

## CS485xx Family Data Sheet

### Features

- Cost-effective, High-performance 32-bit DSP
  - 300,000,000 MAC/S (multiply accumulates per second)
  - Dual MAC cycles per clock
  - 72-bit accumulators are the most accurate in the industry
  - 24k x 32 SRAM, 2k blocks - assignable to data or program
  - Internal ROM contains a variety of configurable sound enhancement feature sets
  - 8-channel internal DMA
  - Internal watch-dog DSP lock-up prevention
- DSP Tool Set w/ Private Keys for Protecting Customer IP
- Configurable Serial Audio Inputs/Outputs
  - Configurable for all input/output types
  - Maximum 32-bit @ 192 kHz
  - Supports 32-bit audio sample I/O between DSP chips
  - TDM input modes (multiple channels on same line)
  - 192 kHz SPDIF transmitter
  - Multi-channel DSD direct stream digital SACD input
- Supports Two Different Input Fs Sample Rates
  - Output can be master or slave
  - Dual processing path capability
  - Input supports dual domain slave clocking
  - Hardware assist time sampling for sample rate conversion
- Integrated Clock Manager/PLL
  - Can operate from external crystal, external oscillator
- Input Fs Auto Detection
- Host & Boot via Serial Interface
- Configurable GPIOs and External Interrupt Input
- 1.8V Core and a 3.3V I/O that is tolerant to 5V input
- Low-power Mode
  - "Energy Star® Ready" in low-power mode, 268  $\mu$ W in standby

Differentiating from the legacy Cirrus multi-standard, multi-channel decoders, this new CS485xx family is still based on the same high-performance 32-bit fixed point Digital Signal Processor core but instead is equipped with much less memory, tailoring it for more cost-effective applications associated with multi-channel and virtual-channel sound enhancements. Target applications are:

- Digital Televisions
- Multimedia Peripherals
- iPod® Docking Stations
- Automotive Head Units
- Automotive Outboard Amplifiers
- HD-DVD™ and Blu-ray Disc® DVD Receivers
- PC Speakers

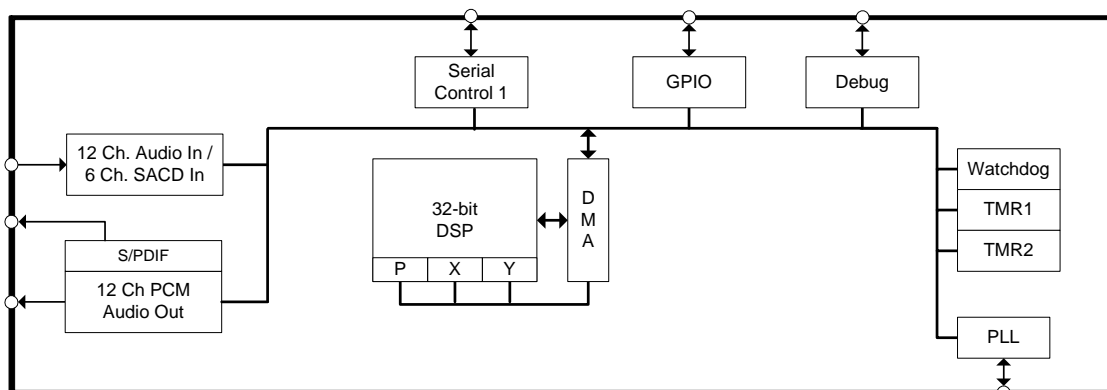
There are also a wide variety of licensable DSP codes available today as seen by the following examples:



Cirrus also has developed, or is developing their own royalty-free versions of popular features sets like Cirrus Bass Manager, Cirrus Dynamic Volume Leveler, Cirrus Original Multichannel Surround, Cirrus Virtual Speaker & Cirrus 3D-Audio.

The CS485xx family is programmed using the Cirrus proprietary DSP Composer™ GUI development tool. Processing chains may be designed using a drag-and-drop interface to place/utilize functional macro audio DSP primitives. The end result is a software image that is down-loaded to the DSP via serial host or serial boot modes.

See [Section 6](#) for ordering information.



**CS485xx Block Diagram**

---

## Contacting Cirrus Logic Support

For all product questions and inquiries, contact a Cirrus Logic Sales Representative.

To find the one nearest you, go to [www.cirrus.com](http://www.cirrus.com).

---

### IMPORTANT NOTICE

Cirrus Logic, Inc. and its subsidiaries ("Cirrus") believe that the information contained in this document is accurate and reliable. However, the information is subject to change without notice and is provided "AS IS" without warranty of any kind (express or implied). Customers are advised to obtain the latest version of relevant information to verify, before placing orders, that information being relied on is current and complete. All products are sold subject to the terms and conditions of sale supplied at the time of order acknowledgment, including those pertaining to warranty, indemnification, and limitation of liability. No responsibility is assumed by Cirrus for the use of this information, including use of this information as the basis for manufacture or sale of any items, or for infringement of patents or other rights of third parties. This document is the property of Cirrus and by furnishing this information, Cirrus grants no license, express or implied under any patents, mask work rights, copyrights, trademarks, trade secrets or other intellectual property rights. Cirrus owns the copyrights associated with the information contained herein and gives consent for copies to be made of the information only for use within your organization with respect to Cirrus integrated circuits or other products of Cirrus. This consent does not extend to other copying such as copying for general distribution, advertising or promotional purposes, or for creating any work for resale.

CERTAIN APPLICATIONS USING SEMICONDUCTOR PRODUCTS MAY INVOLVE POTENTIAL RISKS OF DEATH, PERSONAL INJURY, OR SEVERE PROPERTY OR ENVIRONMENTAL DAMAGE ("CRITICAL APPLICATIONS"). CIRRUS PRODUCTS ARE NOT DESIGNED, AUTHORIZED OR WARRANTED FOR USE IN PRODUCTS SURGICALLY IMPLANTED INTO THE BODY, AUTOMOTIVE SAFETY OR SECURITY DEVICES, LIFE SUPPORT PRODUCTS OR OTHER CRITICAL APPLICATIONS. INCLUSION OF CIRRUS PRODUCTS IN SUCH APPLICATIONS IS UNDERSTOOD TO BE FULLY AT THE CUSTOMER'S RISK AND CIRRUS DISCLAIMS AND MAKES NO WARRANTY, EXPRESS, STATUTORY OR IMPLIED, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE, WITH REGARD TO ANY CIRRUS PRODUCT THAT IS USED IN SUCH A MANNER. IF THE CUSTOMER OR CUSTOMER'S CUSTOMER USES OR PERMITS THE USE OF CIRRUS PRODUCTS IN CRITICAL APPLICATIONS, CUSTOMER AGREES, BY SUCH USE, TO FULLY INDEMNIFY CIRRUS, ITS OFFICERS, DIRECTORS, EMPLOYEES, DISTRIBUTORS AND OTHER AGENTS FROM ANY AND ALL LIABILITY, INCLUDING ATTORNEYS' FEES AND COSTS, THAT MAY RESULT FROM OR ARISE IN CONNECTION WITH THESE USES.

Cirrus Logic, Cirrus, and the Cirrus Logic logo designs, DSP Composer, and Cirrus Framework are trademarks of Cirrus Logic, Inc. All other brand and product names in this document may be trademarks or service marks of their respective owners.

Dolby, Dolby Digital, Dolby Headphone, Virtual Speaker, and Pro Logic are registered trademarks of Dolby Laboratories, Inc. Supply of an implementation of Dolby Technology does not convey a license nor imply a right under any patent, or any other industrial or Intellectual Property Right of Dolby Laboratories, to use the Implementation in any finished end-user or ready-to-use final product. It is hereby notified that a license for such use is required from Dolby Laboratories.

DTS and DTS Neo:6 are registered trademarks of Digital Theater Systems, Inc. It is hereby notified that a third-party license from DTS is necessary to distribute software of DTS in any finished end-user or ready-to-use final product.

SRS, Circle Surround and Trusurround XT are registered trademarks of SRS Labs, Inc. Circle Surround II is a trademark of SRS Labs, Inc. The Circle Surround technology is incorporated under license from SRS Labs, Inc. The Circle Surround technology rights incorporated in the CS485xx are owned by SRS Labs, a U.S. Corporation and licensed to Cirrus Logic, Inc. Purchaser of CS485xx must sign a license for use of the chip and display of the SRS Labs trademarks. Any products incorporating the CS485xx must be sent to SRS Labs for review. The Circle Surround technology is protected under US and foreign patents issued and/or pending. Circle Surround, SRS and (O) symbol are trademarks of SRS Labs, Inc. in the United States and selected foreign countries. Neither the purchase of the CS485xx, nor the corresponding sale of audio enhancement equipment conveys the right to sell commercialized recordings made with any SRS technology/solution. SRS Labs requires all set makers to comply with all rules and regulations as outlined in the SRS Trademark Usage Manual.

SPI is a trademark of Motorola, Inc.

IPIC is a trademark of Philips Semiconductor.

iPod is a registered trademark of Apple Computer, Inc.

HD DVD is a trademark of DVD Format/Logo Licensing Corporation.

Blu-Ray Disc is a registered trademark of SONY KABUSHIKI KAISHA CORPORATION.

Energy Star is a registered trademark of the Environmental Protection Agency, a federal agency of the United States government.

---

## TABLE OF CONTENTS

<b>1 Documentation Strategy</b> .....	<b>1-5</b>
<b>2 Overview</b> .....	<b>2-5</b>
2.1 Licensing .....	2-5
<b>3 Code Overlays</b> .....	<b>3-6</b>
<b>4 Hardware Functional Description</b> .....	<b>4-7</b>
4.1 DSP Core .....	4-7
4.1.1 DSP Memory .....	4-7
4.1.2 DMA Controller .....	4-7
4.2 On-chip DSP Peripherals .....	4-7
4.2.1 Digital Audio Input Port (DAI) .....	4-7
4.2.2 Digital Audio Output Port (DAO) .....	4-8
4.2.3 Serial Control Port (I <sup>2</sup> C™ or SPI™) .....	4-8
4.2.4 GPIO .....	4-8
4.2.5 PLL-based Clock Generator .....	4-8
4.2.6 Hardware Watchdog Timer .....	4-8
4.3 DSP I/O Description .....	4-8
4.3.1 Multiplexed Pins .....	4-8
4.3.2 Termination Requirements .....	4-8
4.3.3 Pads .....	4-9
4.4 Application Code Security .....	4-9
<b>5 Characteristics and Specifications</b> .....	<b>5-9</b>
5.1 Absolute Maximum Ratings .....	5-9
5.2 Recommended Operations Conditions .....	5-9
5.3 Digital DC Characteristics .....	5-9
5.4 Power Supply Characteristics .....	5-10
5.5 Thermal Data (48-pin LQFP) .....	5-10
5.6 Switching Characteristics—RESET .....	5-11
5.7 Switching Characteristics—XTI .....	5-11
5.8 Switching Characteristics—Internal Clock .....	5-11
5.9 Switching Characteristics—Serial Control Port—SPI Slave Mode .....	5-12
5.10 Switching Characteristics—Serial Control Port—SPI Master Mode .....	5-13
5.11 Switching Characteristics—Serial Control Port—I <sup>2</sup> C Slave Mode .....	5-13
5.12 Switching Characteristics—Serial Control Port—I <sup>2</sup> C Master Mode .....	5-14
5.13 Switching Characteristics—Digital Audio Slave Input Port .....	5-15
5.14 Switching Characteristics—DSD Slave Input Port .....	5-15
5.15 Switching Characteristics—Digital Audio Output (DAO) Port .....	5-16
<b>6 Ordering Information</b> .....	<b>6-18</b>
<b>7 Environmental, Manufacturing, and Handling Information</b> .....	<b>7-18</b>
<b>8 Device Pinout Diagrams</b> .....	<b>8-19</b>
8.1 CS48520, 48-pin LQFP Pinout Diagram .....	8-19
8.2 CS48540, 48-pin LQFP Pinout Diagram .....	8-20
8.3 CS48560, 48-pin LQFP Pinout Diagram .....	8-21
<b>9 Package Mechanical Drawings</b> .....	<b>9-22</b>
9.1 48-pin LQFP Package Drawing .....	9-22
<b>10 Revision History</b> .....	<b>10-23</b>

## LIST OF FIGURES

Figure 5-1. RESET Timing .....	5-11
Figure 5-2. XTI Timing.....	5-11
Figure 5-3. Serial Control Port–SPI Slave Mode Timing .....	5-12
Figure 5-4. Serial Control Port–SPI Master Mode Timing .....	5-13
Figure 5-5. Serial Control Port–I <sup>2</sup> C Slave Mode Timing.....	5-14
Figure 5-6. Serial Control Port–I <sup>2</sup> C Master Mode Timing.....	5-15
Figure 5-7. Digital Audio Input (DAI) Port Timing Diagram.....	5-15
Figure 5-8. Direct Stream Digital–Serial Audio Input Timing .....	5-15
Figure 5-9. Digital Audio Output Port Timing, Master Mode.....	5-17
Figure 5-10. Digital Audio Output Timing, Slave Mode (Relationship LRCLK to SCLK) .....	5-17
Figure 8-1. CS48520, 48-pin LQFP Pinout.....	8-19
Figure 8-2. CS48540, 48-pin LQFP Pinout.....	8-20
Figure 8-3. CS48560, 48-pin LQFP .....	8-21
Figure 9-1. 48-pin LQFP Package Drawing.....	8-22

## LIST OF TABLES

Table 1-1. CS485xx Family Related Documentation.....	1-5
Table 3-1. Device and Firmware Selection Guide .....	3-6
Table 5-1. Master Mode (Output A1 Mode).....	5-16
Table 5-2. Slave Mode (Output A0 Mode).....	5-17
Table 6-1. Ordering Information .....	6-18
Table 7-1. Environmental, Manufacturing, and Handling Information .....	7-18

# 1 Documentation Strategy

The *CS485xx Family Data Sheet* describes the CS485xx family of multichannel audio processors. This document should be used in conjunction with the following documents when evaluating or designing a system around the CS485xx family of processors.

**Table 1-1. CS485xx Family Related Documentation**

Document Name	Description
<i>CS485xx Family Data Sheet</i>	This document
<i>CS485xx Family Hardware User's Manual</i>	Includes detailed system design information including Typical Connection Diagrams, Boot-Procedures, Pin Descriptions, etc.
<i>AN298–CS485xx Family Firmware User's Manual</i>	Includes detailed firmware design information including signal processing flow diagrams and control API information
<i>DSP Composer User's Manual</i>	Includes detailed configuration and usage information for the GUI development tool.

The scope of the *CS485xx Family Data Sheet* is primarily the hardware specifications of the CS485xx family of devices. This includes hardware functionality, characteristic data, pinout, and packaging information.

The intended audience for the *CS485xx Family Data Sheet* is the system PCB designer, MCU programmer, and the quality control engineer.

## 2 Overview

The CS485xx DSP Family is designed to provide high-performance post-processing and mixing of digital audio. The dual clock domain provided on the PCM inputs allows for the mixing of audio streams with different sampling frequencies. The low-power standby preserves battery life for applications which are always on, but not necessarily processing audio, such as automotive audio systems.

There are three devices comprising the CS485xx family. The CS48520, CS48540 and CS48560 are differentiated by the number of inputs and outputs available. All DSPs support dual input clock domains and dual audio processing paths. All DSPs are available in a 48-pin QFP package. Refer to [Table 3-1](#) for the input, output, firmware features of each device.

### 2.1 Licensing

Licenses are required for all of the third party audio processing algorithms listed in [Section 3](#). Contact your local Cirrus Logic Sales representative for more information.

## 3 Code Overlays

The suite of software available for the CS485xx family consists of an operating system (OS) and a library of overlays. The overlays have been divided into three main groups called Matrix-processors, Virtualizer-processors, and Post-processors. All software components are defined below:

1. **OS/Kernel**—Encompasses all non-audio processing tasks, including loading data from external memory, processing host messages, calling audio-processing subroutines, error concealment, etc.
2. **Matrix-processor**—Any Module that performs a matrix decode on PCM data to produce more output channels than input channels (2⇒n channels). Examples are Dolby ProLogic IIx and DTS Neo:6. Generally speaking, these modules increase the number of valid channels in the audio I/O buffer.
3. **Virtualizer-processor**—Any module that encodes PCM data into fewer output channels than input channels (n⇒2 channels) with the effect of providing “phantom” speakers to represent the physical audio channels that were eliminated. Examples are Dolby Headphone® and Dolby Virtual Speaker®. Generally speaking, these modules reduce the number of valid channels in the audio I/O buffer.
4. **Post-processors**—Any module that processes audio I/O buffer PCM data in-place after the matrix- or virtualizer-processors. Examples are bass management, audio manager, tone control, EQ, delay, customer-specific effects, etc.

The bulk of each overlay is stored in ROM within the CS485xx, but a small image is required to configure the overlays and boot the DSP. This small image can either be stored in an external serial FLASH/EEPROM, or downloaded via a host controller through the SPI™/I2C™ serial port.

The overlay structure reduces the time required to reconfigure the DSP when a processing change is requested. Each overlay can be reloaded independently without disturbing the other overlays. For example, when a new matrix-processor is selected, the OS, virtualizer-, and post-processors do not need to be reloaded — only the new matrix-processor (the same is true for the other overlays).

**Table 3-1** lists the firmware available based on device selection. Refer AN298, *CS485xx Firmware User's Manual* for the latest listing of application codes and Cirrus Framework™ modules available.

**Table 3-1. Device and Firmware Selection Guide**

Device	Suggested Application	Channel Count Input/Output	Package
CS48520-CQZ	Digital TV, portable audio docking station, portable DVD, DVD mini/receiver, multimedia PC speakers	Up to 4-channel in/4-channel out	48-pin QFP
CS48540-CQZ CS48540-DQZ	CS48520 features plus 8-channel car audio, DVD receiver	Up to 8-channel in/8-channel out	48-pin QFP
CS48560-CQZ CS48560-DQZ	CS48540 features plus 12-channel car audio, high-end digital TV, dual source/dual zone SACD	Up to 12-channel in/12-channel out	48-pin QFP

## 4 Hardware Functional Description

### 4.1 DSP Core

The CS485xx family DSPs are single-core DSP with separate X and Y data and P code memory spaces. The DSP core is a high-performance, 32-bit, user-programmable, fixed-point DSP that is capable of performing two multiply-and-accumulate (MAC) operations per clock cycle. The DSP core has eight 72-bit accumulators, four X- and four Y-data registers, and 12 index registers.

The DSP core is coupled to a flexible DMA engine. The DMA engine can move data between peripherals such as the serial control port (SCP), digital audio input (DAI) and digital audio output (DAO), or any DSP core memory, all without the intervention of the DSP. The DMA engine off loads data move instructions from the DSP core, leaving more MIPS available for signal processing instructions.

CS485xx family functionality is controlled by application codes that are stored in on-board ROM or downloaded to the CS485xx from a host controller or external serial FLASH/EEPROM.

Users can develop their applications using DSP Composer to create the processing chain and then compile the image into a series of commands that are sent to the CS485xx through the SCP. The processing application can either load modules (matrix-processors, virtualizers, post-processors) from the DSPs on-board ROM, or custom firmware can be downloaded through the SCP.

The CS485xx is suitable for a variety of audio post-processing applications such as automotive head-ends, automotive amplifiers, and boom boxes.

#### 4.1.1 DSP Memory

The DSP core has its own on-chip data and program RAM and ROM and does not require external memory for post-processing applications.

The Y-RAM and P-RAM share a single block of memory that can be configured to make Y and P equal in size, or more memory can be allocated for Y-RAM in 2kword blocks.

#### 4.1.2 DMA Controller

The powerful 8-channel DMA controller can move data between 8 on-chip resources. Each resource has its own arbiter: X, Y, and P RAMs/ROMs and the peripheral bus. Modulo and linear addressing modes are supported, with flexible start address and increment controls. The service intervals for each DMA channel, as well as up to 6 interrupt events, are programmable.

## 4.2 On-chip DSP Peripherals

### 4.2.1 Digital Audio Input Port (DAI)

Each version of the CS485xx supports a different number of input channels. Refer to [Table 3-1](#) for more details.

The DAI port supports a wide variety of data input formats at sample rates ( $F_s$ ) as high as 192 kHz. The port is capable of accepting PCM or DSD formats. Up to 32-bit word lengths are supported. DSD is supported and internally converted to PCM before processing. The DAI also supports a time division multiplexed (TDM) one-line data mode, that packs PCM audio on a single data line (the total number possible depends on the ratio of SCLK to LRCLK and the version of chip. For example on the CS48520 only 4 ch of PCM are supported in one line mode and on the CS48560 up to 8 channels are supported.).

The port has two independent slave-only clock domains. Each data input can be independently assigned to a clock domain. The sample rate of the input clock domains can be determined automatically by the DSP, off-loading the task of monitoring the SPDIF receiver from the host. A time-stamping feature allows the input data to be sample-rate converted via software.

## 4.2.2 Digital Audio Output Port (DAO)

Each version of the CS485xx supports a different number of output channels. Refer to [Table 3-1](#) for more details.

DAO port supports PCM resolutions of up to 32-bits. The port supports sample rates ( $F_s$ ) as high as 192 kHz. The port can be configured as an independent clock domain mastered by the DSP, or as a clock slave if an external MCLK or SCLK/LRCLK source is available. One of the serial audio pins can be re-configured as a S/PDIF transmitter that drives a biphasic encoded S/PDIF signal (data with embedded clock on a single line).

The DAO also supports a time division multiplexed (TDM) one-line data mode, that packs multiple channels of PCM audio on a single data line.

## 4.2.3 Serial Control Port (I<sup>2</sup>C™ or SPI™)

The on-chip serial control port is capable of operating as master or slave in either SPI™ or I<sup>2</sup>C™ modes. Master/Slave operation is chosen by mode select pins when the CS485xx comes out of Reset. The serial clock pin can support frequencies as high as 25 MHz in SPI mode (SPI clock speed must always be  $\leq (F_{dclk}/2)$ ). The CS485xx serial control port also includes a pin for flow control of the communications interface (SCP\_BSY) and a pin to indicate when the DSP has a message for the host (SCP\_IRQ).

## 4.2.4 GPIO

Many of the CS485xx peripheral pins are multiplexed with GPIO. Each GPIO can be configured as an output, an input, or an input with interrupt. Each input-pin interrupt can be configured as rising edge, falling edge, active-low, or active-high.

## 4.2.5 PLL-based Clock Generator

The low-jitter PLL generates integer or fractional multiples of a reference frequency which are used to clock the DSP core and peripherals. Through a second PLL divider chain, a dependent clock domain can be output on the DAO port for driving audio converters. The CS485xx defaults to running from the external reference frequency and is switched to use the PLL output after overlays have been loaded and configured, either through master boot from an external FLASH or through host control. A built-in crystal oscillator circuit with a buffered output is provided. The buffered output frequency ratio is selectable between 1:1 (default) or 2:1.

## 4.2.6 Hardware Watchdog Timer

The CS485xx has an integrated watchdog timer that acts as a “health” monitor for the DSP. The watchdog timer must be reset by the DSP before the counter expires, or the entire chip is reset. This peripheral ensures that the CS485xx will reset itself in the event of a temporary system failure. In stand-alone mode (that is, no host MCU), the DSP will reboot from external FLASH. In slave mode (that is, host MCU present) a GPIO will be used to signal the host that the watchdog has expired and the DSP should be rebooted and re-configured.

# 4.3 DSP I/O Description

## 4.3.1 Multiplexed Pins

Many of the CS485xx family pins are multi-functional. For details on pin functionality, refer to the *CS485xx Hardware User's Manual*.

## 4.3.2 Termination Requirements

Open-drain pins on the CS485xx must be pulled high for proper operation. Refer to the *CS485xx Hardware User's Manual* to identify which pins are open-drain and what value of pull-up resistor is required for proper operation.

Mode select pins in the CS485xx family are used to select the boot mode upon the rising edge from reset. A detailed explanation of termination requirements for each communication mode select pin can be found in the *CS485xx Hardware User's Manual*.

### 4.3.3 Pads

The CS485xx I/Os operate from the 3.3 V supply and are 5 V tolerant.

## 4.4 Application Code Security

The external program code may be encrypted by the programmer to protect any intellectual property it may contain. A secret, customer-specific key is used to encrypt the program code that is to be stored external to the device. Contact your local Cirrus representative for details.

## 5 Characteristics and Specifications

**Note:** All data sheet minimum and maximum timing parameters are guaranteed over the rated voltage and temperature. All data sheet typical parameters are measured under the following conditions:  $T = 25^{\circ}\text{C}$ ,  $C_L = 20\text{ pF}$ ,  $VDD = VDDA = 1.8\text{ V}$ ,  $VDDIO = 3.3\text{ V}$ ,  $GNDD = GNDIO = GNDA = 0\text{ V}$ .

### 5.1 Absolute Maximum Ratings

( $GNDD = GNDIO = GNDA = 0\text{ V}$ ; all voltages with respect to 0 V)

Parameter		Symbol	Min	Max	Unit
DC power supplies:	Core supply	VDD	-0.3	2.0	V
	PLL supply	VDDA	-0.3	3.6	V
	I/O supply	VDDIO	-0.3	3.6	V
	VDDA-VDDIO	—	—	0.3	V
Input pin current, any pin except supplies		$I_{in}$	—	$\pm 10$	mA
Input voltage on PLL_REF_RES		$V_{filt}$	-0.3	3.6	V
Input voltage on I/O pins		$V_{inio}$	-0.3	5.0	V
Storage temperature		$T_{stg}$	-65	150	$^{\circ}\text{C}$

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

### 5.2 Recommended Operations Conditions

( $GNDD = GNDIO = GNDA = 0\text{ V}$ ; all voltages with respect to 0 V)

Parameter		Symbol	Min	Typ	Max	Unit
DC power supplies:	Core supply	VDD	1.71	1.8	1.89	V
	PLL supply	VDDA	3.13	3.3	3.46	V
	I/O supply	VDDIO	3.13	3.3	3.46	V
	VDDA-VDDIO	—	—	0	—	V
Ambient operating temperature		$T_A$	—	—	—	$^{\circ}\text{C}$
		-CQZ	0	—	+70	—
		-DQZ	-40	—	+85	—

**Note:** It is recommended that the 3.3 V IO supply come up ahead of or simultaneously with the 1.8 V core supply.

### 5.3 Digital DC Characteristics

(Measurements performed under static conditions.)

Parameter	Symbol	Min	Typ	Max	Unit
High-level input voltage	$V_{IH}$	2.0	—	—	V
Low-level input voltage, except XTI	$V_{IL}$	—	—	0.8	V
Low-level input voltage, XTI	$V_{ILXTI}$	—	—	0.6	V
Input hysteresis	$V_{hys}$	—	0.4	—	V
High-level output voltage ( $I_O = -2$ mA), except XTI	$V_{OH}$	VDDIO*0.9	—	—	V
Low-level output voltage ( $I_O = 2$ mA), except XTI	$V_{OL}$	—	—	VDDIO*0.1	V
Input leakage XTI	$I_{LXTI}$	—	—	5	$\mu$ A
Input leakage current (all digital pins with internal pull-up resistors enabled)	$I_{LEAK}$	—	—	70	$\mu$ A

## 5.4 Power Supply Characteristics

(Measurements performed under operating conditions)

Parameter	Min	Typ	Max	Unit
<b>Operational Power Supply Current:</b>				
VDD: Core and I/O operating <sup>1</sup>	—	203	—	mA
VDDA: PLL operating	—	8	—	mA
VDDIO: With most ports operating	—	27	—	mA
<b>Total Operational Power Dissipation:</b>	—	480	—	mW
<b>Standby Power Supply Current:</b>				
VDD: Core and I/O not clocked	—	100	—	$\mu$ A
VDDA: PLL halted	—	1	—	$\mu$ A
VDDIO: All connected I/O pins 3-stated by other ICs in system	—	50	—	$\mu$ A
<b>Total Standby Power Dissipation</b>	—	348	—	$\mu$ W

1. Dependent on application firmware and DSP clock speed.

## 5.5 Thermal Data (48-pin LQFP)

Parameter	Symbol	Min	Typ	Max	Unit
Junction Temperature	$T_j$	—	—	125	$^{\circ}$ C
Thermal Resistance (Junction to Ambient)					
	$\theta_{ja}$	—	63.5	—	$^{\circ}$ C/Watt
		—	54	—	
Thermal Resistance (Junction to Top of Package)					
	$\Psi_{jt}$	—	0.70	—	$^{\circ}$ C/Watt
		—	0.64	—	

1. Two-layer board is specified as a 76 mm X 114 mm, 1.6 mm thick FR-4 material with 1 oz. copper covering 20% of the top and bottom layers.

2. Four-layer board is specified as a 76 mm X 114 mm, 1.6 mm thick FR-4 material with 1 oz. copper covering 20% of the top and bottom layers and 0.5 oz. copper covering 90 % of the internal power plane and ground plane layers.

3. To calculate the die temperature for a given power dissipation

$$T_j = \text{Ambient Temperature} + [(\text{Power Dissipation in Watts}) * \theta_{ja}]$$

4. To calculate the case temperature for a given power dissipation

$$T_c = T_j - [(\text{Power Dissipation in Watts}) * \Psi_{jt}]$$

## 5.6 Switching Characteristics—RESET

Parameter	Symbol	Min	Max	Unit
RESET# minimum pulse width low	$T_{rstl}$	1	—	ms
All bidirectional pins high-Z after RESET# low	$T_{rst2z}$	—	100	ns
Configuration pins setup before RESET# high	$T_{rstsu}$	50	—	ns
Configuration pins hold after RESET# high	$T_{rsthd}$	20	—	ns

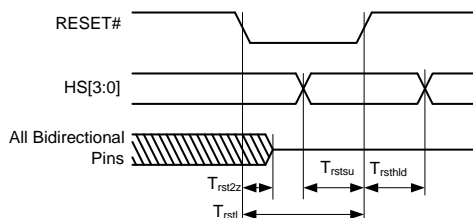


Figure 5-1. RESET Timing

## 5.7 Switching Characteristics—XTI

Parameter	Symbol	Min	Max	Unit
External Crystal operating frequency <sup>1</sup>	$F_{xtal}$	11.2896	27	MHz
XTI period	$T_{clki}$	33.3	100	ns
XTI high time	$T_{clkih}$	13.3	—	ns
XTI low time	$T_{clkil}$	13.3	—	ns
External Crystal Load Capacitance (parallel resonant) <sup>2</sup>	$C_L$	10	18	pF
External Crystal Equivalent Series Resistance	ESR	—	50	$\Omega$

1. Part characterized with the following crystal frequency values: 11.2896, 12.288, 18.432, 24.576, & 27 MHz.

2.  $C_L$  refers to the total load capacitance as specified by the crystal manufacturer. Crystals that require a  $C_L$  outside this range should be avoided. The crystal oscillator circuit design should follow the crystal manufacturer's recommendation for load capacitor selection.

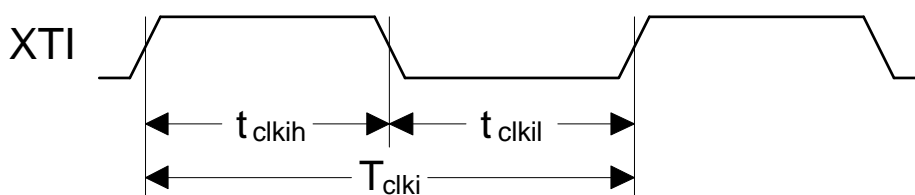


Figure 5-2. XTI Timing

## 5.8 Switching Characteristics—Internal Clock

Parameter	Symbol	Min	Max	Unit
Internal DCLK frequency <sup>1</sup>	$F_{dclk}$	—	—	MHz
CS4852x-CQZ	$F_{xtal}$	150	150	
CS4854x-CQZ	$F_{xtal}$	150	150	
CS4856x-CQZ	$F_{xtal}$	150	150	
CS4854x-DQZ	$F_{xtal}$	150	150	
CS4856x-DQZ	$F_{xtal}$	150	150	

Parameter	Symbol	Min	Max	Unit
Internal DCLK period <sup>1</sup>	DCLKP	—	—	ns
CS4852x-CQZ		6.7	1/F <sub>xtal</sub>	
CS4854x-CQZ		6.7	1/F <sub>xtal</sub>	
CS4856x-CQZ		6.7	1/F <sub>xtal</sub>	
CS4854x-DQZ		6.7	1/F <sub>xtal</sub>	
CS4856x-DQZ		6.7	1/F <sub>xtal</sub>	

1. After initial power-on reset,  $F_{dclk} = F_{xtal}$ . After initial kick-start commands, the PLL is locked to max  $F_{dclk}$  and remains locked until the next power-on reset.

## 5.9 Switching Characteristics—Serial Control Port—SPI Slave Mode

Parameter	Symbol	Min	Typical	Max	Units
SCP_CLK frequency <sup>1</sup>	$f_{spisck}$	—	—	25	MHz
SCP_CS# falling to SCP_CLK rising	$t_{spicss}$	24	—	—	ns
SCP_CLK low time	$t_{spickl}$	20	—	—	ns
SCP_CLK high time	$t_{spickh}$	20	—	—	ns
Setup time SCP_MOSI input	$t_{spidsu}$	5	—	—	ns
Hold time SCP_MOSI input	$t_{spidh}$	5	—	—	ns
SCP_CLK low to SCP_MISO output valid	$t_{spidov}$	—	—	11	ns
SCP_CLK falling to SCP_IRQ# rising	$t_{spirqh}$	—	—	20	ns
SCP_CS# rising to SCP_IRQ# falling	$t_{spirql}$	0	—	—	ns
SCP_CLK low to SCP_CS# rising	$t_{spicsh}$	24	—	—	ns
SCP_CS# rising to SCP_MISO output high-Z	$t_{spicsdz}$	—	20	—	ns
SCP_CLK rising to SCP_BSY# falling	$t_{spicbsyl}$	—	3*DCLKP+20	—	ns

1. The specification  $f_{spisck}$  indicates the maximum speed of the hardware. The system designer should be aware that the actual maximum speed of the communication port may be limited by the firmware application. Flow control using the SCP\_BSY# pin should be implemented to prevent overflow of the input data buffer. At boot the maximum speed is  $F_{xtal}/3$ .

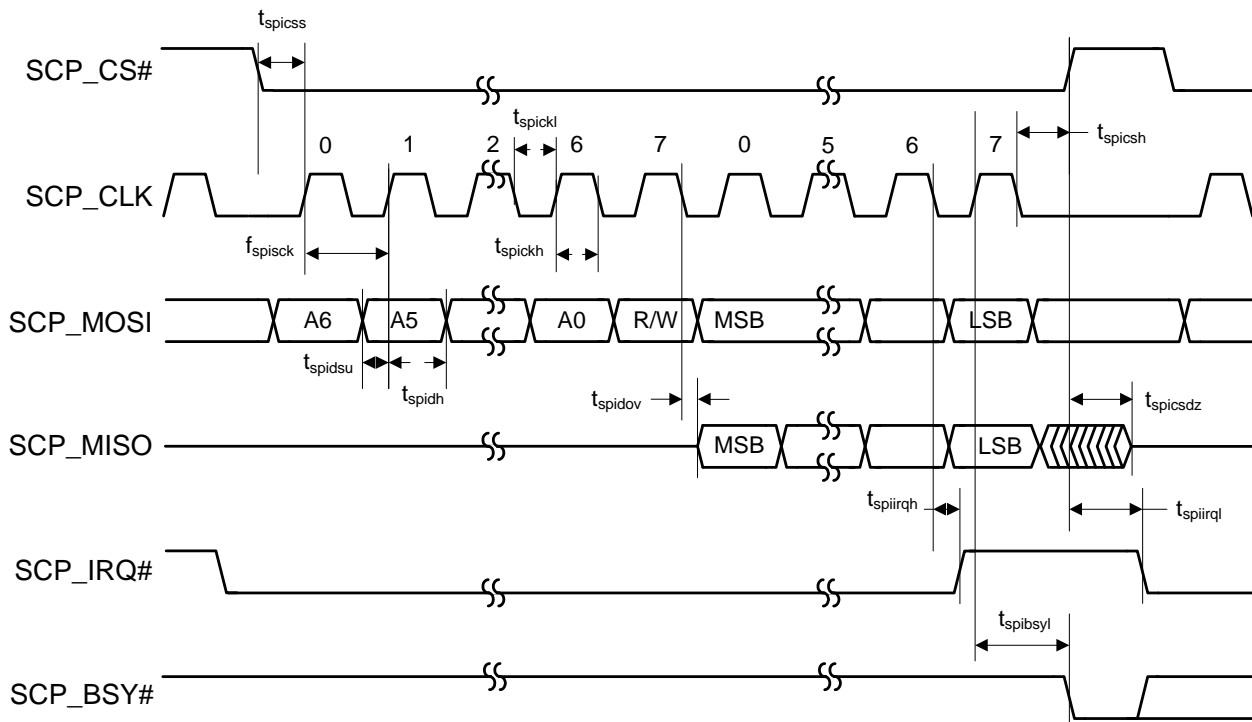


Figure 5-3. Serial Control Port—SPI Slave Mode Timing



Parameter	Symbol	Min	Typical	Max	Units
SCP_CLK low to SCP_SDA out valid	$t_{iicdov}$	—	—	18	ns
SCP_CLK falling to SCP_IRQ# rising	$t_{iicirqh}$	—	—	$3 \cdot DCLKP + 40$	ns
NAK condition to SCP_IRQ# low	$t_{iicirql}$	—	$3 \cdot DCLKP + 20$	—	ns
SCP_CLK rising to SCB_BSY# low	$t_{iicbsyl}$	—	$3 \cdot DCLKP + 20$	—	ns

1. The specification  $f_{iicck}$  indicates the maximum speed of the hardware. The system designer should be aware that the actual maximum speed of the communication port may be limited by the firmware application. Flow control using the SCP\_BSY# pin should be implemented to prevent overflow of the input data buffer.

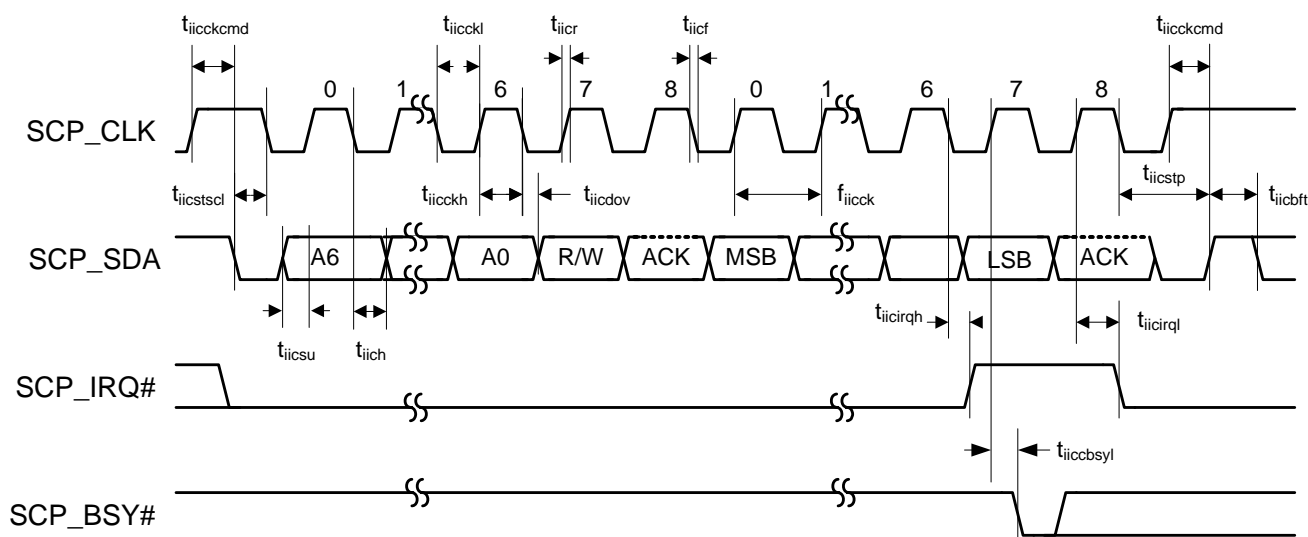
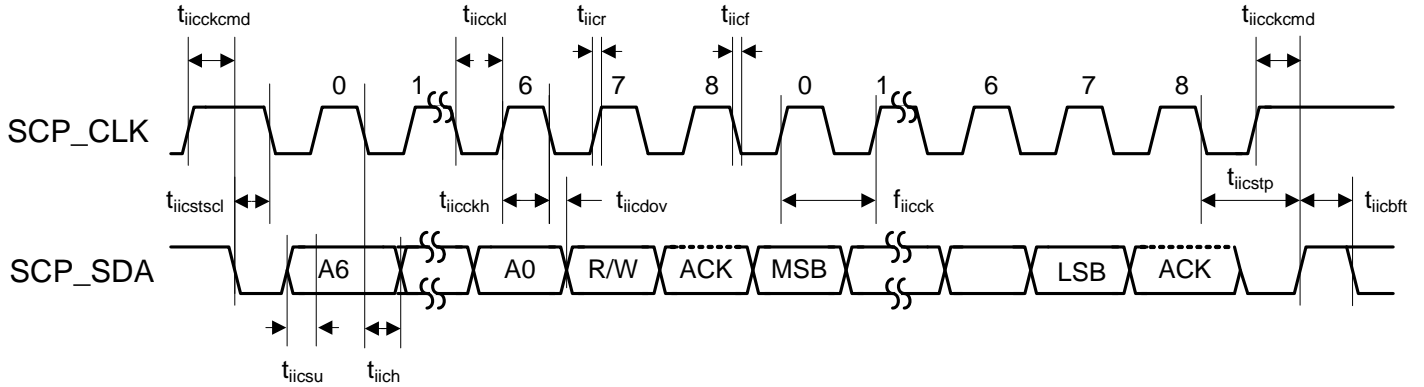


Figure 5-5. Serial Control Port—I<sup>2</sup>C Slave Mode Timing

## 5.12 Switching Characteristics—Serial Control Port—I<sup>2</sup>C Master Mode

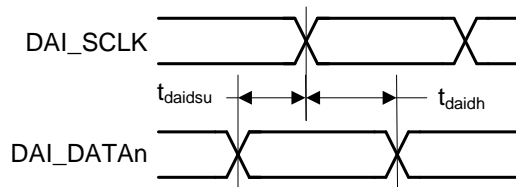
Parameter	Symbol	Min	Max	Units
SCP_CLK frequency <sup>1</sup>	$f_{iicck}$	—	400	kHz
SCP_CLK low time	$t_{iicckl}$	1.25	—	$\mu$ s
SCP_CLK high time	$t_{iicckh}$	1.25	—	$\mu$ s
SCP_SCK rising to SCP_SDA rising or falling for START or STOP condition	$t_{iicckcmd}$	1.25	—	$\mu$ s
START condition to SCP_CLK falling	$t_{iicstsc}$	1.25	—	$\mu$ s
SCP_CLK falling to STOP condition	$t_{iicstp}$	2.5	—	$\mu$ s
Bus free time between STOP and START conditions	$t_{iicbft}$	3	—	$\mu$ s
Setup time SCP_SDA input valid to SCP_CLK rising	$t_{iicrsu}$	100	—	ns
Hold time SCP_SDA input after SCP_CLK falling	$t_{iicrch}$	20	—	ns
SCP_CLK low to SCP_SDA out valid	$t_{iicdov}$	—	18	ns

1. The specification  $f_{iicck}$  indicates the maximum speed of the hardware. The system designer should be aware that the actual maximum speed of the communication port may be limited by the firmware application.


**Figure 5-6. Serial Control Port—I2C Master Mode Timing**

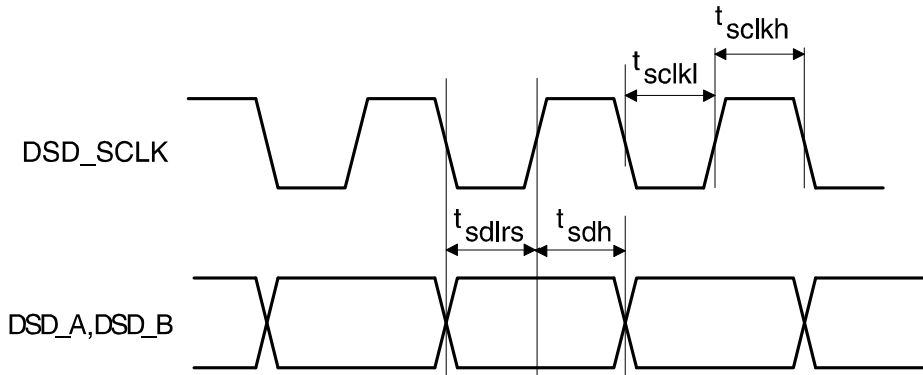
### 5.13 Switching Characteristics—Digital Audio Slave Input Port

Parameter	Symbol	Min	Max	Unit
DAI_SCLK period	$T_{daiclkp}$	40	—	ns
DAI_SCLK duty cycle	—	45	55	%
Setup time DAI_DATAn	$t_{daidsu}$	10	—	ns
Hold time DAI_DATAn	$t_{daidh}$	5	—	ns


**Figure 5-7. Digital Audio Input (DAI) Port Timing Diagram**

### 5.14 Switching Characteristics—DSD Slave Input Port

Parameter	Symbol	Min	Typ	Max	Unit
DSD_SCLK Pulse Width Low	$t_{sckl}$	78	—	—	ns
DSD_SCLK Pulse Width High	$t_{sckh}$	78	—	—	ns
DSD_SCLK Frequency (64x Oversampled)	—	1.024	—	3.2	MHz
DSD_A/B valid to DSD_SCLK rising setup time	$t_{sdlrs}$	20	—	—	ns
DSD_SCLK rising to DSD_A or DSD_B hold time	$t_{sdh}$	20	—	—	ns


**Figure 5-8. Direct Stream Digital—Serial Audio Input Timing**

**5.15 Switching Characteristics—Digital Audio Output (DAO) Port**

Parameter	Symbol	Min	Max	Unit
DAO_MCLK period	$T_{\text{daomclk}}$	40	—	ns
DAO_MCLK duty cycle	—	45	55	%
DAO_SCLK period for Master or Slave mode <sup>1</sup>	$T_{\text{daosclk}}$	40	—	ns
DAO_SCLK duty cycle for Master or Slave mode <sup>1</sup>	—	40	60	%

1. Master mode timing specifications are characterized, not production tested.

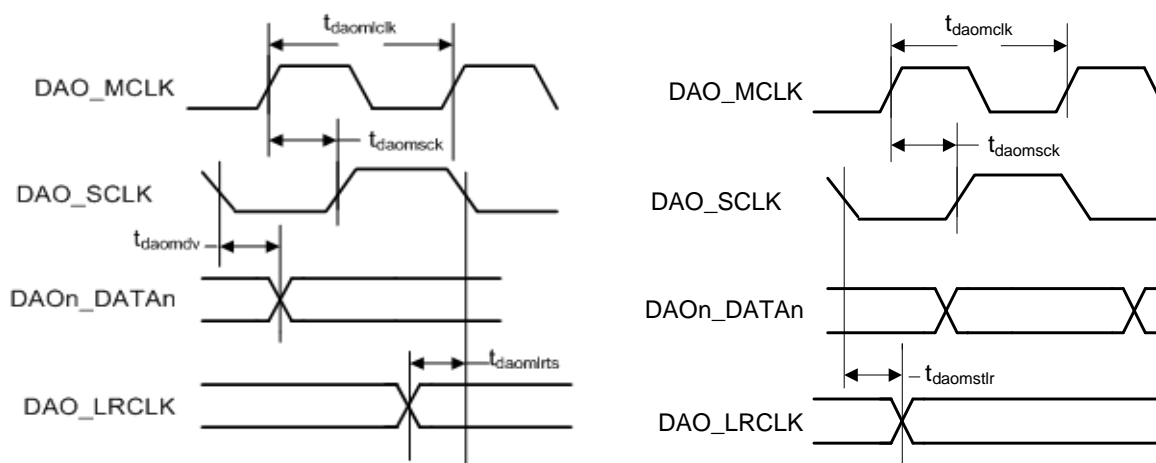
**Table 5-1. Master Mode (Output A1 Mode)<sup>1,2</sup>**

Parameter	Symbol	Min	Max	Unit
DAO_SCLK delay from DAO_MCLK rising edge, DAO_MCLK as an input	$t_{\text{daomsck}}$	—	19	ns
DAO_LRCLK delay from DAO_SCLK transition, respectively <sup>3</sup>	$t_{\text{daomstlr}}$	—	8	ns
DAO_SCLK delay from DAO_LRCLK transition, respectively <sup>3</sup>	$t_{\text{daomlrts}}$	—	8	ns
DAO1_DATA[3:0], DAO2_DATA[1:0] delay from DAO_SCLK transition <sup>3</sup>	$t_{\text{daomdv}}$	—	10	ns

1. Master mode timing specifications are characterized, not production tested.

2. Master mode is defined as the CS48xx driving both DAO\_SCLK, DAO\_LRCLK. When MCLK is an input, it is divided to produce DAO\_SCLK, DAO\_LRCLK.

3. This timing parameter is defined from the non-active edge of DAO\_SCLK. The active edge of DAO\_SCLK is the point at which the data is valid.



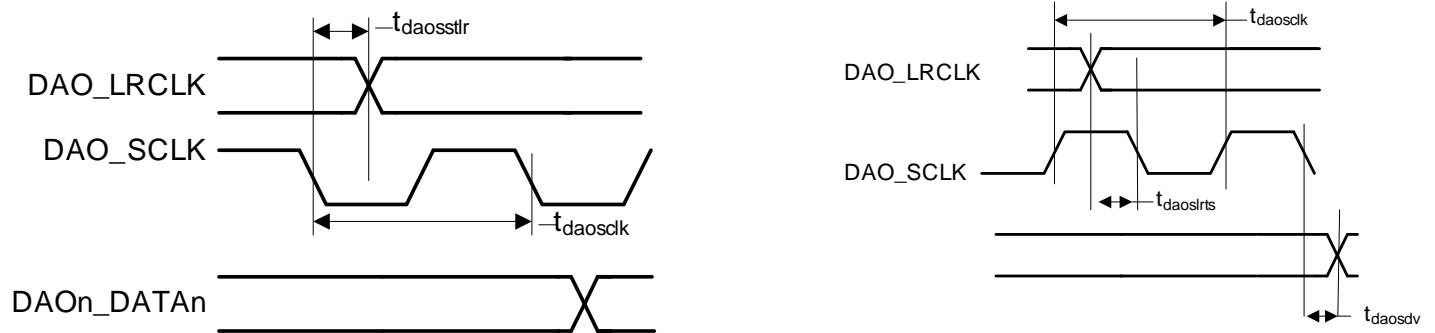
**Note:** In these diagrams, Falling edge is the inactive edge of DAO\_SCLK.

**Figure 5-9. Digital Audio Output Port Timing, Master Mode**

**Table 5-2. Slave Mode (Output A0 Mode)<sup>1</sup>**

Parameter	Symbol	Min	Max	Unit
DAO_SCLK active edge to DAO_LRCLK transition	$t_{daosstlr}$	10	—	ns
DAO_LRCLK transition to DAO_SCLK active edge	$t_{daoslrts}$	10	—	ns
DAO_Dx delay from DAO_SCLK inactive edge	$t_{daosdv}$	—	11	ns

1. Slave mode is defined as DAO\_SCLK, DAO\_LRCLK driven by an external source.



**Note:** In these diagrams, Falling edge is the inactive edge of DAO\_SCLK.

**Figure 5-10. Digital Audio Output Timing, Slave Mode (Relationship LRCLK to SCLK)**

## 6 Ordering Information

The CS485xx family part number is CS485NI-XYZR where:

- N–Product Number Variant
- I–ROM ID Number
- X–Product Grade
- Y–Package Type
- Z–Lead (Pb) Free
- R–Tape and Reel Packaging

**Table 6-1. Ordering Information**

Part No.	Grade	Temp. Range	Package
CS48520-CQZ	Commercial	0 to +70° C	48-pin LQFP
CS48540-CQZ	Commercial	0 to +70° C	
CS48540-DQZ	Automotive	–40 to +85° C	
CS48560-CQZ	Commercial	0 to +70° C	
CS48560-DQZ	Automotive	–40 to +85° C	

**Note:** Contact the factory for availability of the automotive grade package.

## 7 Environmental, Manufacturing, and Handling Information

**Table 7-1. Environmental, Manufacturing, and Handling Information**

Model Number	Peak Reflow Temp	MSL Rating <sup>1</sup>	Max Floor Life
CS48520-CQZ	260° C	3	7 days
CS48540-CQZ			
CS48540-DQZ			
CS48560-CQZ			
CS48560-DQZ			

1. MSL (Moisture Sensitivity Level) as specified by IPC/JEDEC J-STD-020.

## 8 Device Pinout Diagrams

### 8.1 CS48520, 48-pin LQFP Pinout Diagram

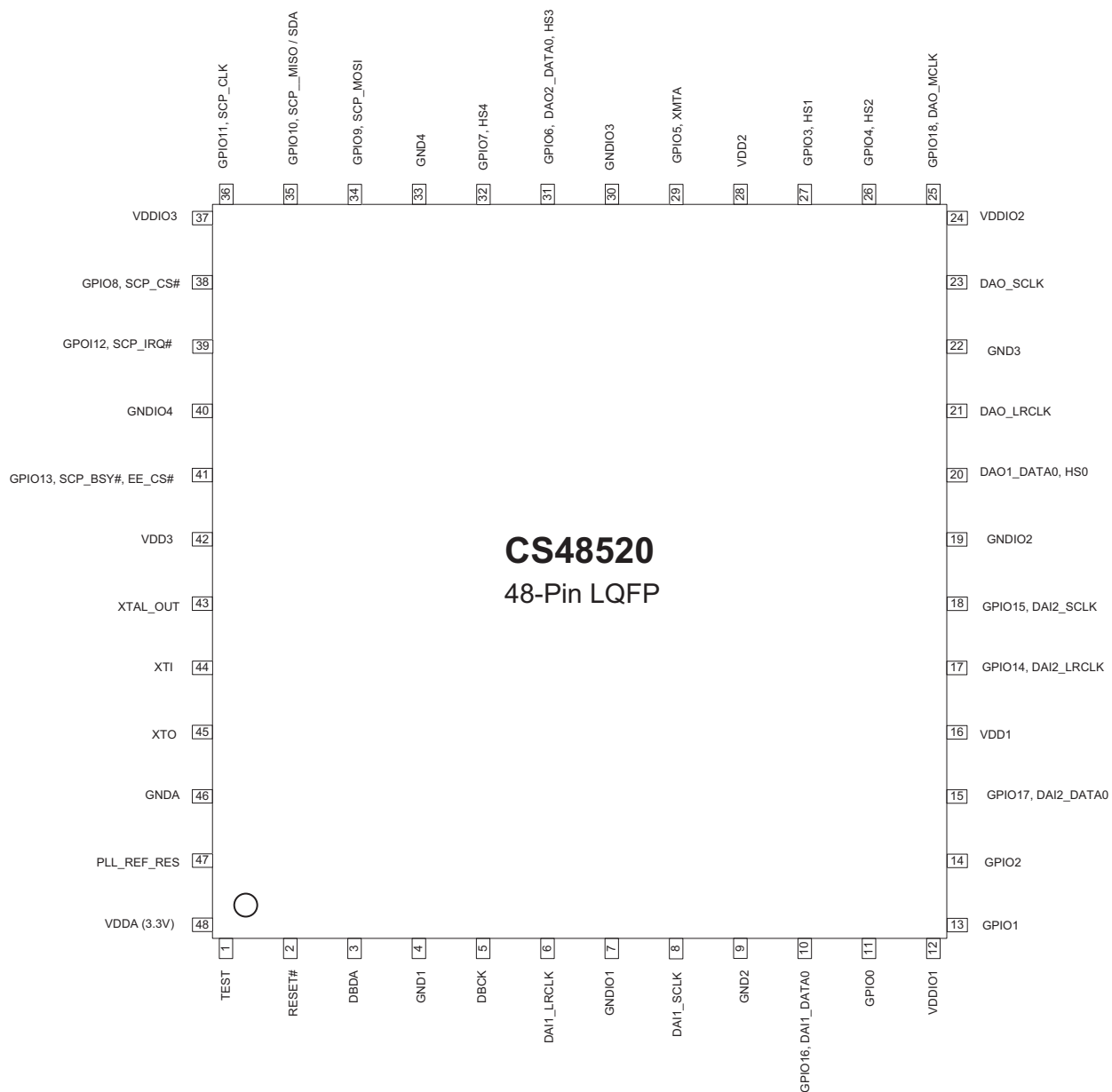
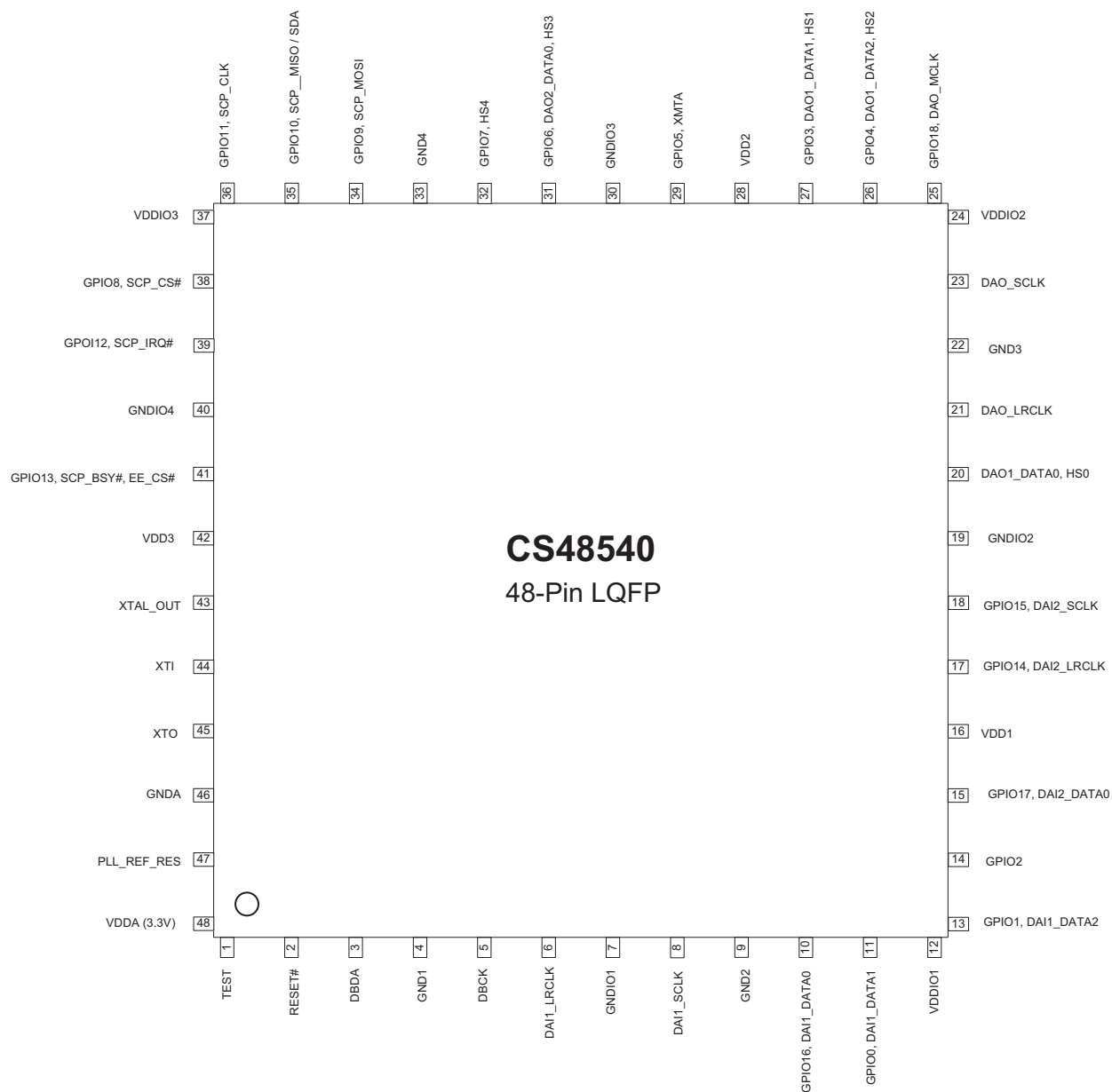
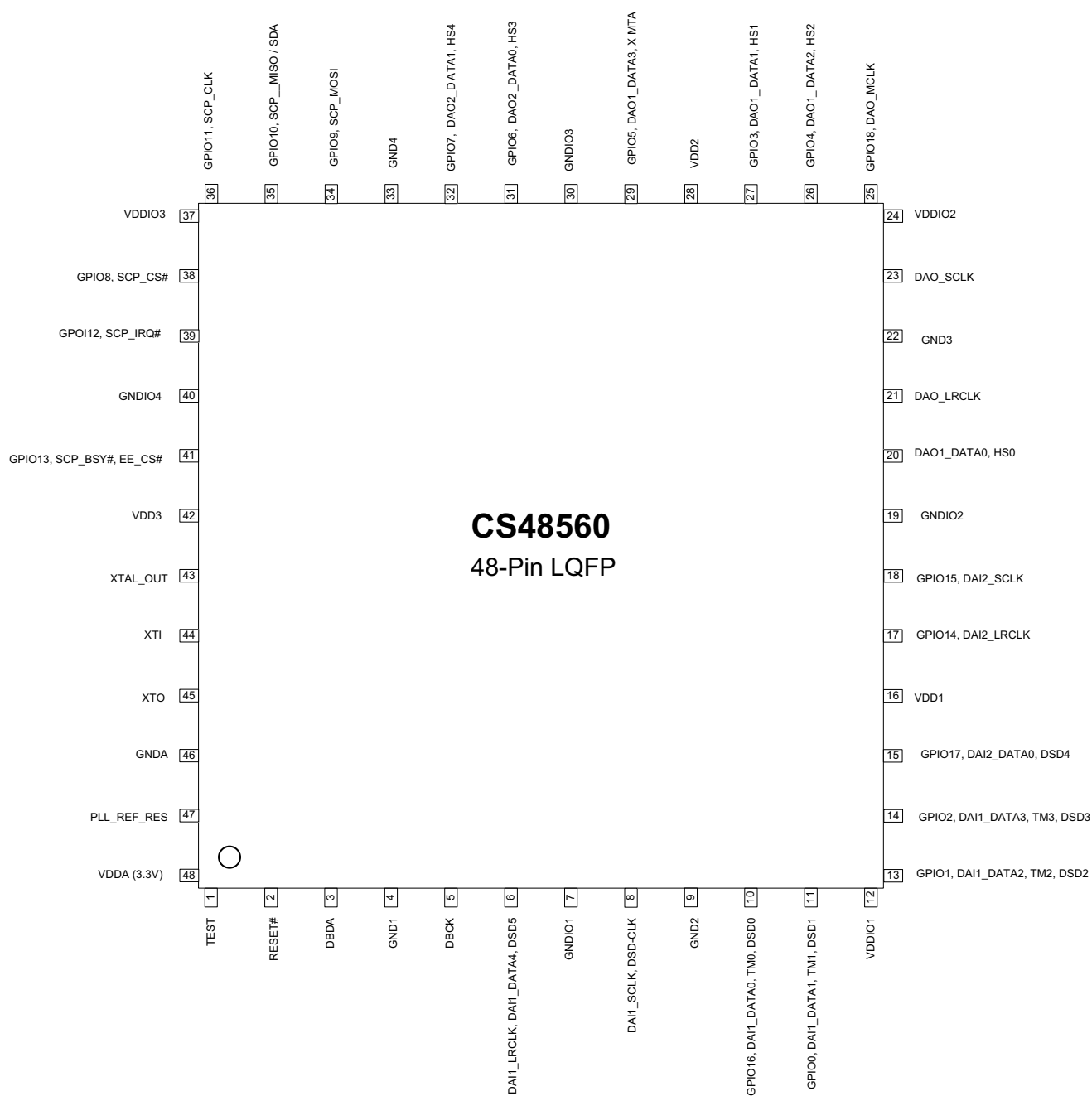


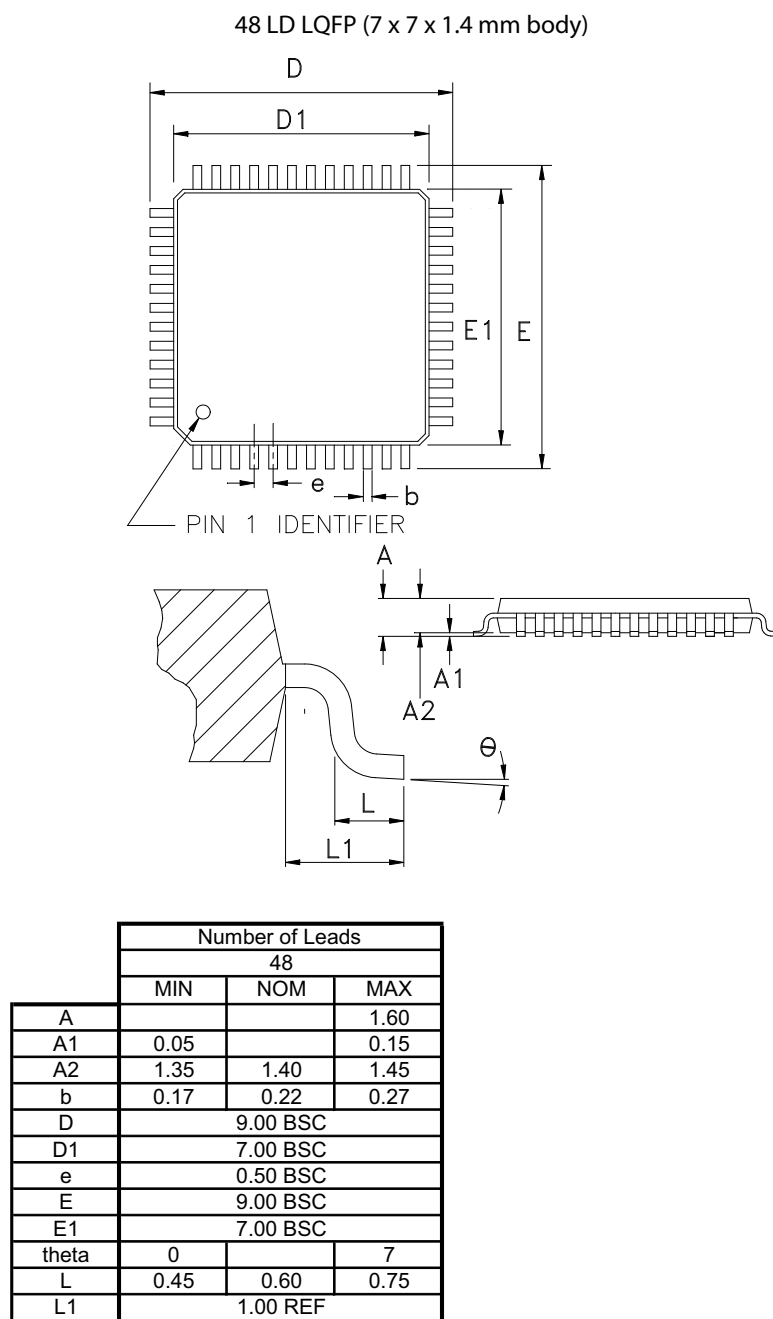
Figure 8-1. CS48520, 48-pin LQFP Pinout

**8.2 CS48540, 48-pin LQFP Pinout Diagram**

**Figure 8-2. CS48540, 48-pin LQFP Pinout**

**8.3 CS48560, 48-pin LQFP Pinout Diagram**

**Figure 8-3. CS48560, 48-pin LQFP**

## 9 Package Mechanical Drawings

### 9.1 48-pin LQFP Package Drawing


**NOTES:**

- 1) Reference document: JEDEC MS-026
- 2) All dimensions are in millimeters and controlling dimension is in millimeters.
- 3) D1 and E1 do not include mold flash which is 0.25 mm max. per side. A1
- 4) Dimension b does not include a total allowable dambar protrusion of 0.08 mm max.

**Figure 9-1. 48-pin LQFP Package Drawing**

## 10 Revision History

Revision	Date	Changes
A1	July, 2006	Advance release.
A2	July, 2006	Updated pinout definition for pins 26 and 27. Updated typical power numbers.
A3	December 5, 2006	Updated sections 2.0, 4.21, 5.8, Table 3, Table 4, to show new device numbering scheme. Updated sections 8.1, 8.2, 8.3.
PP1	March 12, 2007	Preliminary Release
PP2	December 18, 2007	Changed title of data sheet from <i>CS48500 Data Sheet</i> to CS485xx Family Data Sheet to cover all CS485xx family products. Updated Standby Power specification in <a href="#">Section 5.4</a> . Updated DAO timing specifications and timing diagrams in <a href="#">Section 5.15</a> .
F1	April 21, 2007	Removed DSD Phase Modulation Mode from <a href="#">Section 5.14</a> . Removed reference to MCLK in <a href="#">Section 5.14</a> . Redefined Master mode clock speed for SCP_CLK in <a href="#">Section 5.10</a> . Redefined DC leakage characterization data in <a href="#">Section 5.3</a> . Added typical crystal frequency values in Table Footnote 1 under <a href="#">Section 5.7</a> . Modified Footnote 1 under <a href="#">Section 5.9</a> . Modified power supply characteristics in <a href="#">Section 5.4</a> .
F2	July 14, 2008	Added reference to support for time division multiplexed (TDM) one-line data mode for DAO port in <a href="#">Section 4.2.2</a> .
F3	February 16, 2009	Updated <a href="#">Section 5.5</a> , adding Junction Temperature specification.
F4	June 29, 2011	Updated <a href="#">Section 5.10</a> ; changed $T_{spidsu}$ value to 13 ns.
F5	October, 2011	Updated <a href="#">Section 5.15</a> DAO output slave mode specifications.

## Looking for pricing, stock, or lifecycle information?

Click below to explore more details on WIN SOURCE:

 [View CS48520-CQZ on WIN SOURCE](#)

 [Cirrus Logic Inc. Information](#)

## Optimize Your Supply Chain with WIN SOURCE Solutions

-  Global Sourcing Solution
-  Obsolete Management
-  Cost Control Management
-  Shortage Management
-  Alternative Solution
-  Excess Inventory Management