 0.**

* I = Input; O = Output; P = Power; NC = No connection; (3) = 3-state.
† PIF is labeled PINT in the DSP32.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 5. DSP32C Pin Descriptions – PQFP Package (continued)

Pin	Symbol	Type*	Name
83	—	NC	—
84	PAB3 (PACK)†	I	**Processor Address Bus — Bit 3.**
85	PEN	I	**Processor Interface Enable.**
86	VDD	P	**+5 V.**
87	PGN	I	**Processor Read Enable.**
88	PWN	I	**Processor Write Enable.**
89	PAB0	I	**Processor Address Bus — Bit 0.**
90	Vss	P	**Ground.**
91	PAB1	I	**Processor Address Bus — Bit 1.**
92	PAB2	I	**Processor Address Bus — Bit 2.**
93	CKO	O(3)	**Clock Out.**
94	VDD	P	**+5 V.**
95	RESTN	I	**Reset.**
96	CKI	I	**Clock In.**
97	ZN	I(R)	**3-State.**
98	Vss	P	**Ground.**
99	MMD1	I	**Memory Mode — Bit 1.**
100	AB20	O(3)	**External Memory Address Bus — Bit 20.**
101	MMD0	I	**Memory Mode — Bit 0.**
102	—	NC	—
103	—	NC	—
104	EAPN	O(3)	**External Access Pending.**
105	VDD	P	**+5 V.**
106	AB21	O(3)	**External Memory Address Bus — Bit 21.**
107	AB19	O(3)	**External Memory Address Bus — Bit 19.**
108	AB00	O(3)	**External Memory Address Bus — Bit 0.**
109	Vss	P	**Ground.**
110	AB01	O(3)	**External Memory Address Bus — Bit 1.**
111	AB02	O(3)	**External Memory Address Bus — Bit 2.**
112	AB03	O(3)	**External Memory Address Bus — Bit 3.**
113	VDD	P	**+5 V.**
114	AB04	O(3)	**External Memory Address Bus — Bit 4.**
115	AB05	O(3)	**External Memory Address Bus — Bit 5.**

* I = Input; O = Output; P = Power; NC = No connection; (3) = 3-state; (R) = On-chip pull-up.
† PAB3 is labeled PACK in the DSP32.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 5. DSP32C Pin Descriptions – PQFP Package (continued)

Pin	Symbol	Type*	Name
116	AB18	O(3)	**External Memory Address Bus — Bit 18.**
117	Vss	P	**Ground.**
118	AB06	O(3)	**External Memory Address Bus — Bit 6.**
119	AB17	O(3)	**External Memory Address Bus — Bit 17.**
120	AB07	O(3)	**External Memory Address Bus — Bit 7.**
121	VDD	P	**+5 V.**
122	AB09	O(3)	**External Memory Address Bus — Bit 9.**
123	AB08	O(3)	**External Memory Address Bus — Bit 8.**
124	AB10	O(3)	**External Memory Address Bus — Bit 10.**
125	Vss	P	**Ground.**
126	AB16	O(3)	**External Memory Address Bus — Bit 16.**
127	AB11	O(3)	**External Memory Address Bus — Bit 11.**
128	AB12	O(3)	**External Memory Address Bus — Bit 12.**
129	VDD	P	**+5 V.**
130	AB13	O(3)	**External Memory Address Bus — Bit 13.**
131	AB14	O(3)	**External Memory Address Bus — Bit 14.**
132	AB15	O(3)	**External Memory Address Bus — Bit 15.**
133	Vss	P	**Ground.**
134	MSN0	O(3)	**Memory Select — Bit 0.**
135	MSN1	O(3)	**Memory Select — Bit 1.**
136	ASN	O(3)	**Address Strobe.**
137	VDD	P	**+5 V.**
138	MSN2	O(3)	**Memory Select — Bit 2.**
139	MWN	O(3)	**Memory Write.**
140	MSN3	O(3)	**Memory Select — Bit 3.**
141	Vss	P	**Ground.**
142	MGN	O(3)	**Memory Output Enable/External Access Pending.**
143	DSN	O(3)	**Data Strobe.**
144	CYCLEIN	O(3)	**Cycle Initiate.**
145	—	NC	—
146	—	NC	—
147	VDD	P	**+5 V.**

* I = Input; O = Output; P = Power; NC = No connection; (3) = 3-state.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 5. DSP32C Pin Descriptions – PQFP Package (continued)

Pin	Symbol	Type*	Name
148	MMD2	I	**Memory Mode — Bit 2.**
149	SRDYN	I	**Synchronous Ready.**
150	RWN	O(3)	**Read/Write.**
151	Vss	P	**Ground.**
152	DB00	I/O(3)	**External Memory Data Bus — Bit 0.**
153	DB01	I/O(3)	**External Memory Data Bus — Bit 1.**
154	DB02	I/O(3)	**External Memory Data Bus — Bit 2.**
155	VDD	P	**+5 V.**
156	DB03	I/O(3)	**External Memory Data Bus — Bit 3.**
157	DB04	I/O(3)	**External Memory Data Bus — Bit 4.**
158	DB05	I/O(3)	**External Memory Data Bus — Bit 5.**
159	Vss	P	**Ground.**
160	DB06	I/O(3)	**External Memory Data Bus — Bit 6.**
161	DB07	I/O(3)	**External Memory Data Bus — Bit 7.**
162	DB08	I/O(3)	**External Memory Data Bus — Bit 8.**
163	VDD	P	**+5 V.**
164	DB09	I/O(3)	**External Memory Data Bus — Bit 9.**

* I = Input; O = Output; P = Power; NC = No connection; (3) = 3-state.

Table 6. DSP32C Pin Descriptions – PLCC Package

Pin	Symbol	Type*	Name
1	Vss	P	**Ground.**
2	NC	—	**No Connection.**
3	PDB00	I/O(3)	**Parallel Data Bus — Bit 0.**
4	PDB01	I/O(3)	**Parallel Data Bus — Bit 1.**
5	VDD	P	**+5 V.**
6	PDB02	I/O(3)	**Parallel Data Bus — Bit 2.**
7	PDB03	I/O(3)	**Parallel Data Bus — Bit 3.**
8	PDB04	I/O(3)	**Parallel Data Bus — Bit 4.**
9	VDD	P	**+5 V.**
10	Vss	P	**Ground.**

* I = Input; O = Output; P = Power; (3) = 3-state; NC = No Connection.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 6. DSP32C Pin Descriptions – PLCC Package (continued)

Pin	Symbol	Type*	Name
11	PDB05	I/O(3)	**Parallel Data Bus — Bit 5.**
12	PDB06	I/O(3)	**Parallel Data Bus — Bit 6.**
13	PDB07	I/O(3)	**Parallel Data Bus — Bit 7.**
14	Vss	P	**Ground.**
15	IACK2	O(3)	**Interrupt Acknowledge 2.**
16	IACK1	O(3)	**Interrupt Acknowledge 1.**
17	Vss	P	**Ground.**
18	VDD	P	**+5 V.**
19	PDF	O(3)	**Parallel Data Full.**
20	PIF (PINT)†	O(3)	**Parallel Interrupt Full.**
21	PWN	I	**Processor Write Enable.**
22	PGN	I	**Processor Read Enable.**
23	PEN	I	**Processor Read Enable.**
24	CKO	O(3)	**Clock Out.**
25	Vss	P	**Ground.**
26	CKI	I	**Clock In.**
27	VDD	P	**+5 V.**
28	INTREQ2	I	**Interrupt Request 2.**
29	INTREQ1	I	**Interrupt Request 1.**
30	Vss	P	**Ground.**
31	PAB0	I	**Processor Address Bus — Bit 0.‡**
32	PAB1	I	**Processor Address Bus — Bit 1.‡**
33	PAB2	I	**Processor Address Bus — Bit 2.‡**
34	Vss	P	**Ground.**
35	Vss	P	**Ground.**
36	PAB3 (PACK)†	I	**Processor Address Bus — Bit 3.‡**
37	ZN	I(R)	**3-State.**
38	RESTN	I	**Reset.**
39	VDD	P	**+5 V.**
40	PDB08	I/O(3)	**Parallel Data Bus — Bit 8.**
41	PDB09	I/O(3)	**Parallel Data Bus — Bit 9.**
42	Vss	P	**Ground.**
43	PDB10	I/O(3)	**Parallel Data Bus — Bit 10.**
44	PDB11	I/O(3)	**Parallel Data Bus — Bit 11.**

* I = Input; O = Output; P = Power; (3) = 3-state; NC = No Connection; (R) = On-chip pull-up.
† PIF is labeled PINT in the DSP32C. PAB3 is labeled PACK in the DSP32C.
‡ PAB0, PAB1, PAB2, and PAB3 are decoded to select the appropriate PIO register.

Pin Information (continued)

Pins by Numerical Order (continued)

Table 6. DSP32C Pin Descriptions – PLCC Package (continued)

Pin	Symbol	Type*	Name
45	VSS	P	**Ground.**
46	PDB12	I/O(3)	**Parallel Data Bus — Bit 12.**
47	PDB13	I/O(3)	**Parallel Data Bus — Bit 13.**
48	VDD	P	**+5 V.**
49	PDB14	I/O(3)	**Parallel Data Bus — Bit 14.**
50	PDB15	I/O(3)	**Parallel Data Bus — Bit 15.**
51	VSS	P	**Ground.**
52	VSS	P	**Ground.**
53	DI	I	**Data Input.**
54	ICK	I/O(3)	**Input Clock.**
55	ILD	I/O(3)	**Input Load.**
56	VSS	P	**Ground.**
57	OCK	I/O(3)	**Output Clock.**
58	OLD	I/O(3)	**Output Load.**
59	SY	I/O(3)	**Synchronization.**
60	VDD	P	**+5 V.**
61	IBF	O(3)	**Input Buffer Full.**
62	OBE	O(3)	**Output Buffer Empty.**
63	OSE	O(3)	**Output Shift Register Empty.**
64	VSS	P	**Ground.**
65	DO	O(3)	**Data Output.**
66	OEN	I	**Output Enable.**
67	NC	—	**No Connection.**
68	VDD	P	**+5 V.**

* I = Input; O = Output; P = Power; (3) = 3-state; NC = No Connection.

Architecture

The DSP32C architecture is being used today to solve a wide variety of complex problems. A large set of general-purpose registers simplifies assembly language programming and allows very efficient compiler implementations.

Both internal and external memory are treated as a general resource allowing the programmer to freely mix both programs and/or data within the 16 Mbyte address space. Three options are available for internal memory. The first offers 1,536 words of RAM, the second offers 1,024 words of RAM and 4,096 words of ROM, and the third offers 2,048 words of RAM. ROM may be mask-programmed with user supplied programs or data; or the ROM based device may be purchased with a pre-encoded ROM which includes the DSP32C-AL Application Library, a built-in self-test (BIST) program, a burn-in program, and a boot from EPROM program.

In addition to its powerful number crunching capabilities and flexible memory organization, the DSP32C offers many features that allow it to be easily and quickly integrated into real world systems.

A block diagram of the DSP32C appears in Figure 1 (ROM and ROMless version) and Figure 2 (EMIless version). The following subsections describe the components shown in the diagrams.

Control Arithmetic Unit (CAU)

The CAU generates memory addresses and performs 16- or 24-bit integer arithmetic at the rate of 12.5 million instructions per second. The CAU consists of a 24-bit arithmetic logic unit (ALU) which performs the integer arithmetic and logical operations, a 24-bit program counter (PC) register, and 22 general-purpose 24-bit registers. All 22 registers can be used for operands in the execution of 16- or 24-bit integer operations; however, some of these registers also serve special purposes. When addressing 32-bit floating-point operands, registers r1—r14 are used as memory pointers (rP), and r15—r19 are used as increment registers (rI). Register r20, also called PIN, is used as the serial DMA input pointer. Register r21, also called POUT, is used as the serial DMA output pointer. Register r22, also called interrupt vector table pointer (IVTP), is used as the base address for the interrupt vector table.

Data Arithmetic Unit (DAU)

The DAU is configured for multiply/accumulate operations and is the primary execution unit for signal-processing algorithms. The DAU contains a floating-point multiplier and a floating-point adder, and four 40-bit accumulators (a0—a3). The multiplier and adder work in parallel to perform 12.5 million instructions per second of the form a = b + c * d. The DAU multiplier operands (c and d) are 32-bit floating-point numbers (an 8-bit exponent and a 24-bit mantissa) from memory or an accumulator. The multiplier always provides one 40-bit input to the adder. The other input can originate from memory, the I/O ports, or an accumulator. The operands for this second adder input can be 8-, 16-, 24-, 32-, or 40-bit numbers. The 40-bit operands (8-bit exponent, 24-bit mantissa, and eight mantissa guard bits) come from an accumulator (a0—a3). The 8-, 16-, and 24-bit operands are used in special function instructions whose purpose is data-type conversion. For either conversions or addition operations, 32-bit operands may come from memory or I/O registers. Available conversions are between the DSP32C floating-point format and the following: 8-, 16-, and 24-bit two's complement integer, μ-law, A-law, and single-precision IEEE floating-point format.

Internal and External Memory

The DSP32C provides on-chip memory (both ROM and RAM) and an external memory interface for off-chip ROM and/or RAM expansion. All memory can be addressed as 8-, 16-, 24-, or 32-bit words, with 32-bit data accessed at the same speed as 8-bit data. Instructions, tables, and data can be arbitrarily located in on-chip RAM, on-chip ROM, or external memory. The addresses of the various blocks of memory can be configured in eight different memory modes. Four of the memory modes provide a DSP32 compatible 16-bit address space. The other four memory modes provide a full 24-bit address space. See the Memory Configuration section for more information on configuring the address space. Regardless of the configuration, the first instruction executed after reset is at address 0x000000.

Architecture (continued)

Internal and External Memory (continued)

Internally, the DSP32C device has 1,024 words of RAM which is available in all memory configurations. Also, either 4,096 words of mask-programmable ROM or 512 or 1,024 additional words of RAM are provided on-chip. Thus, three on-chip memory configurations are possible: (1) 1,024 words of RAM and 4,096 words of ROM, (2) 1,536 words of RAM, or (3) 2,048 words of RAM. The on-chip RAM is static and does not need to be refreshed. The ROM can be mask-programmed with application program(s) and/or fixed data.

The external memory interface can directly address up to 16 Mbytes of additional memory. The interface supports wait-states and bus arbitration. The external memory is divided into two sections: a low partition (A) and a high partition (B). The number of wait-states for each partition is independenty configurable (see Table 28 PCW Register). Therefore, a mix of slow and fast memories can be used to provide the necessary throughput at a reasonable cost.

Serial I/O Unit (SIO)

The serial I/O unit is used for serial-to-parallel conversion of input data and parallel-to-serial conversion of output data. SIO inputs are loaded into the input shift register (ISR) and then into the input buffer (IBUF). SIO outputs are loaded into the output buffer (OBUF) and then into the output shift register (OSR). This double-buffering makes back-to-back transfers possible, allowing the DSP32C program to begin a second transfer before the first has been completed. Data widths can be 8, 16, 24, or 32 bits. The input/output control (IOC) register in the SIO is used to select various I/O configurations, bit lengths, internal or external clocks, and internal or external synchronization (see Table 22 IOC Register).

Parallel I/O Unit (PIO)

The parallel I/O unit is an on-chip register file and bidirectional data bus that can be used for communication between the DSP32C device and an external device. The external PIO data bus can be 8 or 16 bits wide. PIO data transfers are made under program or DMA control. Using PIO DMA, an external device can download a program or data without interrupting execution of the DSP32C program. The PIO has three 16-bit data registers (PDR, PDR2, and PIR), a 24-bit address register (PAR/PARE), a 16-bit processor control word (PCW), an 8-bit I/O port register (PIOP), a 16-bit control register (PCR), a 16-bit error mask register (EMR), and an 8-bit error source register (ESR). These registers are used to control PIO transfers and configure error control and interrupt features (see Register Operation).

Memory Configuration

The addresses of the various blocks of memory can be configured in eight different memory modes. Four of the memory modes (0—3) provide a DSP32 compatible, 16-bit address space. The other four memory modes (4—7) provide a full 24-bit address space. Pin MMD2 selects either the DSP32 compatible 16-bit address space or the expanded 24-bit address space. Pins MMD0 and MMD1 select memory modes that determine the location of on-chip memory resources in the memory address space. Figure 6 shows the location of memory resources for the ROMless version; Figure 7 shows the location of memory resources for the version with ROM; and Figure 8 shows the location of the 2 Kwords of continuous RAM organized as four 512 x 32-bit physical memories, RAM0, RAM1, RAM2, AND RAM3 for the EMIless version. The EMIless version has only one memory mode available, MMD2, which is internally tied to ground.

Memory accesses can be made without regard to the type or location of the physical memory; however, to achieve maximum throughput, instruction/data memory accesses of floating-point operations must alternate between physical memories. There are 4 physical memories: (1) RAM0, (2) RAM1, (3) external memory A and B, and (4) RAM2 (ROMless version) or ROM0, ROM1, ROM2, ROM3, ROM4, and ROM5 (ROM version).

The number of wait-states for the external memory partitions A and B are independently configurable via the MEMA and MEMB fields of the PCW register. The number of wait-states may be statically configured or externally controlled. Statically configured waits of 1, 2, or 3 states allow the DSP32C to access memory without delays for handshaking (a state is one period of CKI, or 20 ns, at maximum clock frequency). When configured for 2 or more externally controlled wait-states, the DSP32C generates wait-states until the memory acknowledges the transaction via the synchronous ready (SRDYN) handshaking signal.

Architecture (continued)

Memory Configuration (continued)

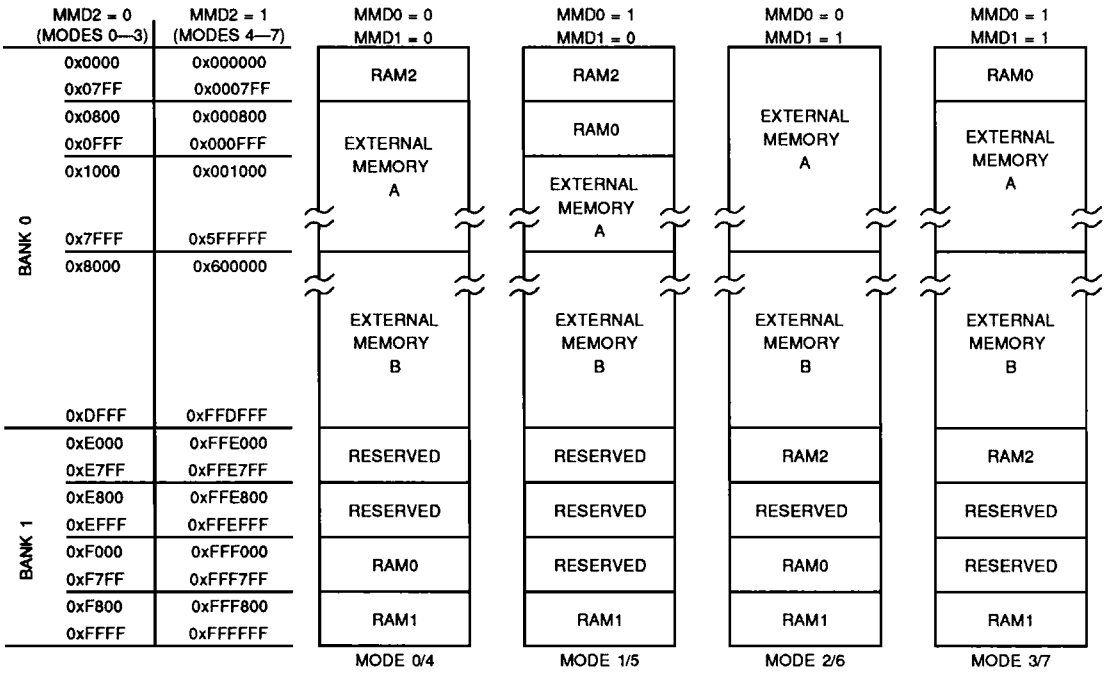


Figure 6. DSP32C Memory Configurations (ROMless Version)

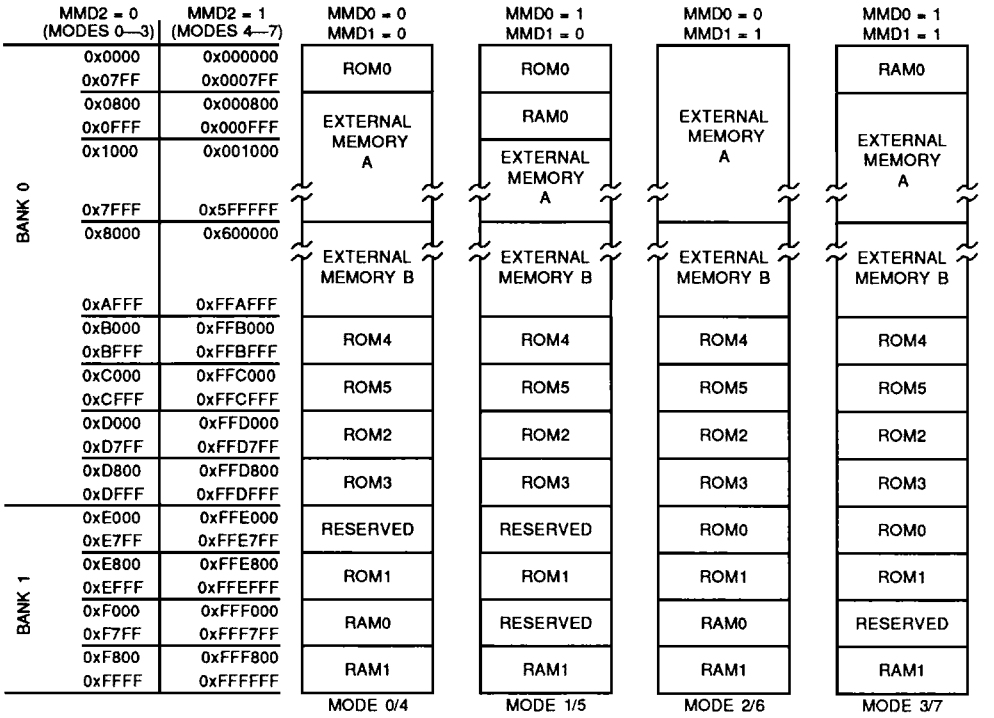


Figure 7. DSP32C Memory Configurations (ROM Version)

Architecture (continued)

Memory Configuration (continued)

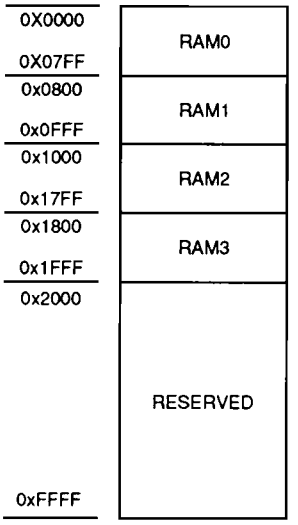


Figure 8. DSP32C Memory Configuration (EMIless Version)

Memory Addressing

Each 32-bit word is organized as 4 bytes, e.g., 3, 2, 1, 0, where byte 3 is the most significant byte (MSbyte) and byte 0 is the least significant byte (LSbyte). A 16-bit integer is 2 bytes, either 1, 0 (with byte 1 the MSbyte and byte 0 the LSbyte) or 3, 2 (with byte 3 the MSbyte and byte 2 the LSbyte).

Integer operands of 24 bits are organized as 4 bytes. Byte 2 is the MSbyte, byte 0 is the LSbyte, and byte 3 is a sign extension of byte 2. Integer operands of 24 bits are addressed the same as 32-bit words. Memory address 0 can refer to an 8-bit byte (byte 0), a 16-bit integer (bytes 1, 0), a 24-bit integer (bytes 2, 1, 0), or a 32-bit word (bytes 3, 2, 1, 0).

Table 7. Data Type Memory Select and Write Data

Data Type Memory Select					DSP32C Write Data*			
Data Type	MSN3	MSN2	MSN1	MSN0	24—31	16—23	8—15	0—7
Byte 0	1	1	1	0	A	A	A	A
Byte 1	1	1	0	1	B	B	B	B
Byte 2	1	0	1	1	C	C	C	C
Byte 3	0	1	1	1	D	D	D	D
Low 16-bit	1	1	0	0	B	A	B	A
High 16-bit	0	0	1	1	D	C	D	C
32-bit/24-bit	0	0	0	0	D	C	B	A

* A = write data DB00—DB07; B = write data DB08—DB15; C = write data DB16—DB23; D = write data DB24—DB31.

Architecture (continued)

Memory Addressing (continued)

Table 8. Memory Addressing

32-Bit Word				
	24-Bit Integer			
16-Bit Integer		16-Bit Integer		Memory Address
Byte	Byte	Byte	Byte	
3	2	1	0	0
7	6	5	4	4
11	10	9	8	8
etc.				

The external memory is accessed by a 22-bit external address bus (AB00—AB21) and four byte select lines (MSN0—MSN3). The bus obtains its data from the 22 most significant bits of the address bus and selects a 32-bit word in memory. The four byte select signals (active-low) select bytes within the 32-bit word (see Pin Information). The value of the byte select lines is determined by the two least significant bits of the address and the data type implied in the instruction. The address is specified either directly or via a register pointer (pc, r1—r22). With the maximum external memory attached, one can address a total of 16M bytes, 8M 16-bit integers, 4M 24-bit integers, or 4M 32-bit words.

Interrupt Operation

The DSP32C provides a single-level interrupt facility with six sources (four internal and two external). The interrupts are prioritized and are individually maskable via the INTERRUPTS field of the PCW register. The sources are described below in descending priority:

1. External Interrupt One (INTREQ1) — level sensitive.
2. Parallel Buffer Full (PDF) — generated when the PDR register is loaded.
3. Parallel Buffer Empty (PDE) — generated when the PDR register is read.
4. SIO Input Buffer Full (IBF) — generated when the IBF flag is set.
5. SIO Output Buffer Empty (OBE) — generated when the OBE flag is set.
6. External Interrupt Two (INTREQ2) — level sensitive.

Before servicing an interrupt, the DSP32C saves the state of the machine that is invisible to the programmer, as well as DAU accumulators a0—a3. Internal states that are visible to the programmer and need to be saved, except a0—a3, must be saved and restored by the interrupt service routine. In response to a given interrupt, the DSP32C branches to the corresponding address in the interrupt vector table. The interrupt vector table contains six pairs of 32-bit words starting at the location specified in the interrupt vector table pointer (IVTP) register (r22). Each pair of words in the table should contain an unconditional branch to the appropriate interrupt routine. Note that even when masked, the interrupt conditions may be tested in conditional branch instructions (see Instruction Set). Figure 9 is a memory map of the interrupt vector table. To return to the interrupted program, the user should restore the user-visible state of the DSP32C (which was saved), and then execute the ireturn instruction. The latter operation restores a0—a3 and the state of the machine that is not visible to the user.

Architecture (continued)

Interrupt Operation (continued)

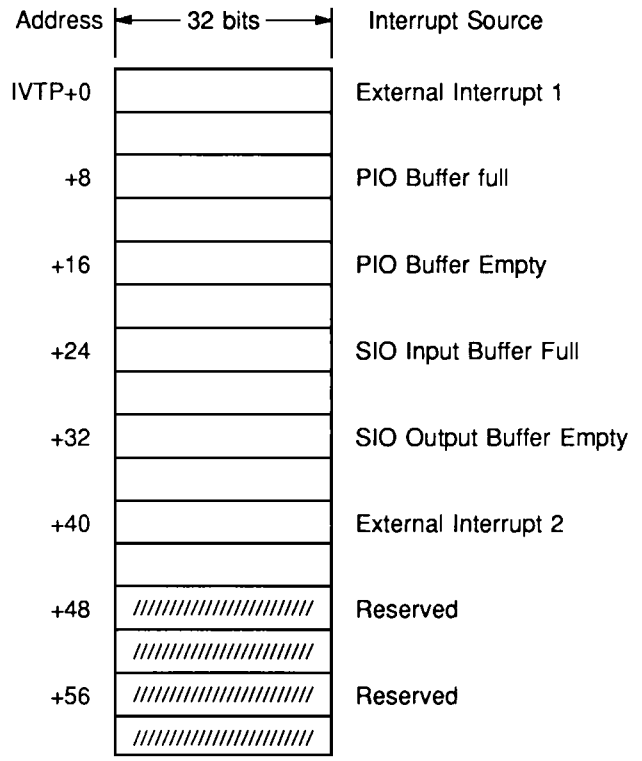


Figure 9. Interrupt Vector Table

Instruction Set

Table 9. Features and Benefits of the DSP32C Instruction Set

Features	Benefits
All instructions are single-cycle	Allows more complex or a greater number of applications to be implemented
Full set of microprocessor-like instructions	Expands the number of applications that can be efficiently handled
Conditional branches	Simplifies programming task*
Conditional ALU operations	Permits very fast, efficient coding* Eliminates unnecessary branch instructions
Single-cycle PC relative addressing — Position-independent code	Simplifies multitask applications*
Data stationary coding	Enables parallel operation of arithmetic and logical operations Allows efficient compiler implementations* Provides automatic pipeline control* Simplifies program development process*

* Provides faster time to market.

The DSP32C assembly language frees programmers from tedious memorization of assembly language mnemonics. Instructions in the DSP32C are patterned after the C programming language and are entered in a natural equation syntax. In addition to being easier to learn, the resulting code is far more readable than mnemonic-based assembly languages, making code maintenance much easier.

C-like assembly language → Easy to learn/excellent readability

Assembly language example (32-bit multiply/accumulate with store to memory):

```
*r1++ = a0 = a1 + *r2++ * *r3++
```

The execution of this instruction simply follows the conventions of the high-level C programming language:

"Multiply the 32-bit floating-point values stored in the memory locations pointed to by registers r2 and r3. Add the result to the contents of accumulator a1, store the result in accumulator a0, and write the result to the 32-bit memory location pointed to by register r1. Post-increment pointer registers r1, r2, and r3."

The DSP32C has two general types of instructions that correspond to the two execution units: data arithmetic (DA) instructions and control arithmetic (CA) instructions.

Primarily, DA instructions perform 32-bit floating-point multiply/accumulate operations for signal processing algorithms. Other DA instructions convert the DSP32C's internal floating-point data to and from each of the following types: 8-bit, 16-bit, or 24-bit 2's complement integer; μ-law; A-law; or single-precision IEEE floating-point.

The CA instructions perform microprocessor operations such as 16-bit and 24-bit integer arithmetic and logic functions, conditional branching, and moving data.

Instruction Set (continued)

Flags

The DSP32C has internal flags that are affected by the results of certain DA, CA, or I/O instructions and certain I/O events. These flags, although not directly visible to the user, may be tested by conditional instructions. Table 10 lists the flags and their meanings.

Table 10. DSP32C Flags

DAU Flags		
Flag	**Meaning (Flag = 1)**	**Description**
N	Result is negative	sign bit = one.
Z	Result is zero	mantissa = zero.
V	Result overflowed	| DAU result | > 3.40282 E 38.
U	Result underflowed	| DAU result | < 5.87747 E –39.
CAU Flags		
Flag	**Meaning (Flag = 1)**	**Description**
n	Result is negative	(16-bit) n = b23 (bit 23 of ALU result). (24-bit) n = b23.
z	Result is zero	(16-bit) z = b23 + b22 + . . . b1 + b0 (+ = OR). (24-bit) z = b23 + b22 + . . . b1 + b0.
c	Carry or borrow out of MSB	(16-bit) c = b15c (carry out of ALU bit 15). (24-bit) c = b23c.
v	Result overflowed	(16-bit) v = b14c ^ b15c (^ = exclusive OR). (24-bit) v = b22c ^ b23c.
I/O Flags		
Flag	**Meaning (Flag = 1)**	**Description**
i	Serial input buffer full	pin IBF = 1.
o	Serial output buffer full	pin OBE = 0.
p	Parallel data register full	pin PDF = 1.
P	Parallel interrupt register full	pin PIF = 1.
s	SY (I/O sync) set (1)	pin SY = 1.
b	Serial I/O frame boundary	fbs = 1.
r	Interrupt pin 1 set (1)	pin INTREQ1 = 1.
R	Interrupt pin 2 set (1)	pin INTREQ2 = 1.

DSP32C instructions and the flags affected by each instruction are specified in the following tables. A zero (0) shown in place of a flag means that the flag is always made zero; a dash (—) in place of a flag means that the flag is unaffected by the instruction.

The complete DSP32C instruction set, grouped as DA and CA instructions, follows. Where braces { } are shown in an instruction, one of the enclosed items must be chosen. Items enclosed in brackets [ ] are optional.

Note: { } and [ ] are not part of the instruction syntax. Parentheses ( ) are part of the syntax and must appear where shown in an instruction. Lower-case letters are part of the syntax and upper-case letters are replaced by immediate data or by a register name (see tables following each instruction group).

Instruction Set (continued)

Data Arithmetic (DA) Instructions

The DA instructions are divided into two functional groups: multiply/accumulate and special functions.

Table 11. Data Multiply/Accumulate Instructions

Instruction	DAU Flags Affected	Description
[Z=] aN = [–]aM {+,–} Y*X	NZVU	The product of the X and Y fields is added to or subtracted from the accumulator aM, and the result is stored in accumulator aN. The result can also be output according to the Z field.
aN = [–]aM {+,–} (Z=Y)*X	NZVU	The Y field operand is output according to the Z field. The product of the X and Y fields is added to the accumulator aM, and the sum is stored in accumulator aN.
[Z=] aN = [–]Y {+,–} aM*X	NZVU	The product of the X field and the accumulator aM is added to or subtracted from the Y field. The result is placed in accumulator aN and can also be output according to the Z field.
[Z=] aN = [–]Y*X	NZVU	The product of the X and Y fields is added to or subtracted from zero. The result is stored in accumulator aN and can also be output according to the Z field.
aN = [–](Z=Y)*X	NZVU	The value of the Y field is output according to the Z field. The product of the Y and X fields is stored in accumulator aN.
[Z=] aN = [–]Y {+,–}X	NZVU	The sum or difference of the Y and X fields is stored in accumulator aN, and the result can also be output according to the Z field. Note that X is a multiplier input.
[Z=] aN = [–]Y	NZVU	The value of the Y field is placed in accumulator aN and can also be output according to the Z field.
aN = [–](Z=Y) {+,–} X	NZVU	The sum or difference of the Y and X fields is stored in accumulator aN, and Y can also be output according to the Z field.

Table 12. Replacement Table for DA Multiply/Accumulate Instructions

Replace	Value[1]	Description
aN,aM	a0—a3	One of the four DAU accumulators.
X,Y	*rP, *rP++, *rP– –, *rP++rI a0—a3 ibuf	32-bit memory location. One of the four DAU accumulators. SIO input buffer.
Z	*rP, *rP++, *rP– –, *rP++rI, *rP++rIr obuf pdr	32-bit memory location. rIr indicates carry reverse add. SIO output buffer. PIO data register (PDR & PDR2).

1. rP refers to r1—r14 and is used as a memory pointer. rI refers to r15—r19 and is used as an increment pointer.

Instruction Set (continued)

Data Arithmetic (DA) Instructions (continued)

Table 13. DA Special Function Instructions

Instruction	DAU Flags Affected	Description
[Z=] aN = ic(Y)	NZ00	Input conversion, μ-law, A-law, 8-bit linear to float.
[Z=] aN = oc(Y)	—	Output conversion, float to μ-law, A-law, 8-bit linear (See Table 23).
[Z=] aN = float(Y)	NZ00	16-bit integer to float.
[Z=] aN = float24(Y)	NZ00	24-bit integer to float.
[Z=] aN = int(Y)	—	Float to 16-bit integer (round or truncate, DAUC4).
[Z=] aN = int24(Y)	—	Float to 24-bit integer (round or truncate, DAUC4).
[Z=] aN = round(Y)	NZVU	Round float(40) to float(32).
[Z=] aN = ifalt(Y)	—	If (aN<0) then [Z=] aN=Y else [Z=] aN.
[Z=] aN = ifaeq(Y)	—	If (aN=0) then [Z=] aN=Y else [Z=] aN.
[Z=] aN = ifagt(Y)	—	If (aN>0) then [Z=] aN=Y else [Z=] aN.
[Z=] aN = dsp(Y)	NZVU	IEEE to DSP32 format conversion.
[Z=] aN = ieee(Y)	—	DSP32 to IEEE format conversion.
[Z=] aN = seed(Y)	NZ0U	32-bit to 32-bit reciprocal program seed.

Table 14. Replacement Table for DA Special Function Instructions

Replace	Value[1]	Description
aN	a0—a3	One of the four DAU accumulators.
Y[2]	*rP, *rP++, *rP– –, *rP++rI	32-bit memory location.
	a0—a3	One of the four DAU accumulators.
	ibuf	SIO input buffer.
	pdr	PIO data register (PDR).
Z	*rP, *rP++, *rP– –, *rP++rI	32-bit memory location.
	obuf	SIO output buffer.
	pdr	PIO data register (PDR & PDR2).

1. rP refers to r1—r14 and is used as a memory pointer. rI refers to r15—r19 and is used as an increment pointer.
2. Y may not be a0—a3 for the float or dsp special functions.

Instruction Set (continued)

Control Arithmetic (CA) Instructions

Table 15. CA Control Instructions

Instruction	Flags Affected	Instruction Format	Description
if (CA COND) goto {rH, N, rH+N,}	None	0	Conditional branch.
if (rM– –>= 0) goto {rH, N, rH+N,}		3a	Conditional branch.
if (DA COND) goto {rH, N, rH+N,}		0	Conditional branch.
if (IO COND) goto {rH, N, rH+N,}		0	Conditional branch.
call {rH, N, M, rH+N,} (rM)		4	Call subroutine.
return (rM)		0	Return from subroutine.
ireturn		0	Return from interrupt.
do J,{K,rH}		3b, 3c	Do next J+1 instructions. K+1 (or rH+1) times.* J = 0, 1, 2 . . . 31. K = rH = 0, 1, 2 . . . 2047.
goto {rH, N, M, rH+N,}		0	Unconditional branch.
nop		0	No operation.

* The do instruction and the instructions it encompasses are not interruptible for K times. For the last iteration, interrupts are enabled. Further, the do 1 instruction cannot be used in an interrupt routine.

Table 16. Replacement Table for CA Control Group Instructions, CA Conditions (CA COND)

Value	CAU Flags*	Description
pl	n = 0	Result is nonnegative (plus).
mi	n = 1	Result is negative (minus).
ne	z = 0	Result not equal to zero.
eq	z = 1	Result equal to zero.
vc	v = 0	Overflow clear, no overflow.
vs	v = 1	Overflow set, overflowed.
cc	c = 0	Carry clear, no carry.
cs	c = 1	Carry set, carry.
ge	n ^ v = 0	Greater than or equal to.
lt	n ^ v = 1	Less than.
gt	z | (n ^ v) = 0	Greater than.
le	z | (n ^ v) = 1	Less than or equal to.
hi	c | z = 0	Greater than (unsigned number).
ls	c | z = 1	Less than (unsigned number).

* Symbol interpretation: ^ = XOR; | = OR.

Instruction Set (continued)

Control Arithmetic (CA) Instructions (continued)

Table 17. Replacement Table for CA Control Group Instructions, DA Conditions (DA COND)

Value	DAU Flags	Description
ane	Z = 0	Not equal to zero.
aeq	Z = 1	Equal to zero.
age	N = 0	Greater than or equal to zero.
alt	N = 1	Less than zero.
avc	V = 0	Overflow clear, no overflow.
avs	V = 1	Overflow set, overflowed.
auc	U = 0	Underflow clear, no underflow.
aus	U = 1	Underflow set, underflowed.
agt	N | Z = 0	Greater than zero.
ale	N | Z = 1	Less than or equal to zero.

Table 18. Replacement Table for CA Control Group Instructions, I/O Conditions (IO COND)

Mnemonic	Condition	Description
ibe	ibf = 0	Input buffer empty.
ibf	ibf = 1	Input buffer full.
obe	obe = 1	Output buffer empty.
obf	obe = 0	Output buffer full.
pde	pdf = 0	Parallel data register empty.
pdf	pdf = 1	Parallel data register full.
pie	pif = 0	Parallel interrupt register empty.
pif	pif = 1	Parallel interrupt register full.
syc	sy = 0	Sync signal low.
sys	sy = 1	Sync signal high.
fbc	fb = 0	Serial frame boundary clear.
fbs	fb = 1	Serial frame boundary set.
ireq1_hi	ireq1 = 1	INTREQ1 pin is negated (1).
ireq1_lo	ireq1 = 0	INTREQ1 pin is asserted (0).
ireq2_hi	ireq2 = 1	INTREQ2 pin is negated (1).
ireq2_lo	ireq2 = 0	INTREQ2 pin is asserted (0).

Instruction Set (continued)

Control Arithmetic (CA) Instructions (continued)

Table 19. CA Arithmetic/Logic Instructions

Instruction	CAU Flags Affected	Instruction Format	Description
rD[e] = rH+N	nzvc	5a, 5b	Three operand add with 16-bit sign extended immediate.
rD[e] = rS1+rS2	nzvc	6a, 6b	Triadic add.
rD[e] = rD+rS	nzvc	6a, 6b	Diadic add.
rD[e] = rS1–rS2	nzvc	6a, 6b	Triadic left subtract.
rD[e] = rS2–rS1	nzvc	6a, 6b	Triadic right subtract.
rD[e] = rD–{N, rS}	nzvc	6a, 6b, 6c, 6d	Right subtract.
rD[e]–{N, rS}	nzvc	6a, 6b, 6c, 6d	Compare.
rD[e] = {N, rS}–rD	nzvc	6a, 6b, 6c, 6d	Left subtract.
rD[e] = rD&{N, rS}	nz00	6a, 6b, 6c, 6d	AND.
rD[e] = rS1&rS2	nz00	6a, 6b	Triadic AND.
rD[e]&{N, rS}	nz00	6a, 6b, 6c, 6d	Bit test.
rD[e] = rD|{N, rS}	nz00	6a, 6b, 6c, 6d	OR.
rD[e] = rS1|rS2	nz00	6a, 6b	Triadic OR.
rD[e] = rD^{N, rS}	nz00	6a, 6b, 6c, 6d	XOR.
rD[e] = rS1^rS2	nz00	6a, 6b	Triadic XOR.
rD[e] = rS/2	nz0c	6a, 6b	Arithmetic right shift.
rD[e] = rS>>1	0z0c	6a, 6b	Logical right shift.
rD[e] = rS>>>1	nz0c	6a, 6b	Rotate right through carry.
rD[e] = rS<<<1	nzvc	6a, 6b	Rotate left through carry.
rD[e] = –rS	nzvc	6a, 6b	Negate.
rD[e] = rS*2	nzvc	6a, 6b	Arithmetic left shift.
rD[e] = rD#{N, rS}	nz0c	6a, 6b, 6c, 6d	Diadic carry reverse add.
rD[e] = rS1#rS2	nz0c	6a, 6b	Triadic carry reverse add.
rD[e] = rD&~{N, rS}	nzvc	6a, 6b, 6c, 6d	Diadic AND with complement.
rD[e] = rS1&~rS2	nzvc	6a, 6b	Triadic AND with complement.
rD[e] = rS	nzvc	6a, 6b	Assignment.
rD[e] = rS{+,–} 1	nzvc	6a, 6b	Increment/decrement.

Except for instructions with immediate operands (N), all CA Arithmetic/Logic instructions above may also be conditionally executed on the basis of CA conditions. The syntax is as follows:

if (cond) instruction

The optional e suffix is for 24-bit (extended) operands. Flags are set according to the rules for 24-bit operands. N is always 16 bits, and bit 15 is extended to 24 bits, for 24-bit operations.

Instruction Set (continued)

Control Arithmetic (CA) Instructions (continued)

Table 20. CA Data Move Instructions

Instruction	CAU Flags Affected	Format	Description
rD = N	nz00	6c	16-bit immediate load.
rDe = M	—	8b	24-bit immediate load.
{ioc[1], dauc} = VALUE	—	5a	5- or 21-bit immediate load.
{MEM, *N, obuf, piop} = {rSh, rSl}	—	7	MEM, *N, piop, and obuf are 8 bits.
{MEM, *N, obuf, pdr, pdr2, pir, pcw} = rS, pcsh	—	7	MEM, *N, and obuf are 16 bits.
{MEM, *N, obuf} = rSe, pcshe	—	7	MEM, *N, and obuf are 24 bits.
{rDh, rDl} = {MEM, *N, ibuf, piop}	nz00	7	MEM, *N, piop, and ibuf are 8 bits.
rD = {MEM, *N, ibuf, pdr, pdr2, pir, pcw}	nz00	7	MEM, *N, and ibuf are 16 bits.
rDe = {MEM, *N, ibuf}	nz00	7	MEM, *N, and ibuf are 24 bits.
MEM = {ibufl, piop}	—	7	8-bit transfer.
MEM = {ibuf, pdr, pdr2, pir, pcw}[2]	—	7	16-bit transfer.
MEM = {ibufe, pdre}[2]	—	7	32-bit transfer.
{obufl, piop} = MEM	—	7	8-bit transfer.
{obuf, pdr, pdr2, pir, pcw} = MEM	—	7	16-bit transfer.
{obufe, pdre} = MEM	—	7	32-bit transfer.

1. ioc = VALUE may not be used in an interrupt routine.
2. MEM = {pdr, pdr2, pir, pcw, pdre} cannot be used in the presence of PIO DMA.

Table 21. Replacement Table for All CA Instructions

Replace	Value	Description
rH	pc, r1—r22	One of 22 general-purpose registers, or the program counter.
rM, rS, rD	r1—r22	One of 22 CAU registers.
rDh, rSh	r1—r22	High-order bits 8—15 are moved. The low-order bits 0—7 are cleared for rD and remain unchanged for rS.
rDl, rSl	r1—r22	Low-order bits 0—7 are moved. The high-order bits are cleared for rD and remain unchanged for rS.
MEM	*rP, *rP++, *rP– –, *rP++rI, (P, I = 1—22)	32-bit, 16-bit, or 8-bit memory location.
N	16-bit number	Two's complement integer.
M	24-bit number	Two's complement integer.
VALUE	21-bit number or 5-bit number	VALUE is a 21-bit value for the ioc word and a 5-bit value for the dauc word.

Instruction Encoding

The following sections specify the device level encoding of the DSP32C instruction set.

DA Instruction Formats

Format 1. [Z=] aN = {+,–} Y {+,–} aM * X

Bit	31	30	29	28	27	26	25	24	23	22	21	20—14	13—7	6—0
Field	0	0	1	M			r	F	S	N		X	Y	Z

Format 2. aN = {+,–} aM {+,–} (Z=Y) * X

Bit	31	30	29	28	27	26	25	24	23	22	21	20—14	13—7	6—0
Field	0	1	0	M			r	F	S	N		X	Y	Z

Format 3. [Z=] aN = {+,–} aM {+,–} Y * X

Bit	31	30	29	28	27	26	25	24	23	22	21	20—14	13—7	6—0
Field	0	1	1	M			r	F	S	N		X	Y	Z

Format 4. aN = {+,–} (Z=Y) {+,–} X

Bit	31	30	29	28	27	26	25	24	23	22	21	20—14	13—7	6—0
Field	0	0	1	1	1	0	r	F	S	N		X	Y	Z

Format 5. Special Function Instructions

Bit	31	30	29	28	27	26—23	22	21	20—14	13—7	6—0
Field	0	1	1	1	1	G	N		0000000	Y	z

Instruction Encoding (continued)

Encoding for DA Instruction Formats

G Field. Specifies a data-type conversion operation.

G	Operation
0000	ic (input conversion)
0001	oc (output conversion)
0010	float
0011	int
0100	round
0101	ifalt
0110	ifaeq
0111	ifagt
1000	Reserved
1001	Reserved
1010	float24
1011	int24
1100	ieee (convert DSP to IEEE)
1101	dsp (convert IEEE to DSP)
1110	seed
1111	Reserved

M Field. Specifies the accumulator used or a constant value.

M	Operation
000	a0
001	a1
010	a2
011	a3
100	0.0
101	1.0
110	Specifies Format 4 DAU instruction
111	Reserved

F Field. Specifies sign of operation (adder input).

F	Operation
0	+
1	–

S Field. Specifies sign of operation (product).

S	Operation
0	+
1	–

r Field. Specifies bit-reversed addressing mode (carry-reverse add with register).

r	Operation
0	Non-bit-reversed
1	Bit reversed

X, Y, Z Fields. These fields indicate register direct or register indirect modes. The 7-bit fields are divided into two subfields, p and i (ppppiii). Bits 0—2 of the 7-bit field are labeled i. The i subfield specifies an rI register in the CAU. Bits 3—6 are labeled p. The p field specifies an rP register in the CAU.

p Field. Specifies register indirect: *rP, *rP++, *rP– –, *rP++rI, (*rP++rI)r.

p	Operation
0000	Selects register direct[1]
0001	r1
0010	r2
0011	r3
0100	r4
0101	r5
0110	r6
0111	r7
1000	r8
1001	r9
1010	r10
1011	r11
1100	r12
1101	r13
1110	r14
1111	Not allowed

1. See i field (p = 0000).

Instruction Encoding (continued)

Encoding for DA Instruction Formats (continued)

N Field. Specifies the accumulator used.

N	Operation
00	a0
01	a1
10	a2
11	a3

i Field (p ≠ 0000). Specifies register indirect: rl, rP++rl.

i	Operation (p ≠ 0000)
000	0
001	r15
010	r16
011	r17
100	r18
101	r19
110	–4(f), –2(i), –1(b)
111	+4(f), +2(i), +1(b)

i Field (p = 0000). Specifies a register direct operation: REG. This is a special case of the i field (when p field equals zero).

I	Operation (p = 0000)
000	a0 – X, Y fields only
001	a1 – X, Y fields only
010	a2 – X, Y fields only
011	a3 – X, Y fields only
100	ibuf – X, Y fields only
101	obuf – Z field only
110	pdr – Y, Z fields
111	No write, Z field only

CA Instruction Formats (Eight Format Groups)

Refer to CAU Encoding for CA Instruction Formats for an explanation of each field, except where actual bit values (0, 1) are given.

Formats 0 and 1. Conditional Branch: 24-Bit Register Indirect with 16-bit Sign Extended Offset.

Bit	31	30	29	28	27	26—22	21	20—16	15—0
Field	0	0	0	0	0	C	G	H	N

For ireturn instruction, C = 00000, G = 1, H = pcsh = 11110, N = 0
For nop instruction, C = 00000, G = 0, H = 00000, N = 0

Format 2. Reserved

Bit	31	30	29	28	27	26	25—20	19—15	14—10	9—5	4—0
Field	0	0	0	0	1	0	—	—	—	—	—

Format 3a. 1 Loop Counter

Bit	31	30	29	28	27	26	25—21	20—16	15—0
Field	0	0	0	0	1	1	M	H	N

Instruction Encoding (continued)

CA Instruction Formats (Eight Format Groups) (continued)

Format 3b. Do Instruction (Immediate)

Bit	31	30	29	28	27	26	25—21	20—16	15—11	10—0
Field	1	0	0	0	1	1	00000	No. of Instr	00000	N

Format 3c. Do Instruction (Register)

Bit	31	30	29	28	27	26	25—21	20—16	15—5	4—0
Field	1	0	0	0	1	1	00001	No. of Instr	00000000000	rS

Format 4. Call: 24-Bit Register Indirect with 16-Bit Immediate Offset

Bit	31	30	29	28	27	26	25—21	20—16	15—0
Field	0	0	0	1	0	0	M	H	N

Format 5a. 16-Bit Three Operand Add

Bit	31	30	29	28	27	26	25—21	20—16	15—0
Field	0	0	0	1	0	1	D	H	N

Format 5b. 24-Bit Three Operand Add with 16-Bit Sign-Extended Immediate

Bit	31	30	29	28	27	26	25—21	20—16	15—0
Field	1	0	0	1	0	1	D	H	N

Format 6a. 16-Bit Arithmetic/Logic Group — Register Source

Bit	31	30	29	28	27	26	25	24—21	20—16	15—13	12	11	10	9—5	4—0
Field	0	0	0	1	1	0	0	F	D	C	G	E	K	S1	S2

Format 6b. 24-Bit Arithmetic/Logic Group — Register Source

Bit	31	30	29	28	27	26	25	24—21	20—16	15—13	12	11	10	9—5	4—0
Field	1	0	0	1	1	0	0	F	D	C	G	E	K	S1	S2

Format 6c. 16-Bit Arithmetic/Logic Group — Immediate Operand

Bit	31	30	29	28	27	26	25	24—21	20—16	15—0
Field	0	0	0	1	1	0	1	F	D	N

Format 6d. 24-Bit Arithmetic/Logic Group — Immediate Operand

Bit	31	30	29	28	27	26	25	24—21	20—16	15—0
Field	1	0	0	1	1	0	1	F	D	N

Instruction Encoding (continued)

CA Instruction Formats (Eight Format Groups) (continued)

Format 7a. Data Move Group — Direct Memory Address

Bit	31	30	29	28	27	26	25	24	23	22	21	20—16	15—0
Field	0	0	0	1	1	1	0	T	W		0	H	N

Format 7b. Data Move Group — Pointer Increment, Memory Address

Bit	31	30	29	28	27	26	25	24	23	22	21	20—16	15—11	10	9—5	4—0
Field	0	0	0	1	1	1	1	T	W		1	H	—	r	P	I

Format 7c. Data Move Group — I/O

Bit	31	30	29	28	27	26	25	24	23	22	21	20—16	15—10	9—5	4—0
Field	0	0	0	1	1	1	1	T	W		0	H	—	00000	R

Format 7d. Data Move Group — Memory to I/O

Bit	31	30	29	28	27	26	25	24	23	22	21	20—16	15—11	10	9—5	4—0
Field	0	0	0	1	1	1	0	T	W		1	R	—	r	P	I

Format 8a. Unconditional Branch: 24-Bit Register Indirect with 24-Bit Offset

Bit	31	30	29	28—21	20—16	15—0
Field	1	0	1	NE	H	N

Format 8b. 24-Bit Immediate Load

Bit	31	30	29	28—21	20—16	15—0
Field	1	1	0	NE	H	N

Format 8c. Call Subroutine: 24-Bit Direct Immediate Address

Bit	31	30	29	28—21	20—16	15—0
Field	1	1	1	NE	M	N

Instruction Encoding (continued)

CAU Encoding for CA Instruction Formats

C Field. Specifies a CA, DA, or I/O condition.

C	Operation
00xxx	**CA Condition**
00000	No condition
00001	n
00010	z
00011	v
00100	c
00101	n^v
00110	z | (n^v)
00111	c | z
01xxx	**DA Condition**
01000	U
01001	N
01010	Z
01011	V
01100	N | Z
01101	Reserved
01110	Reserved
01111	Reserved
10xxx	**I/O Condition**
10000	ibf
10001	obe
10010	pdf
10011	pif
10100	sy
10101	fb
10110	ireq1
10111	ireq2

T Field. Specifies the direction of a transfer to or from a register.

T	Operation
0	Data is moved to a register from memory
1	Data is moved to memory from a register

E Field. Specifies whether the instruction is a two- or three-operand instruction.

E	Operation
0	Two-operand instruction
1	Three-operand instruction (register source)

K Field. Specifies whether the instruction is to be executed based on the condition field.

K	Operation
0	Nonconditional execution
1	Conditional execution

W Field. Specifies the high or low byte or integer data.

W	Operation
00	High byte
01	Low byte
10	Integer
11	32 bits

G Field. Specifies whether to branch if the condition specified in the C field is true or false.

G	Operation
0	Branch if condition = 0
1	Branch if condition = 1

F Field. Specifies the arithmetic/logic group function encoding.

F	Operation
0000	+ addition
0001	*2 multiplication by 2
0010	– subtraction {N, rS} – rD
0011	# carry-reverse add
0100	– subtraction rD – {N, rS}
0101	– negation
0110	& ≈ and with complement
0111	– compare (no store)
1000	^ exclusive or
1001	>>>1 rotate right through carry
1010	| bitwise OR
1011	<<<1 rotate left through carry
1100	>>1 shift right by 1
1101	/2 divide by 2
1110	& bitwise AND
1111	& bitwise AND (no store)

Instruction Encoding (continued)

CAU Encoding for CA Instruction Formats (continued)

S, D, M, or H Fields. Used for register encoding.

S, D , M, or H	Operation
00000	0
00001	r1
00010	r2
00011	r3
00100	r4
00101	r5
00110	r6
00111	r7
01000	r8
01001	r9
01010	r10
01011	r11
01100	r12
01101	r13
01110	r14
01111	Program counter (pc)
10000	0
10001	r15
10010	r16
10011	r17
10100	r18
10101	r19
10110	–4(f), –2(i), –1(b)
10111	+4(f),+2(i),+1(b)
11000	r20 (pin)
11001	r21 (pout)
11010	dauc
11011	ioc
11100	Reserved
11101	r22 (ivtp)
11110	pcsh (PC shadow)
11111	Reserved

P Field. Specifies a register indirect data move: *rP, *rP++, *rP– –, *rP++rI.

P	Operation
00000	Selects Format 7C
00001	r1
00010	r2
00011	r3
00100	r4
00101	r5
00110	r6
00111	r7
01000	r8
01001	r9
01010	r10
01011	r11
01100	r12
01101	r13
01110	r14
01111	Reserved
10000	Reserved
10001	r15
10010	r16
10011	r17
10100	r18
10101	r19
10110	Reserved
10111	Reserved
11000	r20 (pin)
11001	r21 (pout)
11010	Reserved
11011	Reserved
11100	Reserved
11101	r22 (ivtp)
11110	Reserved
11111	Reserved

Instruction Encoding (continued)

CAU Encoding for CA Instruction Formats (continued)

I Field. Specifies a register indirect operation.

I	Operation
00000	Reserved
00001	r1
00010	r2
00011	r3
00100	r4
00101	r5
00110	r6
00111	r7
01000	r8
01001	r9
01010	r10
01011	r11
01100	r12
01101	r13
01110	r14
01111	Reserved
10000	0
10001	r15
10010	r16
10011	r17
10100	r18
10101	r19
10110	–2(i), –1(b)
10111	+2(i), +1(b)
11000	r20 (pin)
11001	r21 (pout)
11010	Reserved
11011	Reserved
11100	Reserved
11101	r22 (ivtp)
11110	Reserved
11111	Reserved

N Field. Specifies a 16-bit integer included as immediate data or as an address.

NE Field. Specifies most significant 8 bits of 24-bit integer included as an immediate. NE concatenated with N forms the 24-bit integer.

R Field (P = 00000). Specifies a register direct operation. This field is valid when the P field is zero.

R	Operation (P = 00000)
00000	Reserved
00001	Reserved
00010	Reserved
00011	Reserved
00100	ibuf
00101	obuf
00110	pdr
00111	Reserved
01000	Reserved
01001	Reserved
01010	Reserved*
01011	Reserved
01100	Reserved
01101	Reserved
01110	piop
01111	Reserved
10000	Reserved
10001	Reserved
10010	Reserved
10011	Reserved
10100	pdr2
10101	Reserved
10110	pir
10111	Reserved
.	.
.	.
.	.
11101	Reserved
11110	pcw
11111	Reserved

* bkp access for development system use.

Register Operation

This section describes the register settings which control or display various operating conditions in the DSP32C digital signal processor. Table 22 and Table 23 show the settings for the IOC and DAUC registers. In Table 22, internal refers to signals generated by the DSP32C; external refers to signals generated for the DSP32C by an external device. The IOC register is cleared on reset.

Input/Output Control (IOC) Register

Table 22. Input/Output Control (IOC) Register

Bit	20	19	18	17	16	15—13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	DSZ	O24	CKI	OUT	IN	DMA	SAN	OLEN		AOL	AOC	ILEN		AIL	AIC	SLEN		BC	ASY

Bit(s)	Field	Description
0	ASY	If 0, SY is external. If 1, SY is internal. When generated internally, SY = {ICK, OCK} / 256, 512, or 1024, based on IOC[BC] and IOC[SLEN].
1	BC	If 0, ICK is used to derive the internal load and SY signals. If 1, OCK is used to derive the internal load and SY signals.
3, 2	SLEN	These bits select the frequency ratio of the on-chip load signal to the on-chip SY signal. The possible ratios are listed below: Bit 3 Bit 2 Ratio 0 0 32 0 1 8 1 0 16 1 1 32
4	AIC	If 0, ICK is external. If 1, ICK is generated internally with a frequency of CKI/8 or CKI/24, based on IOC[CKI].
5	AIL	If 0, ILD is external. If 1, ILD is generated internally with a frequency of ICK/32 or OCK/32, based on IOC[BC].
7, 6	ILEN	These bits specify the length of the serial input data. Bit 7 Bit 6 Input Length 0 0 32 bits (prior to ILD) 0 1 8 bits (after ILD) 1 0 16 bits (after ILD) 1 1 32 bits (after ILD)
8	AOC	If 0, OCK is external. If 1, OCK is internally generated with a frequency of CKI/8 or CKI/24, based on IOC[CKI].
9	AOL	If 0, OLD is external. If 1, OLD is internally generated with a frequency of ICK/32 or OCK/32, based on IOC[BC].

Register Operation (continued)

Input/Output Control (IOC) Register (continued)

Table 22. Input/Output Control (IOC) Register (continued)

Bit	20	19	18	17	16	15—13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	DSZ	O24	CKI	OUT	IN	DMA	SAN	OLEN		AOL	AOC	ILEN		AIL	AIC	SLEN		BC	ASY

Bit(s)	Field	Description
11, 10	OLEN	These bits, in conjunction with IOC19 (O24), specify the length of the serial output data. Bit 19 / Bit 11 / Bit 10 / Output Length 0 / 0 / 0 / 32 bits (No OSE is generated) 0 / 0 / 1 / 8 bits 0 / 1 / 0 / 16 bits 0 / 1 / 1 / 32 bits 1 / 0 / 0 / 24 bits 1 / 0 / 1 / Reserved 1 / 1 / x / Reserved
12	SAN	If 0, clear sanity bit. If 1, set sanity bit.
15—13	DMA	These bits control serial direct memory accesses (DMA). Bit 15 / Bit 14 / Bit 13 0 / 0 / 0 / No DMA. 0 / 0 / 1 / Input DMA when IBF is high. 0 / 1 / 0 / Output DMA when OBE is high. 0 / 1 / 1 / Input DMA when IBF is high and output DMA when OBE is high. 1 / 0 / 0 / Input and output DMA when IBF and OBE are high. 1 / 0 / 1 / Input and output DMA when IBF is high. 1 / 1 / 0 / Input and output DMA when OBE is high. 1 / 1 / 1 / Input and output DMA when either IBF or OBE is high.
16	IN	If 0, the LSB is received first during serial inputs. If 1, the MSB is received first during serial inputs.
17	OUT	If 0, the LSB is transmitted first during serial outputs. If 1, the MSB is transmitted first during serial outputs (cannot be used with 24-bit output length).
18	CKI	If 0, the internal bit-clock frequency is CKI/8. If 1, the internal bit-clock frequency is CKI/24.
19	O24	See OLEN, bits 11 and 10, for the use of this bit.
20	DSZ	If 0, the data size of input and output DMA is 32 bits. If 1, the data size of input DMA is determined by the ILEN field and the data size of output DMA is determined by the OLEN and O24 fields. (24-bit is performed as 32-bit.)

Register Operation (continued)

DAU Control (DAUC) Register

Table 23. DAU Control (DAUC) Register

Bit	4	3	2	1	0
Field	DAUC				

Bit(s)	Field	Description
4—0	DAUC	This register controls the type conversions performed on input and output data. The permissible combinations are shown below: xx0x0 — μ-law input conversion xx0x1 — A-law input conversion x0x0x — μ-law output conversion x0x1x — A-law output conversion xx1xx — linear byte input conversion x1xxx — linear byte output conversion 1xxxx — truncate on float-to-integer conversions 0xxxx — round on float-to-integer conversions (default) Choosing the linear byte input and/or output mode will override the corresponding μ-law/A-law setting.

Note: x = don't care.

Register Operation (continued)

Parallel I/O (PCR) Register

The parallel I/O interface provides a processor address bus (PAB0—PAB3) to select access to the various PIO registers. Table 24 shows the register selections possible. Table 25 through Table 28 display the PIO registers. All PIO registers may be read or written by the external device, except ESR, which is read only, and the PCW, which is only accessible by the DSP32C. Bit 9 of the parallel I/O control register (PCR9) is used to configure an 8-bit or 16-bit parallel interface. PCR1 provides a DSP32 compatible means of accessing the PIR register. PCR9 = 1 and PCR1 = 0 should not be used together.

Table 24. PIO Register Selection

PAB3—PAB0	Register Selected		
	DSP32 Compatible Mode	DSP32C 8-Bit Mode	DSP32C 16-Bit Mode
	PCR9 = 0, PCR1 = 0	PCR9 = 0, PCR1 = 1	PCR9 = 1, PCR1 = 1
0000	PAR(l) — low byte	PAR(l) — low byte	PAR
0001	PAR(h) — high byte	PAR(h) — high byte	Reserved
0010	PDR(l) — low byte	PDR(l) — low byte	PDR
0011	PDR(h) — high byte	PDR(h) — high byte	Reserved
0100	EMR(l) — low byte	EMR(l) — low byte	EMR
0101	EMR(h) — high byte	EMR(h) — high byte	Reserved
0110	ESR	ESR	ESR
0111	PCR(l) — low byte	PCR(l) — low byte	PCR
1000	PIR(h) — high byte	PIR(l) — low byte	PIR
1001	PIR(h) — high byte	PIR(h) — high byte	Reserved
1010	PIR(h) — high byte	PCR(h) — high byte	Reserved*
1011	PIR(h) — high byte	PARE	PARE
1100	PIR(h) — high byte	PDR2(l) — low byte	PDR2
1101	PIR(h) — high byte	PDR2(h) — high byte	Reserved
1110	PIR(h) — high byte	Reserved	Reserved
1111	PIR(h) — high byte	Reserved	Reserved

* PCR(h) accessible for development system use.

Register Operation (continued)

Parallel I/O (PCR) Register (continued)

The PIO control register (PCR) is a 16-bit register used by an external device to control transfer modes with the DSP32C device.

Table 25. Parallel I/O Control (PCR) Register

Bit	15—11	10	9	8	7	6	5	4	3	2	1	0
Field	RES	FLG	PIO16	DMA32	RES	PIFs	PDFs	AUTO	DMA	ENI	REGMAP	RESET

Bit(s)	Field	Description
0	RESET	If 0, halt. If 1, run. A zero-to-one transition initiates a reset sequence.
1	REGMAP	Selects between the possible PAB-to-register mappings. (See Table 24.)
2	ENI	If 0, disables setting (1) and clearing (0) of the PIF pin due to reading or writing of the PIR. If 1, enables setting (1) and clearing (0) of the PIF pin due to reading or writing of the PIR.
3	DMA	If 0, PIO DMA is disabled. If 1, PIO DMA is enabled.
4	AUTO	If 0, PAR is not autoincremented on DMA. If 1, PAR is autoincremented on DMA.
5	PDFs	PDR status (read only). Set (1) when PDR is written to by the DSP32C or an external device. Cleared (0) when PDR is read by the DSP32C or an external device.
6	PIFs	PIR status (read only). Set (1) when PIR is written to by the DSP32C or an external device. Cleared (0) when PIR is read by the DSP32C or an external device.
7	RES	Reserved.
8	DMA32	If 0, DMA transfers are 16 bits (PDR). If 1, DMA transfers are 32 bits (PDR and PDR2).
9	PIO16	If 0, the PIO interface is 8 bits. If 1, the interface is 16 bits.
10	FLG	If 0, the PDF and PIF changes on the leading edge of reads. If 1, the PDF and PIF changes on the trailing edge of reads.
11—15	RES	Reserved.

Notes:
A reset sequence clears the contents of the PCR, except PCR0 which is set. To achieve a setting other than the default, the PCR must be written to again after the reset.

When configuring the DSP32C PIO for 16-bit transfers, since reset clears (0) PCR1, the PIO is initialized in the DSP32-compatible mode. PCR(h) is not accessible in this mode. To access PCR(h), an external device must first write a logic 1 to PCR1 (REGMAP). This places the PIO in the DSP32C 8-bit mode. PCR(h) may now be written (PAB3—PAB0 = 1010) to change the DMA32, PIO16, and FLG bits.

Register Operation (continued)

Error Source (ESR) Register

The 8-bit error source register (ESR) is read only by the external system. The register, which is cleared after a read, stores the error condition status.

Table 26. Error Source (ESR) Register

Bit	7	6	5	4	3	2	1	0
Field	LOSY	LOS	ADER	OUE	RES	WPIR	NAN	RES

Bit	Field	Description
0	RES	Reserved.
1	NAN	If set (1), IEEE to DSP32 conversion detected a NAN.
2	WPIR	If set (1), the PIR was written.
3	RES	Reserved.
4	OUE	If set (1), DAU overflow or underflow occurred.
5	ADER	Addressing error. If set (1), an attempt was made to access a float variable or an integer variable with an address that was not a multiple of four or two, respectively.
6	LOS	Loss of sanity. If set (1), sanity bit in the IOC register is set (1), and SY changes state from high to low.
7	LOSY	Loss of sync. If set (1), loss of external synchronization.

Register Operation (continued)

Error Mask (EMR) Register

The 16-bit error mask register (EMR) can be read or written to by the external device and is divided into two halves. Bits 0 and 3, and bits 8 and 11 are reserved. When the EMR is read, these bits are ones. EMR bits 1 and 4—7, when set (1), mask the corresponding error condition in the ESR for signaling an external device. Similarly, bits 9 and 12—15, when set (1), mask the corresponding error condition in the ESR (i.e., bit 9 of the EMR corresponds to bit 1 of the ESR) for halting the DSP32C. When the DSP32C is reset, all EMR bits are set (1).

Table 27. Error Mask (EMR) Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Halt Mask								PIF Notification Mask							

Bits	Field	Description
0—7	PIF Notification Mask	Each bit in the field is set (1) to mask each corresponding ESR bit from signaling the external device (via the PIF pin) when an error source is detected. If a bit in this field is cleared (0), the corresponding ESR bit is unmasked to allow the external device to be signaled if the error is detected. EMR ESR Error Source 0 0 Reserved 1 1 NAN — Not a Number (IEEE to DSP32C) 2 2 Reserved 3 3 Reserved 4 4 OUE — DAU Overflow/Underflow Occurred 5 5 ADER — Addressing Error 6 6 LOS — Loss of Sanity 7 7 LOSY — Loss of External Sync
8—15	Halt Mask	Each bit in the field is set (1) to mask each corresponding ESR bit from halting the DSP32C when an error source is detected. If a bit in this field is cleared (0), the corresponding ESR bit is unmasked to allow the DSP32C to be halted if the error was detected. EMR ESR Error Source 8 0 Reserved 9 1 NAN — Not a Number (IEEE to DSP32C) 10 2 Reserved 11 3 Reserved 12 4 OUE — DAU Overflow/Underflow Occurred 13 5 ADER — Addressing Error 14 6 LOS — Loss of Sanity 15 7 LOSY — Loss of External Sync

Register Operation (continued)

Processor Control Word (PCW) Register

Table 28. Processor Control Word (PCW) Register

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	INTER						PEND	MGN	PIOPH	PIOPL	MEMA		MEMB		WA	WB

Bit(s)	Field	Description
0	WB	If 0, disable wait-state generator for external memory partition B. If 1, enable wait-state generator for external memory partition B.
1	WA	If 0, disable wait-state generator for external memory partition A. If 1, enable wait-state generator for external memory partition A.
3, 2	MEMB	These bits select the number of wait-states that will be generated for the external memory in partition B. 00 — 1 wait-state* 01 — 2 wait-states 10 — 3 wait-states 11 — 2 or more wait-states (controlled by SRDYN signal)
5, 4	MEMA	These bits select the number of wait-states that will be generated for the external memory in partition A. 00 — 1 wait-state 01 — 2 wait-states 10 — 3 wait-states 11 — 2 or more wait-states (controlled by SRDYN signal)
6	PIOPL	If 0, PIOP3—PIOP0 are inputs. If 1, PIOP3—PIOP0 are outputs when PCR9 = 0.
7	PIOPH	If 0, PIOP7—PIOP4 are inputs. If 1, PIOP7—PIOP4 are outputs when PCR9 = 0.
8	MGN	If 0, MGN acts as a memory output enable signal. If 1, MGN is used by the bus arbitration protocol.
9	PEND	If PCW8 = 0, this bit is not used. If PCW8 = 1, the logical value of this bit is ORed with an internal signal, which indicates that an external access is pending, to produce MGN (i.e., PCW9 = 1, MGN = 0).
15—10	INTER	Each bit in this field corresponds to one of the six sources for an interrupt. A value of 1 in a position enables the corresponding interrupt source; a value of 0 disables the source. Bit — Interrupt — Source 10 — INTREQ2 — Interrupt 2 pin 11 — OBE — Serial output buffer empty 12 — IBF — Serial input buffer full 13 — PDE — Parallel data empty (output) 14 — PDF — Parallel data full (input) 15 — INTREQ1 — Interrupt 1 pin

* 1 wait-state = one period of CKI = 20 ns at maximum clock frequency.

Absolute Maximum Ratings

Stresses in excess of the Absolute Maximum Ratings can cause permanent damage to the device. These are absolute stress ratings only. Functional operation of the device is not implied at these or any other conditions in excess of those given in the operational sections of the data sheet. Exposure to Absolute Maximum Ratings for extended periods can adversely affect device reliability.

Parameter	Min	Max	Unit
Voltage Range on any Pin with Respect to Ground	–0.5	6.0	V
Power Dissipation	—	1.25	W
Storage Temperature	–65	150	°C
External Lead Bonding and Soldering Temperature	—	300	°C

Warning: All CMOS devices are prone to latch-up if excessive current is injected to/from the substrate. To prevent latch-up at powerup, no input pin should be subjected to input voltages greater than V_{IL}, or less than V_{SS} – 0.5 V before V_{DD} is applied. After powerup, input should not be greater than V_{DD} + 0.5 V or less than V_{SS} – 0.5 V.

Handling Precautions

All MOS devices must be handled with certain precautions to avoid damage due to the accumulation of static charge. Although input protection circuitry has been incorporated into the devices to minimize the effect of this static buildup, proper precautions should be taken to avoid exposure to electrostatic discharge during handling and mounting. AT&T employs a human-body model for ESD susceptibility testing. Since the failure voltage of electronic devices is dependent on the current and voltage and, hence, the resistance and capacitance, it is important that standard values be employed to establish a reference by which to compare test data. Values of 100 pF and 1500 Ω are the most common and are the values used in the AT&T human-body model test circuit. The breakdown voltage for the DSP32C is greater than 2000 V, according to the human-body model. ESD data for the charged-device model is available on request.

Recommended Operating Conditions

Device Speed	Package Option	Ambient Temperature T_A (°C)		Supply Voltage V_{DD} (V)	
		Min	Max	Min	Max
100 ns	68-Pin PLCC	0	70	4.5	5.5
	133-Pin PGA 164-Pin PQFP	–40	85	4.75	5.25
80 ns	68-Pin PLCC	0	70	4.5	5.5
	133-Pin PGA 164-Pin PQFP	–40	85	4.75	5.25

Electrical Characteristics

The parameters below are valid for the following conditions: T_A = 0 °C to 70 °C; V_{DD} = 5 V ± 10%; V_{SS} = 0 V or T_A = –40 °C to +85 °C; V_{DD} = 5 V ± 5%; V_{SS} = 0 V

Parameter	Sym	Min	Max	Unit
Input Voltage: All pins except PAB3—PAB0, PEN, PGN, PWN				
Low	V_{IL}	—	0.8	V
High: 0 °C to 70 °C	V_{IH}	2.0	—	V
High: –40 °C to +85 °C	V_{IH}	2.2	—	V
Input Voltage: Pins PAB3—PAB0, PEN, PGN, PWN				
Low	V_{IL}	—	0.8	V
High: 0 °C to 70 °C	V_{IH}	2.4	—	V
High: –40 °C to +85 °C	V_{IH}	2.7	—	V
Output Low Voltage				
Low (I_{OL} = 2 mA)	V_{OL}	—	0.4	V
Low (I_{OL} = 5 µA)	V_{OL}	—	0.2	V
Output High Voltage				
High (I_{OH} = –2 mA)	V_{OH}	V_{DD} – 0.7	—	V
High (I_{OH} = –5 µA)	V_{OH}	V_{DD} – 0.2	—	V
Input Leakage: All Inputs Except ZN				
Low (V_{IL} = 0 V) Low	I_{IL}	–5	—	µA
High (V_{IH} = 5.5 V) High	I_{IH}	—	5	µA
Input Leakage: ZN* pin				
Low (V_{IL} = 0 V) Low	I_{IL}	–500	—	µA
High (V_{IH} = 5.5 V) High	I_{IH}	—	5	µA
Output Offset Current				
Low (V_{OL} = 0 V)	I_{OZL}	–10	—	µA
High (V_{OH} = 5.5 V)	I_{OZH}	—	10	µA
Input, Ouput, I/O Capacitance	CI	—	10	pF
Power Supply Current†				
ROM/ROMless				
Instruction Cycle Time = 80 ns; tCKILCKIL = 20 ns	I_{DD}	—	225	mA
Instruction Cycle Time = 100 ns; tCKILCKIL = 25 ns	I_{DD}	—	180	mA
EMIless				
Instruction Cycle Time = 80 ns; tCKILCKIL = 20 ns	I_{DD}	—	200	mA
Instruction Cycle Time = 100 ns; tCKILCKIL = 25 ns	I_{DD}	—	160	mA
Power Dissipation‡				
ROM / ROMless				
Instruction Cycle Time = 80 ns; tCKILCKIL = 20 ns	PD	—	1.25	W
Instruction Cycle Time = 100 ns; tCKILCKIL = 25 ns	PD	—	1.00	W
EMIless				
Instruction Cycle Time = 80 ns; tCKILCKIL = 20 ns	PD	—	1.10	W
Instruction Cycle Time = 100 ns; tCKILCKIL = 25 ns	PD	—	0.90	W

* This pin has a pull-up device.

† Current in the input buffers is highly dependent on the input voltage level. At full CMOS levels, essentially no dc current is drawn, but for levels near the threshold of 1.4 V, high and unstable levels of current may flow. There are 72 inputs to the chip (19 input-only and 53 input/output pins). If all inputs are connected to a dc voltage around 1.4 V, an additional current in the range of 150 mA can be drawn. This current can be almost totally eliminated by setting the input pins to CMOS voltage levels (V_{DD} or V_{SS}). Therefore, all unused inputs should be tied inactive to V_{DD} or V_{SS} and all unused I/O pins should be tied inactive through a 10 kΩ resistor to V_{DD} or V_{SS}.

‡ The power dissipation listed is for output loads = 70 pF. Total power dissipation can be calculated on the basis of the application by adding $C * V_{DD}^2 * f$ for each output, where C is the load capacitance and f is the output frequency.

Device Timing Characteristics and Requirements

The characteristics listed are valid under the following conditions:

T_A = 0 °C to 70 °C; V_{DD} = 5 V ± 10%; V_{SS} = 0 V; C_{LOAD} = 50 pF.

T_A = –40 °C to +85 °C; V_{DD} = 5 V ± 5%; V_{SS} = 0 V; C_{LOAD} = 50 pF.

Output characteristics can be derated as a function of load capacitance (C_L).

All outputs except PDBs: $dT/dC_L \leq 0.04$ ns/pF for $0 \leq C_L \leq 100$ pF
PDB outputs: $dT/dC_L \leq 0.11$ ns/pF for $0 \leq C_L \leq 200$ pF

Test conditions for inputs:

- Rise and fall times of 4 ns or less
- Timing reference level V_{SS} = 1.5 V
- Timing reference levels for hold times: V_{IH} = 2.0 V, V_{IL} = 0.8 V

Test conditions for outputs:

- C_{LOAD} = 50 pF
- Timing reference level V_{OM} = 1.5 V
- Timing reference levels for hold times: V_{OH} = 2.4 V, V_{OL} = 0.4 V

CKI and CKO Timing

Table 29. CKI and CKO Timing (See Figure 10.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t1	tCKILCKIL	Clock In Period	20	500*	25	500*	ns
t2	tCKILCKIH	Clock In Low	9	—	11	—	ns
t3	tCKIHCKIL	Clock In High	9	—	11	—	ns
t4	tCKIRISE	Clock In Rise Time	—	4	—	5	ns
t5	tCKIFALL	Clock In Fall Time	—	4	—	5	ns
t6	tCKILCKOL	CKI Low to CKO Low	—	8	—	10	ns
t6a	tCKOFALL	Clock Out Fall Time	—	4	—	5	ns
t6b	tCKORISE	Clock Out Rise Time	—	4	—	5	ns
t7	tCKIHCKOH	CKI High to CKO High	—	8	—	10	ns

* This device is static. However, the maximum period guaranteed by test is 500 ns.

Device Timing Characteristics and Requirements (continued)

External Memory Interface (EMI) Timing

Table 30. Timing Characteristics for External Memory Interface (See Figure 11 and Figure 12.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns*		100 ns*		Unit
			Min	Max	Min	Max	
t8	tCKOLABV	CKO Low to Address Valid†	0	8	0	10	ns
t8a	tCKOLABX	Address Hold After CKO Low†	0	—	0	—	ns
t10	tCKOLRWNV	CKO Low to Read-Write Valid	0	8	0	10	ns
t10a	tCKOLRWNX	Read-Write Hold After CKO Low	0	—	0	—	ns
t11	tCKOLCYCNL	CKO Low to Cycle Initiate Low	0	6	0	7	ns
t12	tCKOLCYCNH	CKO Low to Cycle Initiate High	0	6	0	7	ns
t13	tABVASNL	Address Valid to Address Strobe Low†	0.5 x T – 3	0.5 x T + 2	0.5 x T – 3	0.5 x T + 3	ns
t13a	tCKOHASNL	CKO High to Address Strobe Low	0	5	0	6	ns
t14	tASNLASNH	Address Strobe Width	1.5 x T – 2 + N x T	—	1.5 x T – 2 + N x T	—	ns
t14a	tCKOLASNH	CKO Low to Address Strobe High	0	5	0	6	ns
t14b	tASNHABX	Address Hold After Address Strobe High†	0	—	0	—	ns
t15	tABVDSNH	Data Strobe High After Address Valid†	2 x T –5 + N x T	—	2 x T –5 + N x T	—	ns
t15a	tCKOLDSNL	CKO Low to Data Strobe Low	0	5	0	6	ns
t15b	tCKOLDSNH	CKO Low to Data Strobe High	0	5	0	6	ns
t16	tDSNLDSNH	Data Strobe Width	T – 2 + N x T	—	T – 2 + N x T	—	ns
t17	tMGNLMGNH	Read Data Strobe Width	1.5 x T – 4 + N x T	—	1.5 x T – 4 + N x T	—	ns
t17b	tMGNHMGNL	Read Strobe High to Read Strobe Low	0.5 x T – 2	—	0.5 x T – 2	—	ns
t17c	tCKOHMGNL	CKO High to Read Strobe Low	0	6	0	7	ns
t17d	tCKOLMGNH	CKO Low to Read Strobe High	0	6	0	7	ns

* T = tCKILCKIL; N = number of wait-states.

† Timing of MSN0—MSN3 is the same as the address bus.

Device Timing Characteristics and Requirements (continued)

External Memory Interface (EMI) Timing (continued)

Table 30. Timing Characteristics for External Memory Interface (See Figure 11 and Figure 12.) (continued)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns*		100 ns*		Unit
			Min	Max	Min	Max	
t18	tDSNHABX	Address Hold After Data Strobe High†	0	—	0	—	ns
t20	tDSNHRWNX	Read-Write Hold After Data Strobe High	0	—	0	—	ns
t20a	tDSNHDBE	Data Strobe High to Data Bus Low-Z	T – 1	—	T – 1	—	ns
t20b	tMGNHDBE	Read Strobe High to Data Bus Low-Z	T – 4	—	T – 4	—	ns
t20c	tRWNLDBE	Read-Write Low to Data Bus Low-Z	T – 2	—	T – 2	—	ns
t21	tDBVDSNH	Data Bus Valid to Data Strobe High	T – 5 + N x T	—	T – 5 + N x T	—	ns
t21a	tDSNHDBZ	Data Strobe High to Data Bus Hi-Z	—	2	—	3	ns
t21c	tCKOLDBZ	Data Bus Hi-Z After CKO Low	0	—	0	—	ns
t21e	tCKOLDBV	CKO Low to Data Bus Valid	0	8	0	10	ns
t21f	tCKOLDBE	Data Bus Low-Z After CKO Low	0	—	0	—	ns
t22	tDBVMWNH	Data Bus Valid to Write Strobe High	0.5 x T – 2 + N x T	—	0.5 x T – 2 + N x T	—	ns
t22a	tMWNLMWNH	Write Strobe Width	T + N x T	—	T + N x T	—	ns
t22b	tCKOHMWNL	CKO High to Write Strobe Low	0	7	0	8	ns
t22c	tMWNHABX	Address Hold After Write Strobe High†	0.5 x T – 4	—	0.5 x T – 4	—	ns
t22d	tCKOHMWNH	CKO High to Write Strobe High	0	6	0	7	ns
t23	tABVMGNL	Read Strobe Low After Address Valid†	0.5 x T – 4	—	0.5 x T – 4	—	ns
t23a	tABVMWNL	Write Strobe Low After Address Valid†	0.5 x T – 4	—	0.5 x T – 4	—	ns
t24	tABVDSNL	Data Strobe Low After Address Valid†	T – 4	—	T – 4	—	ns
t24a	tMWNHDBZ	Data Bus Hi-Z After Write Strobe High	0.5 x T – 2	0.5 x T + 4	0.5 x T – 2	0.5 x T + 5	ns
t24b	tASNHDBZ	Data Bus Hi-Z After Address Strobe High	–1	2	–1	3	ns

* T = tCKILCKIL; N = number of wait-states.

† Timing of MSN0—MSN3 is the same as the address bus.

Device Timing Characteristics and Requirements (continued)

External Memory Interface (EMI) Timing (continued)

Table 31. Timing Requirements for External Memory (See Figure 11 and Figure 12.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns*		100 ns*		Unit
			Min	Max	Min	Max	
t25	tSRDYNLCKOH	SRDYN Setup to CKO High	6	—	7	—	ns
t26	tCKOHSRDYNH	SRDYN Hold After CKO High	0	—	0	—	ns
t27a	tDBINASNH	DATA in Setup to Address Strobe High	8	—	9	—	ns
t27c	tDBINVCKOL	DATA in Setup to CKO Low	5	—	6	—	ns
t27d	tDBINVDSNH	DATA in Setup to Data Strobe High	8	—	9	—	ns
t27m	tDBINVMGNH	DATA in Setup to Read Strobe High	10	—	11	—	ns
t28a	tASNHDBX	DATA in Hold After Address Strobe High	0	—	0	—	ns
t28c	tCKOLDBX	DATA in Hold After CKO Low	0	—	0	—	ns
t28d	tDSNHDBX	DATA in Hold After Data Strobe High	0	—	0	—	ns
t28m	tMGNHDBX	DATA in Hold After Read Strobe High	0	—	0	—	ns
t29	tABVDBINV	Address Valid to DATA in Valid†	—	2 x T – 10 + N x T	—	2 x T – 12 + N x T	ns
t29a	tASNLDBINV	Address Strobe Low to DATA in Valid	—	1.5 x T – 8 + N x T	—	1.5 x T – 10 + N x T	ns
t29d	tDSNLDBINV	Data Strobe Low to DATA in Valid	—	T – 8 + N x T	—	T – 10 + N x T	ns
t29m	tMGNLDBINV	Read Strobe Low to DATA in Valid	—	1.5 x T – 10 + N x T	—	1.5 x T – 12 + N x T	ns

* T = tCKILCKIL; N = number of wait-states.
† Timing of MSN0—MSN3 is the same as the address bus.

Device Timing Characteristics and Requirements (continued)

Serial I/O (SIO) Timing

Note: Serial I/O is fully static; however, the maximum clock period (input and output) is tested only to the values stated in Table 30 and Table 32.

Table 32. Timing Requirements for Serial Inputs (See Figure 13.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t31	tICKLICKL	Clock Period	40	1000	50	1000	ns
t32	tICKLICKH	Clock Low Time	18	—	22	—	ns
t33	tICKHICKL	Clock High Time	18	—	22	—	ns
t34	tILDHICKH	Load High Setup	8	—	10	—	ns
t35	tICKHILDX	Load High Hold	0	—	0	—	ns
t36	tILDLICKH	Load Low Setup	8	—	10	—	ns
t37	tICKHILDX	Load Low Hold	0	—	0	—	ns
t38	tDIVICKH	Data Setup	8	—	10	—	ns
t39	tICKHDIX	Data Hold	0	—	0	—	ns

Table 33. Timing Characteristics for Serial Input (See Figure 13.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t40	tICKHIBFH	Input Buffer Delay	—	23	—	28	ns

Table 34. Timing Requirements for Serial Output (See Figure 14.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t41	tOCKLOCKL	Clock Period	40	1000	50	1000	ns
t42	tOCKLOCKH	Clock Low Time	18	—	22	—	ns
t43	tOCKHOCKL	Clock High Time	18	—	22	—	ns
t44	tOLDHOCKH	Load High Setup	8	—	10	—	ns
t45	tOCKHOLDX	Load High Hold	0	—	0	—	ns
t46	tOLDLOCKH	Load Low Setup	8	—	10	—	ns
t47	tOCKHOLDX	Load Low Hold	0	—	0	—	ns

Device Timing Characteristics and Requirements (continued)

Serial I/O (SIO) Timing (continued)

Table 35. Timing Characteristics for Serial Output (See Figure 14.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t48	tOCKHDOV	Data Delay	—	23	—	28	ns
t49	tOCKHDOX	Data Hold	2	—	2	—	ns
t50	tOCKHOBEH	Output Buffer Empty Delay	—	23	—	28	ns
t51	tOCKHOSEH	Output Shift Register Delay	—	23	—	28	ns
t52	tOENLDOE	Enable Delay	—	23	—	28	ns
t53	tOENHDOZ	Disable Delay	—	23	—	28	ns

Table 36. Timing Requirements for Serial Clock Generation (See Figure 15.)

Abbreviated Reference	IEEE Symbol	Parameter*	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t54	tSYHICKH tSYHOCKH	SY High Setup	8	—	10	—	ns
t55	tICKHSYX tOCKHSYX	SY High Hold	0	—	0	—	ns
t56	tSYLICKH tSYLOCKH	SY Low Setup	8	—	10	—	ns
t57	tICKHSYX tOCKHSYX	SY Low Hold	0	—	0	—	ns

* ICK or OCK is selected by IOC [BC].

Table 37. Timing Characteristics for Serial Clock Generation (See Figure 15.)

Abbreviated Reference	IEEE Symbol	Parameter*	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t58	tICKHSYL tOCKHSYL	Internal SY Delay	—	23	—	28	ns
t59	tICKHILDL tOCKHOLDL	Internal Load Delay	—	23	—	28	ns
t60	tSYLILDL tSYLOLDL	Internal Load/SY Delay	—	23	—	28	ns
t61	tICKHICKH tOCKHOCKH	Clock Period†	480/160	—	600/200	—	ns
t62	tICKLICKH tOCKLOCKH	Clock Low Time†	220/60	—	275/70	—	ns
t63	tICKHICKL tOCKHOCKL	Clock High Time†	220/60	—	275/70	—	ns

* ICK or OCK is selected by IOC [BC].
† Depends on the value of the internal clock, determined by IOC [CKI]. Either CKI/8 or CKI/24.

Device Timing Characteristics and Requirements (continued)

Parallel I/O (PIO) Timing

Table 38. Timing Requirements for PIO Read Cycle (See Figure 16.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min*	Max	Min*	Max	
t64	tPAVPRL	Address Setup	8	—	10	—	ns
t65	tPRHPAX	Address Hold	0	—	0	—	ns
t70a	tPRLPRH	Read Pulse	2 x T	—	2 x T	—	ns
t76g	tPRWHPRWL	PIO Idle†	2 x T	—	2 x T	—	ns

* T = tCKILCKIL.
† A minimum 2 x T interval is required for the start of the read or write cycle following the end of the previous read or write cycle.

Table 39. Timing Characteristics for PIO Read Cycle (See Figure 16.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t66	tPRLPDV	Access from Read	—	30	—	35	ns
t67	tPRHPDZ	Data Hold from Read	2	10	2	12	ns

Table 40. Timing Requirements for PIO Write Cycle (See Figure 17.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min*	Max	Min*	Max	
t68	tPAVPWL	Address Setup	8	—	10	—	ns
t69	tPWHPAX	Address Hold	0	—	0	—	ns
t70	tPWLPWH	Write Pulse	2 x T	—	2 x T	—	ns
t71	tPDVPWH	Data Setup	20	—	25	—	ns
t72	tPWHPDX	Data Hold	0	—	0	—	ns
t76g	tPRWHPRWL	PIO Idle†	2 x T	—	2 x T	—	ns

* T = tCKILCKIL.
† A minimum 2 x T interval is required for the start of the read or write cycle following the end of the previous read or write cycle.

Table 41. Timing Characteristics for PDF and PIF (See Figure 16 and Figure 17.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max*	Min	Max*	
t73	tPWHPDFH	PDF Write Delay	—	0.5 x T + 25	—	0.5 x T + 30	ns
t73a	tPWHPIFH	PIF Write Delay	—	0.5 x T + 25	—	0.5 x T + 30	ns
t74	tPRLPDFL	PDF Read Delay	—	28	—	35	ns
t75	tPRLPIFL	PIF Read Delay	—	28	—	35	ns
t76a	tPRHPDFL	PDF Read Delay	—	0.5 x T + 25	—	0.5 x T + 30	ns
t76	tPRHPIFL	PIF Read Delay	—	0.5 x T + 25	—	0.5 x T + 30	ns

* T = tCKILCKIL.

Device Timing Characteristics and Requirements (continued)

Parallel I/O (PIO) Timing (continued)

Table 42. Timing Requirements for PIOP (See Figure 18.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t76b	tPIOPVCKOL	PIOP Setup	10	—	12	—	ns
t76c	tCKOLPIOPX	PIOP Hold	0	—	0	—	ns

Table 43. Timing Characteristics for PIOP (See Figure 18.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns		100 ns		Unit
			Min	Max	Min	Max	
t76d	tCKOHPIOPX	PIOP Output Hold	5	—	5	—	ns
t76e	tCKOHPIOPV	PIOP Output Delay	—	35	—	40	ns

Reset and Interrupt Timing

The following terms describe reset:

Reset state — The DSP32C is in the reset state when the internal reset signal is asserted, initializing the internal states of the chip. This state is entered when:

- Power-on reset is detected, or
- ZN and RESTN pins are low, or
- A 0 to 1 transition is detected on RESTN, or
- A 0 to 1 transition is detected on pcr0 (only if RESTN = 1).

Powerup reset — Powerup reset occurs during the first 8 clock cycles after power has been applied ($V_{DD} \geq 3$ V). On-chip circuitry detects powerup and puts the chip in the reset state.

Reset sequence — The reset sequence is the execution of the internally-generated instructions call 0 (r14) followed by nop. The reset sequence always follows the reset state.

Halt mode — The DSP32C is executing internally generated nops during the halt mode. PIO DMA remains active.

Run mode — The DSP32C is fetching and executing instructions.

PowerUp Reset Sequences. On powerup of the DSP32C, on-chip circuitry puts the device in the reset state for the first 8 clock cycles.

At this time, the logic levels of RESTN and ZN (both are active-low) control the DSP32C's operation:

ZN	RESTN	Description
0	0	Remain in the reset state.
x*	1	Perform reset sequence then run.
1	0	Perform reset sequence then halt.

* x denotes don't care.

Reset and Halt Operation. While in the run mode, the DSP32C can be placed in other modes by asserting the RESTN and ZN pins or by using the PCR register. To enter the halt mode, assert RESTN or write PCR0 = 0. Note that RESTN has priority over PCR0. To bring the chip out of the halt mode, negate RESTN or write PCR0 = 1. This initiates a reset state followed by the reset sequence followed by the run mode.

To enter the reset state immediately, assert ZN and RESTN. Subsequent operations are the same as on powerup.

To enter the halt mode using only the RESTN signal (see Figure 22):

1. Assert RESTN.
2. Negate RESTN. The reset state is performed, followed by the reset sequence.
3. Assert RESTN, again, within 10 clock cycles. The DSP32C enters the halt mode without executing any instructions.

Device Timing Characteristics and Requirements (continued)

Reset and Interrupt Timing (continued)

Table 44. Timing Requirements and Characteristics for Interrupts and Reset
(See Figure 19, Figure 22, and Figure 23.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns*		100 ns		Unit
			Min	Max	Min	Max	
t77	tINTREQLINTREQH	INTREQ Assertion to Guarantee Interrupt Is Recognized	4 x T + 10	—	4 x T + 15	—	ns
t78	tIACKHINTREQH	Interrupt Acknowledge to Request De-assertion	—	2 x T	—	2 x T	ns
t79	tRESTNLRESTNH	RESTN Assertion to Guarantee Reset	4 x T – 10	—	4 x T – 15	—	ns
t79a	tPUSV	Powerup to RESTN and ZN Valid	0	4 x T – 10	0	4 x T – 10	ns
t79b	tRESTNHZNH	RESTN High to ZN High	—	8 x T†	—	8 x T†	ns
t79c	tHALT	RESTN High to RESTN Low (enter halt after reset)	—	10 x T	—	10 x T	ns
t80	tCKOLIACKH	Interrupt Acknowledge Asserted with Respect to CKO	—	10	—	12	ns

* T = tCKILCKIL.
† ZN may be asserted at any time. This maximum specification permits correct DSP32C operation Assertion of ZN for longer than 8T keeps all DSP32C outputs in a high-impedance state

Bus Request Timing

Table 45. Timing Requirements and Characteristics for Bus Request
(See Figure 20 and Figure 21.)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns*		100 ns*		Unit
			Min	Max	Min	Max	
t81	tBREQNLCKOL	BREQN Setup Time to CKO Low	8	—	10	—	ns
t82	tCKOLCKOH	Synchronous Bus Request Interval	2.5 x T	3.5 x T + N x T	2.5 x T	3 5 x T + N x T	ns
t83	tCKOHBRACKNL	BRACKN Delay After CKO High	—	8	—	10	ns
t84	tBRACKNLABZ	BRACKN Asserted to EMI High Impedance	—	0	—	0	ns
t85	tBREQNHCKOL	BREQN Setup Time to CKO Low	8	—	10	—	ns
t86	tCKOLCKOH	Synchronous Bus Request Negation Interval	1.5 x T	—	1.5 x T	—	ns

* T = tCKILCKIL; N = number of wait-states in external memory transaction.

Device Timing Characteristics and Requirements (continued)

Bus Request Timing (continued)

Table 45. Timing Requirements and Characteristics for Bus Request
(See Figure 20 and Figure 21.) (continued)

Abbreviated Reference	IEEE Symbol	Parameter	80 ns*		100 ns*		Unit
			Min	Max	Min	Max	
t87	tCKOHBRACKNH	BRACKN Delay After CKO High	—	8	—	10	ns
t88	tBRACKNHABV	BRACKN Negated to EMI Signals Active	0	—	0	—	ns
t89	tCKOLMGNL	MGN/EAPN Asserted After CKO Low	—	8	—	10	ns
t90	tCKOLMGNH	MGN/EAPN Negated After CKO Low	—	8	—	10	ns

* T = tCKILCKIL; N = number of wait-states in external memory transaction.

Timing Diagrams

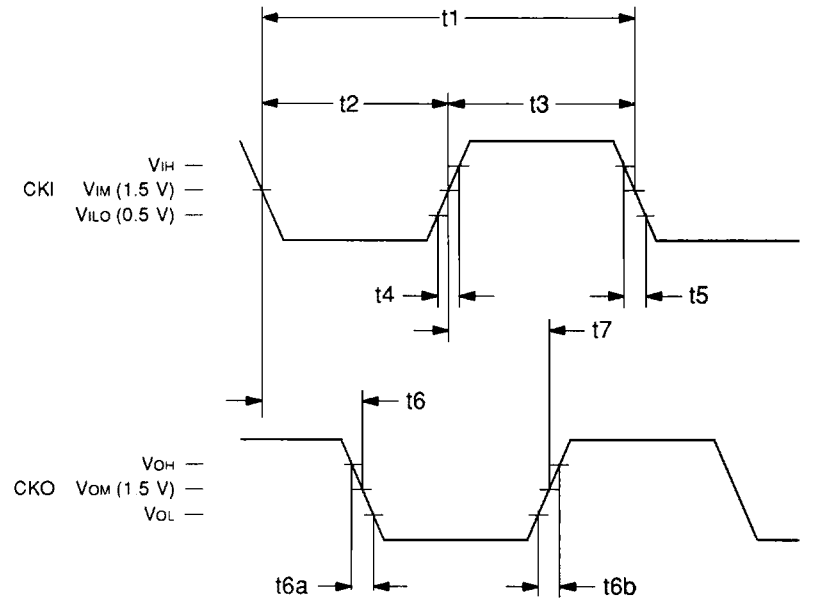
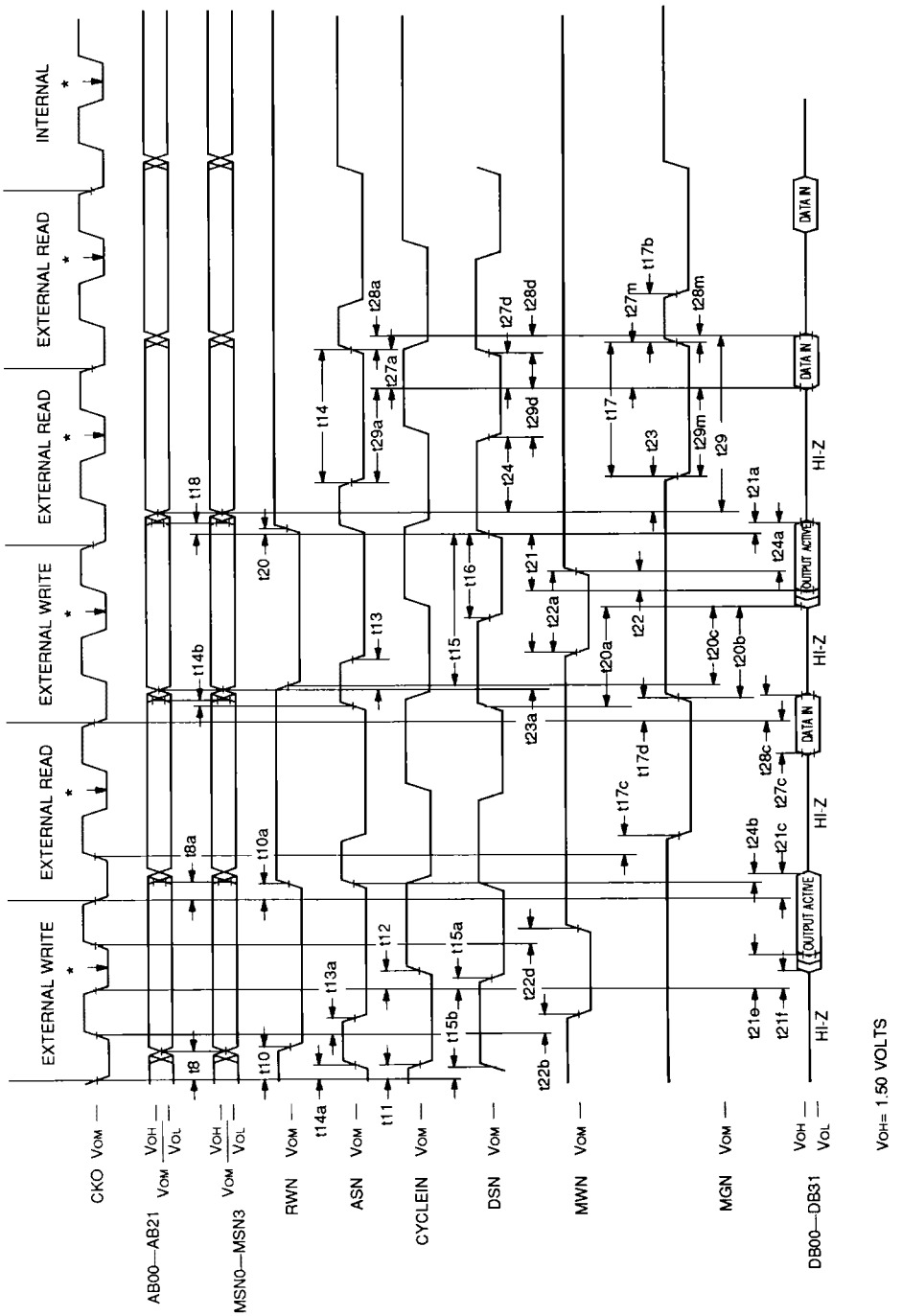


Figure 10. Clock In and Clock Out

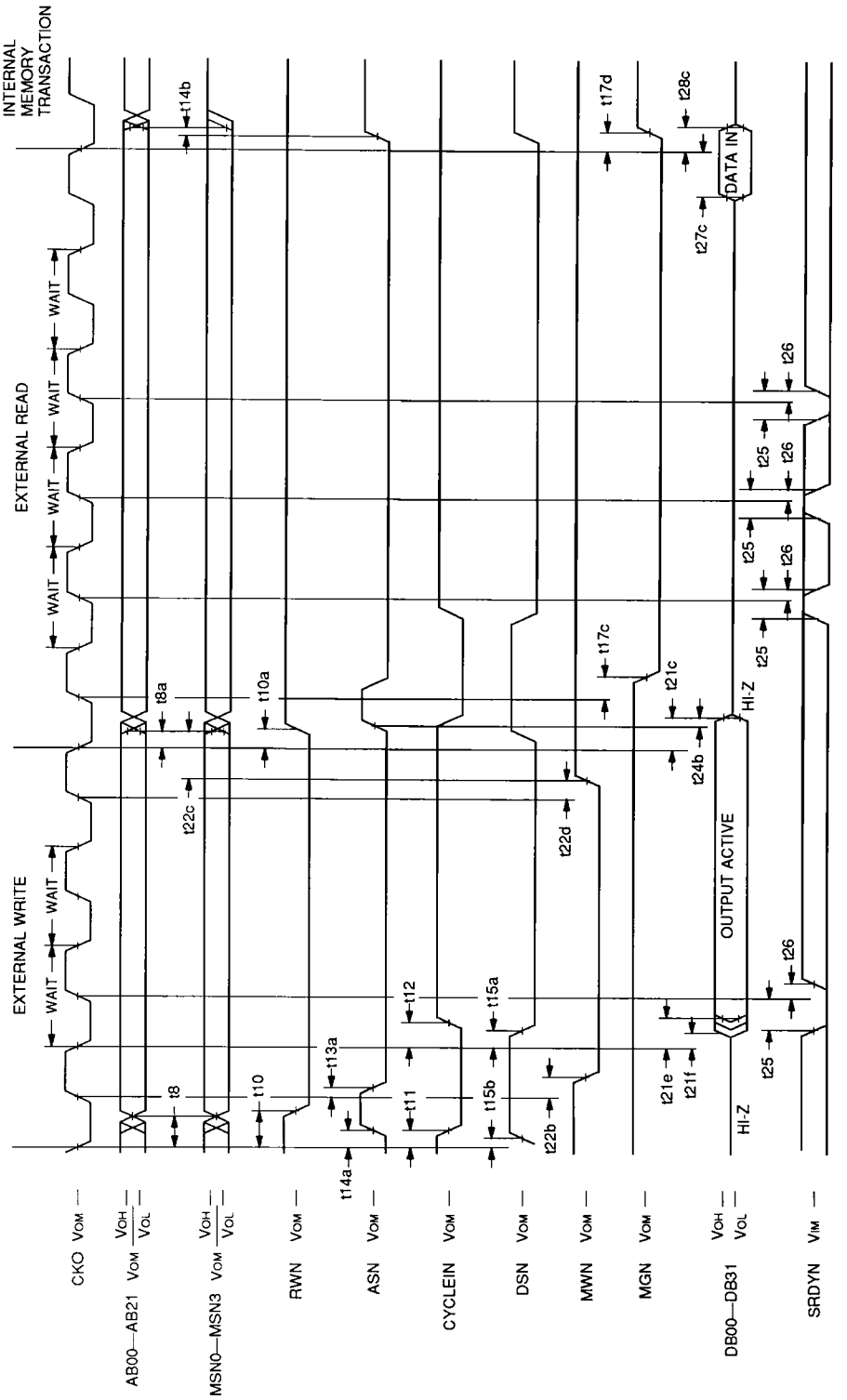
Timing Diagrams (continued)



* Additional clock periods are added here for memory waits.

Figure 11. External Memory Transactions (No Wait-states from External Memory)

Timing Diagrams (continued)



SRDYN assertion is not necessary for wait-states programmed with PCW [MEMA]/PCIO [MEMB] = 00, 01, or 10 and PCW [WA]/PCW [WB] = 1

Figure 12. External Memory Transactions (Wait-states from External Memory)

Timing Diagrams (continued)

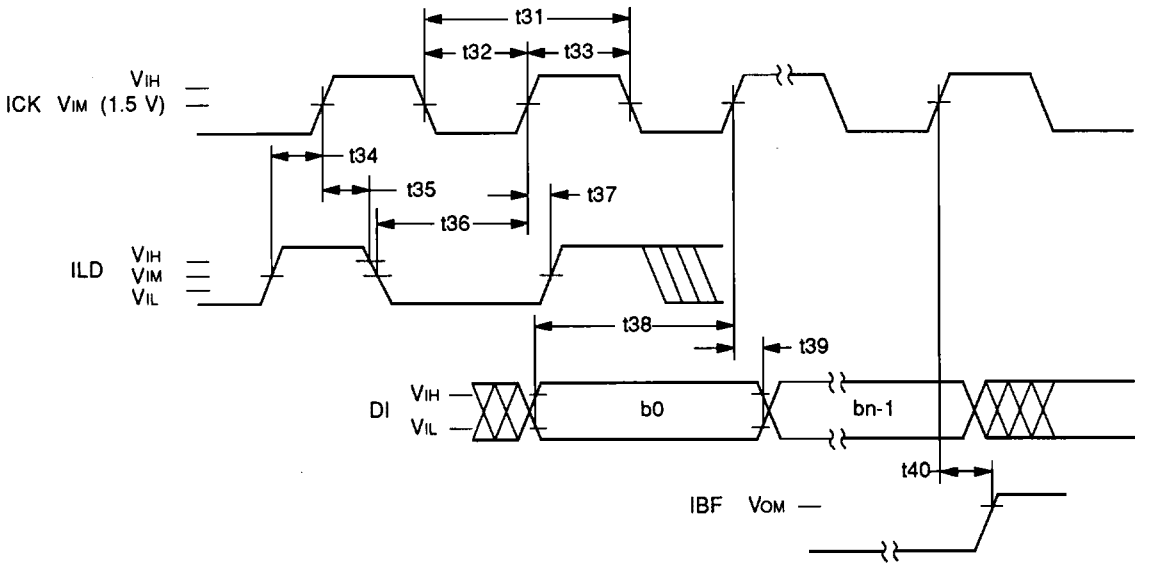


Figure 13. Serial Input Timing

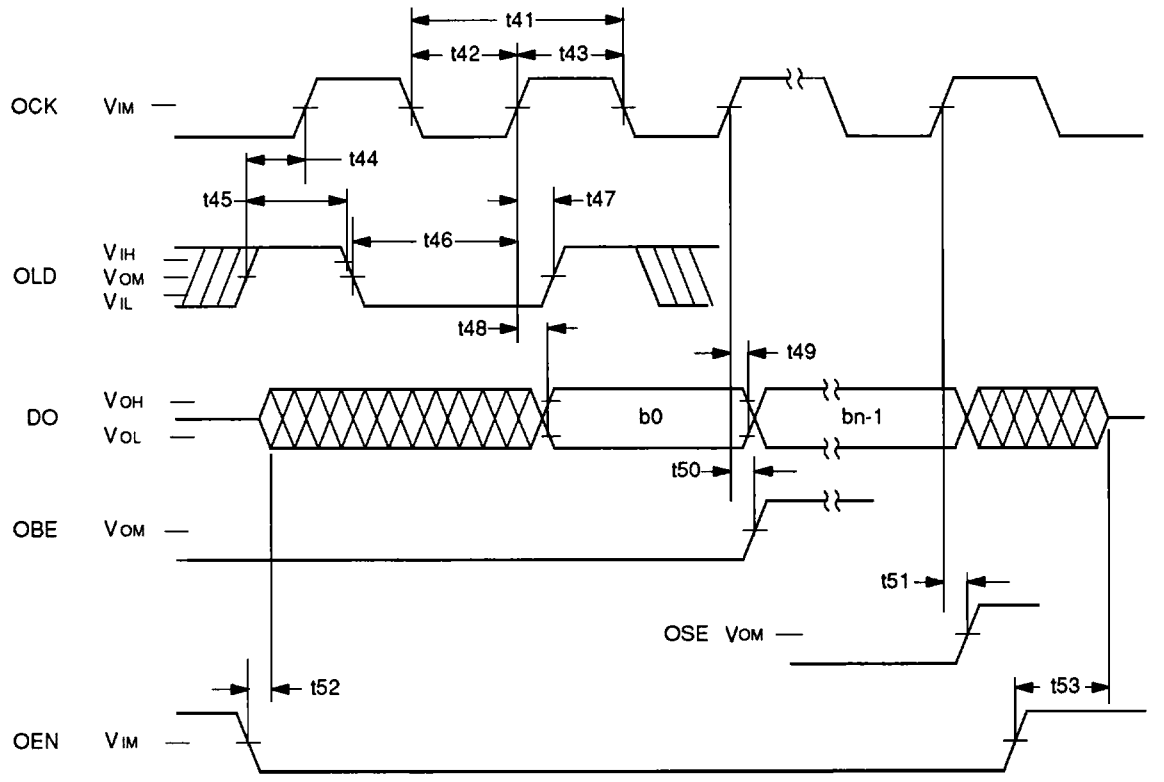
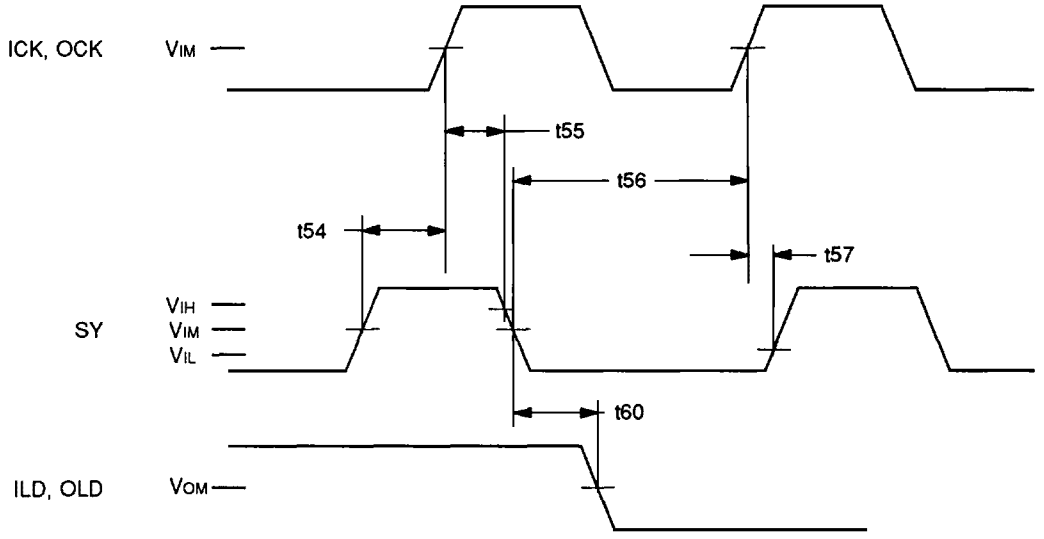
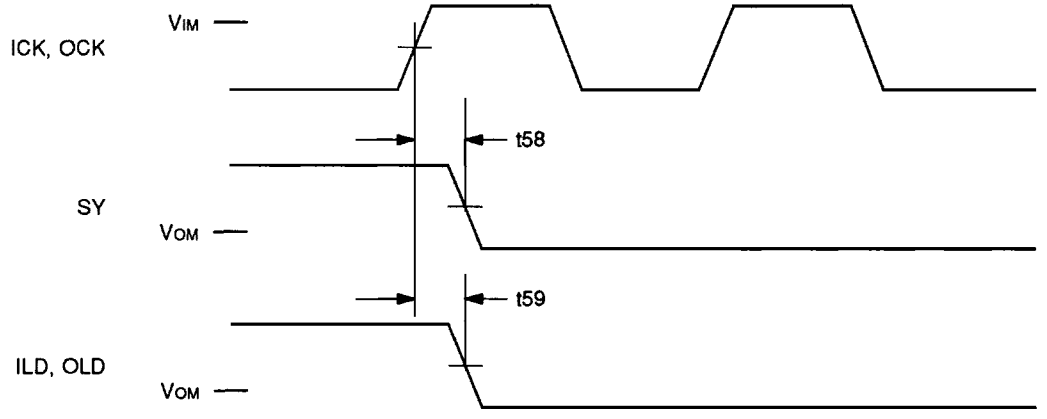


Figure 14. Serial Output Timing

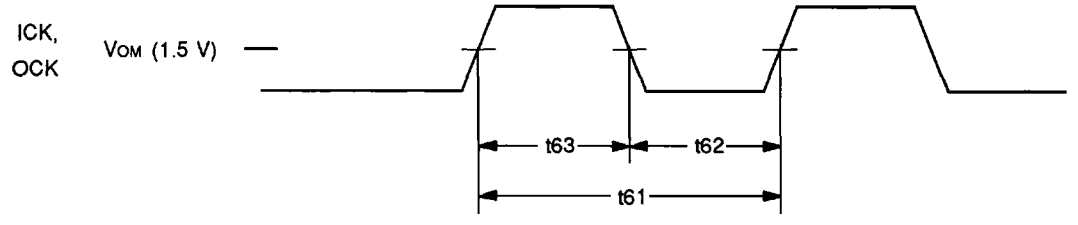
Timing Diagrams (continued)



A. External SY, ICK/OCK, Internal ILD/OLD



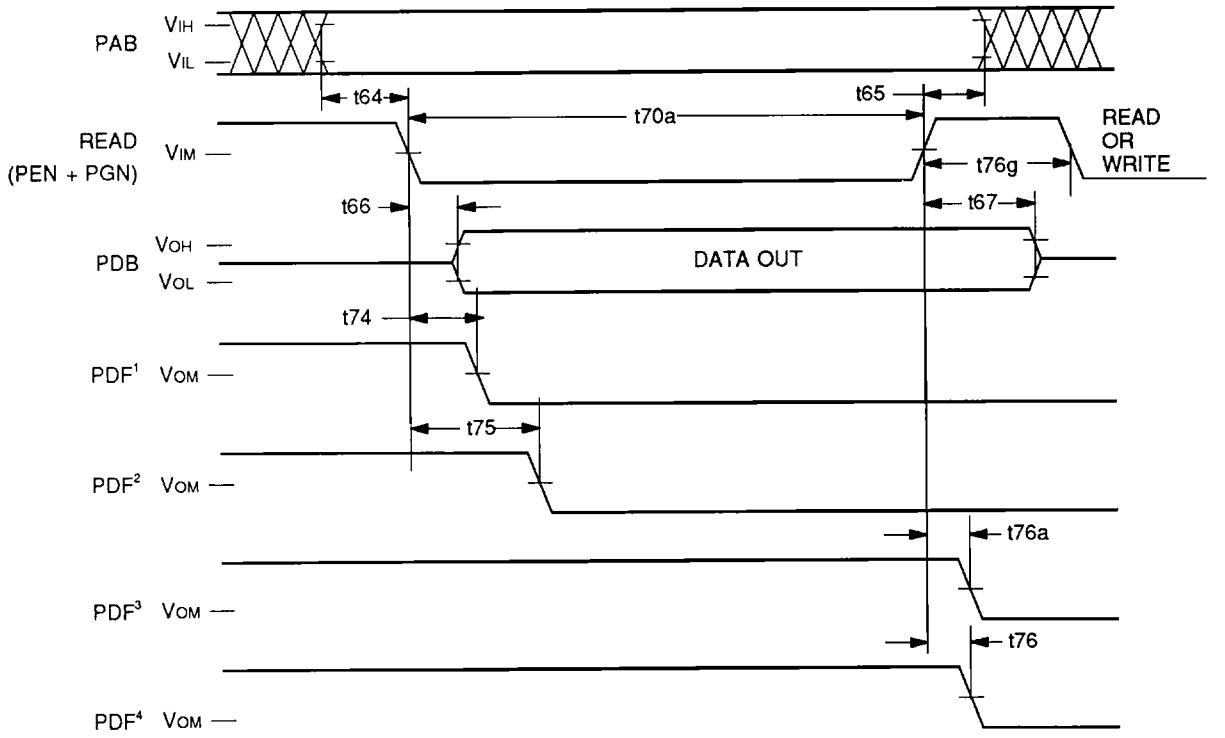
B. Internal SY, ILD/OLD, External ICK/OCK



C. Internal ICK/OCK

Figure 15. I/O Clock Generation Timing

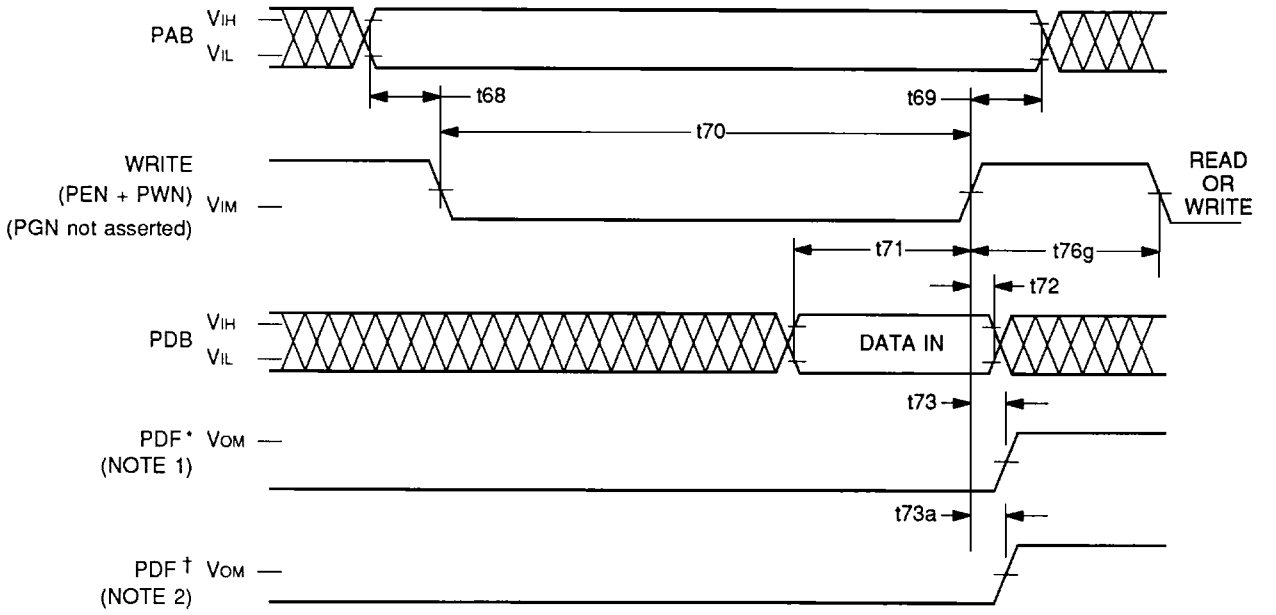
Timing Diagrams (continued)



1. PDF changes at the beginning of a read transaction when PCR10 = 0. PDF changes only when PDR(h) (8-bit mode) or PDR (16-bit mode) is read. Reading PDR(l), PDR2(l), or PDR2(h) (8-bit mode), or reading PDR2 (16-bit mode) does not affect the PDF flag.
2. PIF changes at the beginning of a read transaction if PCR10 = 0. If PIF high was caused by the loading of the PIR register, PIF changes when PIR(h) (8-bit mode) is read, or PIR(w) (16-bit mode) is read and PCR2 (ENI) is set (1).
3. PDF changes at the end of a read transaction if PCR10 = 1. (See Note 1 for a description of PDF logic.)
4. PIF changes at the end of a read transcation if PCR10 = 1. (See Note 2 for a description of PIF logic.) PIF also changes when the ESR register is read (if PIF high was caused by an unmasked error).

Figure 16. PIO Timing — Read Cycle

Timing Diagrams (continued)

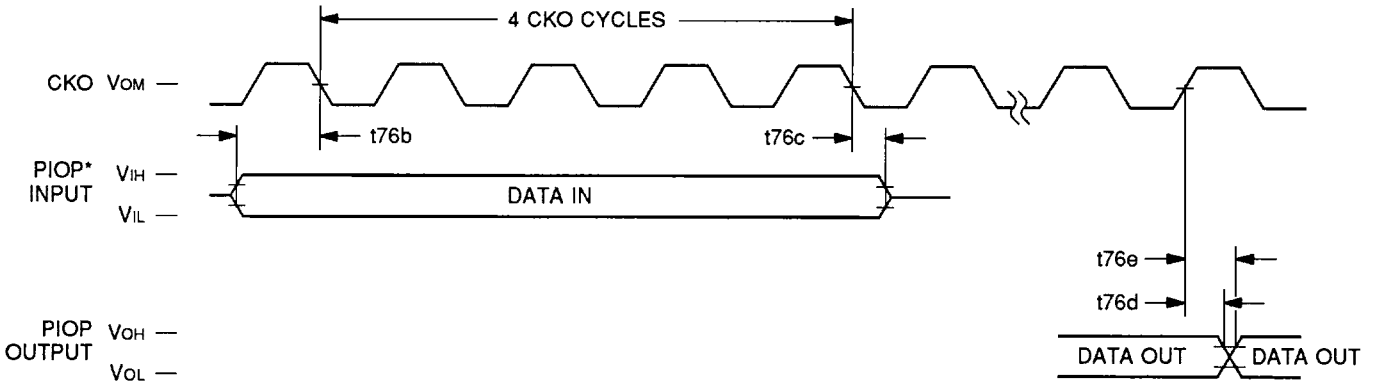


* PDF changes only when PDR(h) (8-bit mode) or PDR (16-bit mode) is written. Writing PDR(l), PDR2(l), PDR2(h) (8-bit mode), or writing PDR2 (16-bit mode) does not affect the PDF flag.

† If PCR2 (ENI) is set (1), PIF changes when PIR(h) (8-bit mode) or PIR (16-bit mode) is written.

Figure 17. PIO Timing — Write Cycle (PGN High)

Timing Diagrams (continued)



Note: The PIOP inputs are intended to sense slowly changing events. The DSP32C samples PIOP inputs once every 4 cycles of CKO; the value of PIOP read reflects the PIOP when sampled by a DSP32C instruction that reads the PIOP register.

Figure 18. PIOP Timing

8-bit PIO

When the DSP32C PIO is configured as an 8-bit port, the upper 8 bits of PDB can be configured by PCW6—PCW7 to be two 4-bit input or output registers. The upper 8 bits of PDB are referred to as PIOP0—PIOP7.

When either PIOP0—PIOP3 or PIOP4—PIOP7 is configured as an input, the PIOP register can be read by the DSP32C, at most, once every 4 cycles of CKO.

When either PIOP0—PIOP3 or PIOP4—PIOP7 is configured as an output, the corresponding bits of PDB change only when the DSP32C program writes a different value to the corresponding bit in PIOP, or if PCW6 (PIOPL) or PCW7 (PIOPH) are cleared. This may occur, at most, once every 4 cycles of CKO. (When PCW6 or PCW7 is cleared, the corresponding bits of PDB become inputs, but the contents of the PIOP registers remain unchanged.

Timing Diagrams (continued)

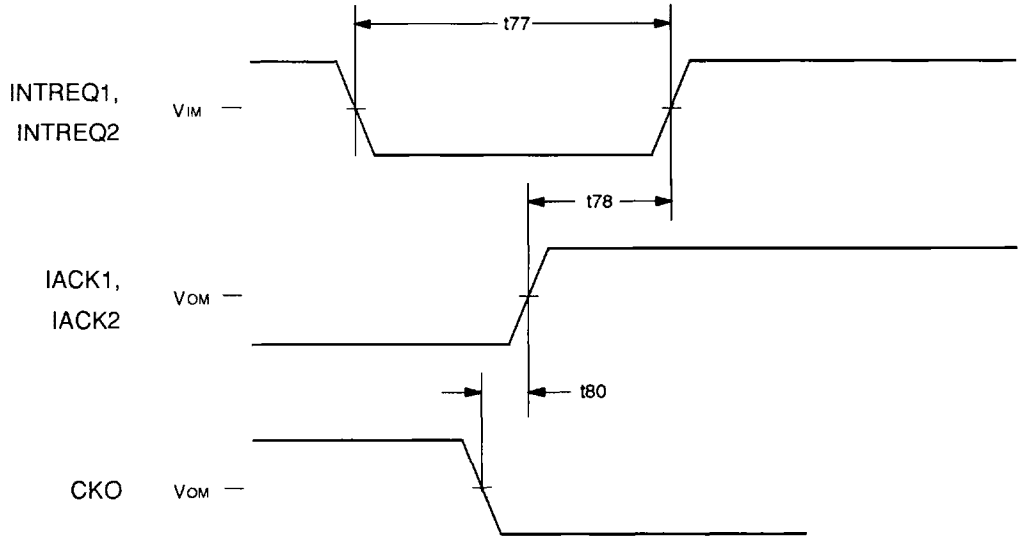


Figure 19. Interrupt Timing

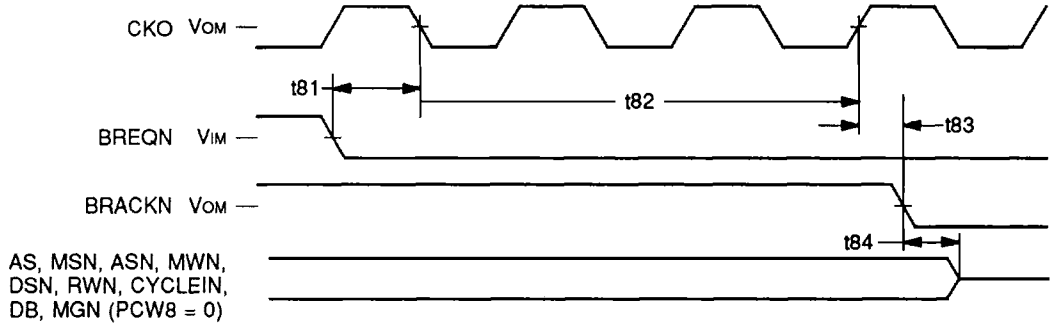


Figure 20. Bus Request Assertion Timing

Timing Diagrams (continued)

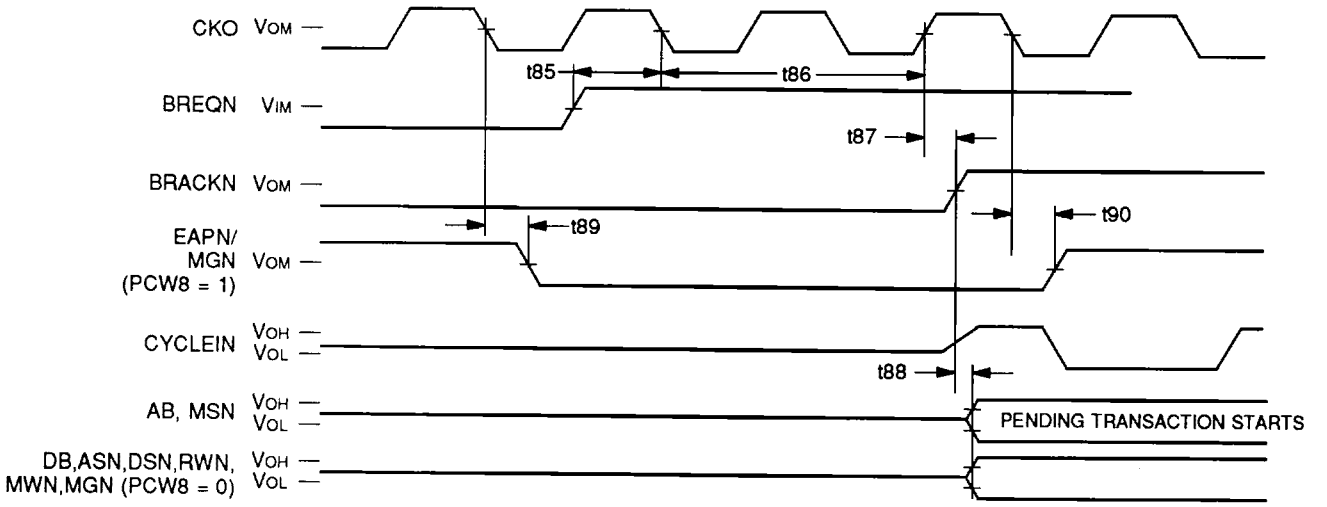


Figure 21. Bus Request Negation Timing

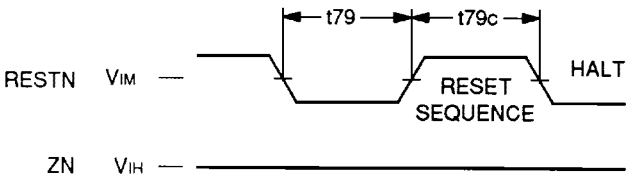


Figure 22. Reset and Enter Halt

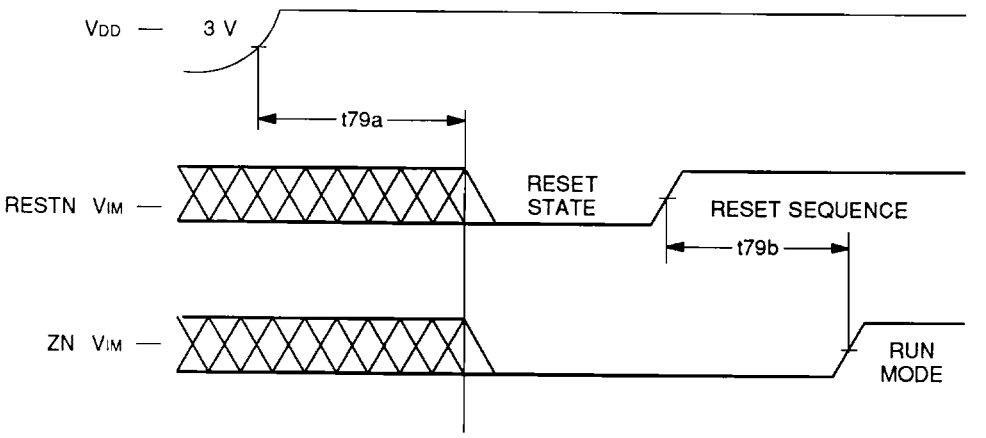
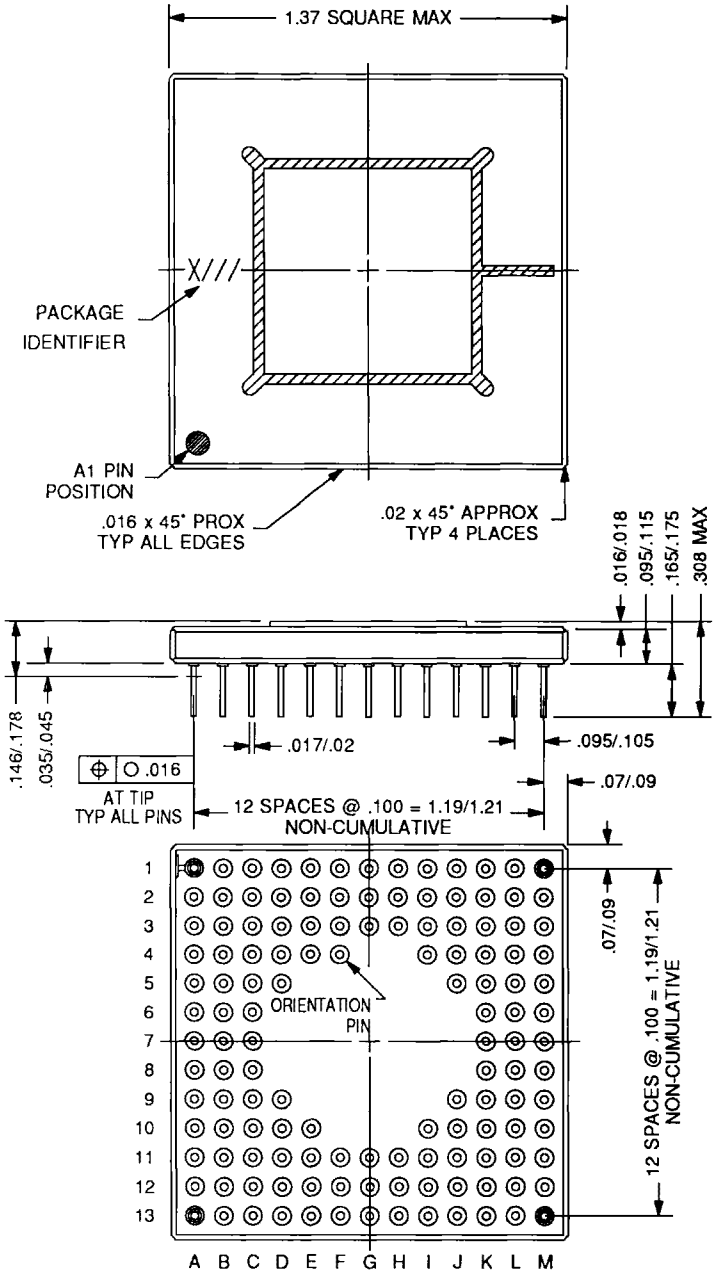


Figure 23. Power-On Reset Requirements

Outline Diagrams

133-Pin PGA Package

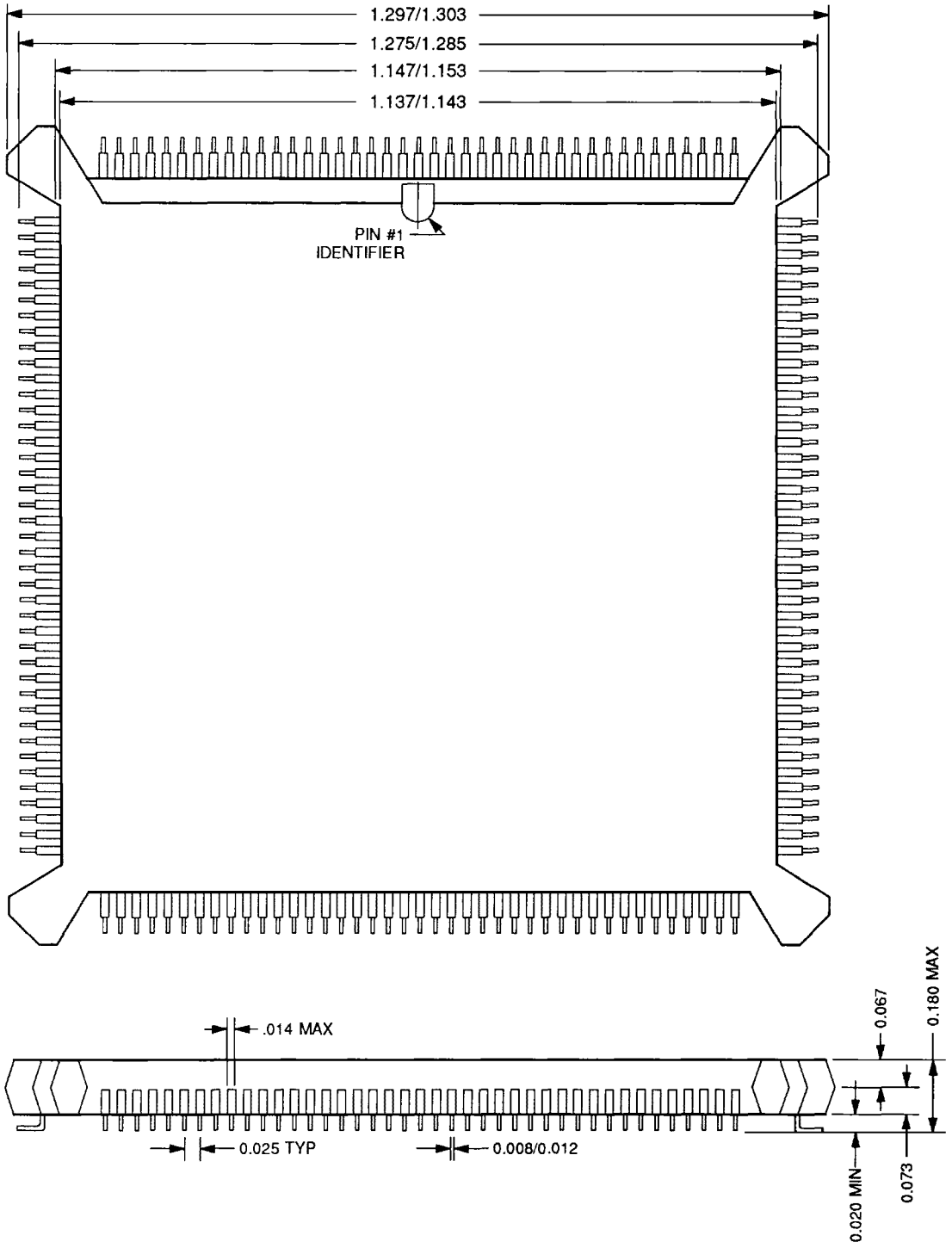
All dimensions are in inches.



Outlines Diagrams (continued)

164-Pin PQFP Package

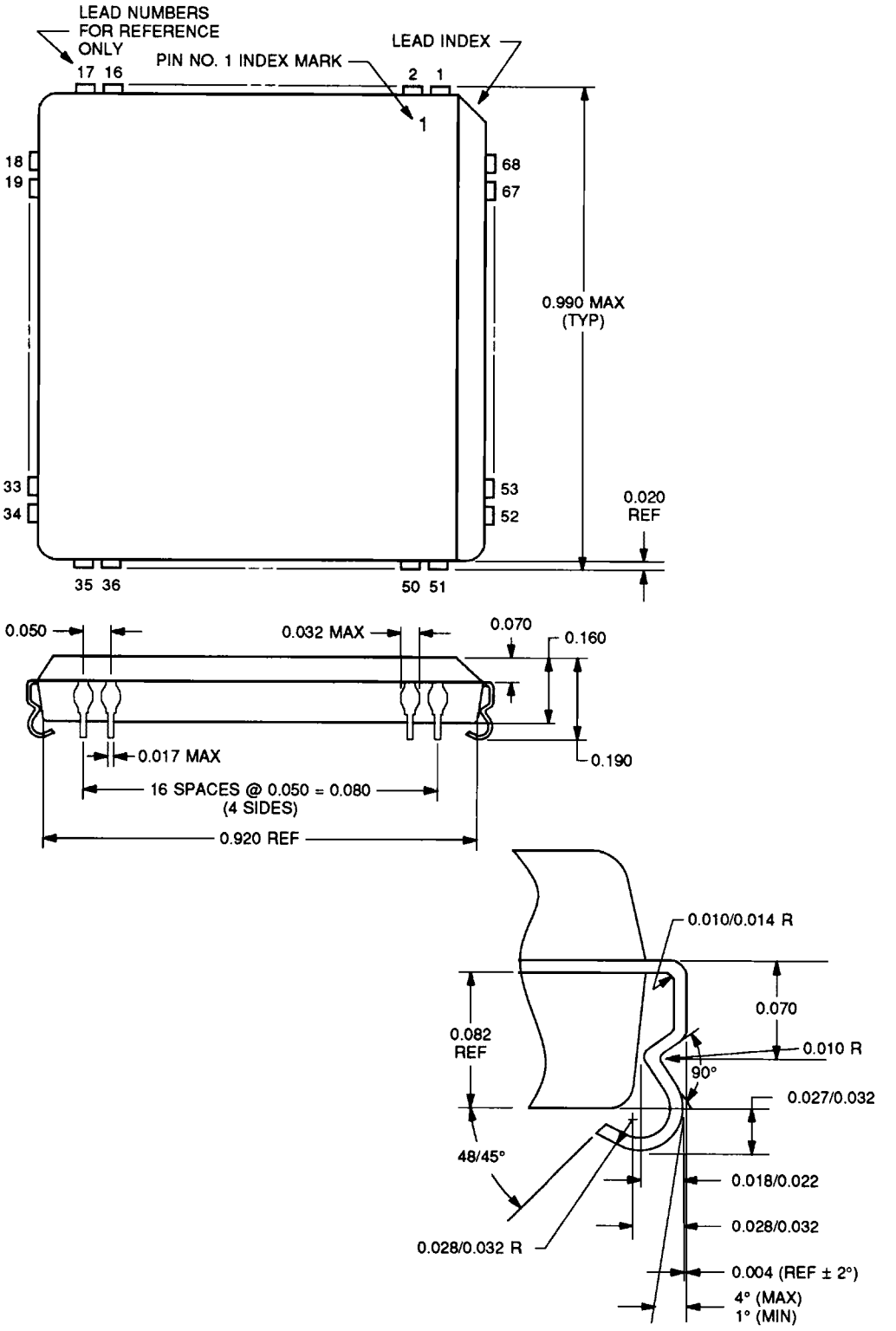
All dimensions are in inches.



Outlines Diagrams (continued)

68-Pin PLCC Package

All dimensions are in inches.



Design Consideration

When using device issue 1, 2, or 3 of the *WE* DSP32C, one design consideration should be adhered to. Device issues 1 through 3 can be identified by the device code *WE*-DSP32C-abc (a = R or F; b = 2 or 3; and c = 1, 2, or 3). The design consideration involves PIO DMA writes in the presence of waits to external memory. During wait-states, the PDF flag is negated (parallel data register empty) prior to the completion of the DMA operation. If external hardware overwrites the pdr[l,h], par[l,h,e], or pcr[l,h] registers before the DMA operation is complete, the operation is corrupted. For example, if external hardware wrote the pdr register with the next piece of data before the DMA transfer completed, the current DMA cycle will not complete, and the pdf flag will remain high.

Software Workaround: When performing DMA writes in the presence of waits to external memory, the next write to the PIO port should be held off for the following:

- After pdf is observed to be negated, if X and Y fetches or SIO DMA reads access external memory, wait a minimum of two times the number of wait-states before the next write to the PIO port.
- If X and Y fetches do not both access external memory and serial DMA is not used, wait at least the number of wait-states before the next write to the PIO port.

For additional information, contact your AT&T Account Manager or the following:
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