THE DATASHEET OF

MCIMX6X3CVO08AB

i.MX 6 Series Portfolio Overview

AMF-CON-T0060

Pat Stilwell
Product Marketing

August 2013

i.MX

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

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Objectives

- 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

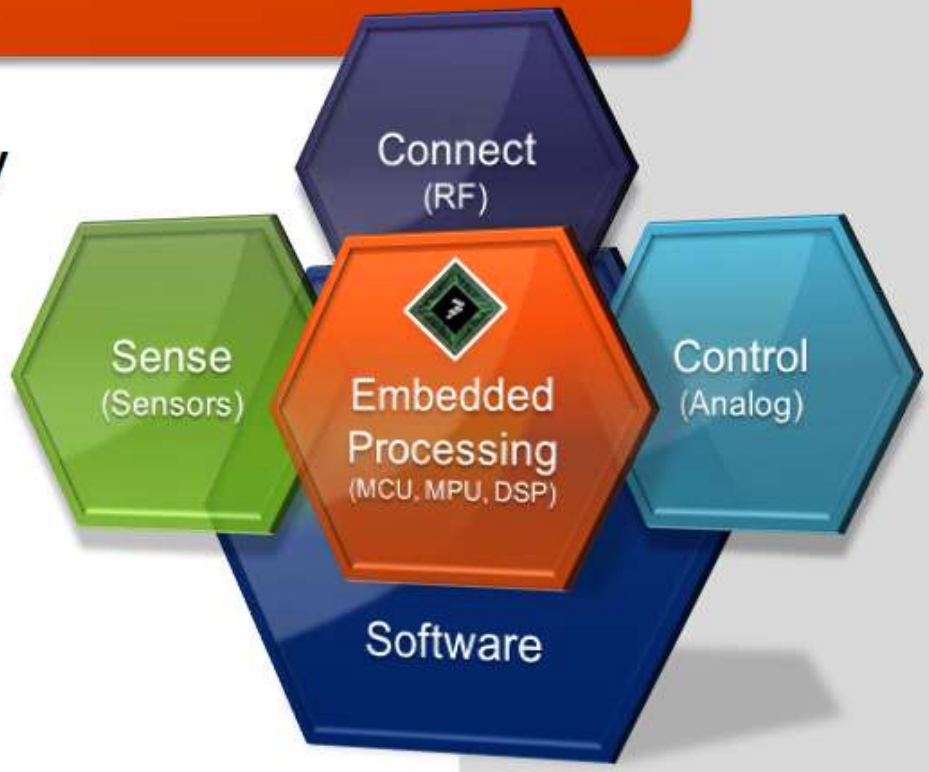
A Global Leader of
Embedded Processing Solutions

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

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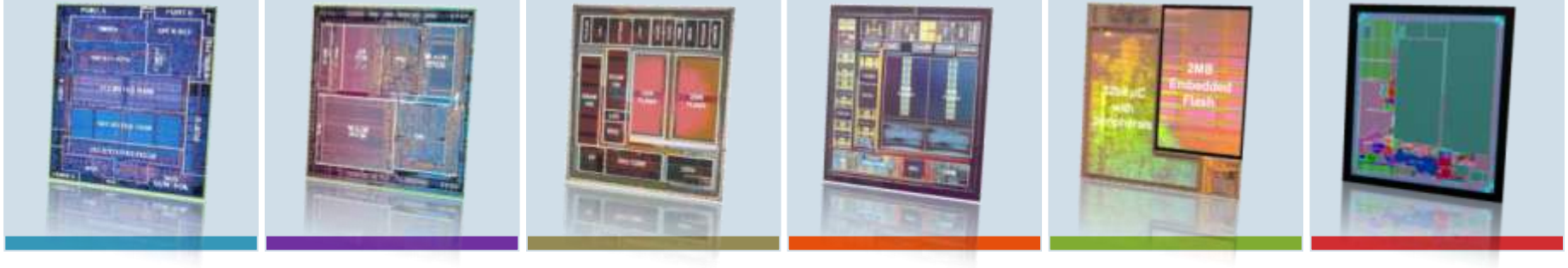
Six Generations of Application Processors

1995	2001	2003	2005	2009	2011
Dragonball 1st FSL Apps Processor	**i.MX1** 1st FSL ARM9 Apps Processor	**i.MX2 Series** 90nm LP HW Video Accel Analog Integration	**i.MX3 Series** ARM11 GPU Integration	**i.MX5 Series** 65nm LP/GP ARM Cortex-A8 >1GHz	**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)

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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

i.MX233 based i'mWatch

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

Televic in Belgium trams using MX51

Line6 "Stagescape" audio mixing system with i.MX51

Japanese Boarding Gate Pass Reader with i.MX27

Self service touch screen terminal

Sharp e-Dictionary with i.MX28

Harris military communication equipment with i.MX27

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Freescale i.MX Applications Processors

i.MX 6Quad


High Performance Tablet


Media Box


Luxury Infotainment


Advanced HMI

i.MX 6Dual
i.MX 6DualLite

i.MX53


Color eReader


Business Tablet


Mainstream Infotainment


Medical

i.MX 6Solo
i.MX 6SoloLite

i.MX28, i.MX233, i.MX25, i.MX35, i.MX50


Monochrome eReader


Single Function Tablet


Connected Radio


Smart Energy Meter

Performance/ Multimedia Capability

Content Creation, Technology Driver

Good, Better, Best Differentiation

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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.

Smart Device Design

Quad Core

High-End

IPTV
High Performance Tablet
Auto Infotainment

Dual Core

High-End

Low-End

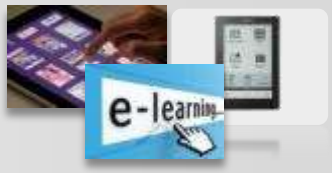
Smart Monitor
Business Tablet
Media Tablet
IP Phone
Tablets for Kids
Mainstream Infotainment
Color eReaders

Single Core

High-End

Low-End

Smart Energy
eReaders
Entry Infotainment



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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, VFPvd16, 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, VFPvd16, 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, VFPvd16, 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, VFPvd16, 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

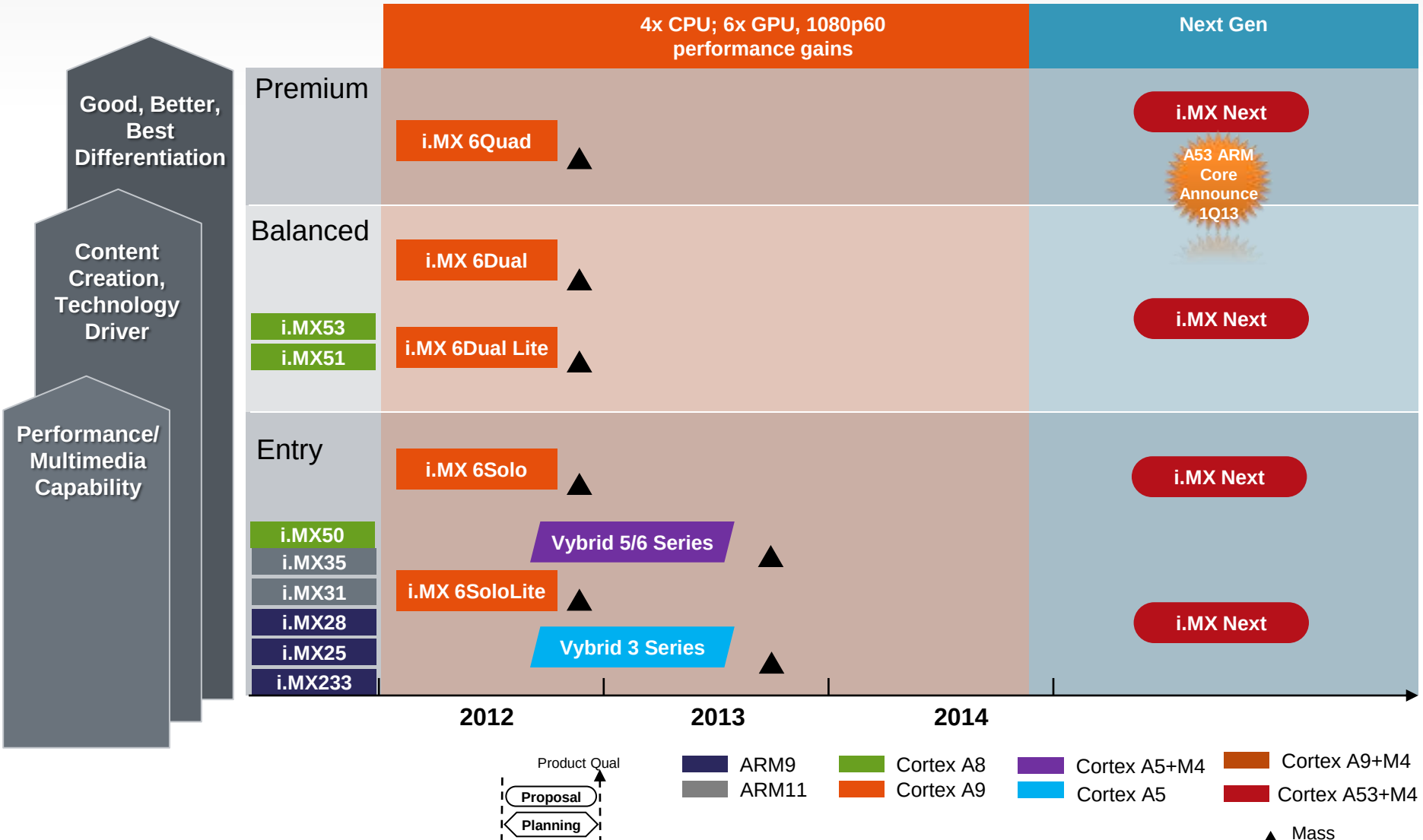
- **Quad** ARM Cortex-A9 at 1.2GHz
- 1 MB L2 cache, Neon, VFPvd16, Trustzone
- 3D graphics with 4 shaders
- Two 2D graphics engines
- 64-bit DDR3 and 2-channel 32-bit LPDDR2 at 533MHz
- Integrated SATA-II

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™

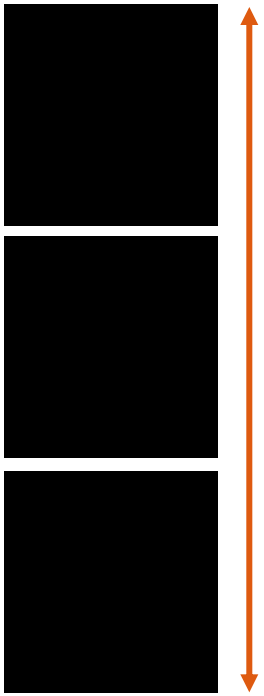
Features vary by product family

Applications Processor Family Roadmap



Freescale i.MX 6: unmatched pin-compatibility

Competitors



Pin-compatibility
inside a family
(typically frequency scaling)

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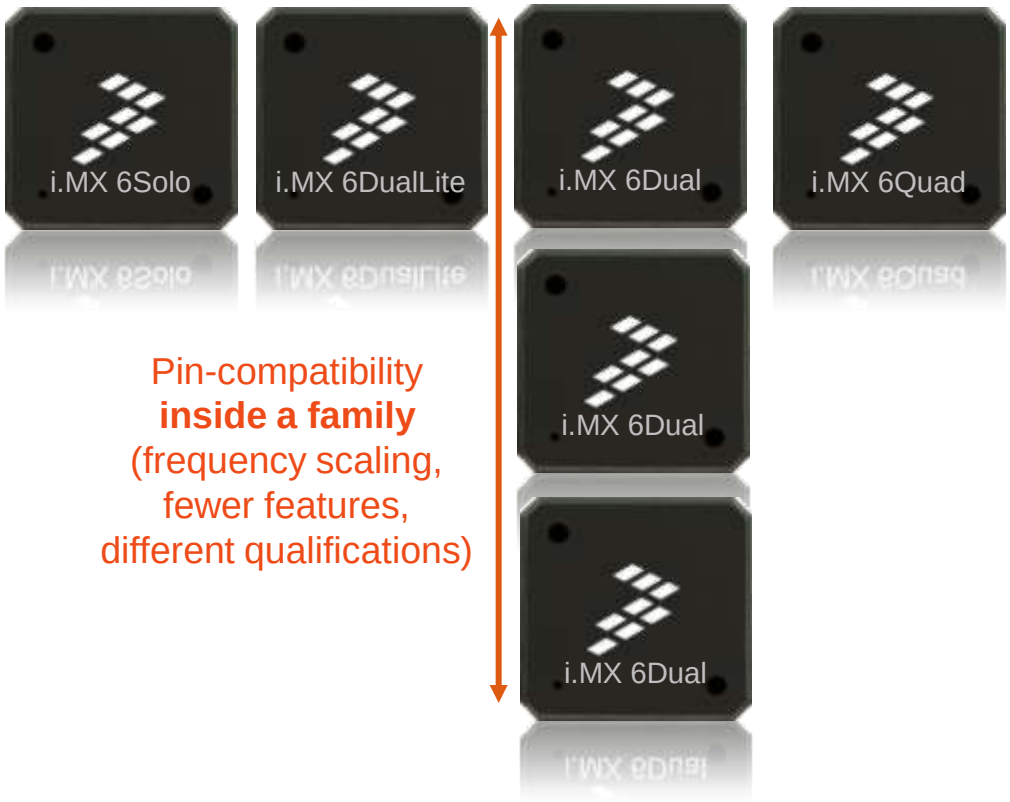
Pin-compatibility
between families



Pin-compatibility
inside a family
(frequency scaling,
fewer features,
different qualifications)

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

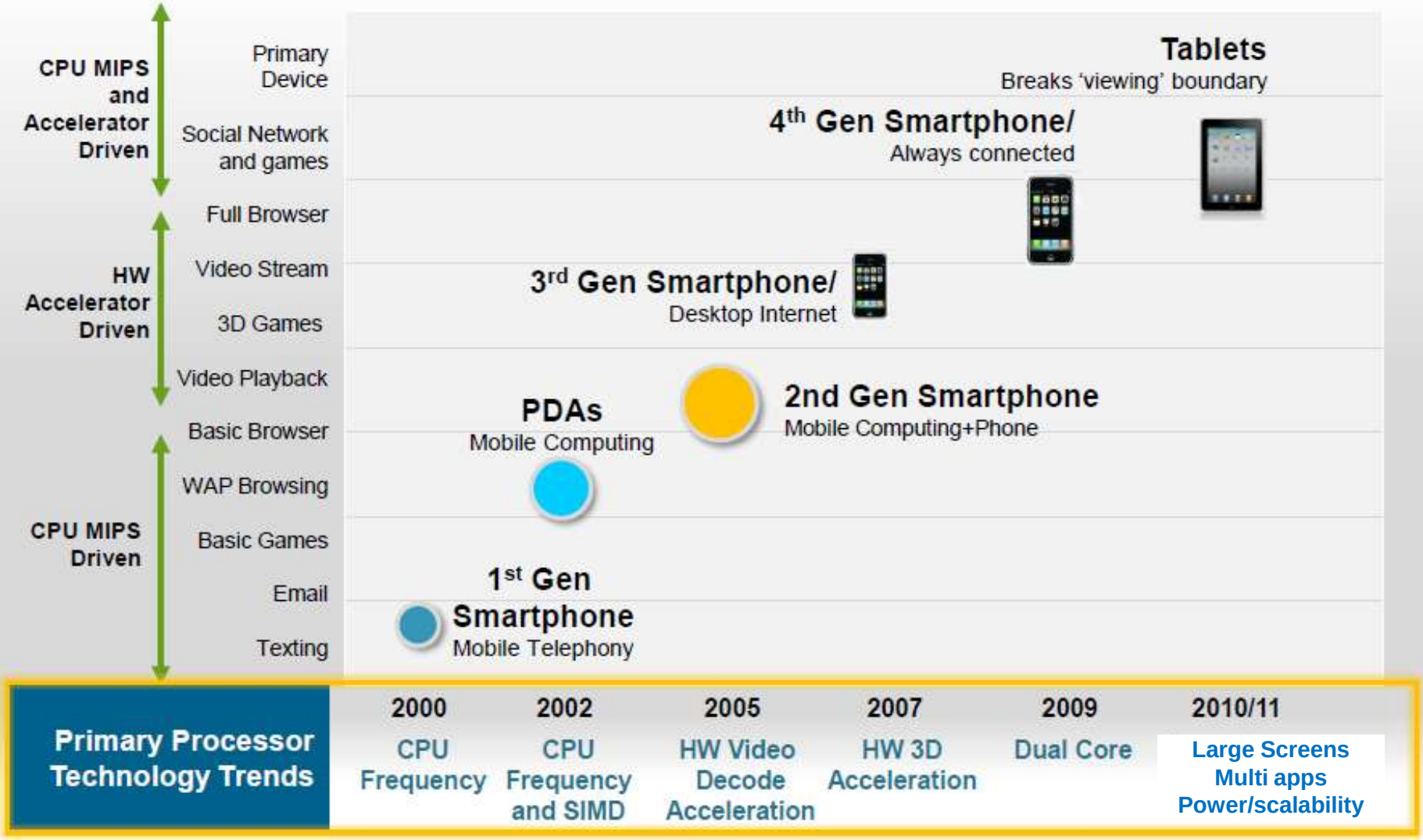
i.MX 6Quad

- **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!

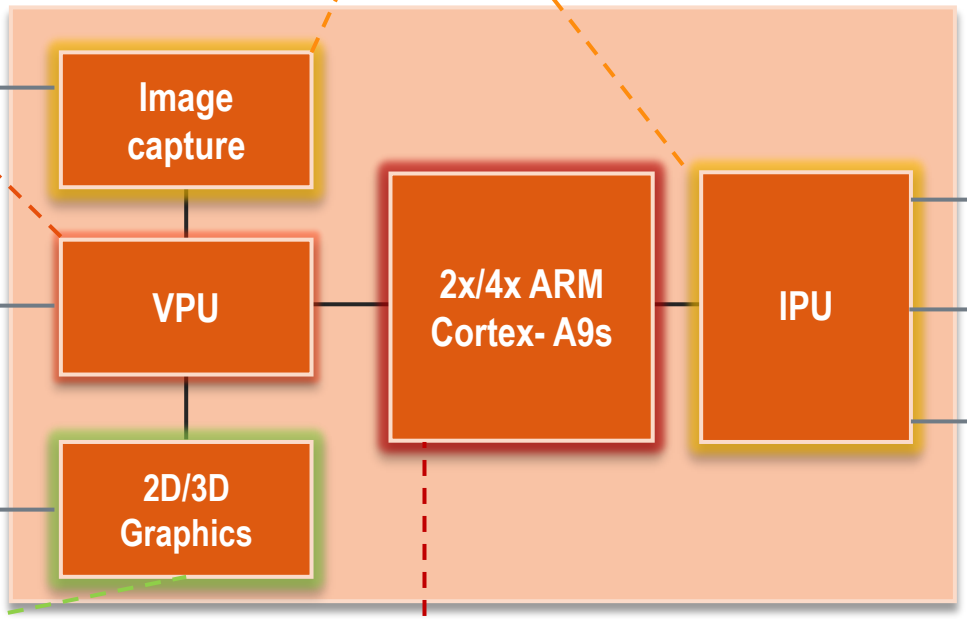
i.MX 6Dual/6Quad IPU

- 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

Recording Video

Movie Content

Game Content



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'

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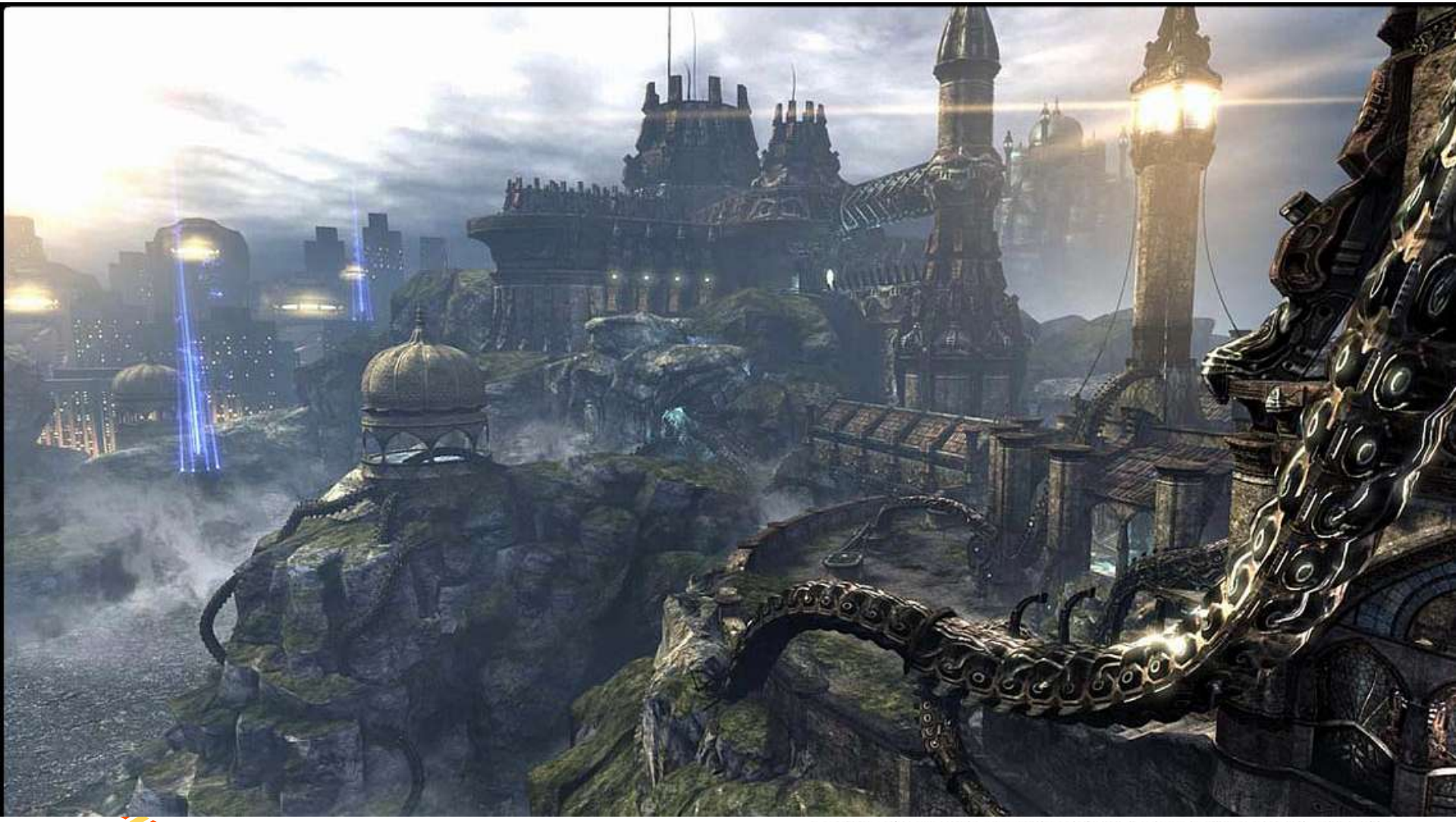
Vivante GC2000 Ultra-threaded GPU



i.MX 6 Series Triple-Play Graphics support

i.MX 6Solo / i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
		
Composition (2D BLIT)	Composition (2D BLIT)	Composition (2D BLIT)
		
	Vector Graphics	Vector Graphics
		
3D + GP GPU 1 shader core	3D + GP GPU 4 shader cores	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

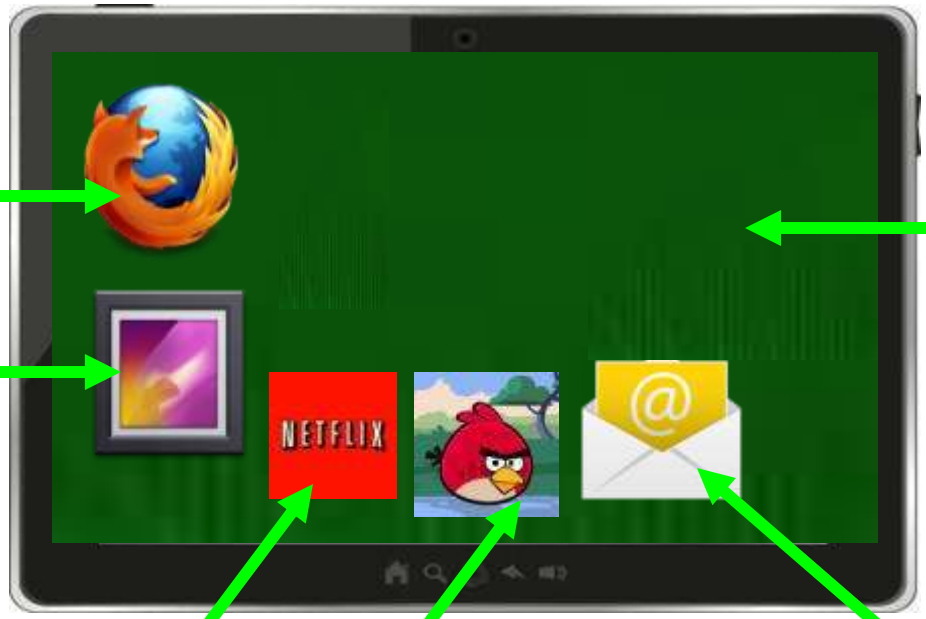
Watch it live! http://www.youtube.com/watch?v=JYFmBIk3itI#t=2m49s

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**

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



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

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**

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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

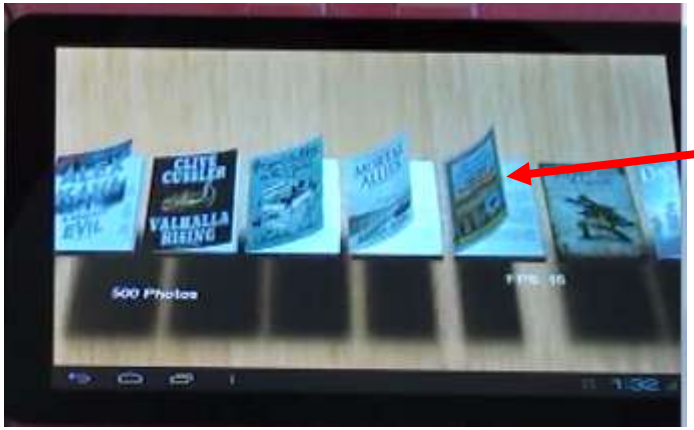
Recommend Dual Core + 64-bit Memory Bus

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

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.

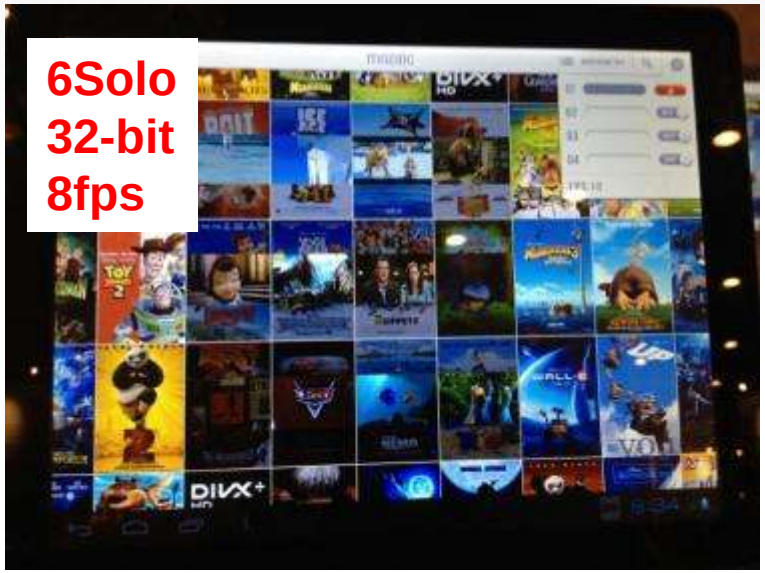
User Interfaces – Characteristics and Implications

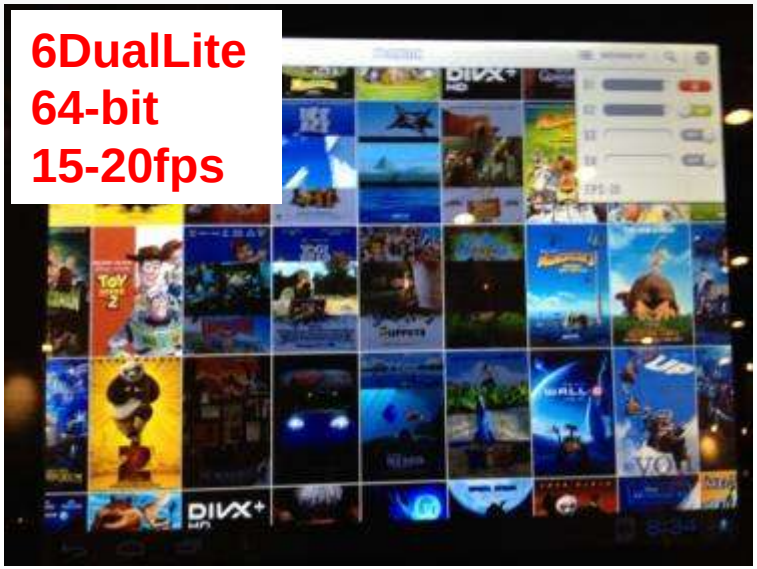
- **UI requires high resolution support → 1080p TV or LCD is now the norm**
  - 1080p30 fps content is becoming a standard offering from websites and streaming
  - 1080p60 is around the corner
  - Must be able to decode h.264 High Profile 1080p at high bitrates (for user content decode as well as for 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

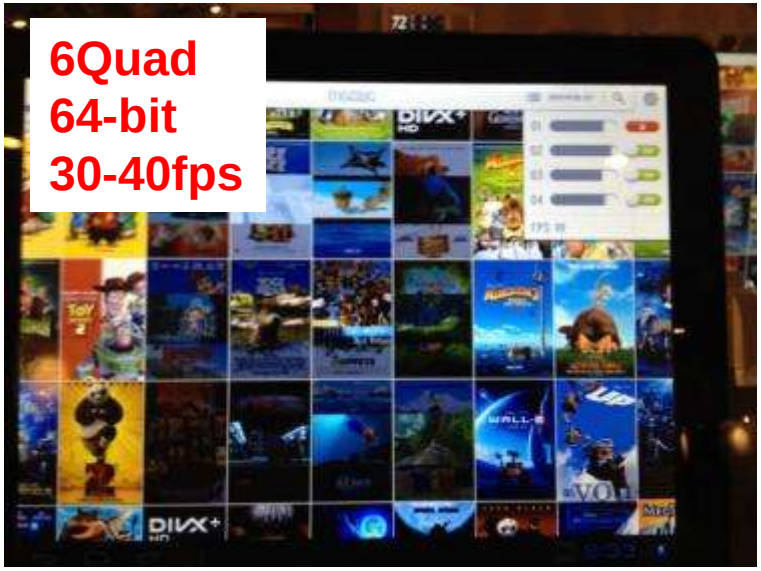


Book cover icon "blowing in the wind" when scrolling fast to visually indicate speed. Can use CPU power to calculate

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







Browsing and Image Viewing

Webkit Browser page rendering and scrolling

JPEG decode + encode 1024x768

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

App	1 Core	2 Core	Dual Core vs Single Core	4 Core	Quad Core vs Dual Core
JPEG	.2 fps	~1fps	5x faster	~4.5 fps	4x faster
Browser Scroll Time	289	36.25	>87% faster	15	>50% faster
Browser FPS	3.45	27.58	8x higher	64.4	>2x higher

Watch it live!
http://www.youtube.com/watch?v=JYFmBIk3itI#t=2m49s …

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 500MBs

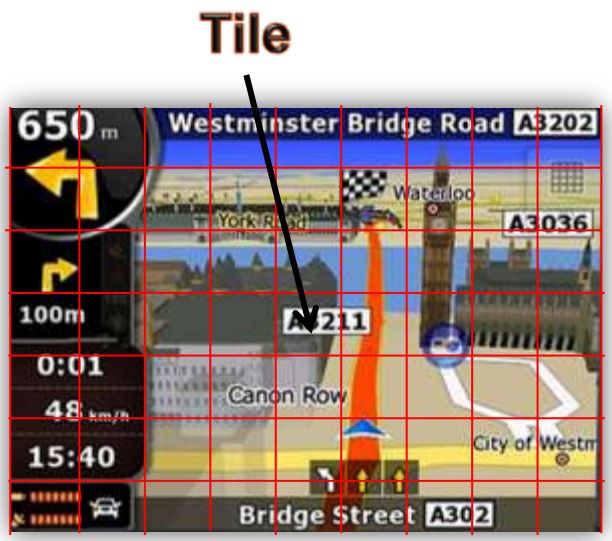
Recommend Dual Core + 64-bit Memory Bus for 1080p Playback

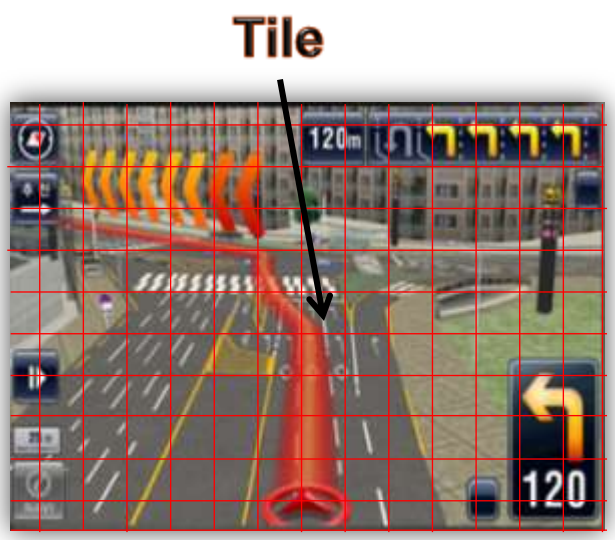
User Interfaces – Characteristics and Implications

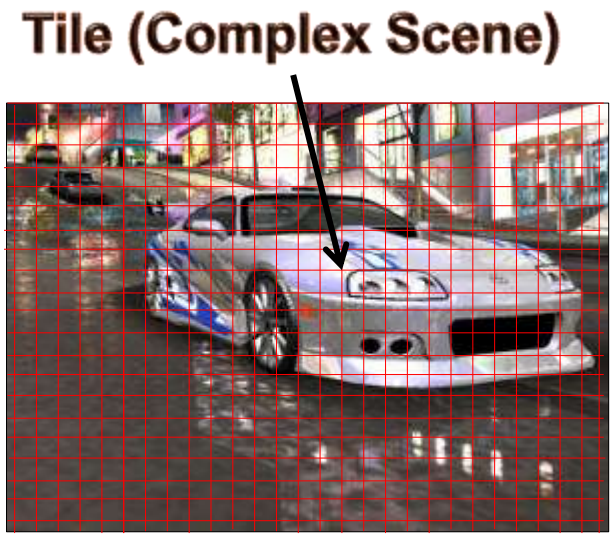
- Screenshots of Unreal Citadel Running on i.MX 6Quad

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







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*

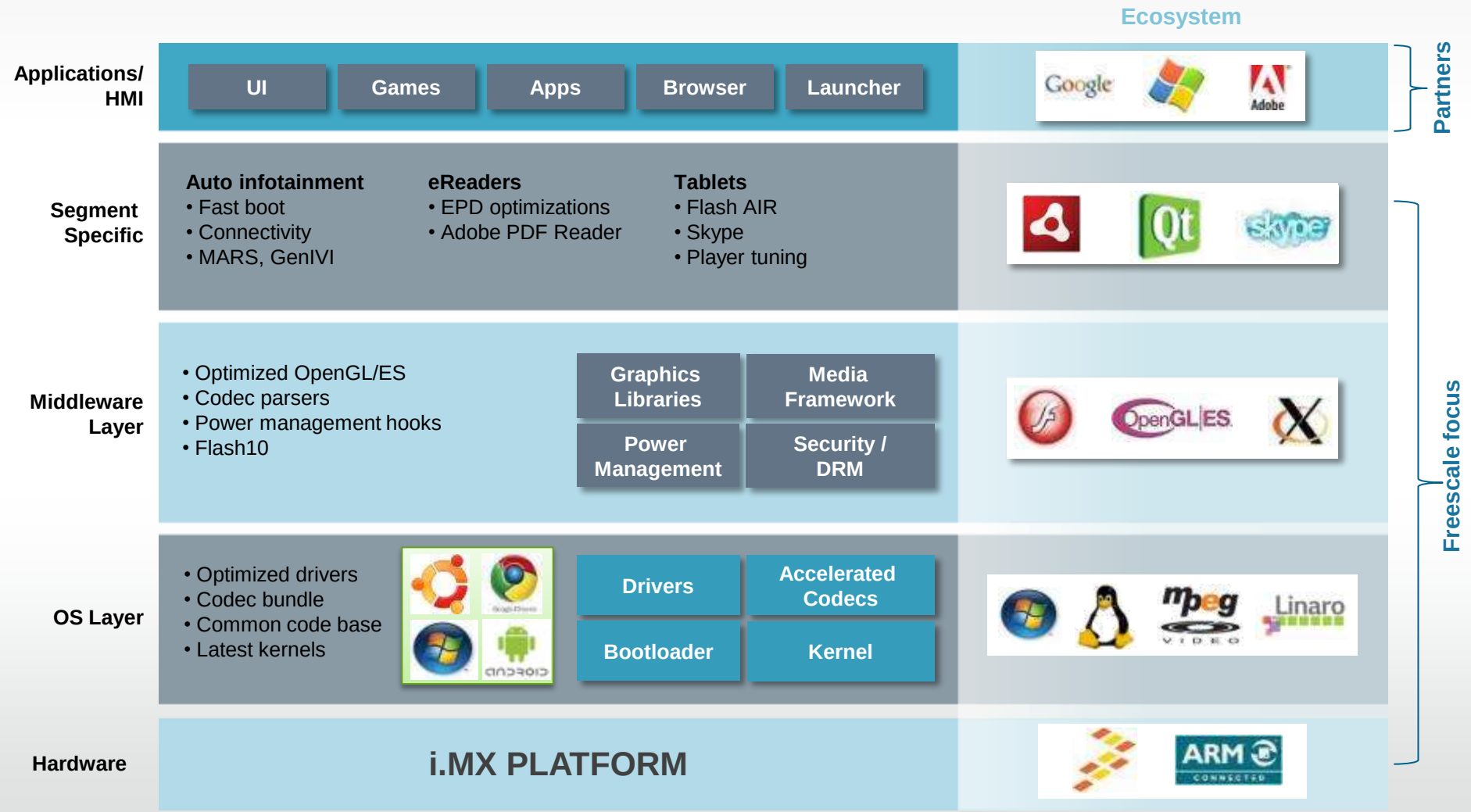
On-fly-*transcoding*

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**) (***TBD,*** *current VPU standalone testing shows 29fps for bitrate less than 5Mbps, but see room for encoder optimization*)	5Mbps
	MPEG4	Simple	720p@30fps	15Mbps
	H.263	P0/P3	720p@30fps	15Mbps

Software Completeness



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

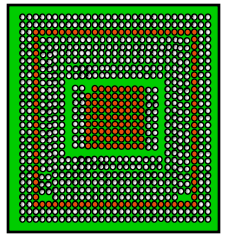
The IMX6Q/D Design

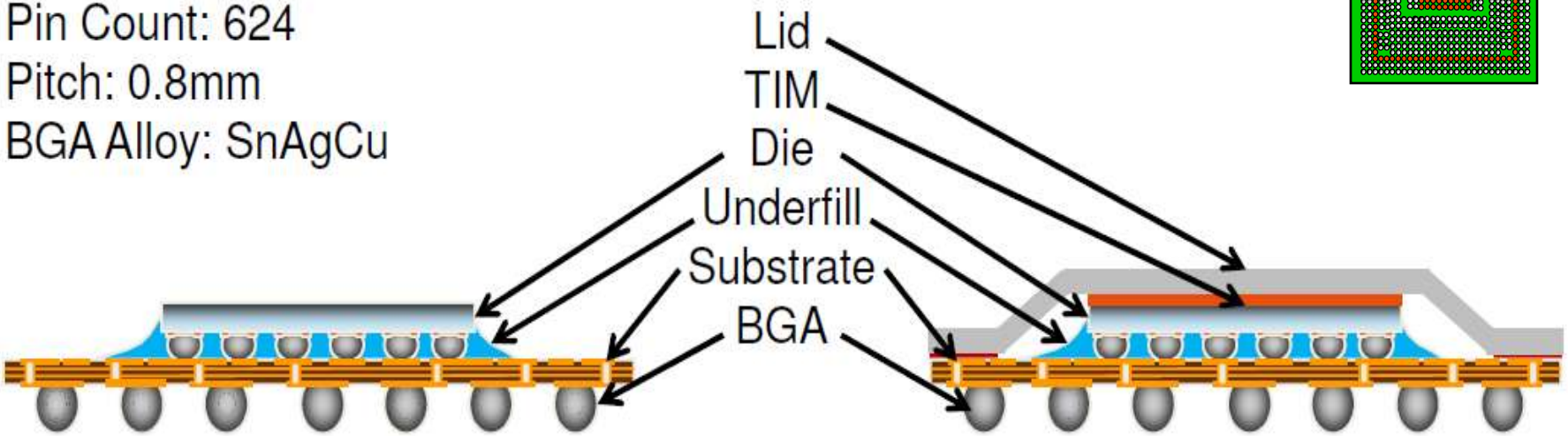
Package: 21x21mm FCPBGA

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

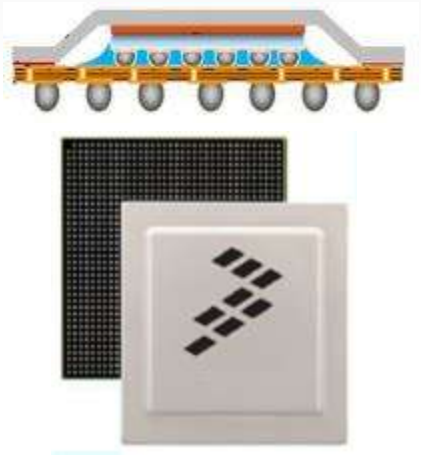
Lidded, 0.4mm core	Min	Nominal	Max
Lid	0.450	0.5	0.550
Thermal interface Material (TIM)	0.025	0.05	0.075
Device	0.280	0.305	0.330
Gap height (UF thickness)	0.070	0.080	0.090
Substrate (2/2/2 0.4mm core)	0.560	0.660	0.760
BGAs	0.300	0.400	0.500
TOTAL (sum of square tolerance)	1.841	1.995	2.149

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

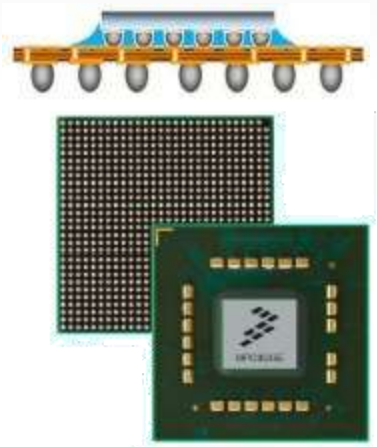
Packaging and Qual levels – 21x21 FCBGA Package

- **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**

Lidded



Non Lidded



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
'One Series fits all'

freescale™

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

…MX 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

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Freescale 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

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...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

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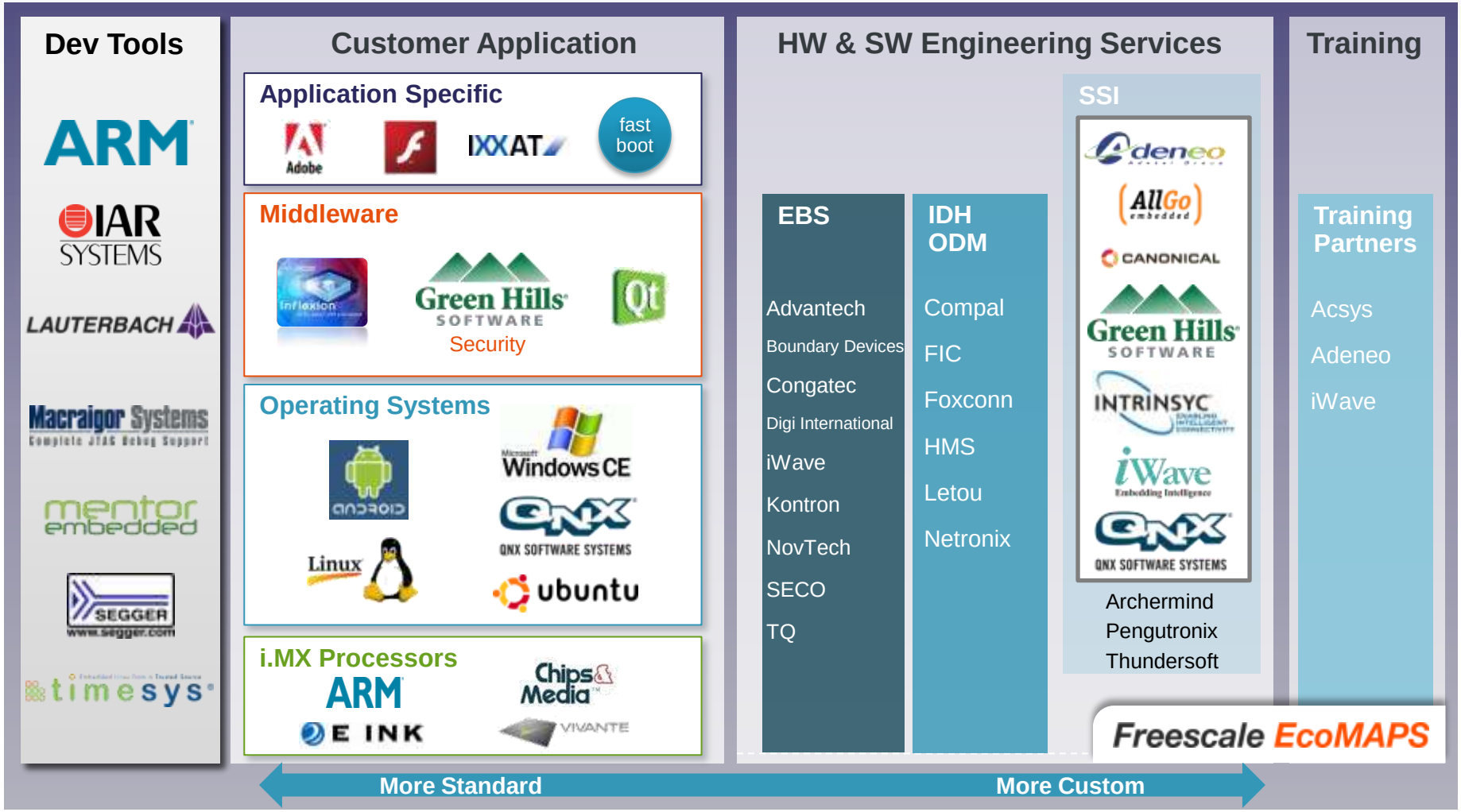
Freescale EcoMAPS for i.MX Architectures



IDE: Integrated Development Environment
BDM: Background Debug Module

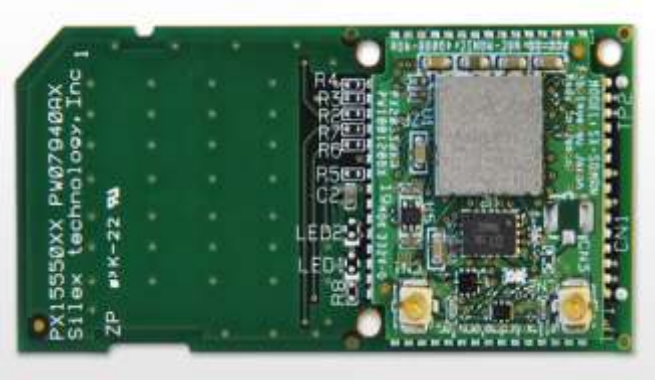
EBS: Embedded Board Solutions

IDH: Independent Design House
ODM Original Design Manufacturer

SSI: Software & Solution Integrators

SILEX Wi-FI SOLUTIONS

- 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



Freescale Product Longevity Program

- 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.freescale.com/productlongevity

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

i.MX 6 Series Triple-Play Graphics support

i.MX 6Solo / i.MX 6DualLite	i.MX 6Dual	i.MX 6Quad
		
Composition (2D BLIT)	Composition (2D BLIT)	Composition (2D BLIT)
		
	Vector Graphics	Vector Graphics
		
3D + GP GPU 1 shader core	3D + GP GPU 4 shader cores	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

i.MX 6Quad
- Dual DDR

i.MX 6Dual
- Dual DDR

i.MX 6Dual Lite
- 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)

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

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

SABRE Platform for Smart Devices (SDP)

i.MX 6Quad 1GHz Cortex-A9 Processor
i.MX 6DualLite 1GHz Cortex-A9 Processor
- Freescale MMPF0100 PMIC
- 1 GB DDR3 memory (non terminated)
- 3” x 7” 8-layer PCB

Part Numbers: MCIMX6Q-SDP ($999)
MCIMX6DL-SDP ($999)

Display (4.3”): MCIMX28LCD ($199)
WiFi: Silex WiFi module

Display connectors
- 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

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

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

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

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

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

SABRE Platform for Automotive Infotainment (AI)

CPU Card Details

- **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

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

Debug
- JTAG connector
- Debug UART connector

Connectivity and Expansion
- 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

Part Numbers

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

Expansion Modules from 3rd party planned availability in Q4 2012

SABRE AI boards will only be supported at automotive customers

Base Board Details

Can be reused from i.MX53 SABRE AI

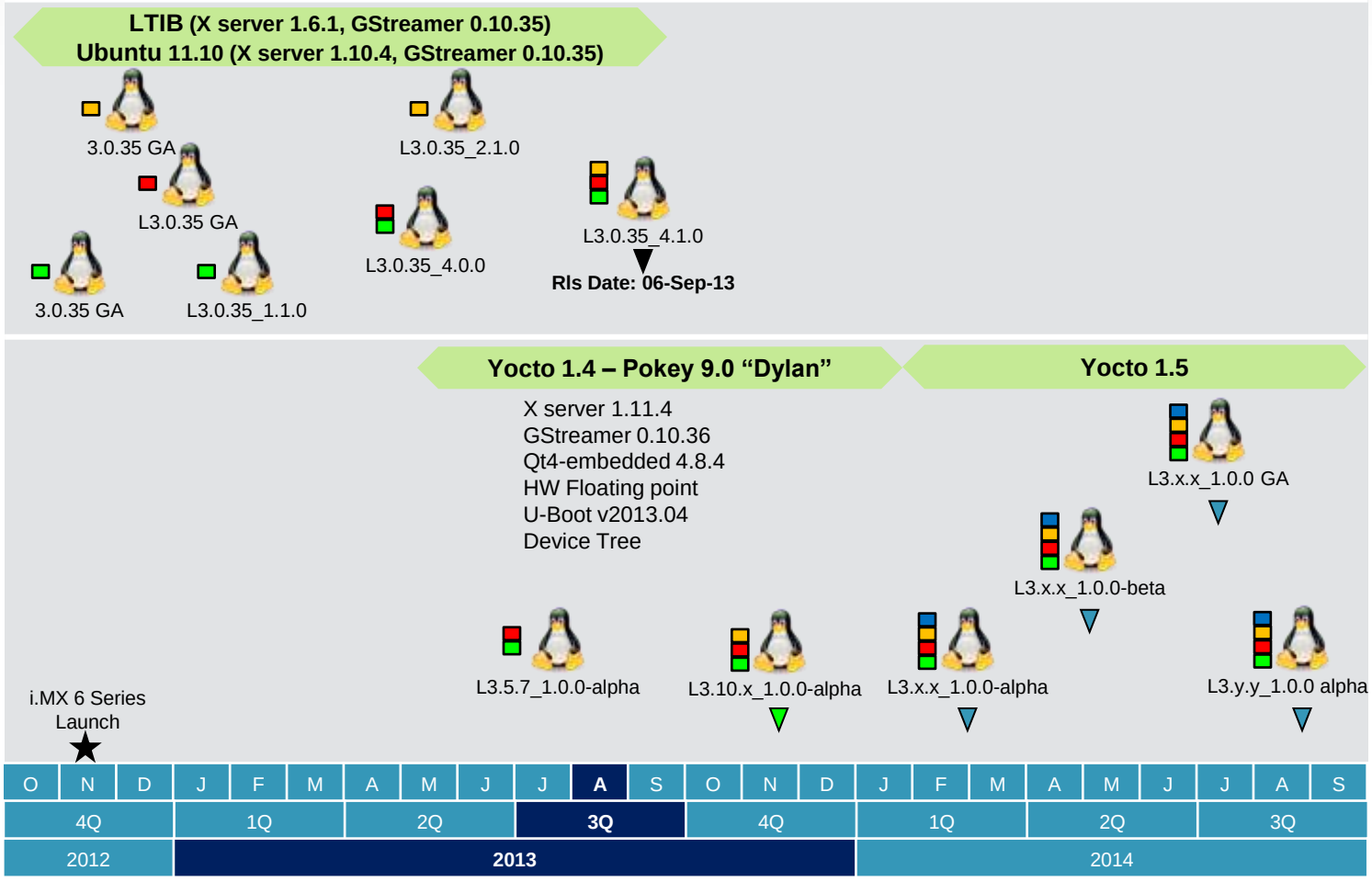
Connectivity and Expansion
- SD card slot (WiFi module or SD)
- Bluetooth or Bluetooth+WiFi header
- AM/FM tuner header
- Sirius XM Module header (de-pop"d)
- GPS (UART) module connector
- 2x CAN
- Dual High Speed USB Host connectors
- MLB 25/50 INIC connector
- SPI NOR flash

Display I/O
- LVDS connector
  - compatible with MCIMX-LVDS1
- Analog Video Input
- LVDS Input

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

OS Support
- Linux
- Others: future support by 3rd parties

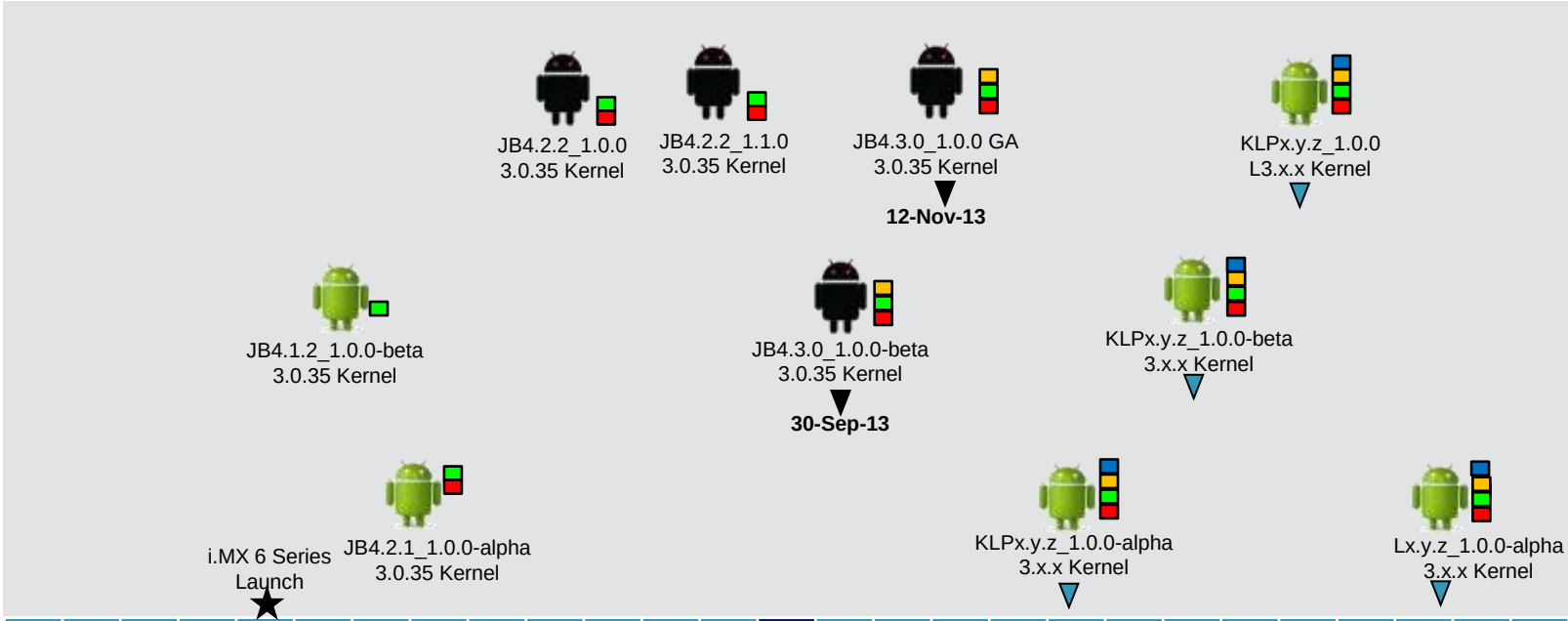
Linux Roadmap



Android Roadmap

Google Android Releases

Releases



Extended Android Release
Core Android Release
Execution
Planning
Proposed

i.MX6Q/i.MX6D SabreSDB/SDP, SabreAI
i.MX6DL/i.MX6S SabreSDP, SabreAI
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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