



THE DATASHEET OF MCIMX6X3CVN08AB



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Product Marketing



August 2013

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Your Interface to the World

i.MX families offer some of the most versatile platforms for multimedia and display applications, bringing personality and interactivity to a whole new world of products

- Learn about the Freescale i.MX 6 series of application processors' key features, capabilities, uses and market segment targets
- Learn about the Development Ecosystem available for the i.MX 6 Series family of processors
- Understand the power and performance advantages of the 6 Series family

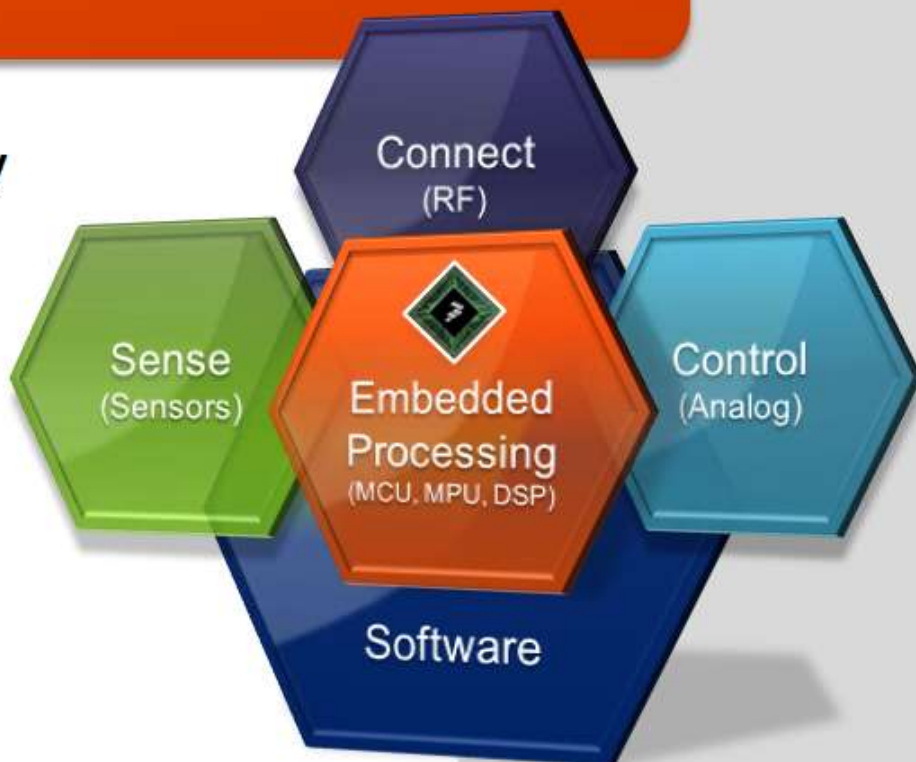
A Global Leader of Embedded Processing Solutions

Two Core Product Groups

- Automotive, Industrial & Multi-Market Solutions
 - Microcontrollers
 - Sensors
 - Analog
- Networking and Multimedia Solutions
 - Communications Processors
 - Applications Processors
 - RF Power

Four Primary Markets

- Automotive
- Industrial
- Networking
- Consumer



Platform-Level Solutions

>50 Year Legacy

>5,500 Engineers

>6,000 Patent Families

>18,000 Customers

Six Generations of Application Processors

1995

Dragonball



2001

i.MX1
1st FSL ARM9
Apps Processor



2003

i.MX2 Series
90nm LP
HW Video Accel
Analog Integration



2005

i.MX3 Series
ARM11
GPU Integration



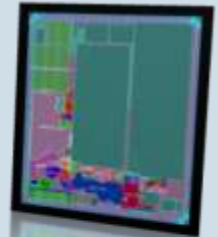
2009

i.MX5 Series
65nm LP/GP
ARM Cortex-A8
>1GHz



2011

i.MX 6 Series
40nm LP
ARM Cortex-A9
Multi-core family



50+ Products
>150M Units

- **Clear market leader** for eReader apps processors (IDC)
- **No. 1** in Apps Processors (IDC 12/2011)
- **No. 2** in Auto Infotainment (Strategy Analytics)

i.MX Smart Devices



Giant Waterproof Tablet – i.MX53



Honeywell Lynx Touch security panel with the i.MX25



Icephone, Medical Phone with i.MX31



**Navico
Marine Navigation
i.MX51**



Maxtrack tablet for Brazilian Police with i.MX51



Avaak Vue Personal Video Network With the i.MX25



Invoxia
IP Phone - i.MX503



Gigaset DECT phone with i.MX233



Sophia systems' non-contact card Reader/Writer for DoCoMo with i.MX51



AMX 20.3" Modero X Series Panoramic Table Top Touch Panel with i.MX53



Televisie in België trams using MX51



**Line6
“Stagescape”
audio mixing
system with
i.MX51**



i.MX233 based i'mWatch



Self service touch screen terminal



Sharp e-Dictionary with i.MX28



Harris military communication equipment with i.MX27



Japanese Boarding Gate Pass Reader with i.MX27

Advanced HMI

Performance/ Multimedia Capability

Medical

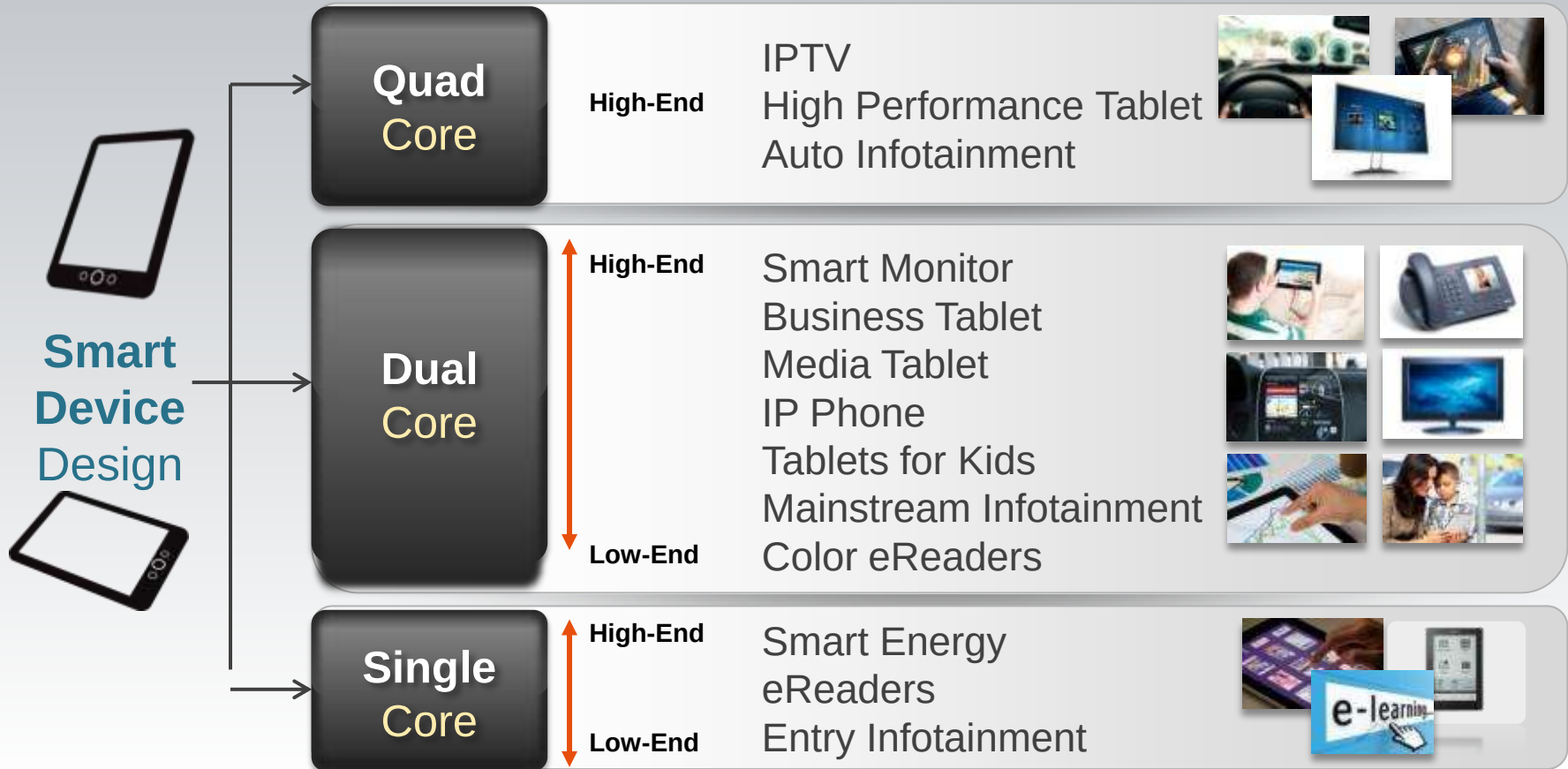
Content Creation, Technology Driver

Smart
Energy
Meter

Good, Better, Best Differentiation

i.MX 6: One Platform, Differentiated Products

Saves development costs and improves time to market.
Scalability with multiple cores is key to implement this strategy.



i.MX 6 Series At a Glance

Red indicates change from column to the left

i.MX 6SoloLite

- Single ARM® Cortex™-A9 at 1.0GHz
- 256KB L2 cache, Neon, VFPv4, TrustZone
- 2D graphics
- 32-bit DDR3 and LPDDR2 at 400MHz
- Integrated EPD controller



i.MX 6Solo

- Single ARM Cortex-A9 at 1.0GHz
- **512KB** L2 cache, Neon, VFPv16, Trustzone
- **3D graphics** with 1 shader
- 2D graphics
- 32-bit DDR3 and LPDDR2 at 400MHz
- Integrated EPD controller



i.MX 6DualLite

- **Dual** ARM Cortex-A9 at 1.0GHz
- 512KB L2 cache, Neon, VFPv16, Trustzone
- 3D graphics with 1 shader
- 2D graphics
- **64-bit** DDR3 and 2-channel 32-bit LPDDR2 at 400MHz
- Integrated EPD controller



i.MX 6Dual

- **Dual** ARM Cortex-A9 at 1/**1.2GHz**
- **1 MB** L2 cache, Neon, VFPv16, Trustzone
- 3D graphics with **4 shaders**
- **Two** 2D graphics engines
- 64-bit DDR3 and 2-channel 32-bit LPDDR2 at **533MHz**
- Integrated **SATA-II**



i.MX 6Quad

- **Quad** ARM Cortex-A9 at 1.2GHz
- 1 MB L2 cache, Neon, VFPv4, Trustzone
- 3D graphics with 4 shaders
- Two 2D graphics engines
- 64-bit DDR3 and 2-channel 32-bit LPDDR2 at 533MHz
- Integrated SATA-II



i.MX 6 Series Highlights

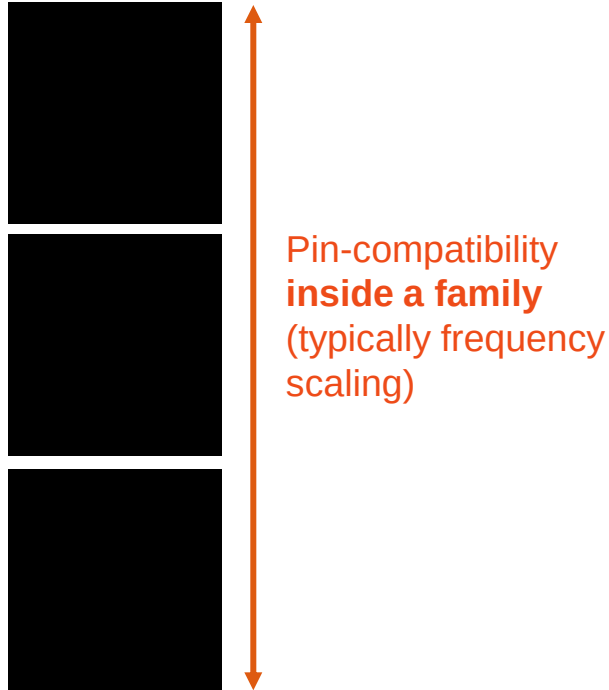
- ARM Cortex-A9 based solutions ranging up to 1.2GHz
- HD 1080p encode and decode (except 6SL)
- 3D video playback in High definition (except 6SL)
- Low power 1080p playback at 350mW Integrated IO's that include HDMI v1.4, MIPI and LVDS display ports, MIPI camera, Gigabit Ethernet, multiple USB 2.0 and PCI-Express
- SW support: Google Android™, Windows® Embedded CE, Ubuntu, Linux®, Skype™

Features vary by product family



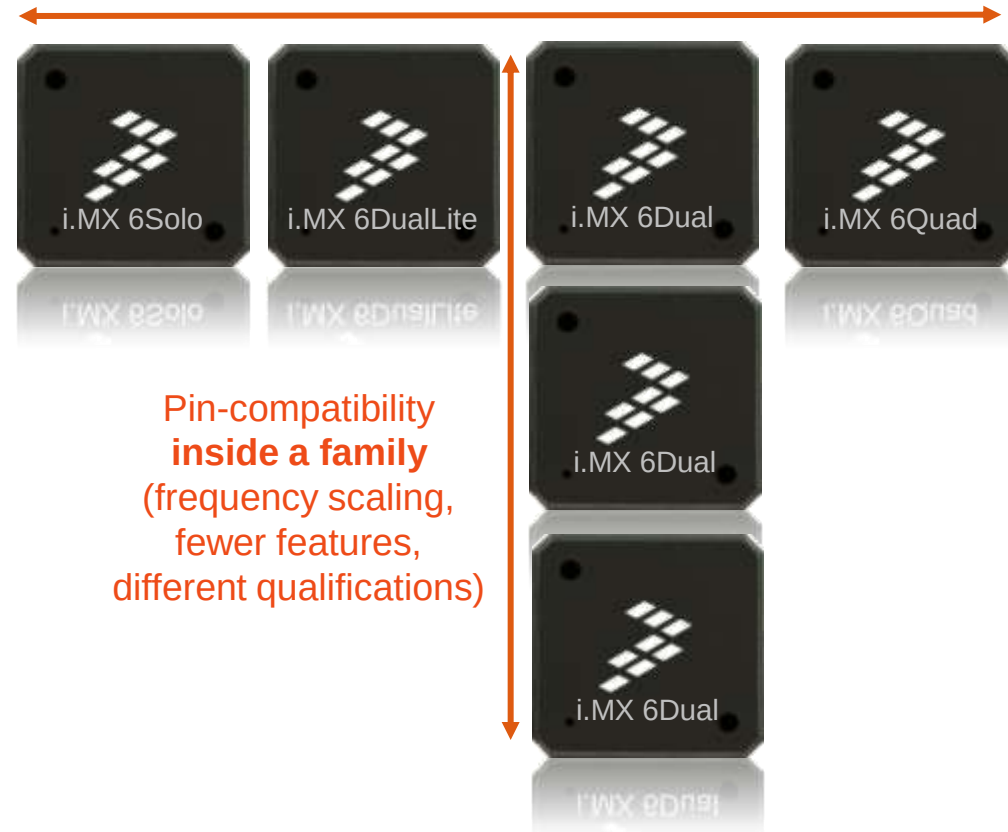
Freescal e i.MX 6: unmatched pin-compatibility

Competitors



Freescale

Pin-compatibility between families



i.MX 6 Series Overview

Scalable series of five ARM Cortex A9-based SoC families



i.MX 6SoloLite

- 1x 1GHz
- x32 400MHz DDR3
- No HW video accel.
- 2D graphics (2 GPUs)
- LCD, EPD



i.MX 6Solo

- 1x 1GHz
- x32 400MHz DDR3
- **HD1080p video**
- 2D+**3D** (2 GPUs),
53Mtri/s
- LCD, EPD



i.MX 6DualLite

- **2x** 1GHz
- **x64** 400MHz DDR3
- HD1080p video
- 2D+3D (2 GPUs),
53Mtri/s
- LCD, EPD



i.MX 6Dual

- 2x 1/**1.2GHz**
- x64 **533MHz** DDR3
- **Dual** HD1080p video
- 2D+3D (3 GPUs),
176 Mtri/s
- LCD



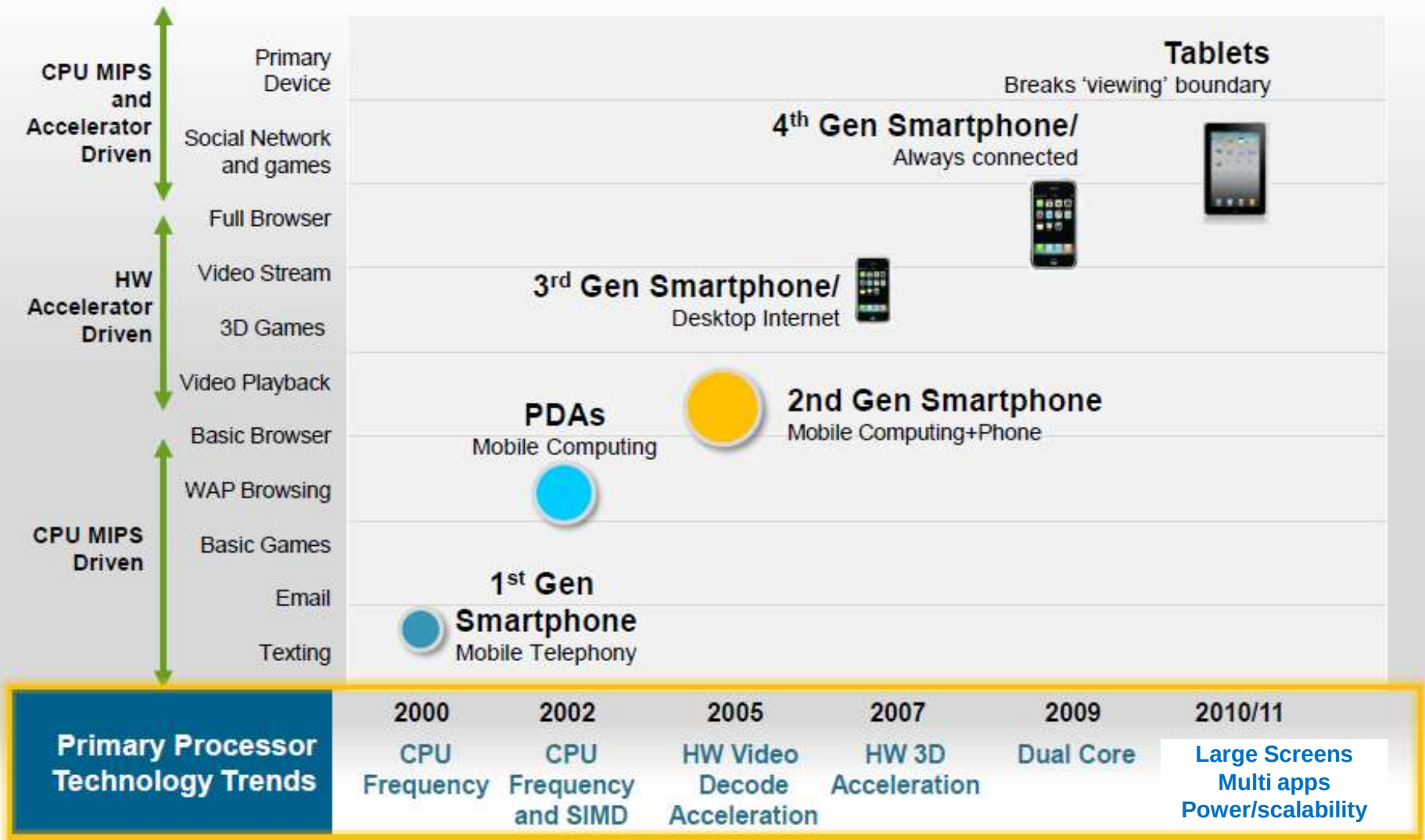
i.MX 6Quad

- **4x** 1/1.2GHz
- x64 533MHz DDR3
- Dual HD1080p video
- 2D+3D (3 GPUs),
176 Mtri/s
- LCD

Pin-to-pin Compatible

Software Compatible

Optimizing the Processor Platform



Android Support Quad Core

The Good News: Heavy Lifting Already Done

The work required to go from 1 to 2 cores was much greater than to go from 2 to 4 (or more) cores... Android 3.0 (Honeycomb) natively supported Quad core out of the box in June 2011

If you have 4 threads and 4 cores, Android will schedule a thread per core



Intelligent Integration of Multi-Media

i.MX 6Dual/6Quad VPU

- H.264 MVC1080p60 decode
- H.264 MVC 720p60 encode
- 350mW power consumption for single video!



Recording Video



Movie Content



Game Content

i.MX 6Dual/6Quad IPU

- Four Display support (2x MIPI-DSI, Parallel, HDMI v1.4a)
- Stereoscopic camera input
- Color adjustments and gamut mapping
- Gamma correction and contrast stretching
- Compensation for low-light conditions & backlight reduction



3D LCD



Publish



3D Television

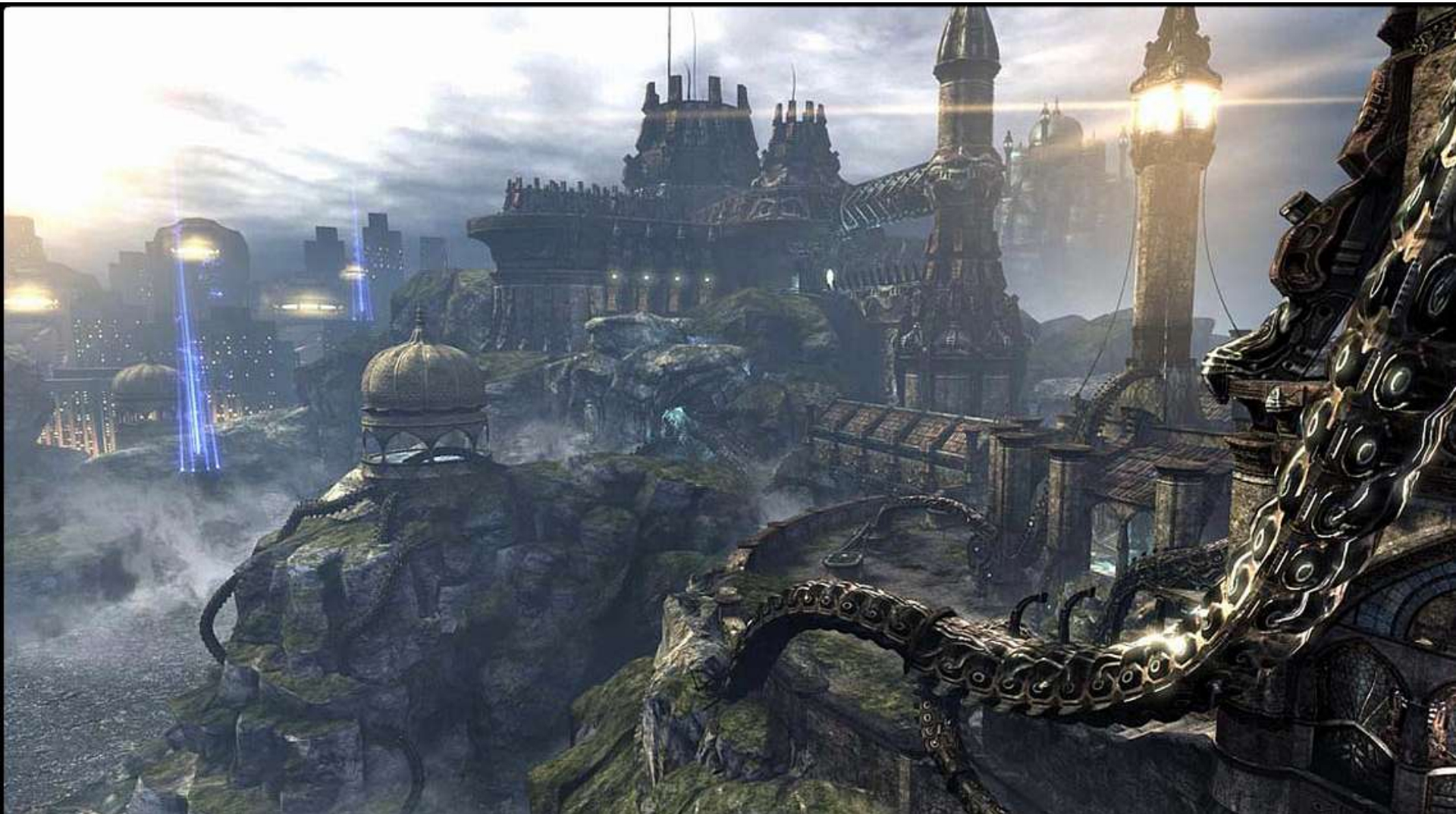
i.MX 6Dual/6Quad Triple-Play Graphics

- 3 engines: 3D, OpenVG and BLT
- 200 MT/s, 4 shaders, 3 separate engines
- High quality 3D games optimized for mobile
- Augmented reality views (real world + 3D objects)
- Advanced 3D video formats (source/depth format)

i.MX 6Dual/6Quad– 2x/4x cores

- Create, transform, enhance, & publish multimedia fast!
- Intuitive User Interfaces for content viewing
- Scalability for 'the next big use case'

Vivante GC2000 Ultra-threaded GPU



i.MX 6 Series Triple-Play Graphics support

i.MX 6Solo / i.MX 6DualLite



Composition (2D BLIT)



3D + GP GPU
1 shader core

i.MX 6Dual



Composition (2D BLIT)



Vector Graphics



3D + GP GPU
4 shader cores

i.MX 6Quad



Composition (2D BLIT)



Vector Graphics



3D + GP GPU
4 shader cores

Same GPU drivers for all i.MX 6 Processors

Why Dual or Quad Core?

Webkit Browser page rendering and scrolling

2D 'Fish Tank' (HTML5)

JPEG decode + encode
1024x768

- All workloads implemented on CPU
- Does not use HW accelerators at all
- Done in order to test CPU capabilities

CPU Utilization
(1, 2 and 4 cores)

Android Honeycomb Application	1 Core	2 Core	4 Core	Quad speedup vs Dual Core
JPEG	.2 fps	~1fps	~4.5 fps	4x faster
Browser Scroll Time	289	36.25	15	>50% faster
Browser FPS	3.45	27.58	64.4	>2x higher
Fish Tank FPS	~14-20fps	~18-25fps	~22-30fps	~25% higher

Watch it live! <http://www.youtube.com/watch?v=JYFmBlk3itI#t=2m49s>

Good tablet application performance requires a balanced processor architecture (CPU speed, Memory BW, HW Accelerators)

Application

- HW Dependency #1
- HW Dependency #2
- HW Dependency #3
- User satisfaction 'metric'



Browsing

- CPU speed (rendering)
- Video HW unit
- Memory bandwidth
- Fast page draw

User Interface

- CPU speed (geometry)
- 3D HW unit
- Memory BW
- Responsiveness

Imaging

- JPEG HW dec
- Memory bandwidth
- 2D perf (swipe)
- Fast image viewing

Video Playback/Streaming

- HW video unit
- Memory bandwidth
- jitter-free video

Games

- CPU speed (geometry)
- 3D HW unit (TPS)
- Memory Bandwidth (complexity)
- Richer graphics, no 'lag'

Email/IM

- CPU speed
- Memory Bandwidth
- Responsiveness

User Interfaces – Characteristics and Implications

- **UI content is inherently dynamic**
 - Unlike Games (which use pre-cached images/textures)
 - User content can/will change at any time
 - Therefore UI must refresh continuously in case new content emerges
 - Requires high speed (533Mhz) and wide (64-bit) memory bus to ensure high frame rates

Recommend Dual Core + 64-bit Memory Bus



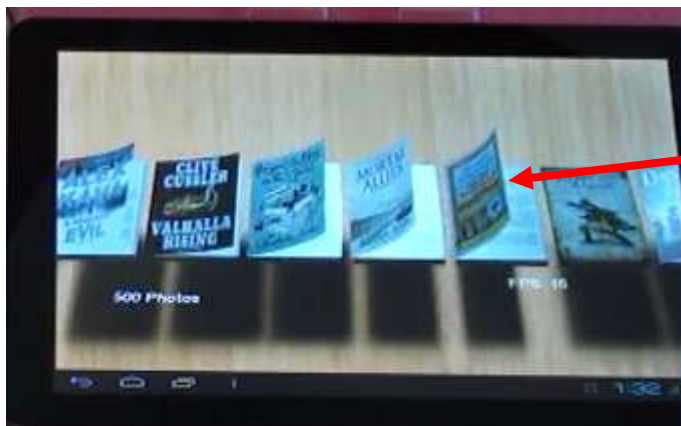
User Content is dynamic and (potentially) always changing. Especially true of streaming movies, YouTube, pictures, home movies

User expects their 'latest' content to be instantly visible when scrolling (either touch or via remote with TV)

Thumbnails must be visible and smooth as they scroll left to right.

User Interfaces – Characteristics and Implications

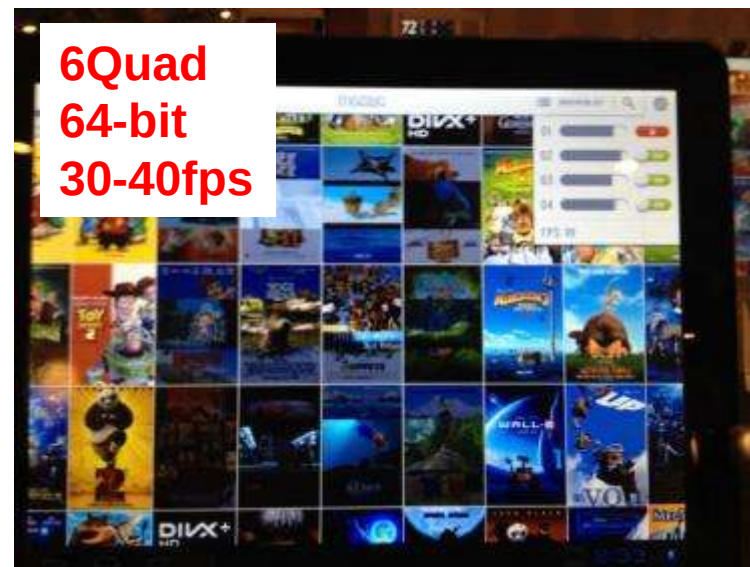
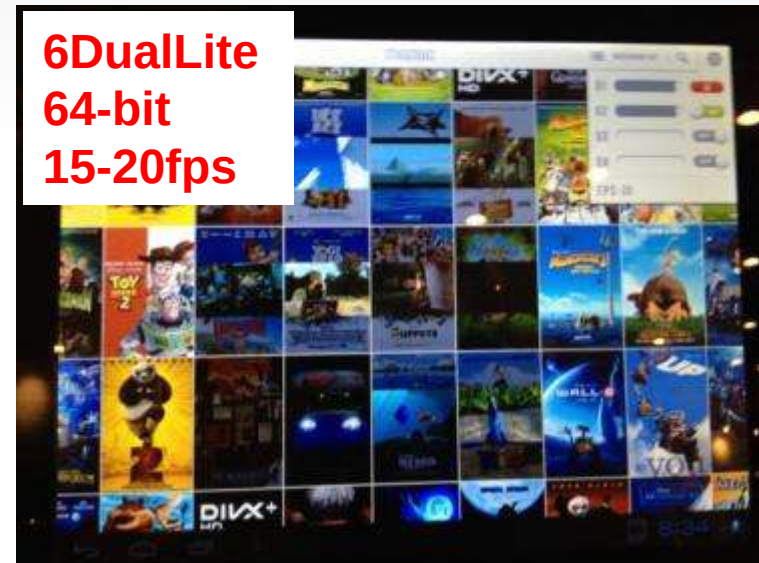
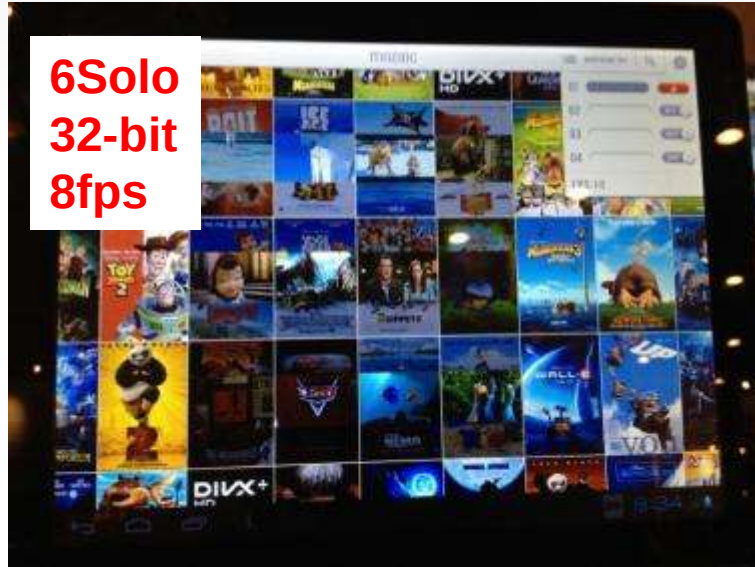
- **UI requires high resolution support → 1080p TV or LCD is now the norm**
 - 1080p30 fps content is becoming a standard offering from websites and streaming
 - 1080p60 is around the corner
 - Must be able to decode h.264 High Profile 1080p at high bitrates (for user content decode as well as for video streaming over the net)
 - Must be able to support newer 1080p TVs. Consumer devices starting to hit >1080p LCDs (iPAD HD) Requires large memory space, fast display capabilities, in hardware rotation/scaling
 - Advantage Freescale i.MX 6: up to 4XGA, dual display engines, 64bit memory space @ 533Mhz
 - **Access to fast CPU MIPS → used for complicated transforms to augment visual experience**
 - CPU cores useful to add in additional transforms that don't map well to 3D unit
 - Morphing effects and some fluid dynamics for innovative UI effects
 - CPU cores can also be used to augment 3D unit and act as a 'secondary' 3D unit
 - Advantage Freescale i.MX 6: up to Quad core Cortex A9 at 1.2Ghz → nearly 5Ghz of CPU horsepower
- 
- A gold-colored shield-shaped logo with a black border. The top half of the shield is black with the words "Full HD" in a gold, stylized font. The bottom half is gold with the text "1080p" in a bold, black, sans-serif font.



**Book cover icon
“blowing in the wind”
when scrolling fast
to visually indicate
speed. Can use
CPU power to
calculate**



User Interfaces in Action – Dual Core + 64-bit matters



- All workloads implemented on CPU
- Does not use HW accelerators at all
- Done in order to test CPU capabilities

Watch it live!



Gaming Performance

- **Benchmarking 3D game performance is tricky**
 - Dependent upon the 3D HW, the CPU speed and memory BW
 - Must balance all three to get best performance
- **Review websites use generally available benchmarks to rate tablets**
 - Example: Basemark, NenaMark, Antutu, Quadrant

Taiji Girl (Basemark ES2)



NenaMark2 3D Benchmark



AnTuTu Benchmark



Quadrant Benchmark



	6Quad	6DualLite	6Solo	Tegra2
Taiji Girl	25.65 fps	9.2 fps	7.67 fps	6 fps
NenaMark	49.2	30.5	27.2	21
AnTuTu	9605	5583	4531	4904
Quadrant	4011	3005	2414	2559

Video Playback and Streaming



- **Video Playback or Streaming performance is highly dependent upon screen resolution**
 - 1080p playback on a 1024x768 screen takes less bandwidth than 1080p on a 1920x1080 LCD
 - **Available Memory bandwidth on 32bit DDR is ~1600MB/s**
 - 64bit memory is up to 3200MB/s
 - This assumes 50% utilization of the interface (generous)
 - **Total Memory B/W required for 1080p playback**
 - On 1024x768 screen: ~800MB/s
 - On 1920x1080 screen: ~1100MB/s
 - If performing parallel tasks, will add to memory bandwidth needs
 - System activity+screen size Can vary memory bandwidth by up to 500MB/s
- 

Recommend Dual Core + 64-bit Memory Bus for 1080p Playback

User Interfaces – Characteristics and Implications

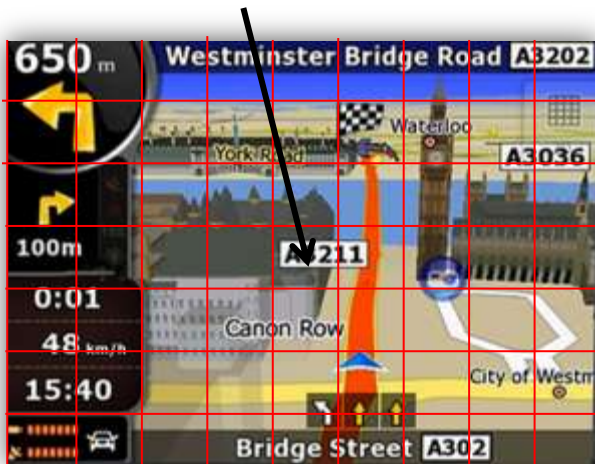
- Screenshots of Unreal Citadel Running on i.MX 6Quad



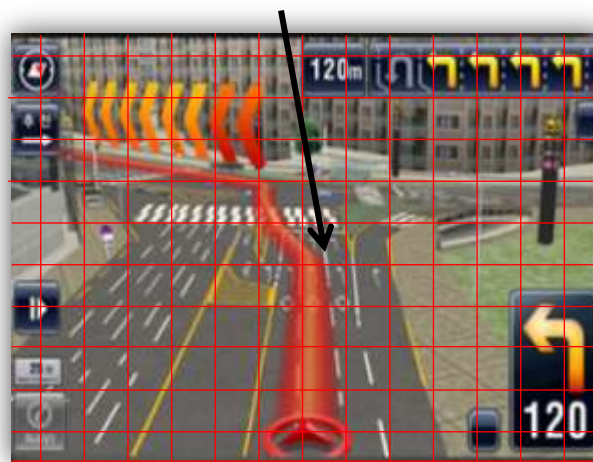
Tile Based Rendering (Chunkers)

- Size of scene buffer unknown before rendering
 - Possible overflow if scene requires more data than expected
- Good rendering method for baseline GUI/3D Apps with smaller object count (less details)
 - More bandwidth efficient than FMR in simple (yesterday) use cases
- For next generation dynamic scenes in new and future applications with lots of objects, details and post-processing effects, tile based Chunkers require multi-pass memory access to constantly process changing 3D/scene data
 - PC Level Applications (Performance, Quality, Effects) → Tablets → Smartphones → Infotainment

Tile



Tile



Tile (Complex Scene)



i.MX 6 Series VPU: *Multi-streams*

	Standard	Profile	Max # Streams			
			D1@ 30fps	720p@ 30fps	1080p@ 24fps	1080p@ 30fps
HW Decoder	H.264	BP/MP/HP	8	3	2	1
	On2 VP8	--	4	2	1	1 (iMX6Q/D, TBD) 1 (iMX6D/S)
	VC1	SP/MP/AP	8	3	2	1
	MPEG4	SP/ASP	8	3	2	1
	H.263	P0/P3	8	3	2	1
HW Encoder	H.264	BP	6	2	2 (TBD)	1
	MPEG4-SP/H.263	MPEG4-SP H.263-P0/P3	6	2	--	--

i.MX 6 Series VPU: *Transcoding & Full-duplex On-fly-transcoding*

Source Resolution (decoded stream)	Max # Streams @ 30fps Target Resolution (encoded stream)		
	SD (720x480)	HD720p (1280x720)	HD1080p (1920x1080)
SD	4	--	--
HD720p	2	2 (24fps, TBD))	--
HD1080p	1	1	1 (24fps) 1 (TBD for 30fps)

Full-duplex

	Standard	Profile	Performance	
Full-duplex HW Codec	H.264	BP	720p@30fps, 1080p@24fps	20Mbps
			1080p@30fps (TBD) Dual 720p@30fps (TBD) <i>(TBD, current VPU standalone testing shows 29fps for bitrate less than 5Mbps, but see room for encoder optimization)</i>	5Mbps
	MPEG4	Simple	720p@30fps	15Mbps
	H.263	P0/P3	720p@30fps	15Mbps



i.MX 6 Series Software – Current BSP Releases

- All public software releases are available at www.freescale.com/imx6tools
- Future releases will support Linux 3.10 kernel and Android JB 4.3

BSP	Distribution	Kernel	SoC Supported	Release Date
L3.0.35_4.0.0	LTIB	3.0.35	i.MX 6Quad i.MX 6Dual i.MX 6DualLite i.MX 6Solo	5/13/2013
L3.0.35_2.1.0	LTIB	3.0.35	i.MX 6SoloLite	6/4/2013
JB4.2.2_1.1.0	Android JB 4.2.2	3.0.35	i.MX 6Quad i.MX 6Dual i.MX 6DualLite i.MX 6Solo	7/11/2013
R13.4.1	Android ICS 4.0.4	3.0.35	i.MX 6Quad i.MX 6Dual i.MX 6DualLite i.MX 6Solo	12/12/12
R13.5.0	Android ICS 4.0.4	3.0.35	i.MX 6SoloLite	11/16/12

21x21 FCBGA Mechanical structure

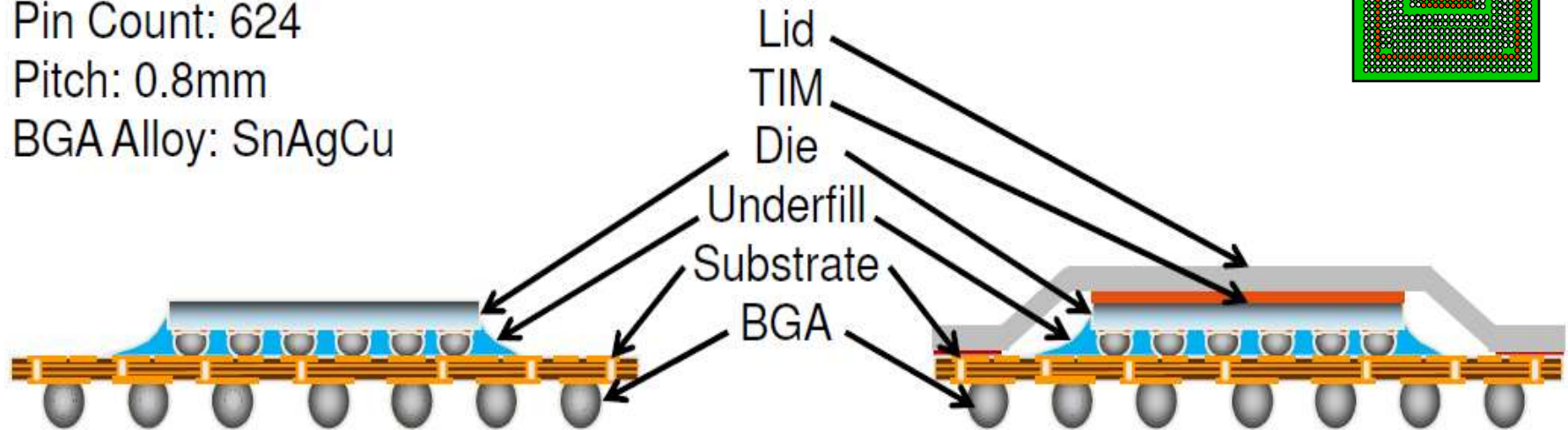
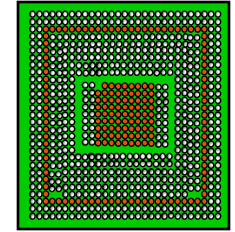
The IMX6Q/D Design

Package: 21x21mm FCPBGA

Pin Count: 624

Pitch: 0.8mm

BGA Alloy: SnAgCu



Stack-ups

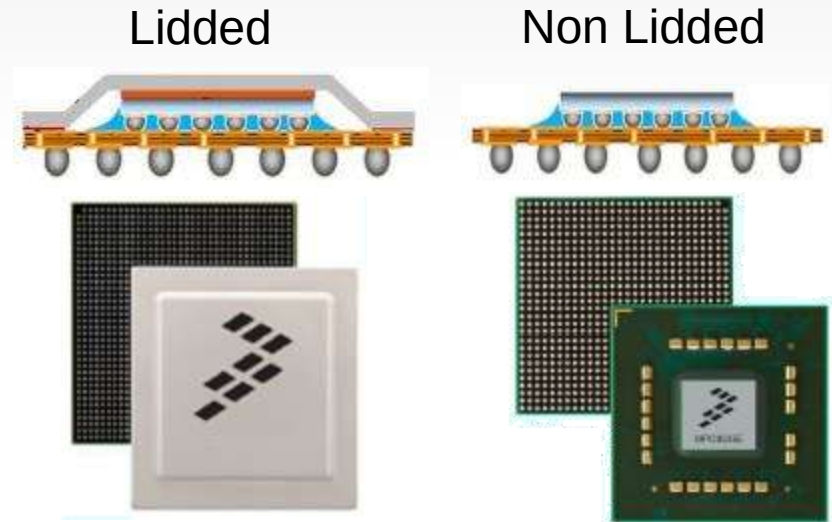
Bare Die, 0.4mm core	Min	Nominal	Max
Device	0.280	0.305	0.330
Gap height (UF thickness)	0.070	0.080	0.090
Substrate (2/2/2 0.4mm core)	0.560	0.660	0.760
BGAs	0.300	0.400	0.500
TOTAL (sum of square tolerance)	1.301	1.445	1.589

Full dimensions available in the i.MX 6 Consumer and Automotive Datasheets on the i.MX 6Quad/6Dual Extranet

Lidded, 0.4mm core	Min	Nominal	Max
Lid	0.450	0.5	0.550
Thermal interface Material (TIM)	0.025	0.05	0.075
Device	0.280	0.305	0.330
Gap height (UF thickness)	0.070	0.080	0.090
Substrate (2/2/2 0.4mm core)	0.560	0.660	0.760
BGAs	0.300	0.400	0.500
TOTAL (sum of square tolerance)	1.841	1.995	2.149

Package and Qual levels – 21x21 FCBGA Package

- **Lidded – Auto and Industrial**
 - Contains a metal lid covering the processor
 - More robust for industrial or automotive environments
 - **Non-Lidded – Consumer**
 - Exposes the back side of the die (flipchip)
 - Lower Z-height for space constrained devices
 - Easier to attach custom heat spreaders
 - **Three types of Qual for i.MX 6Series**
 - Consumer→ Highest Frequency
 - Automotive→ Maximum environmental support
 - Industrial→ Longest duration (“always on”)
 - **Only Non-Lidded packaging will be available in Consumer Temp**
- 
- The image contains two visual elements on the right side. The top one is a cross-sectional diagram of a lidded package, showing a metal lid on top of a substrate with a die and solder balls. The bottom one is a photograph of a non-lidded package, showing a square die mounted on a substrate with a grid of solder balls on the bottom.



Type	Characteristics
Consumer	• -20 to 105Deg Tj • 5 year life cycle @ 50% duty cycle • Max of 1.2Ghz CPU speed
Automotive	• -40 to 125Deg Tj • 10 year life cycle @ 10% duty cycle • Max of 1Ghz CPU speed
Industrial	• -40 to 105Deg Tj • 10 year life cycle @ 100% duty cycle • Max of 800Mhz CPU speed



FC-BGA Manufacturing
App note (Lid and non-Lid)
Available on freescale.com

i.MX 6Series – Power Consumption Summary



Sleep	3.8mW	Sleep	3.8mW	Sleep	3.9mW	Sleep	3.1mW	Sleep	2.6mW
IDLE	227mW	IDLE	220mW*	IDLE	151mW	IDLE	143mW	IDLE	14.5mW
Video	867mW	Video	867mW	Video	772mW	Video	695mW	Video	n/a
3D	1.6W	3D	1.6W	3D	1.1W	3D	1.1W	3D	n/a
TypMax	3.8W	TypMax	n/a	TypMax	2.4W	TypMax	1.7W	TypMax	n/a

n/a = results pending release june 30th

* 6Dual cores are estimated on 6Quad by clock gating two cores

- All results include power at the chip (cores, accelerators, peripherals, DDR I/O) as well as the power consumption of the external DDR3 ICs.
- Power application notes listed in the presentation contain the full breakouts for the chip and DDR3. Note that use of LPDDR2 memory will substantially reduce memory IC power consumption

Scalable Performance and Power Consumption

i.MX 6 Series feature list (1/4)

Red indicates change from column to the left

	i.MX 6SoloLite	i.MX 6Solo	i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
Cortex-A9	1x 1GHz Cortex-A9 2400 DMIPS	1x 800MHz-1GHz Cortex-A9 2400 DMIPS	2x 800MHz-1GHz Cortex-A9 4800 DMIPS	2x 800MHz-1.2GHz Cortex-A9 5700 DMIPS	4x 800MHz-1.2GHz Cortex-A9 11500 DMIPS
Cortex-M4	-	-	-	-	-
On-Chip Memory	256KB L2 + 32K+32K I/D L1 + 256KB SRAM	512KB L2 + 32K+32K I/D L1 + 128KB SRAM	512KB L2 & 32K+32K I/D L1 + 128KB SRAM	1MB L2 + 32K+32K I/D L1 + 256KB SRAM	1MB L2 + 32K+32K I/D L1 + 256KB SRAM
Process Tech	40nm, LP	40nm, LP	40nm, LP	40nm, LP	40nm, LP
DRAM Interface	Up to 2GB 1x32 LP-DDR2, 1chx32 DDR3 or DDR3L	Up to 4GB 1x32 LP-DDR2, 1chx32 DDR3 or DDR3L	Up to 4GB 2x32 LP-DDR2, 1chx64 DDR3 or DDR3L	Up to 4GB 2x32 LP-DDR2, 1chx64 DDR3 or DDR3L	Up to 4GB 2x32 LP-DDR2, 1chx64 DDR3 or DDR3L
Max DDR Speed	400MHz (800MT/s)	400MHz (800MT/s)	400MHz (800MT/s)	533MHz (1066MT/s)	533MHz (1066MT/s)
External Flash Support	-	8-bit SLC/MLC NAND, 40-bit ECC, ONFI2.2	8-bit SLC/MLC NAND, 40-bit ECC, ONFI2.2	8-bit SLC/MLC NAND, 40-bit ECC, ONFI2.2	8-bit SLC/MLC NAND, 40-bit ECC, ONFI2.2
	16/32-bit NOR	16/32-bit NOR	16/32-bit NOR	16/32-bit NOR	16/32-bit NOR
	eMMC 4.4	eMMC 4.4	eMMC 4.4	eMMC 4.4	eMMC 4.4
	-	-	-	-	-
	4x SPI	4x SPI	4x SPI	5x SPI	5x SPI

PIX 6 Series feature list (2/4)

Red indicates change from column to the left

	i.MX 6SoloLite	i.MX 6Solo	i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
Ethernet	1x 10/100	1x GbE* + IEEE1588 * performance limited to 480Mbps	1x GbE* + IEEE1588 * performance limited to 480Mbps	1x GbE*+ IEEE1588 * performance limited to 480Mbps	1x GbE*+ I EEE1588 * performance limited to 480Mbps
USB	3x USB2.0 HS • 1x OTG + PHY • 1x Host + PHY • 1x Host HSIC	4x USB2.0 HS • 1x OTG + PHY • 1x Host + PHY • 2x Host HSIC	4x USB2.0 HS • 1x OTG + PHY • 1x Host + PHY • 2x Host HSIC	4x USB2.0 HS • 1x OTG + PHY • 1x Host + PHY • 2x Host HSIC	4x USB2.0 HS • 1x OTG + PHY • 1x Host + PHY • 2x Host HSIC
CAN	-	2x FlexCAN	2x FlexCAN	2x FlexCAN	2x FlexCAN
MLB	-	MLB 25/50/150	MLB 25/50/150	MLB 25/50/150	MLB 25/50/150
PCIe	-	1x PCIe 2.0 (x1 lane)	1x PCIe 2.0 (x1 lane)	1x PCIe 2.0 (x1 lane)	1x PCIe 2.0 (x1 lane)
SD/MMC	3x SD/MMC 4.4 1x SDXC	3x SD/MMC 4.4 1x SDXC	3x SD/MMC 4.4 1x SDXC	3x SD/MMC 4.4 1x SDXC	3x SD/MMC 4.4 1x SDXC
MIPI	-	MIPI-CSI2 MIPI-DSI	MIPI-CSI2 MIPI-DSI	MIPI-CSI2 MIPI-DSI MIPI-HSI	MIPI-CSI2 MIPI-DSI MIPI-HSI
Camera Interface	1x Input • 1x 16-bit Parallel	2x Inputs • 2x 20-bit Parallel • 2x lane MIPI-CSI2	2x Inputs • 2x 20-bit Parallel • 2x lane MIPI-CSI2	3x Inputs • 2x 20-bit Parallel • 4x lane MIPI-CSI2	3x Inputs • 2x 20-bit Parallel • 4x lane MIPI-CSI2
HDD I/F	-	-	-	S-ATA II 3Gbps	S-ATA II 3Gbps
Audio Acc.	-	ASRC	ASRC	ASRC	ASRC
Audio	3x I2S SPDIF Tx/Rx	3x I2S SPDIF Tx/Rx ESAI	3x I2S SPDIF Tx/Rx ESAI	3x I2S SPDIF Tx/Rx ESAI	3x I2S SPDIF Tx/Rx ESAI

i.MX 6 Series feature list (3/4)

Red indicates change from column to the left

	i.MX 6SoloLite	i.MX 6Solo	i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
Display Resolution (@60Hz)	WXGA (WXGA=1366x768)	2x WXGA	2x WXGA	2x 4XGA or 2x [1080p + WXGA] (4XGA=2048x1536)	2x 4XGA or 2x [1080p + WXGA]
Display Interfaces	2x Outputs • 1x Parallel • EPDC	2x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI • EPDC	2x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI • EPDC	4x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI	4x Outputs • 2x Parallel • 2x LVDS • HDMI • MIPI-DSI
GPU 3D	-	Vivante GC880 • 53Mtri/s • 266Mpxl/s • OpenGL ES 1.1/2.0/3.0	Vivante GC880 • 53Mtri/s • 266Mpxl/s • OpenGL ES 1.1/2.0/3.0	Vivante GC2000 • 176Mtri/s • 1000Mpxl/s • OpenGL ES 1.1/2.0/3.0 • OpenCL 1.1 EP	Vivante GC2000 • 176Mtri/s • 1000Mpxl/s • OpenGL ES 1.1/2.0/3.0 • OpenCL 1.1 EP
GPU 2D (Vector Graphics)	Vivante GC355 • 300Mpxl/s • OpenVG 1.1	via GPU 3D • OpenVG 1.1	via GPU 3D • OpenVG 1.1	Vivante GC355 • 300Mpxl/s • OpenVG 1.1	Vivante GC355 • 300Mpxl/s • OpenVG 1.1
GPU 2D (BLIT)	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s	Vivante GC320 • 600Mpxl/s
Video Dec	SW Only	1080p30 + D1 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	1080p30 + D1 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	1080p60 + D1 2x 1080p30 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8	1080p60 + D1 2x 1080p30 MPEG-2, H.264 MVC, VC1, MPEG-4/Xvid, DivX 6, H.263, MJPEG, VP6 / WebM VP8
Video Enc	-	1080p30 2x 720p H.264, H.263, MPEG-4, MPEG-2, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MPEG-2, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MPEG-2, MJPEG	1080p30 2x 720p H.264, H.263, MPEG-4, MPEG-2, MJPEG

i.MX 6 Series feature list (4/4)

Red indicates change from column to the left

	i.MX 6SoloLite	i.MX 6Solo	i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
UART SPI I2C	5x UART, 4x SPI 4x I2C	4x SPI 5x UART 4x I2C	4x SPI 5x UART 4x I2C	5x SPI 5x UART 3x I2C	5x SPI 5x UART 3x I2C
ADC	-	-	-	-	-
Temp. Monitor	Yes	Yes	Yes	Yes	Yes
PMU	Partial PMU integration	Partial PMU integration	Partial PMU integration	Partial PMU integration	Partial PMU integration
Security	HAB, Secure RAM, Crypto Acc., TrustZone, NIST approved RNG	HAB, Secure RAM, Crypto Acc., TrustZone, NIST approved RNG	HAB, Secure RAM, Crypto Acc., TrustZone, NIST approved RNG	HAB, Secure RAM, Crypto Acc., TrustZone, NIST approved RNG	HAB, Secure RAM, Crypto Acc., TrustZone, NIST approved RNG
Commercial Qual.	Available	Available	Available	Available	Available
Automotive Qual. AEC-Q100	-	Available	Available	Available	Available
Industrial Qual.	-	Available	Available	Available	Available
Package	13x13 0.5P BGA	21x21 0.8P BGA Pin compatible with i.MX 6Dual/Quad		21x21 0.8P FCBGA Pin compatible with i.MX 6DualLite/Solo	

SABRE Platforms: Enabling Faster Time to Market

i.MX 6 series development tools are **Freescale designed** and **Freescale supported**

SABRE Platform for Smart Devices

- i.MX 6Quad/6DualLite 1 GHz ARM Cortex-A9
- Multiple connectivity options: Wi-Fi®, Bluetooth®, GPS, Ethernet, SD, parallel/serial interfaces, SATA (i.MX 6Quad only), PCIe and MIPI CSI
- SABRE Board plus:
 - 10.1" capacitive multi-touch display
 - Battery charging ICs
 - The SPI NOR Flash
 - MIPI display and MIPI camera connectors
 - 2x MIPI camera sensors
 - Digital microphones
 - Ambient light sensor, GPS
 - EPDC connector (i.MX 6DualLite only)



SABRE for Auto Infotainment

- Available to Tier 1 automotive OEMs
- i.MX 6Quad or i.MX6DualLite CPU card and i.MX 6 series base board
- Support for terrestrial and satellite radio tuners, Wi-Fi, Bluetooth, GPS, cellular modem, iAP authentication modules, MOST vehicle networking, cameras and displays
- Processor capability ranges from single ARM Cortex-A9 core at 800 MHz up to a quad core at up to 1 GHz



SABRE Board for Smart Devices

- i.MX 6Quad 1 GHz ARM Cortex-A9
- Intelligently designed with connectors on only two sides of board to eliminate 'octopus effect' on lab tables
- Evaluate the smartly integrated features of the i.MX 6Quad processor including an LVDS controller, USB PHYs, HDMI PHYs, SATA, PCI Express®, on-board power management and Ethernet



i.MX 6SoloLite Evaluation Kit

- i.MX 6SoloLite 1 GHz ARM Cortex-A9
- Integrated E Ink® display controller
- Enables EPD and/or LCD or HDMI display, touch control and audio playback, and the ability to add WLAN, a 3G modem or Bluetooth technology
- E Ink display available separately



Freescal e i.MX 6 series Development Systems

SABRE Board for Smart Devices



P/N: MCIMX6Q-SDB

- **Cost-effective (\$399)**, open source development platform
- Designed to **simplify product evaluation**



SABRE Platform for Smart Devices



**P/N: MCIMX6Q-SDP
MCIMX6DL-SDP**

- Smart Device Market-focused
- Form-factor ready to **accelerate design** & time to market (**\$999**)



SABRE Platform for Automotive Infotainment



**P/N: MCIMXABASEV1
MCIMX6SAICPU1
MCIMX6QAICPU1**

- Automotive Market-focused
- Standard base board (\$699) and adaptable CPU card (\$799) system

...MX 6 Quad SABRE Lite Board (TO1.0 Silicon)

<http://boundarydevices.com/products/sabre-lite-imx6-sbc/>

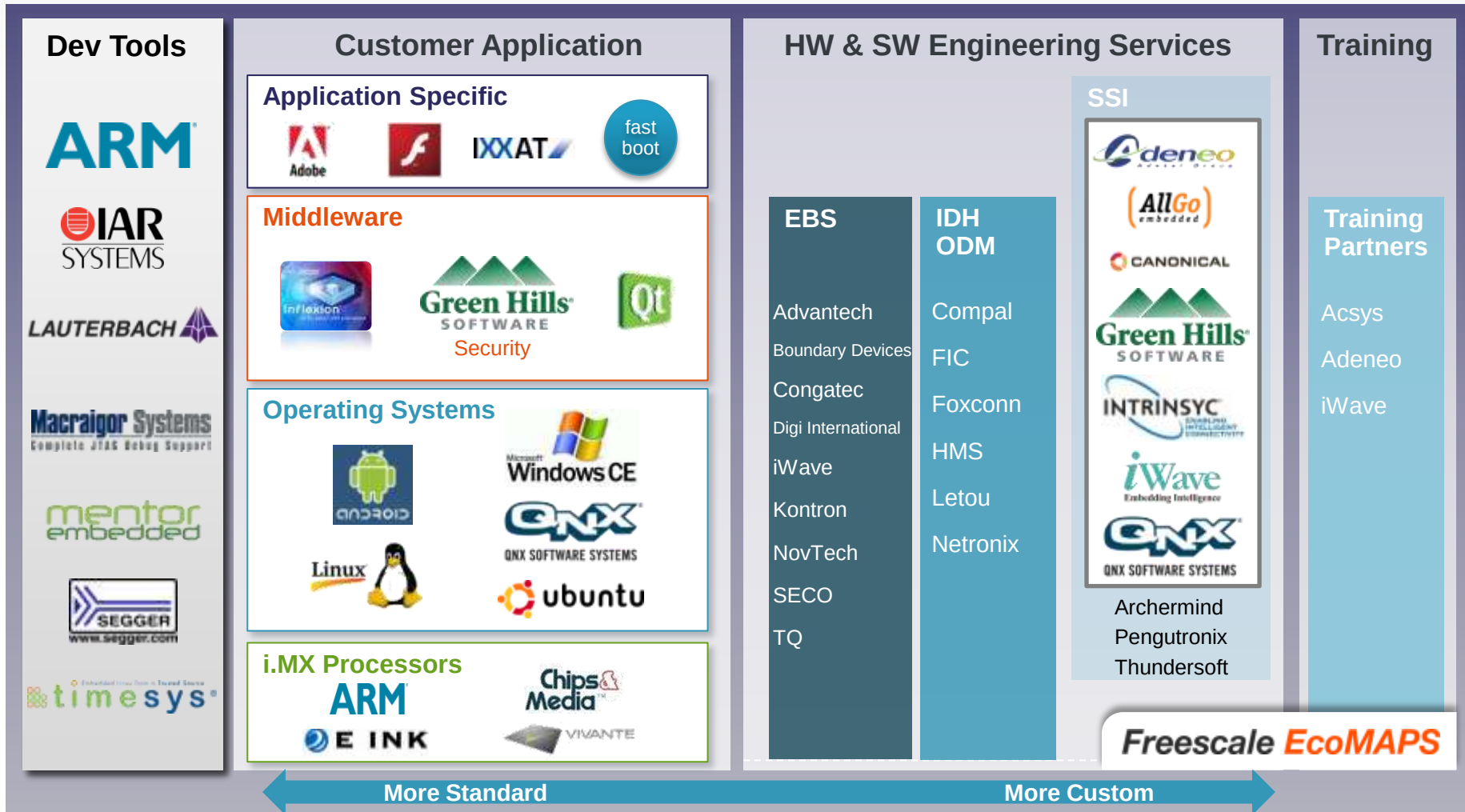
Low Cost Community Board



- 1GByte of 64-bit wide DDR3 @ 532MHz
 - Three display ports (24-bit RGB, LVDS, HDMI)
 - Two camera ports (1xParallel, 1xMIPI)
 - Serial ATA (SATA)
 - Dual SDHC card slots (1 std, 1 micro)
 - PCI express port
 - Analog (headphone/mic) and Digital (HDMI) audio
 - Compact size (3¼"x3¼")
 - 10/100/1G Ethernet
 - 10-pin JTAG interface
 - 3 High speed USB ports (2xHost, 1xOTG)
 - CAN port
 - UART debug port
 - I2C
-
- Purchase directly from Boundary Devices
 - PO, Credit Card or PayPal placed directly with Boundary Devices
 - Schematics and user manual available on Boundary website
 - Additional supply partners available in Q3

SABRE-Lite will not be stocked, sold, or supported by Freescale
All support from Boundary Devices, partners or IMXCommunity.org

FreescalE EcoMAPS for i.MX Architectures



IDE: Integrated Development Environment
BDM: Background Debug Module

EBS: Embedded Board Solutions

IDH: Independent Design House
ODM Original Design Manufacturer

SSI: Software & Solution Integrators

- 802.11a/b/g/n low power SDIO cad based on Qualcomm Atheros AR6003
- Wi-Fi driver software integrated with Freescale i.MX 6 platform
- Family of hardware solutions available
 - System-in-Package (SiP)
 - Radio Module
 - SD Card Form Factor



- The embedded market needs **long-term product support**
- Freescale has a longstanding track record of **providing long-term production support** for our products
- Freescale is pleased to introduce a **formal product longevity program** for the market segments we serve
 - For the automotive and medical segments, Freescale will make a broad range of program devices available for a minimum of **15 years**
 - For all other market segments in which Freescale participates, Freescale will make a broad range of devices available for a minimum of **10 years**
 - **Life cycles** begin at the time of launch
- A list of participating **Freescale products** is available at:



www.imxcommunity.org

A Freescale supported open web community of developers sharing common interest in transforming i.MX applications processors into practically anything imaginable.

Community Facts at a Glance

- Over 3,800 members and over 200 Freescale engineers and marketers interacting with you
- Support and enablement for i.MX processors and software
- Forums, Groups and Blogs Posts
- News, Photos and Videos
- Training, Events and Promotions



Backup



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i.MX 6 Series Triple-Play Graphics support

i.MX 6Solo / i.MX 6DualLite



Composition (2D BLIT)



3D + GP GPU
1 shader core

i.MX 6Dual



Composition (2D BLIT)



Vector Graphics



3D + GP GPU
4 shader cores

i.MX 6Quad



Composition (2D BLIT)



Vector Graphics



3D + GP GPU
4 shader cores

Same GPU drivers for all i.MX 6 Processors

i.MX 6 Reference Designs (with Production Silicon)

- All Boards FSL designed
- All Boards FSL supported
- Each board designed for 6Q/6D/6DL/6S except for 6SL EVK
- Common set of boards for 6Q/D/DL/S
- SoloLite will have its own EVK



- Dual DDR



- Dual DDR



- Dual DDR



- **i.MX 6Solo**
- Single DDR
- EPD



- **i.MX 6SoloLite**
- **Single DDR**
- **EPD**

SABRE-AI for Auto (\$1499)



SABRE Platform for Smart Devices (\$999)



SABRE Board for Smart Devices (\$399)



**i.MX 6SLEVK
(\$599)**



✓			✓	
✓		✓		
✓				
				✓

i.MX 6 maximizes use of reference boards across derivative parts

SABRE Board for Smart Devices (SDB)

i.MX 6Quad 1Ghz Cortex-A9 Processor

- Can be configured as i.MX 6Dual
- Freescale MMPF0100 PMIC
- 1 GB DDR3 memory (non terminated)
- 3" x 7" 8-layer PCB

Display connectors

- 2x LVDS connectors
- Connector for 24 bit 4.3" 800x480 WVGA with 4-wire touch screen
- HDMI Connector

Audio

- Wolfson Audio Codec
- Microphone and headphone jacks

Expansion Connector

- Camera CSI port signals
- I2C, SSI, SPI signals

Part Numbers:

MCIMX6Q-SDB (\$399)

Display (9.7"):

MCIMX-LVDS1 (\$499)

Display (4.3"):

MCIMX28LCD (\$199)



Connectivity

- 2x Full-size SD/MMC card slot
- 22-pin SATA connector
- 10/100/1000 Ethernet port
- 1x high-speed USB OTG port
- mPCI-e connector

Debug

- JTAG connector
- Serial to USB connector

Additional Features

- 3-axis Freescale accel
- eCompass
- Power supply
- No battery charger

OS Support

- Linux and Android IceCream Sandwich from Freescale;
- Others: support by 3rd parties

Tools Support

- Lauterbach, ARM (DS-5), Macraigor debug/IDE tool chain

- Freescale MMPF0100 PMIC
- 1 GB DDR3 memory (non terminated)
- 3" x 7" 8-layer PCB

- Native 1024x768 LVDS display (comes with kit)
- 2nd LVDS connector
- Connector for 24 bit 4.3" 800x480 WVGA with 4-wire touch screen
- HDMI Connector
- MIPI DSI connector

- Wolfson Audio Codec
- Microphone and headphone jacks
- Dual 1W Speakers

- Enables parallel LCD or HDMI output
- Camera CSI port signals
- I2C, SSI, SPI signals

MCIMX6Q-SDP (\$999)
MCIMX6DL-SDP (\$999)

MCIMX28LCD (\$199)
Silex WiFi module



- 2x Full-size SD/MMC card slot
- 22-pin SATA connector
- 10/100/1000 Ethernet port
- 1x high-speed USB OTG port
- mPCI-e connector

- JTAG connector
- Serial to USB connector

- 3-axis Freescale accel
- GPS receiver
- Ambient Light Sensor
- eCompass
- Dual 5MP Cameras
- Power supply
- Battery Charger
- Battery connectors

- Linux and Android IceCream Sandwich from Freescale;
- Others: support by 3rd parties

- Lauterbach, ARM (DS-5), Macraigor debug/IDE tool chain

- **Power and Memory**
- Freescale MMPF0100 PMIC
- 2 GB DDR3 memory (i.MX 6Dual/Quad)
- 1GB DDR3 memory (i.MX 6Solo)
- 32GB Parallel NOR Flash
- NAND Socket

- LVDS connector
 - compatible with MCIMX-LVDS1
- Parallel RGB display interface
- HDMI output connector

- JTAG connector
- Debug UART connector

- SD Card Slot
- High Speed USB OTG
- Ethernet
- SATA
- MIPI CSI
- PCIe
- MLB150 INIC connector
- 281-pin MXM card edge connector for main board expansion

SABRE AI boards will only be supported at automotive customers

Base Board: MCIMXABASEV1 (\$699)
CPU Cards: MCIMX6SAICPU1 (\$799)
 MCIMX6QAICPU1 (\$799)
Display: MCIMX-LVDS1 (\$499)



- SD card slot (WiFi module or SD)
- Bluetooth or Bluetooth+WiFi header
- AM/FM tuner header
- Sirius XM Module header (de-pop'd)
- GPS (UART) module connector
- 2x CAN
- Dual High Speed USB Host connectors
- MLB 25/50 INIC connector
- SPI NOR flash

- LVDS connector
 - compatible with MCIMX-LVDS1
- Analog Video Input
- LVDS Input

- Cirrus multichannel audio codec
 - Up to 8 outputs
 - Dual microphone inputs
 - Stereo Line Level Input
- SPDIF receiver

- Linux
- Others: future support by 3rd parties

LTIB (X server 1.6.1, GStreamer 0.10.35)
Ubuntu 11.10 (X server 1.10.4, GStreamer 0.10.35)

3.0.35 GA
 L3.0.35 GA
 L3.0.35_1.1.0
 L3.0.35_2.1.0
 L3.0.35_4.0.0
 L3.0.35_4.1.0
 RIs Date: 06-Sep-13

Yocto 1.4 – Pokey 9.0 “Dylan”
 X server 1.11.4
 GStreamer 0.10.36
 Qt4-embedded 4.8.4
 HW Floating point
 U-Boot v2013.04
 Device Tree

Yocto 1.5

L3.5.7_1.0.0-alpha
 L3.10.x_1.0.0-alpha
 L3.x.x_1.0.0-alpha
 L3.x.x_1.0.0-beta
 L3.x.x_1.0.0 GA
 L3.y.y_1.0.0 alpha

i.MX 6 Series Launch

O	N	D	J	F	M	A	M	J	J	A	S	O	N	D	J	F	M	A	M	J	J	A	S
4Q			1Q			2Q			3Q			4Q			1Q			2Q			3Q		
2012			2013									2014											

-  i.MX6Q/i.MX6D SabreSDB/SDP, SabreAI
-  i.MX6DL/i.MX6S SabreSDP, SabreAI
-  i.MX6SL EVK
-  i.MX6SoloX SabreSDP

GA – Support for 1 year
Alpha & Beta – Support until next release

The diagram illustrates the development timeline of Android 4.1 Jellybean. It shows the progression from the initial release to various beta and alpha versions, including kernel updates. Key milestones include the 12-Nov-13 and 30-Sep-13 releases. The timeline is divided into quarters (3Q, 4Q, 1Q, 2Q, 3Q, 4Q, 1Q, 2Q, 3Q) and years (2012, 2013, 2014).

Version	Kernel	Release Date	Quarter	Year
Jellybean 4.1			3Q	2012
Jellybean 4.2			4Q	2012
Jellybean 4.3			1Q	2013
JB4.2.2_1.0.0	3.0.35		2Q	2013
JB4.2.2_1.1.0	3.0.35		3Q	2013
JB4.3.0_1.0.0 GA	3.0.35	12-Nov-13	4Q	2013
JB4.1.2_1.0.0-beta	3.0.35		1Q	2013
JB4.3.0_1.0.0-beta	3.0.35	30-Sep-13	2Q	2013
KLPx.y.z_1.0.0	L3.x.x		3Q	2013
KLPx.y.z_1.0.0-beta	3.x.x		4Q	2013
KLPx.y.z_1.0.0-alpha	3.x.x		1Q	2014
Lx.y.z_1.0.0-alpha	3.x.x		2Q	2014

Extended Android Release	Core Android Release
Execution	i.MX6Q/i.MX6D SabreSDB/SDP, SabreAI
Planning	i.MX6DL/i.MX6S SabreSDP, SabreAI
Proposed	i.MX6SL EVK
	i.MX6SoloX SabreSDB

GA – Support for 1 year
Alpha & Beta – Support until next release



History of Android Development

Android	Google Release	First Freescale Release
Cupcake	Android 1.0 (September 2008) Android 1.1 (February 9, 2009) Android 1.5 (April 2009)	R3 (June 2009)
Donut	Android 1.6 (September 2009)	R5 (September 2009)
Eclair	Android 2.0 (October 2009) Android 2.0.1 (December 2009) Android 2.1 (January 2010)	R7 (January 2010)
Froyo	Android 2.2 (May 2010) Android 2.2.1 (January 2011) Android 2.2.2 (January 2011) Android 2.2.3 (November 2011)	R9 (August 2010)
Gingerbread	Android 2.3 (December 2010) Android 2.3.3 (February 2011) Android 2.3.4 (April 2011) Android 2.3.5 (July 2011) Android 2.3.6 (September 2011) Android 2.3.7 (September 2011)	R10 (January 2011)
Honeycomb	Android 3.2 (July 2011) Android 3.2.1 (September 2011) Android 3.2.2 (August 2011) Android 3.2.4 (December 2011) Android 3.2.6 (February 2012)	R11 (September 2011 – i.MX53) R12 (September 2011 – i.MX 6D/Q)
Ice Cream Sandwich	Android 4.0.1 (October 2011) Android 4.0.2 (November 2011) Android 4.0.3 (December 2011) Android 4.0.4 (March 2012)	R13 (December 2011) R13.1 (January 2012) R13.3 (June 2012) R13.4 GA (September 2012) *to align to 6Series launch
JellyBean	Android 4.1 (September 2012) Android 4.2 (December 2012)	JB 4.1 GA candidate – Dec 2012 JB 4.2 Beta Feb 2013 JB 4.2 GA – April 2013



Looking for pricing, stock, or lifecycle information?

Click below to explore more details on WIN SOURCE:

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 [NXP / Nexperia](#) Information

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-  Cost Control Management
-  Shortage Management
-  Alternative Solution
-  Excess Inventory Management