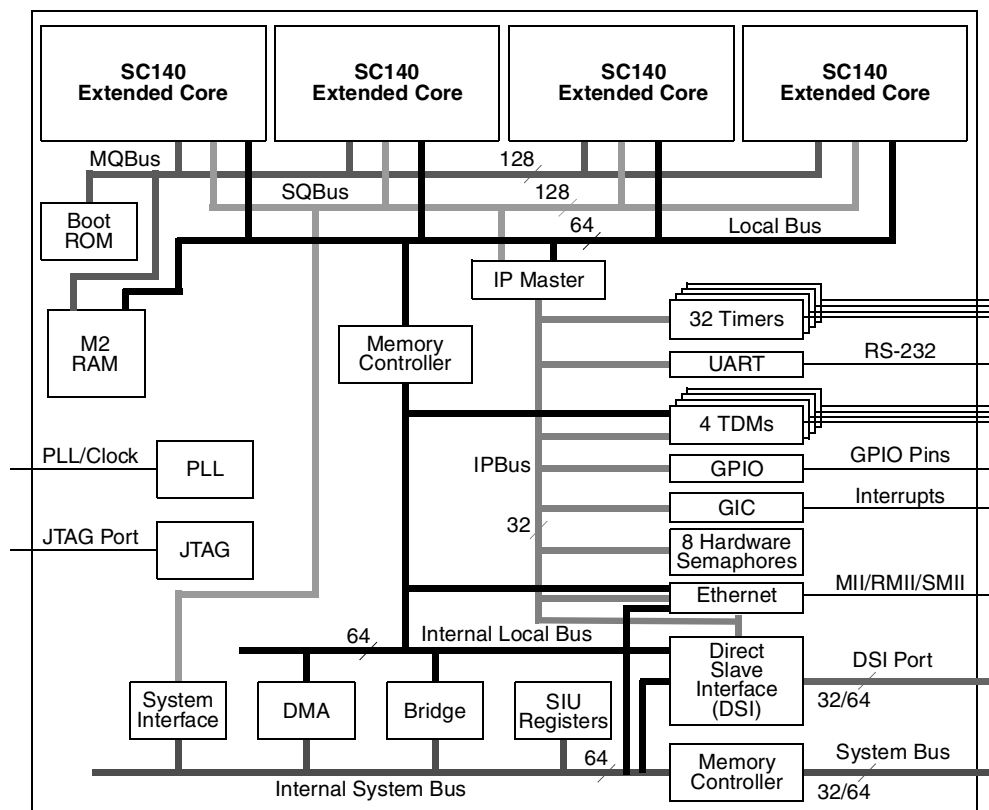


MSC8122

Quad Core 16-Bit Digital Signal Processor



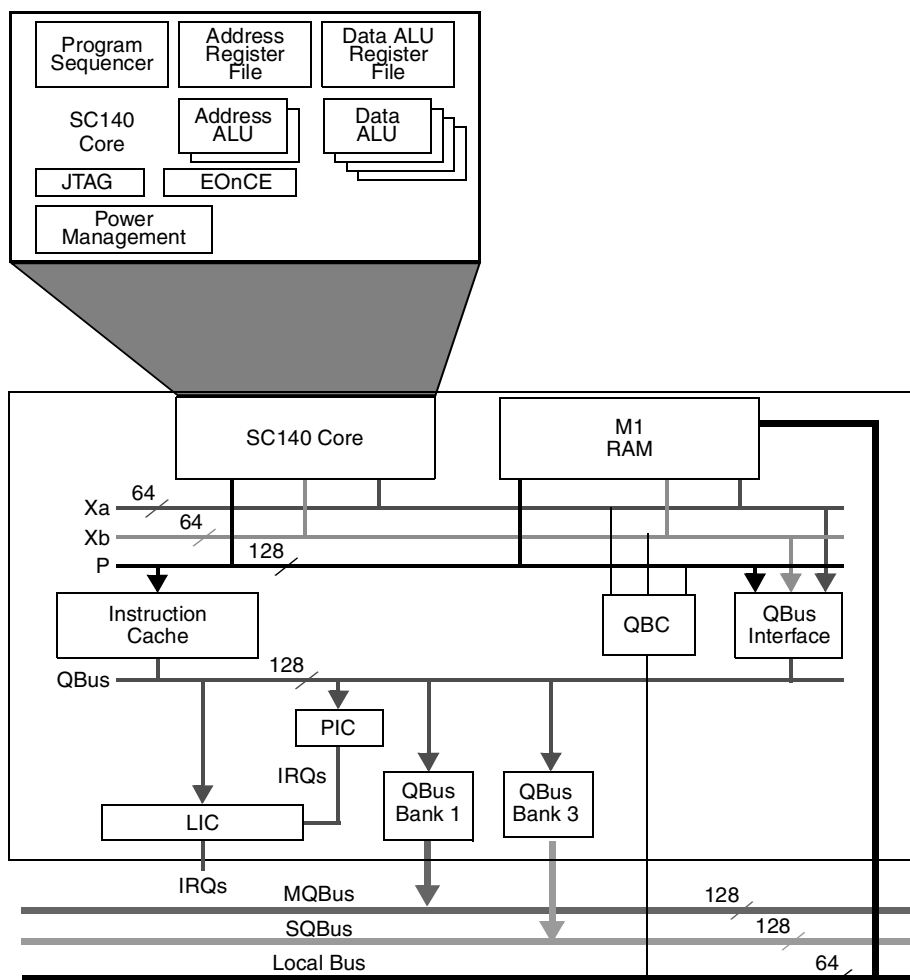
The raw processing power of this highly integrated system-on-a-chip device will enable developers to create next-generation networking products that offer tremendous channel densities while maintaining system flexibility, scalability, and upgradeability. The MSC8122 is offered in three core speed levels: 300, 400, and 500 MHz.

Figure 1. MSC8122 Block Diagram

The MSC8122 is a highly integrated system-on-a-chip that combines four SC140 extended cores with an RS-232 serial interface, four time-division multiplexed (TDM) serial interfaces, thirty-two general-purpose timers, a flexible system interface unit (SIU), an Ethernet interface, and a multi-channel DMA engine. The four extended cores can deliver a total 4800/6400/8000 DSP MMACS performance at 300/400/500 MHz.

Each core has four arithmetic logic units (ALUs), internal memory, a write buffer, and two interrupt controllers. The MSC8122 targets high-bandwidth highly computational DSP applications and is optimized for wireless transcoding and packet telephony as well as high-bandwidth base station applications. The MSC8122 delivers enhanced performance while maintaining low power dissipation and greatly reduces system cost.

Note: This document contains information on a new product. Specifications and information herein are subject to change without notice.



Notes: 1. The arrows show the data transfer direction.

2. The QBus interface includes a bus switch, write buffer, fetch unit, and a control unit that defines four QBus banks. In addition, the QBC handles internal memory contentions.

Figure 2. SC140 Extended Core Block Diagram

Features

Feature	Description
SC140 Cores	Four SC140 cores: • Up to 8000 MMACS using 16 ALUs running at up to 500 MHz. • A total of 1436 KB of internal SRAM (224 KB per core). Each SC140 core provides the following: • Up to 2000 MMACS using an internal 500 MHz clock. A MAC operation includes a multiply-accumulate command with the associated data move and pointer update. • 4 ALUs per SC140 core. • 16 data registers, 40 bits each. • 27 address registers, 32 bits each. • Hardware support for fractional and integer data types. • Very rich 16-bit wide orthogonal instruction set. • Up to six instructions executed in a single clock cycle. • Variable-length execution set (VLES) that can be optimized for code density and performance. • IEEE® Std 1149.1™ JTAG port. • Enhanced on-device emulation (EOnCE) with real-time debugging capabilities.

Feature	Description
Extended Core	Each SC140 core is embedded within an extended core that provides the following: • 224 KB M1 memory that is accessed by the SC140 core with zero wait states. • Support for atomic accesses to the M1 memory. • 16 KB instruction cache, 16 ways. • A four-entry write buffer that frees the SC140 core from waiting for a write access to finish. • External cache support by asserting the global signal (GBL) when predefined memory banks are accessed. • Programmable interrupt controller (PIC). • Local interrupt controller (LIC).
Multi-Core Shared Memories	• 475 KB M2 memory (shared memory) working at the core frequency, accessible from the local bus, and accessible from all four SC140 cores using the MQBus. • 4 KB bootstrap ROM.
M2-Accessible Multi-Core Bus (MQBus)	• A QBus protocol multi-master bus connecting the four SC140 cores to the M2 memory. • Data bus access of up to 128-bit read and up to 64-bit write. • Operation at the SC140 core frequency. • A central efficient round-robin arbiter controlling SC140 core access on the MQBus. • Atomic operation control of access to M2 memory by the four SC140 cores and the local bus.
Internal PLL	• Generates up to 500 MHz core clock and up to 166 MHz bus clocks for the 60x-compatible local and system buses and other modules. • PLL values are determined at reset based on configuration signal values.
60x-Compatible System Bus	• 64/32-bit data and 32-bit address 60x bus. • Support for multiple-master designs. • Four-beat burst transfers (eight-beat in 32-bit wide mode). • Port size of 64, 32, 16, and 8 controlled by the internal memory controller. • Bus can access external memory expansion or off-device peripherals, or it can enable an external host device to access internal resources. • Slave support, direct access by an external host to internal resources including the M1 and M2 memories. • On-device arbitration between up to four master devices.
Direct Slave Interface (DSI)	A 32/64-bit wide slave host interface that operates only as a slave device under the control of an external host processor. • 21–25 bit address, 32/64-bit data. • Direct access by an external host to internal and external resources, including the M1 and the M2 memories as well as external devices on the system bus. • Synchronous and asynchronous accesses, with burst capability in the synchronous mode. • Dual or Single strobe modes. • Write and read buffers improve host bandwidth. • Byte enable signals enables 1, 2, 4, and 8 byte write access granularity. • Sliding window mode enables access with reduced number of address pins. • Chip ID decoding enables using one $\overline{CS}$ signal for multiple DSPs. • Broadcast $\overline{CS}$ signal enables parallel write to multiple DSPs. • Big-endian, little-endian, and munged little-endian support.
3-Mode Signal Multiplexing	• 64-bit DSI, 32-bit system bus. • 32-bit DSI, 64-bit system bus. • 32-bit DSI, 32-bit system bus, and Ethernet (MII/RMII).

Feature	Description
Memory Controller	Flexible eight-bank memory controller: • Three user-programmable machines (UPMs), general-purpose chip-select machine (GPCM), and a page-mode SDRAM machine. • Glueless interface to SRAM, 166 MHz page mode SDRAM, DRAM, EPROM, Flash memory, and other user-definable peripherals. • Byte enables for either 64-bit or 32-bit bus width mode. • Eight external memory banks (banks 0–7). Two additional memory banks (banks 9, 11) control IPBus peripherals and internal memories. Each bank has the following features: — 32-bit address decoding with programmable mask. — Variable block sizes (32 KB to 4 GB). — Selectable memory controller machine. — Two types of data errors check/correction: normal odd/even parity and read-modify-write (RMW) odd/even parity for single accesses. — Write-protection capability. — Control signal generation machine selection on a per-bank basis. — Support for internal or external masters on the system bus. — Data buffer controls activated on a per-bank basis. — Atomic operation. — RMW data parity check (on system bus only). — Extensive external memory-controller/bus-slave support. — Parity byte select pin, which enables a fast, glueless connection to RMW-parity devices (on the system bus only). — Data pipeline to reduce data set-up time for synchronous devices.
Multi-Channel DMA Controller	• 16 time-multiplexed unidirectional channels. • Services up to four external peripherals. • Supports DONE or DRACK protocol on two external peripherals. • Each channel group services 16 internal requests generated by eight internal FIFOs. Each FIFO generates: — A watermark request to indicate that the FIFO contains data for the DMA to empty and write to the destination. — A hungry request to indicate that the FIFO can accept more data. • Priority-based time-multiplexing between channels using 16 internal priority levels. • Round-robin time-multiplexing between channels. • A flexible channel configuration: — All channels support all features. — All channels connect to the system bus or local bus. • Flyby transfers in which a single data access is transferred directly from the source to the destination without using a DMA FIFO.
Time-Division Multiplexing (TDM)	Up to four independent TDM modules, each with the following features: • Optional operating configurations: — Totally independent receive and transmit channels, each having one data line, one clock line, and one frame sync line. — Four data lines with one clock and one frame sync shared among the transmit and receive lines. • Glueless interface to E1/T1 framers and MVIP, SCAS, and H.110 buses. • Hardware A-law/μ-law conversion. • Up to 62.5 Mbps per TDM for 400/500 MHz core operation; up to 50 Mbps per TDM for 300 MHz core. • Up to 256 channels. • Up to 16 MB per channel buffer (granularity 8 bytes), where A/μ law buffer size is double (granularity 16 byte). • Receive buffers share one global write offset pointer that is written to the same offset relative to their start address. • Transmit buffers share one global read offset pointer that is read from the same offset relative to their start address. • All channels share the same word size. • Two programmable receive and two programmable transmit threshold levels with interrupt generation that can be used, for example, to implement double buffering. • Each channel can be programmed to be active or inactive. • 2-, 4-, 8-, or 16-bit channels are stored in the internal memory as 2-, 4-, 8-, or 16-bit channels, respectively. • The TDM Transmitter Sync Signal (TxTSYN) can be configured as either input or output. • Frame Sync and Data signals can be programmed to be sampled either on the rising edge or on the falling edge of the clock. • Frame sync can be programmed as active low or active high. • Selectable delay (0–3 bits) between the Frame Sync signal and the beginning of the frame. • MSB or LSB first support.

Feature	Description
Ethernet Controller	• Designed to comply with IEEE Std 802® including IEEE Std. 802.3™, 802.3u™, 802.3x™, and 802.3ac™. • Three Ethernet physical interfaces: — 10/100 Mbps MII. — 10/100 Mbps RMII. — 10/100 Mbps SMII. • Full and half-duplex support. • Full-duplex flow control (automatic PAUSE frame generation or software programmed PAUSE frame generation and recognition). • Support of out-of-sequence transmit queue (for initiating flow-control). • Programmable maximum frame length supports jumbo frames (up to 9.6k) and virtual local area network (VLAN) tags and priority. • Retransmission from transmit FIFO following a collision. • CRC generation and verification of inbound/outbound packets. • Address recognition: — Each exact match can be programmed to be accepted or rejected. — Broadcast address (accept/reject). — Exact match 48-bit individual (unicast) address. — Hash (256-bit hash) check of individual (unicast) addresses. — Hash (256-bit hash) check of group (multicast) addresses. — Promiscuous mode. • Pattern matching: — Up to 16 unique 4-byte patterns. — Pattern match on bit-basis. — Matching range up to 256 bytes deep into the frame. — Offsets to a maximum of 252 bytes. — Programmable pattern size in 4-byte increments up to 64 bytes. — Accept or reject frames if a match is detected. — Up to eight unicast addresses for exact matches. — Pattern matching accepts/rejects IP addresses. • Filing of receive frames based on pattern match; prioritization of frames. • Insertion with expansion or replacement for transmit frames; VLAN tag insertion. • RMON statistics. • Master DMA on the local bus for fetching descriptors and accessing the buffers. • Serial interface can be exposed either on GPIO pins or on the high ms bits of the DSI/system when the DSI and the system bus are both 32 bits. • MPC8260(PQ2) 8 byte width buffer descriptor mode as well as 32 byte width buffer descriptor mode. • MII Bridge (MIIGSK): — Programmable selection of the 50 MHz RMII reference clock source (external or internal). — Independent 2 bit wide transmit and receive data paths. — Six operating modes. — Four general-purpose control signals. — Programmable transmitted inter-frame bits to support inter-frame gap for frames in the SMII domain. • SMII features: — Multiplexed only with GPIO signals — Convey complete MII information between the PHY and MAC. — Allow direct MAC-to-MAC communication in SMII mode. — Can generate an interrupt request line while receiving inter-frame segments.

Feature	Description
UART	- Two signals for transmit data and receive data. - No clock, asynchronous mode. - Can be serviced either by the SC140 DSP cores or an external host on the system bus or the DSI. - Full-duplex operation. - Standard mark/space non-return-to-zero (NRZ) format. 13-bit baud rate selection. - Programmable 8-bit or 9-bit data format. - Separately enabled transmitter and receiver. - Programmable transmitter output polarity. - Two receiver wake-up methods: - Idle line wake-up. - Address mark wake-up. - Separate receiver and transmitter interrupt requests. - Eight flags, the first five can generate interrupt request: - Transmitter empty. - Transmission complete. - Receiver full. - Idle receiver input. - Receiver overrun. - Noise error. - Framing error. - Parity error. - Receiver framing error detection. - Hardware parity checking. 1/16 bit-time noise detection. - Maximum bit rate 6.25 Mbps. - Single-wire and loop operations.
General-Purpose I/O (GPIO) Port	32 bidirectional signal lines that either serve the peripherals or act as programmable I/O ports. - Each port can be programmed separately to serve up to two dedicated peripherals, and each port supports open-drain output mode.
I²C Software Module	- Booting from a serial EEPROM. - Uses GPIO timing
Timers	Two modules of 16 timers each. - Cyclic or one-shot. - Input clock polarity control. - Interrupt request when counting reaches a programmed threshold. - Pulse or level interrupts. - Dynamically updated programmed threshold. - Read counter any time. Watchdog mode for the timers that connect to the device.
Hardware Semaphores	Eight coded hardware semaphores, locked by simple write access without need for read-modify-write mechanism.
Global Interrupt Controller (GIC)	- Consolidation of chip maskable interrupt and non-maskable interrupt sources and routing to INT_OUT, NMI_OUT, and to the cores. - Generation of 32 virtual interrupts (eight to each SC140 core) by a simple write access. - Generation of virtual NMI (one to each SC140 core) by a simple write access.
Reduced Power Dissipation	- Low power CMOS design. - Separate power supply for internal logic (1.1 or 1.2 V) and I/O (3.3 V). - Low-power standby modes. - Optimized power management circuitry (instruction-dependent, peripheral-dependent, and mode-dependent).
Packaging	0.8 mm pitch Flip-Chip Plastic Ball-Grid Array (FC-PBGA). 431-connection (ball). - Lead-free or lead-bearing spheres. 20 mm × 20 mm.
Real-Time Operating System (RTOS)	The real-time operating system (RTOS) fully supports device architecture (multi-core, memory hierarchy, ICache, timers, DMA controller, interrupts, peripherals), as follows: - High-performance and deterministic, delivering predictive response time. - Optimized to provide low interrupt latency with high data throughput. - Preemptive and priority-based multitasking. - Fully interrupt/event driven. - Small memory footprint. - Comprehensive set of APIs.

Feature	Description
Multi-Core Support	• One instance of kernel code in all four SC140 cores. • Dynamic and static memory allocation from local memory (M1) and shared memory (M2).
Distributed System Support	Transparent inter-task communications between tasks running inside the SC140 cores and the other tasks running in on-board devices or remote network devices: • Messaging mechanism between tasks using mailboxes and semaphores. • Networking support; data transfer between tasks running inside and outside the device using networking protocols. • Integrated device drivers for such peripherals as TDM, UART, and external buses.
Software Support	• Task debugging utilities integrated with compilers and vendors. • Board support package (BSP) for the application development system (ADS). • Integrated development environment (IDE): — C/C++ compiler with in-line assembly so developers can generate highly optimized DSP code. Translates C/C++ code into parallel fetch sets and maintains high code density. — Librarian. User can create libraries for modularity. — A collection of C/C++ functions for developer use. — Highly efficient linker to produce executables from object code. — Seamlessly integrated real-time, non-intrusive multi-mode debugger for debugging highly optimized DSP algorithms. The developer can choose to debug in source code, assembly code, or mixed mode. — Device simulation models enable design and simulation before hardware availability. — Profiler using a patented binary code instrumentation (BCI) technique helps developers identify program design inefficiencies. — Version control. CodeWarrior® includes plug-ins for ClearCase, Visual SourceSafe, and CVS.
Boot Options	• External memory. • External host. • UART. • TDM. • I²C.
MSC8122ADS	• Host debug through single JTAG connector supports both processors. • MSC8103 as the MSC8122 host with both devices on the board. The MSC8103 system bus connects to the MSC8122 DSI. • Flash memory for stand-alone applications. • Communications ports: — 10/100Base-T. — 155 Mbit ATM over Optical. — T1/E1 TDM interface. — H.110. — Voice codec. — RS-232. — High-density (MICTOR) logic analyzer connectors to monitor MSC8122 signals — 6U cPCI form factor. • Emulates MSC8122 DSP farm by connecting to three other ADS boards.

Product Documentation

The documents listed in **Table 1** are required for a complete description of the MSC8122 and are necessary to design properly with the part. Documentation is available from a local Freescale distributor, a Freescale semiconductor sales office, or a Freescale Literature Distribution Center. For documentation updates, visit the Freescale DSP website. See the contact information on the back of this document.

Table 1. MSC8122 Documentation

Name	Description	Order Number
<i>MSC8122 Technical Data</i>	MSC8122 features list and physical, electrical, timing, and package specifications	MSC8122
<i>MSC8122 User's Guide</i>	User information includes system functionality, getting started, and programming topics	MSC8122UG
<i>MSC8122 Reference Manual</i>	Detailed functional description of the MSC8122 memory and peripheral configuration, operation, and register programming	MSC8122RM
<i>SC140 DSP Core Reference Manual</i>	Detailed description of the SC140 family processor core and instruction set	MNSC140CORE
<i>Application Notes</i>	Documents describing specific applications or optimized device operation including code examples	Refer to the MSC8122 product page.

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MSC8122PB
Rev. 6
4/2005

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