Semiconductor Corporation

CS4216

16-Bit Stereo Audio Codec

Features

- CMOS Stereo Audio Input/Output System
  - Delta-Sigma A/D Converters
  - Delta-Sigma D/A Converters
  - Input Anti-Aliasing and Output Smoothing Filters
  - Programmable Input Gain and Output Attenuation
- Sample Frequencies of 4 kHz to 50 kHz
- CD Quality Noise and Distortion < 0.01 %THD
- Internal 64X Oversampling
- Low Power Dissipation: 80 mA
  1 mA Power-Down Mode

General Description

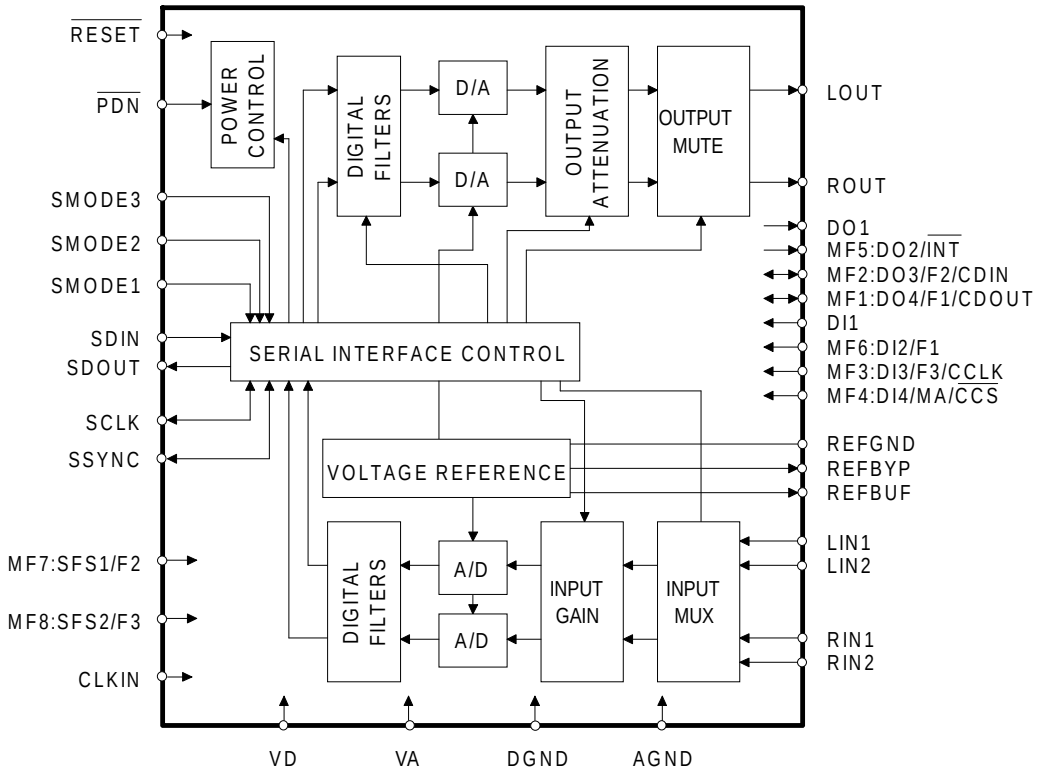
The CS4216 is an Mwave™ audio codec.

The CS4216 Stereo Audio Codec is a monolithic CMOS device for computer multimedia, automotive, and portable audio applications. It performs A/D and D/A conversion, filtering, and level setting, creating 4 audio inputs and 2 audio outputs for a digital computer system. The digital interfaces of left and right channels are multiplexed into a single serial data bus with word rates up to 50 kHz per channel. Up to 4 CS4216 devices can be attached to a single hardware bus.

Both the ADCs and the DACs use delta-sigma modulation with 64X oversampling. The ADCs include a digital decimation filter which eliminates the need for external anti-aliasing filters. The DACs include output smoothing filters on-chip.

Ordering Information:

CS4216-KL	0° to 70°C	44-pin PLCC
CS4216-KQ	0° to 70°C	44-pin TQFP
CDB4216	Evaluation Board	



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RECOMMENDED OPERATING CONDITIONS (AGND, DGND = 0V, all voltages with respect to 0V.)

Parameter		Symbol	Min	Typ	Max	Units
Power Supplies:	Digital Analog	VD VA	4.75 4.75	5.0 5.0	5.25 5.25	V V
Operating Ambient Temperature		T_A	0	25	70	°C

ANALOG CHARACTERISTICS (T_A = 25°C; VA, VD = +5V; Input Levels: Logic 0 = 0V, Logic 1 = VD; 1 kHz Input Sine Wave; CLKIN = 24.576 MHz; SM1; Conversion Rate = 48 kHz; SCLK = 12.288 MHz; Measurement Bandwidth is 10 Hz to 20 kHz; Unless otherwise specified.)

Parameter *		Symbol	Min	Typ	Max	Units
Analog Input Characteristics - Minimum gain setting (0 dB); unless otherwise specified.						
ADC Resolution			16	-	-	Bits
ADC Differential Nonlinearity	(Note 1)		-	-	±0.9	LSB
Instantaneous Dynamic Range		IDR	80	85	-	dB
Total Harmonic Distortion		THD	-	-	0.01	%
Interchannel Isolation			-	80	-	dB
Interchannel Gain Mismatch			-	-	±0.5	dB
Frequency Response	(Note 1)		-0.5	-	+0.2	dB
Programmable Input Gain Span			21	22.5	24	dB
Gain Step Size			-	1.5	-	dB
Absolute Gain Step Error			-	-	0.75	dB
Gain Drift			-	100	-	ppm/°C
Offset Error	DC Coupled Inputs AC Coupled Inputs		- -	±10 ±150	±100 ±400	LSB LSB
Full Scale Input Voltage			2.5	2.8	3.1	V_{pp}
Input Resistance	(Notes 1,2)		20	-	-	kΩ
Input Capacitance	(Note 1)		-	-	15	pF

Notes: 1. This specification is guaranteed by characterization, not production testing.
2. Input resistance is for the input selected. Non-selected inputs have a very high (>1MΩ) input resistance.

* Parameter definitions are given at the end of this data sheet.

Mwave™ is a trademark of the IBM Corporation.

Specifications are subject to change without notice.

ANALOG CHARACTERISTICS (Continued)

Parameter *		Symbol	Min	Typ	Max	Units
Analog Output Characteristics - Minimum Attenuation; Unless Otherwise Specified.						
DAC Resolution			16	-	-	Bits
DAC Differential Nonlinearity	(Note 1)		-	-	±0.9	LSB
Total Dynamic Range		TDR	-	93	-	dB
Instantaneous Dynamic Range		IDR	80	83	-	dB
Total Harmonic Distortion	(Note 4)	THD	-	-	0.02	%
Interchannel Isolation	(Note 4)		-	80	-	dB
Interchannel Gain Mismatch			-	-	±0.5	dB
Frequency Response	(Note 1)		-0.5	-	+0.2	dB
Programmable Output Attenuation Span	(Note 3)		-45	-46.5	-	dB
Attenuation Step Size	(Note 3)		-	1.5	-	dB
Absolute Attenuation Step Error	(Note 3)		-	-	0.75	dB
Gain Drift			-	100	-	ppm/°C
REFBUF Output Voltage Maximum output current= 400 µA	(Note 5)		1.9	2.2	2.5	V
Offset Voltage			-	10	-	mV
Full Scale Output Voltage	(Note 4)		2.5	2.8	3.1	V_{pp}
Deviation from Linear Phase	(Note 1)		-	-	1	Degree
Out of Band Energy	(22 kHz to 100 kHz)		-	-60	-	dB
Power Supply						
Power Supply Current (Note 6)	Operating Power Down		- -	80 -	100 1	mA mA
Power Supply Rejection	(1 kHz)		-	40	-	dB

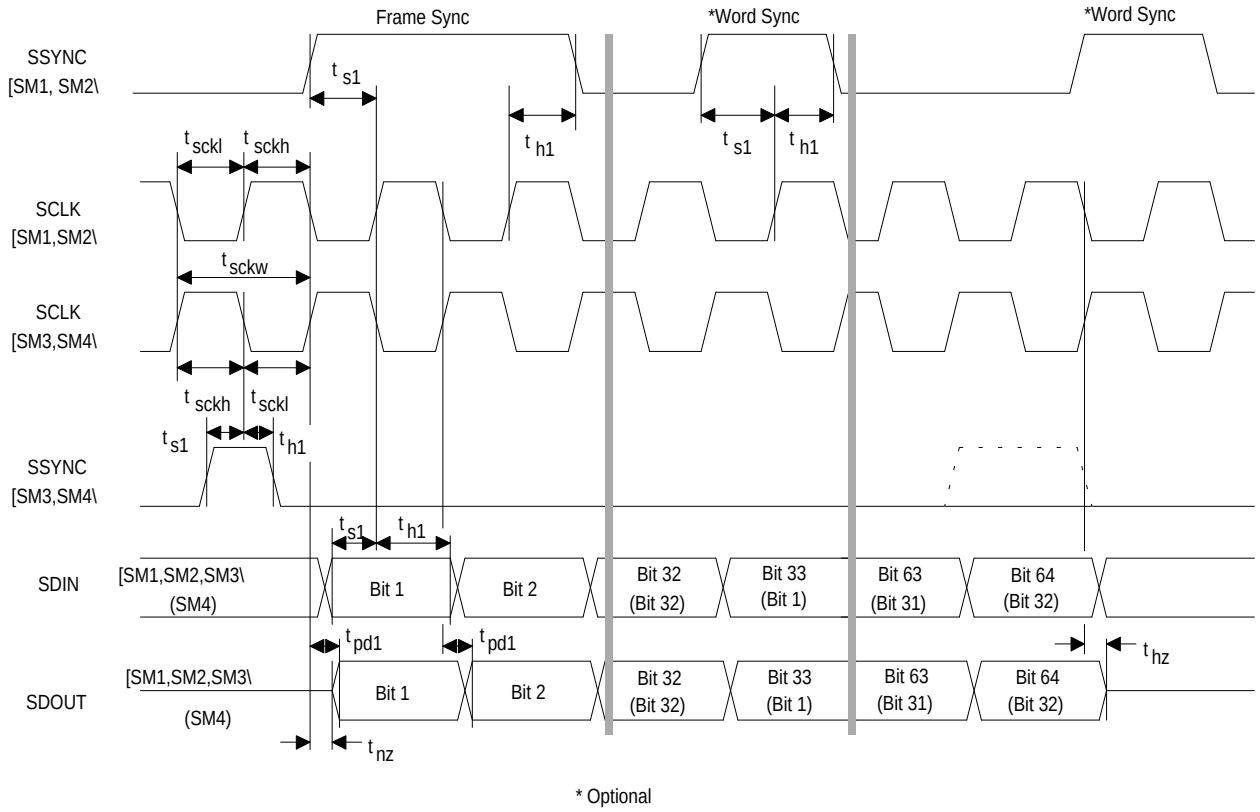
Notes: 3. Tested in SM3, Slave sub-mode, 128 BPF.
4. 10 kΩ, 100 pF load.
5. REFBUF load current must be DC. To drive dynamic loads, REFBUF must be buffered. AC variations in REFBUF current may degrade ADC and DAC performance.
6. Typically current: VA = 30mA, VD = 50mA. Power supply current does not include output loading.

* Parameter definitions are given at the end of this data sheet.

SWITCHING CHARACTERISTICS (T_A = 25°C; VA, VD = +5V, outputs loaded with 30 pF; Input Levels: Logic 0 = 0V, Logic 1 = VD)

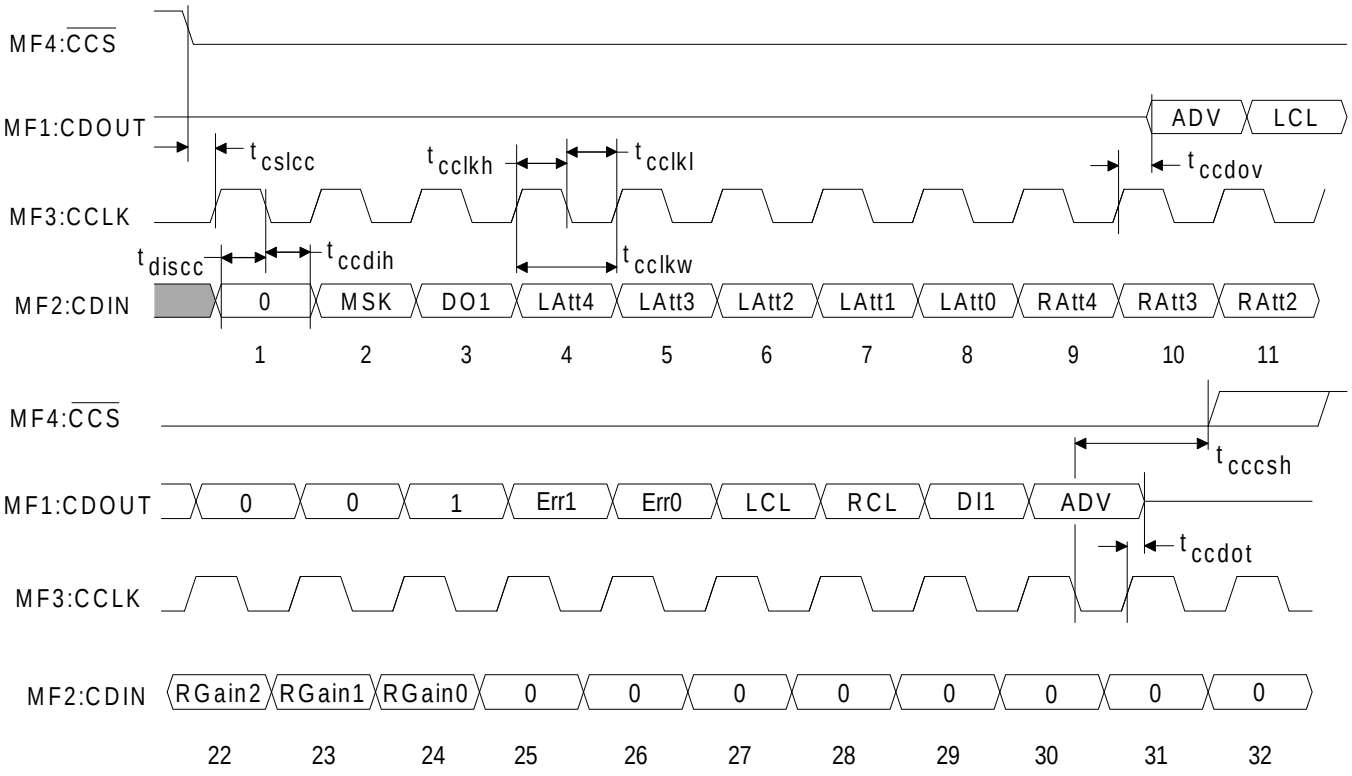
Parameter		Symbol	Min	Typ	Max	Units
Input clock (CLKIN) frequency	SM1: SM2, SM3, SM4:	CLKIN CLKIN	2.048 1.024	24.576 12.288	25.6 12.8	MHz MHz
CLKIN low time		t_{ckl}	15	-	-	ns
CLKIN high time		t_{ckh}	15	-	-	ns
Sample Rate	(Note 1)	Fs	4	-	50	kHz
DI pins setup time to SCLK edge	(Note 1)	t_{s2}	10	-	-	ns
DI pins hold time from SCLK edge	(Note 1)	t_{h2}	8	-	-	ns
DO pins delay from SCLK edge		t_{pd2}	30	-	-	ns
SCLK and SSYNC output delay from CLKIN rising	Master Mode (Note 1)	t_{pd3}	-	-	50	ns
SCLK period	Master Mode (Note 7) Slave Mode	t_{sckw}	- 75	1/(Fs*bpf) -	- -	s ns
SCLK high time	Slave Mode	t_{sckh}	30	-	-	ns
SCLK low time	Slave Mode	t_{sckl}	30	-	-	ns
SDIN, SSYNC setup time to SCLK edge	Slave Mode	t_{s1}	15	-	-	ns
SDIN, SSYNC hold time from SCLK edge	Slave Mode	t_{h1}	10	-	-	ns
SDOUT delay from SCLK edge		t_{pd1}	-	-	28	ns
Output to Hi-Z state	bit 64 (Note 1)	t_{hz}	-	-	12	ns
Output to non-Hi-Z	bit 1 (Note 1)	t_{nz}	15	-	-	ns
$\overline{\text{RESET}}$ pulse width low			500	-	-	ns
$\overline{\text{CCS}}$ low to CCLK rising	SM4 (Note 1)	t_{cslcc}	25	-	-	ns
CDIN setup to CCLK falling	SM4 (Note 1)	t_{discc}	15	-	-	ns
CCLK low to CDIN invalid (hold time)	SM4 (Note 1)	t_{ccdih}	10	-	-	ns
CCLK high time	SM4 (Note 1)	t_{cclhh}	25	-	-	ns
CCLK low time	SM4 (Note 1)	t_{cclhl}	25	-	-	ns
CCLK Period	SM4 (Note 1)	t_{cclkw}	75	-	-	ns
CCLK rising to CDOUT data valid	SM4 (Note 1)	t_{ccdov}	-	-	30	ns
CCLK rising to CDOUT Hi-Z	SM4 (Note 1)	t_{ccdot}	-	-	30	ns
CCLK falling to $\overline{\text{CCS}}$ high	SM4 (Note 1)	t_{cccsh}	0	-	-	ns

Notes: 7. When the CS4216 is in master mode (SSYNC and SCLK outputs), the SCLK duty cycle is 50%. The equation is based on the selected sample frequency (Fs) and the number of bits per frame (bpf).

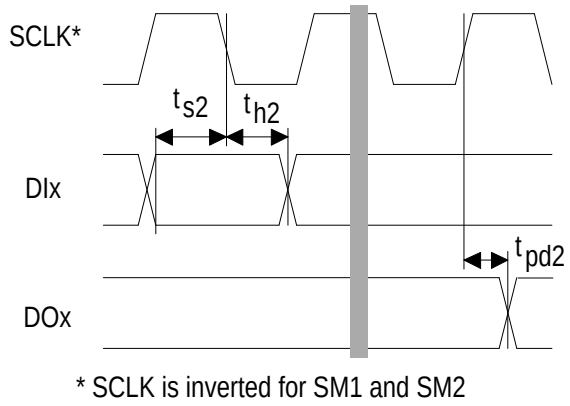


* Optional

Serial Audio Port Timing

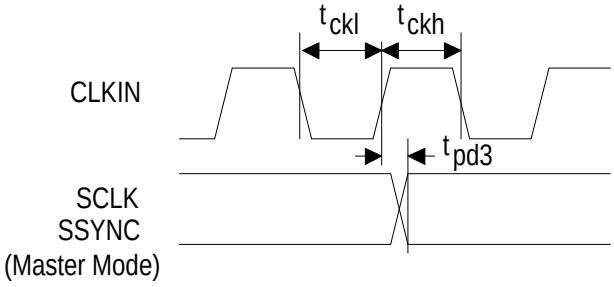


Serial Mode 4. Control Data Serial Port Timing



* SCLK is inverted for SM1 and SM2

DI/DO Timing



SCLK & SSYNC Output Timing (Master Mode)

DIGITAL CHARACTERISTICS (T_A = 25°C; VA, VD = 5V)

Parameter	Symbol	Min	Typ	Max	Units
High-level Input Voltage	V_{IH}	VD-1.0	-	-	V
Low-level Input Voltage	V_{IL}	-	-	1.0	V
High-level Output Voltage at I_0 = -2.0 mA	V_{OH}	VD-0.3	-	-	V
Low-level Output Voltage at I_0 = +2.0 mA	V_{OL}	-	-	0.1	V
Input Leakage Current (Digital Inputs)		-	-	10	µA
Output Leakage Current (High-Z Digital Outputs)		-	-	10	µA
Output Capacitance	C_{OUT}	-	-	15	pF
Input Capacitance	C_{IN}	-	-	15	pF

A/D Decimation Filter Characteristics

Parameter	Symbol	Min	Typ	Max	Units
Passband (Fs is conversion freq.)		0	-	0.45Fs	Hz
Frequency Response		-0.5	-	+0.2	dB
Passband Ripple		-	-	±0.2	dB
Transition Band		0.45Fs	-	0.55Fs	Hz
Stop Band		≥ 0.55Fs	-	-	Hz
Stop Band Rejection		80	-	-	dB
Group Delay		-	16/Fs	-	s
Group Delay Variation vs. Frequency		-		0.0	µs

D/A Interpolation Filter Characteristics

Parameter	Symbol	Min	Typ	Max	Units
Passband (Fs is conversion freq.)		0	-	0.45Fs	Hz
Frequency Response		-0.5	-	+0.2	dB
Passband Ripple		-	-	±0.1	dB
Transition Band		0.45Fs	-	0.55Fs	Hz
Stop Band		≥ 0.55Fs	-	-	Hz
Stop Band Rejection		74	-	-	dB
Group Delay		-	16/Fs	-	s
Group Delay Variation vs. Frequency		-	-	0.1/Fs	µs

ABSOLUTE MAXIMUM RATINGS (AGND, DGND = 0V, all voltages with respect to 0V.)

Parameter	Symbol	Min	Typ	Max	Units
Power Supplies: Digital	VD	-0.3	-	6.0	V
Analog	VA	-0.3	-	6.0	V
Input Current (Except Supply Pins)		-	-	±10.0	mA
Analog Input Voltage		-0.3	-	VA+0.3	V
Digital Input Voltage		-0.3	-	VD+0.3	V
Ambient Temperature (Power Applied)		-55	-	+125	°C
Storage Temperature		-65	-	+150	°C

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

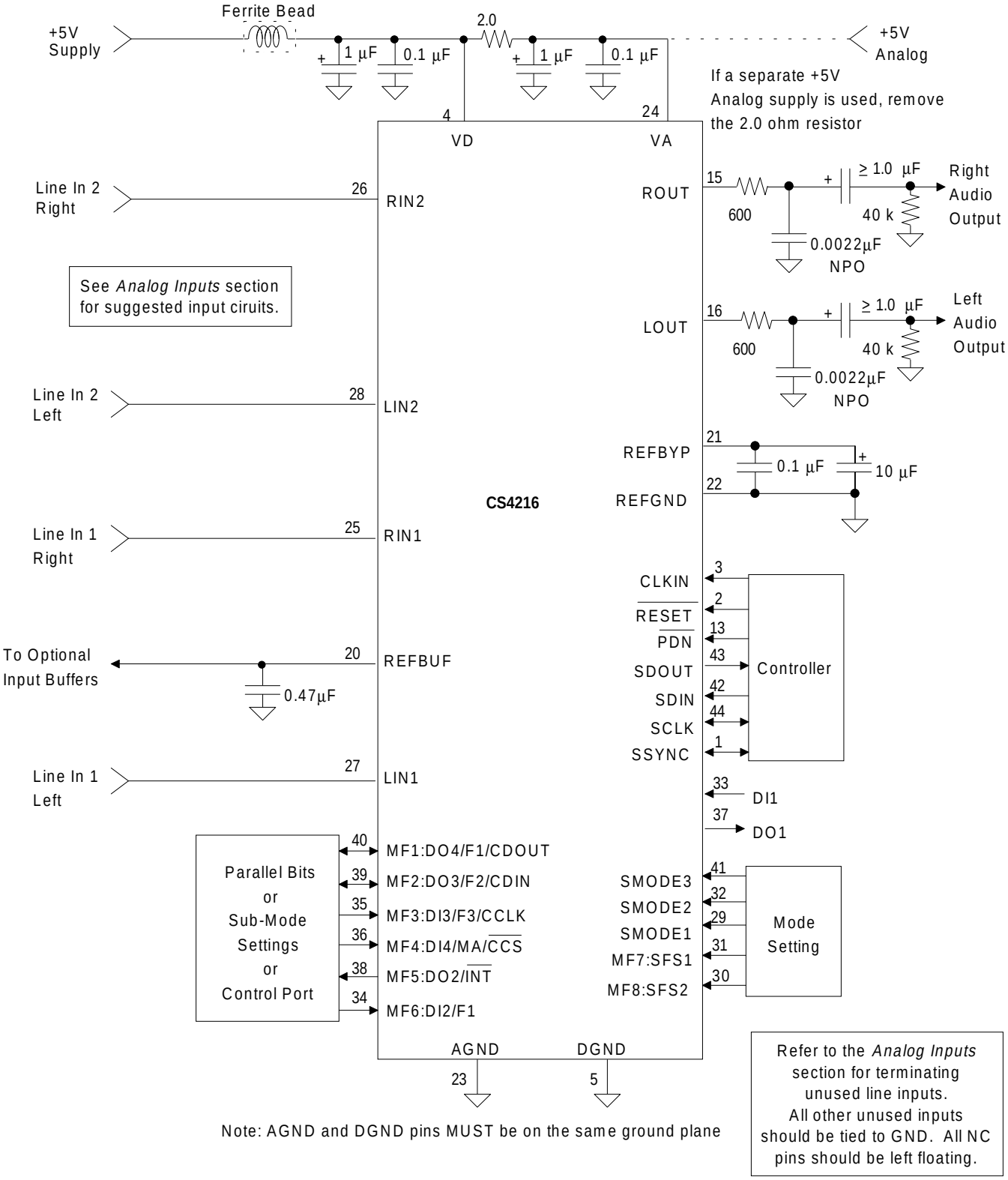


Figure 1. Typical Connection Diagram

OVERVIEW

The CS4216 contains two analog-to-digital converters, two digital-to-analog converters, adjustable input gain, and adjustable output level control. Since the converters contain all the required filters in digital or sampled analog form, the filters' frequency responses track the sample rate of the CS4216. Only a single-pole RC filter is required on the analog inputs and outputs. The RC filter acts as a charge reserve for the switched-capacitor input and buffers op-amps from a switched-capacitor load. Communication with the CS4216 is via a serial port, with separate pins for data into the device, and data from the device. The filters and converters operate over a sample rate range of 4 kHz to 50 kHz.

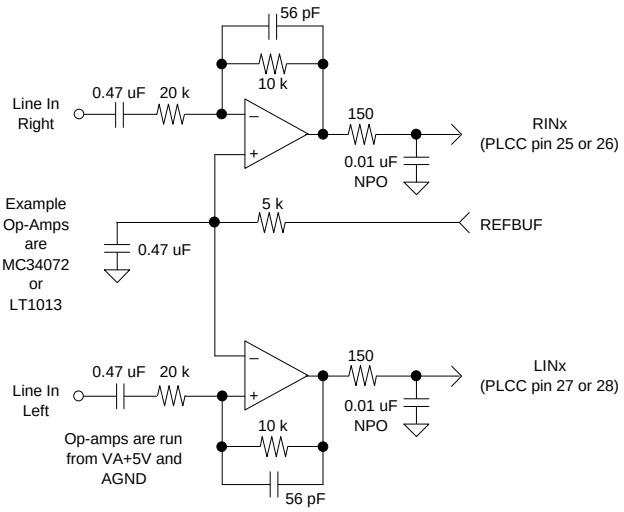


Figure 2. DC Coupled Input.

FUNCTIONAL SPECIFICATIONS

Analog Inputs and Outputs

Figure 1 illustrates the suggested connection diagram to obtain full performance from the CS4216. The line level inputs, LIN1 or LIN2 and RIN1 or RIN2, are selected by an internal input multiplexer. This multiplexer is a source selector and is not designed for switching between inputs at the sample rate.

Unused analog inputs that are not selected have a very high input impedance, so they may be tied to AGND directly. Unused analog inputs that are selected should be tied to AGND through a 0.1 µF capacitor. This prevents any DC current flow.

The analog inputs are single-ended and internally biased to the REFBUF voltage (nominally 2.2 V). The REFBUF output pin can be used to level shift an input signal centered around 0 Volts as shown in Figure 2. The input buffers shown have a gain of 0.5, yielding a full scale input sensitivity of 2 V_{rms} with the CS4216 programmable gain set to 0. If the source impedance is very low, then the inputs can be AC coupled with a series 0.47 µF capacitor, eliminating the need for external op-amps (see Figure 3). However, the use of AC coupling capacitors will increase DC offset at 0dB gain (see Analog Characteristics Table).

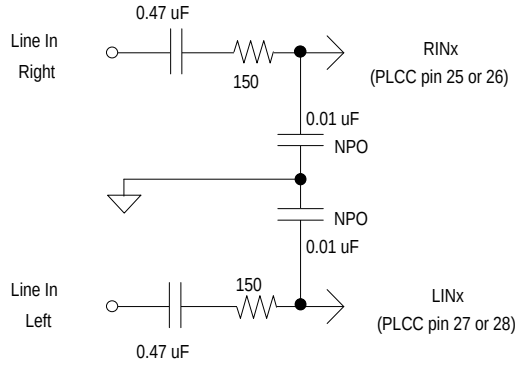


Figure 3. AC Coupled Input

The analog outputs are also single-ended and centered around the REFBUF pin. AC coupling capacitors of >1 µF are recommended.

Offset Calibration

Both input and output offset voltages are minimized by internal calibration. Offset calibration occurs after exiting a reset or power down condition. During calibration, which takes 194 frames, output data from the ADCs will be all zeros, and will be flagged as invalid. Also, the DAC outputs will be muted. After power down mode or power up, $\overline{\text{RESET}}$ should be held low for a minimum of 50 ms to allow the voltage reference to settle.

Input Gain and Output Level Setting

Input gain is adjustable from 0 dB to +22.5 dB in 1.5 dB steps. In serial modes SM1 and SM2, the output level attenuation is adjustable from 0 dB to -22.5 dB. In serial modes SM3 and SM4, the output level attenuation is adjustable from 0 dB to -46.5 dB. Both input and output gain adjustments are internally made on zero-crossings of the analog signal, to minimize "zipper" noise. The gain change automatically takes effect if a zero crossing does not occur within 512 frames.

Muting and the ADC Valid Counter

The mute function allows the output channels to be silenced. It is the controlling processor's responsibility to reduce the signal level to a low value before muting, to avoid an audible click. The outputs should be muted before changing the sample frequency.

The serial data stream contains a "Valid Data" indicator for the A/D converters which is false until enough clocks have passed since reset, or low-power (power down mode) operation to have valid A/D data from the filters, i.e., until calibration time plus the full latency of the digital filters has passed.

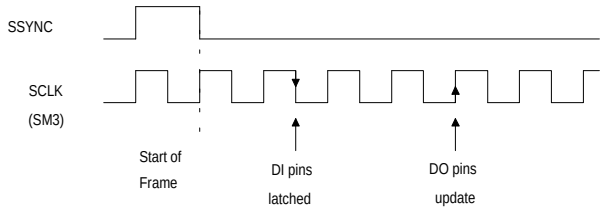


Figure 4. Digital Input/Output Timing

Parallel Digital Input/Output Pins

Parallel digital inputs are general purpose pins whose value is reflected in the serial data output stream to the processor. Parallel digital outputs provide a way to control external devices using bits in the serial data input stream. All parallel digital pins, with the exception of DI1 and DO1, are multifunction and are defined by the serial mode selected. Serial modes 1 and 2 define all multifunction pins as general purpose digital inputs and outputs. In Serial mode 3 only two digital inputs and two digital outputs are available. In serial mode 4 only one digital input and digital output exists. Figure 4 shows when the DI pins are latched, and when the DO pins are updated in SM3 and SM4.

Reset and Power Down Modes

Reset places the CS4216 into a known state and must be held low for at least 50 ms after power-up or a hard power down. Reset must also occur when the codec is in master mode and a change in sample frequency is desired. In reset, the digital outputs are driven low. Reset sets all control data register bits to zero.

Hard power down mode may be initiated by bringing the $\overline{\text{PDN}}$ pin low. All analog outputs will be driven to the REFBUF voltage which will then decay to zero. All digital outputs will be driven low and then will go to a high impedance state. Minimum power consumption will occur if CLKIN is held low. After leaving the power down state, $\overline{\text{RESET}}$ should be held low for 50 ms to allow the analog voltage reference to settle before calibration is started.

Alternatively, soft power down may be initiated, in slave mode, by reducing the SCLK frequency below the minimum CLKIN/12. In soft power down the analog outputs are muted and the serial data from the codec will indicate invalid data and the appropriate error code. The parallel bit I/O is still functional in soft power down mode. This is, in effect, a low power mode with only the parallel bit I/O unit functioning.

Audio Serial Interface

In serial modes 1, 2, and 3, the audio serial port uses 4 pins: SDOUT, SDIN, SCLK and SSYNC. SDIN carries the D/A converters' input data and control bits. Input data is ignored for frames not allocated to the selected CS4216. SDOUT carries the A/D converters' output data and status bits. SDOUT goes to a high-impedance state during frames not allocated to the selected CS4216. SCLK clocks data in to and out of the CS4216. The rising edge of SCLK clocks data out on SDOUT. The falling edge latches data on SDIN into the port (SCLK polarity is inverted in Serial Modes 1&2). SSYNC indicates the start of a frame and/or sub-frame. SCLK and SSYNC must be synchronous to the master clock.

Serial mode 4 is similar to serial mode 3 with the exception of the control information. In serial mode 4 the control information is entered through a separate asynchronous control port. Therefore, the audio serial port only contains audio data which reduces the number of bits on the audio port from 64 to 32 per codec.

The serial port protocol is based on frames consisting of 1, 2, or 4 sub-frames. The frame rate is the system sample rate. Each sub-frame is used by one CS4216 device. Up to 4 CS4216s may be attached to the same serial control lines. SFS1 and SFS2 are tied low or high to indicate to each CS4216 which sub-frame is allocated for it to use.

Serial Data Format

In serial modes 1, 2, and 3, a sub-frame is 64 bits in length and consists of two 16-bit audio values and two 16-bit control fields. In serial mode 4 a sub-frame is 32 bits in length and only contains the two 16-bit audio values; the control data is loaded through a separate port. The audio data is MSB first, 2's complement format. The sub-frame bit assignments for serial modes 1, 2, and 3, are numbered 1 through 64 and are shown in Figures 5 and 6. Control data bits all reset to zero.

CS4216 SERIAL INTERFACE MODES

The CS4216 has 4 serial port modes, selected by the SMODE1, SMODE2 and SMODE3 pins. In all modes, CLKIN, SCLK and SSYNC must be derived from the same clock source. SM1 is an easy interface to ASICs that use a change in the SCLK-to-CLKIN ratio to determine the sample

SMODE PINS			Serial	SCLK Bit	Sub-frame	Bits per	SCLK &	Master
3	2	1	Mode	Center	Width	Frame (BPF)	SSYNC	Frequency
0	0	0	SM1	Rising	64 bits	256	Slave	CLKIN = 512×Fs
0	0	1	SM2	Rising	64 bits	256	Slave	SCLK = 256×Fs
0	1	0	SM3	Falling	64 bits	64/128/256	Master/Slave	CLKIN/SCLK = 256×Fs
0	1	1	**Factory Test mode**					
1	x	x	SM4	Falling	32 bits†	32/64/128†	Master/Slave	CLKIN = 256×Fs

†Contains audio data only. Control information is entered through a separate serial port.

Table 1. Serial Port Modes

INPUT DATA BIT DEFINITIONS

Sub-frame bits 1 to 16

Left DAC Audio Data, MSB first, 2's complement coded.

Sub-frame Bits 17 to 24

17	18	19	20	21	22	23	24
0	0	0	0	EXP	MUTE	ISL	ISR

EXP Expand bit
Reserved. Must be set to zero.

MUTE Mute D/A Outputs
0 - Normal Outputs
1 - Mute Outputs

ISL Select Left Input Mux
0 - Select LIN1
1 - Select LIN2

ISR Select Right Input Mux
0 - Select RIN1
1 - Select RIN2

Sub-frame Bits 25 to 32

25	26	27	28	29	30	31	32
LG3	LG2	LG1	LG0	RG3	RG2	RG1	RG0

LG3-LG0 Sets left input gain.
LG3 is the MSB. LG0 represents 1.5 dB.
0000 = no gain.
1111 = +22.5 dB gain

RG3-RG0 Sets right input gain.
RG3 is the MSB. RGO represents 1.5 dB.
0000 = no gain

Sub-frame Bits 33 to 48

Right DAC audio data MSB first, 2's complement coded.

Sub-frame Bits 49 to 50

Must be zero.

Sub-frame Bits 51 to 60

	51	52	53	54	55	56	57	58	59	60
*	LA4	LA3	LA2	LA1	LA0	RA4	RA3	RA2	RA1	RA0
†	0	0	LA3	LA2	LA1	LA0	RA3	RA2	RA1	RA0

LA4-LA0 Sets left output attenuation

†SM1, 2	*SM3,4
LA3 is the MSB.	LA4 is the MSB.
0000 = no attenuation	00000 = no attenuation
1111 = -22.5 dB	11111 = -46.5 dB
LA0 represents 1.5 dB.	

RA4-RA0 Sets right output attenuation

†SM1, 2	*SM3,4
RA3 is the MSB.	RA4 is the MSB.
0000 = no attenuation	00000 = no attenuation
1111 = -22.5 dB	11111 = -46.5 dB
RA0 represents 1.5 dB.	

Sub-frame Bits 61 to 64

61	62	63	64
DO1	DO2	DO3	DO4

DO1-DO4 Set the logic level on the 4 digital output pins. In SM3 DO3 and DO4 are not available. In SM4 DO2, DO3, & DO4 are not available.

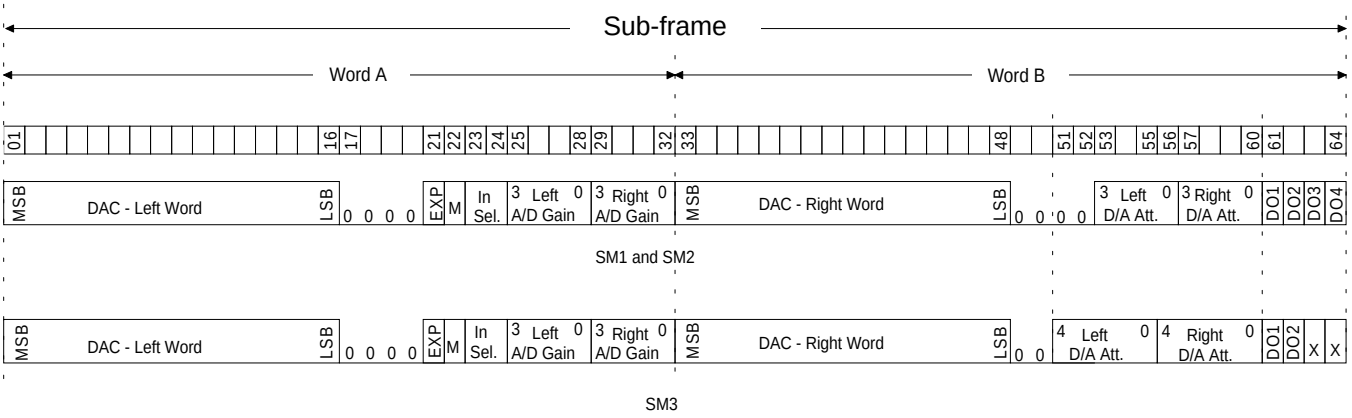


Figure 5. Serial Data Input Format - SM1, SM2, and SM3.

OUTPUT DATA BIT DEFINITIONS

Sub-frame Bits 1 to 16

Left ADC Audio Data, MSB first, 2's complement coded.

Sub-frame Bits 17 to 24

17	18	19	20	21	22	23	24
RESERVED				0	ADV	LCL	RCL

ADV ADC Valid data bit.
- 0 - Invalid ADC data
- 1 - Valid ADC data
  Indicates ADC has completed initialization after power-up, low power mode, or mute.

LCL Left ADC clipping indicator
- 0 - Normal
- 1 - Clipping

RCL Right ADC clipping indicator
- 0 - Normal
- 1 - Clipping

RESERVED bits can be 0 or 1

Sub-frame Bits 25 to 32

25	26	27	28	29	30	31	32
ER3	ER2	ER1	ER0	Ver3	Ver2	Ver1	Ver0

ER3-ER0 Error Word
- 0000 - Normal – No errors.
- 0001 - Input Sub-frame Bit 21 is set. Control data will not be loaded
- 0010 - Sync Pulse is incorrect. Causes the analog output to mute.
- 0011 - SCLK is outside the allowable range. Analog output mutes.

Ver3-Ver0 CS4216 Version Number
- 0000 = "A" (see Appendix A)
- 0001 = "B", "C", . . . (This data sheet)

Sub-frame Bits 33 to 48

Right ADC Audio Data, MSB first, 2's complement coded.

Sub-frame Bits 49 to 60

These bits are reserved, and can be 0 or 1.

Sub-frame Bits 61 to 64

61	62	63	64
DI1	DI2	DI3	DI4

DI1-DI4 These bits follow the state of the Digital Input pins. In SM3 DI3 and DI4 are used and unavailable. In SM4 DI2, DI3, & DI4 are not available as input bits.

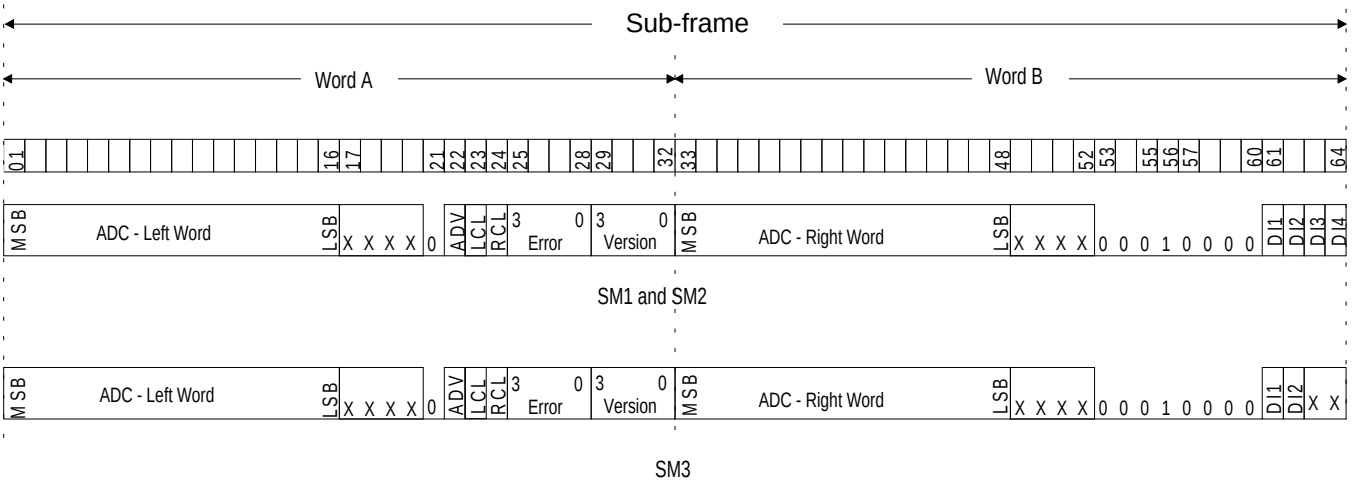


Figure 6. Serial Data Output Format - SM1, SM2, and SM3.

frequency. SM2 is similar to SM1 except that CLKIN is not used and SCLK becomes the master clock and is fixed at 256×Fs. SM3 was designed as an easy interface to general purpose DSPs and provides extra features such as one more bit of attenuation, a master mode, and variable frame sizes. SM4 is similar to SM3 but splits the audio data from the control data thereby reducing the audio serial bus bandwidth by half. The control data is transmitted through a control serial port in SM4.

Table 1 lists the serial port modes available, along with some of the differences between modes. The first three columns in Table 1 select the serial mode. The "SCLK Bit Center" column indicates whether SCLK is rising or falling in the center of a bit period. The "Sub-frame Width" column indicates how many bits are in an individual codec's sub-frame. SM4 differs from all other modes by separating the control data from the audio data. In both SM1 and SM2, there are 256 bits per frame which allows up to four codecs to occupy the same bus. In SM3 and SM4, the number of bits per frame is programmable. In SM1 and SM2, SCLK and SSYNC must be generated externally; whereas, in SM3 and SM4 the CS4216 can optionally generate those signals. In all modes, SCLK and SSYNC must be synchronous to the master clock. The last column in Table 1 lists the master frequency used by the codec. In SM1, the master frequency, input on CLKIN, is 512 times the highest sample frequency available. In SM2, the master frequency is fixed at 256 times the sample frequency and, in this mode, SCLK is the master clock. In SM3, the master frequency is 256 times the highest frequency available and is input on CLKIN or SCLK, based on the submode used. In SM4, the master frequency is also 256 times the highest frequency available and is input on CLKIN.

SERIAL MODE 1, SM1

Serial Mode 1 is a slave mode selected by setting SMODE3 = SMODE2 = SMODE1 = 0. SCLK and SYNC must be synchronous the master clock. SM1 uses a two bit wide (minimum) frame sync with an optional word sync. In this mode, SSYNC low for one SCLK period followed by SSYNC high for a minimum of two SCLK periods indicates the beginning of a frame. The first bit of the frame starts with the rising edge of SSYNC. An optional word sync, being one SCLK period high, may be used to indicate the start of a new 32-bit word. Figures 5 and 6 contain the serial data format for SM1. In this serial mode, the ratio of two clocks are used to select sample frequency. These are the master clock CLKIN and the serial clock SCLK. CLKIN should be set to 512×Fs_{max}, where Fs_{max} is the maximum required sample rate. SCLK must be externally set to a value of CLKIN/N, such that SCLK equals 256 times the desired sample rate. The codec uses the ratio between CLKIN and SCLK to set the internal sample frequency and causes the CS4216 to go into soft power down mode if the SCLK frequency drops to <CLKIN/12. Even if only 1 CS4216 is used, the timing for 4 devices must be maintained. Table 2 shows some example sample rates for SM1.

Sample Rate kHz	SCLK MHz	CLKIN MHz	N
48	12.288	24.576	2
32	8.192	24.576	3
24	6.144	24.576	4
19.2	4.9152	24.576	5
16	4.096	24.576	6
12	3.072	24.576	8
9.6	2.4576	24.576	10
8	2.048	24.576	12
7.2	1.843	22.116	12
44.1	11.2896	22.5792	2

Table 2. SM1 - Example Clock Frequencies

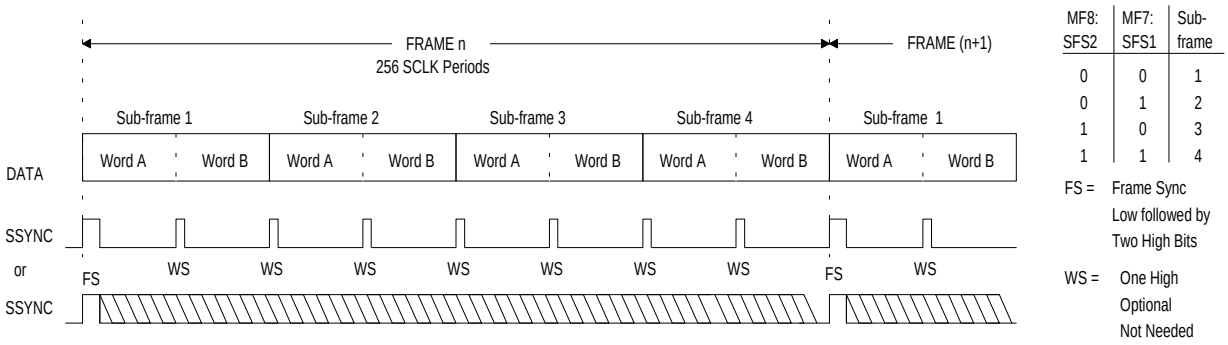


Figure 7. SM1, SM2 - 256 Bits per Frame.

SERIAL MODE 2, SM2

Serial Mode 2 is enabled by setting SMODE3 = SMODE2 = 0, and SMODE1 = 1. SM2 is similar to SM1 except that SCLK is fixed at 256 × Fs and is the master clock instead of CLKIN. The CLKIN pin is ignored in this mode and should be tied low. In SM2, the sample frequency will scale linearly with the frequency of SCLK. Up to four codecs may occupy the serial bus since each codec requires only 64 bit periods and a frame is fixed at 256 bit periods. The serial data format is the same as SM1 and is illustrated in Figures 5 and 6.

The multifunction pins in SM2 are defined identically to SM1. See *Serial Mode 1, SM1* section for more details.

SERIAL MODE 3, SM3

Serial Mode 3 is enabled by setting SMODE3 = 0, SMODE2 = 1 and SMODE1 = 0. This mode is designed to interface easily to DSPs and has the added versatility of a programmable number of bits per frame, a master mode, and one extra bit of D/A attenuation. In SM3, two of the parallel digital input bits and two of the parallel digital output bits are available.

Master Clock Frequency

In SM3, the master clock, CLKIN, must be $256 \times Fs_{max}$. For example, given a 48 kHz maximum sample frequency, the master clock frequency must be 12.288 MHz. SCLK and SSYNC must be synchronous to CLKIN.

D/A Attenuation

SM3 has one more bit per channel allocated for D/A attenuation which doubles the attenuation range. Figure 5 illustrates the serial data in, SDIN, sub-frame for all SM3 sub-modes. The upper portion of this figure shows modes SM1 and SM2 where the D/A attenuation is located in Word B, bits 53 through 60. Four bits allow attenuation on each channel from 0 dB down to -22.5 dB using 1.5 dB steps. In SM3 the attenuation bits are still located in Word B, but start at bit 51 of the sub-frame. This allows five bits of attenuation per channel instead of four, producing an attenuation range for each channel from 0 dB down to -46.5 dB.

In SM3 MF5:DO2 is a general purpose output and MF6:DI2 is a general purpose input. The other six multifunction pins are used to select sub-modes under SM3.

SM3 is divided into two sub-modes, Master and Slave. In Master sub-mode, the CS4216 generates SSYNC and SCLK, while in Slave sub-mode SSYNC and SCLK must be generated

externally. In Master sub-mode, the serial port signal transitions are controlled with respect to the internal analog sampling clock to minimize the amount of digital noise coupled into the analog section. Since SSYNC and SCLK are externally derived in Slave sub-mode, optimum noise management cannot be obtained; therefore, Master sub-modes should be used whenever possible.

Master Sub-Mode (SM3)

Master sub-mode is selected by setting MF4:MA = 1, which configures SSYNC and SCLK as outputs from the CS4216. During power down, SSYNC and SCLK are driven high impedance, and during reset they both are driven low. In Master sub-mode the number of bits per frame determines how many codecs can occupy the serial bus and is illustrated in Figure 8.

Bits Per Frame (Master Sub-Mode)

MF8:SFS2 selects the number of bits per frame. The two options are MF8:SFS2 = 1 which selects 128 bits per frame, and MF8:SFS2 = 0 which selects 64 bits per frame.

Selecting 128 bits per frame (MF8:SFS2 = 1) allows two CS4216s to operate from the same serial bus since each codec requires 64 bit periods. The sub-frame used by an individual codec is selected using MF7:SFS1. MF7:SFS1 = 0 selects sub-frame 1 which is the first 64 bits following the SSYNC pulse. MF7:SFS1 = 1 selects sub-frame 2 which is the last 64 bits of the frame.

Selecting 64 bits per frame (MF8:SFS2 = 0) allows only one CS4216 to occupy the serial port. Since there is only one sub-frame (which is equal to one frame), MF7:SFS1 is defined differently in this mode. MF7:SFS1 selects the format of SSYNC. MF7:SFS1 = 0 selects an SSYNC pulse one SCLK period high, directly preceding the data as shown in the center portion of Figure 8. This format is used for all other Master and Slave sub-modes in SM3. If MF7:SFS1 = 1, an alternate SSYNC format is chosen in which SSYNC is high during the entire Word A (32 bits), which includes the left sample, and low for the entire Word B (32 bits), which includes the right sample. This alternate format for SSYNC is illustrated in the bottom portion of Figure 8 and is only available in Master sub-mode with 64 bits per frame. A more detailed timing diagram for the 64 bits-per-frame Master sub-mode is shown in Figure 9.

Sample Frequency Selection (Master Sub-Mode)

In SM3, Master sub-mode, the multifunction pins MF1:F1, MF2:F2, and MF3:F3 are used to select the sample frequency divider. Table 3 lists the decoding for the sample frequency select pins where the sample frequency selected is CLKIN/N. Also shown are the sample frequencies obtained by using one of two example master clocks: either 12.288 MHz or 11.2896 MHz. The codec must be reset when changing sample frequencies to allow the codec to calibrate to the new sample frequency.

Slave Sub-Mode (SM3)

In SM3, Slave sub-mode is selected by setting MF4:MA = 0 which configures SSYNC and SCLK as inputs to the CS4216. These two signals must be externally derived from CLKIN. In Slave sub-mode, the phase relationship between SCLK/SSYNC and CLKIN cannot be controlled since SCLK and SSYNC are externally derived. Therefore, the noise performance may be slightly worse than when using the master sub-mode.

The number of sub-frames on the serial port is selected using MF1:F1 and MF2:F2. In Slave sub-mode MF3:F3 works as a general purpose input. Figures 10 through 12 illustrate the Slave sub-mode formats.

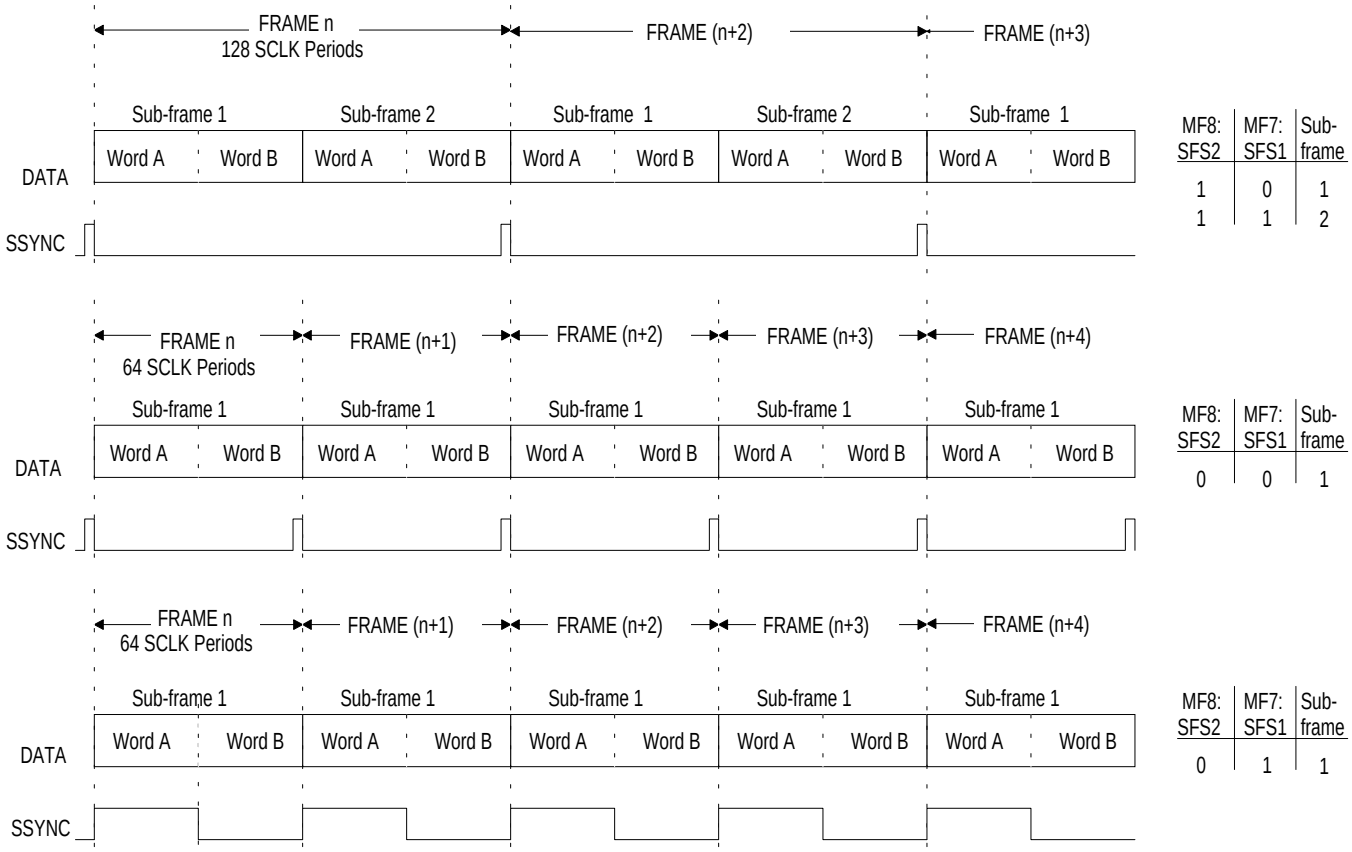


Figure 8. SM3, Master Sub-Mode.

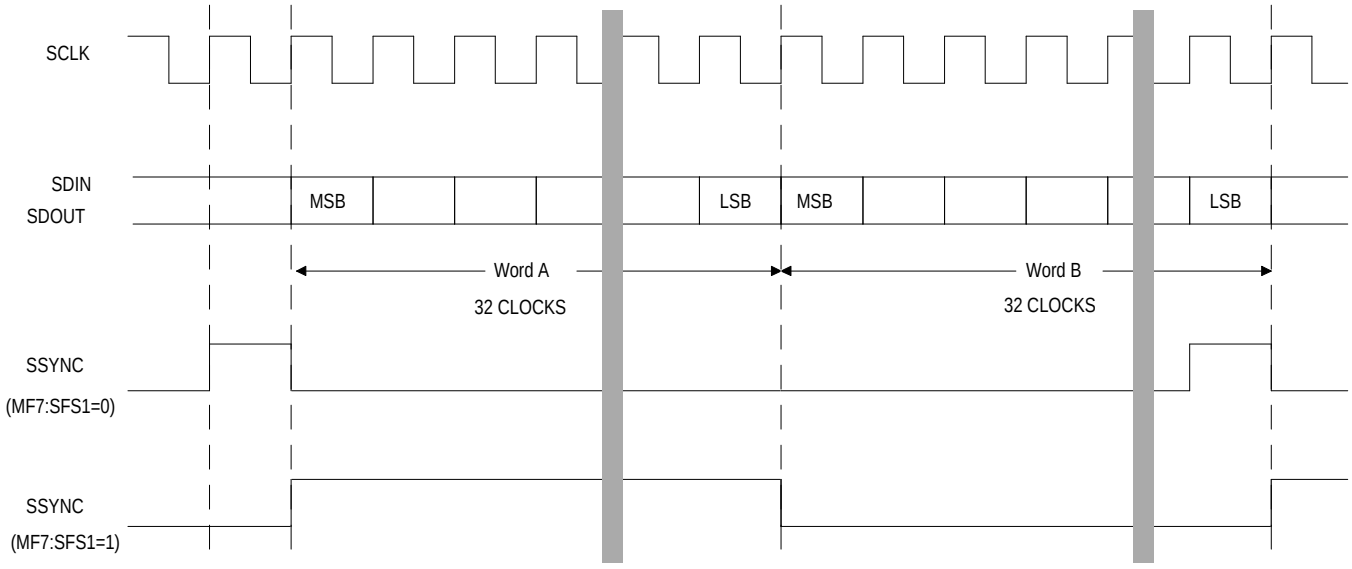


Figure 9. Detailed Master Sub-Mode, 64 BPF.

Bits per Frame (Slave Sub-Mode)

In Slave sub-mode, MF1:F1 and MF2:F2 select the number of bits per frame which determines how many CS4216's can occupy one serial port. Table 4 lists the decoding for MF1:F1 and MF2:F2.

When set for 64 SCLKs per frame, one device occupies the entire frame; therefore, a sub-frame is equivalent to a frame. MF7:SFS1 and MF8:SFS2 must be set to zero. See Figure 10.

When set for 128 SCLKs per frame, two devices can occupy the serial port, with MF7:SFS1 selecting the particular sub-frame. MF8:SFS2 must be set to zero. See Figure 11.

When set for 256 SCLKs per frame (MF1:F1, MF2:F2 = 10), four devices can occupy the serial port. In this format both MF8:SFS2 and MF7:SFS1 are used to select the particular sub-frame. See Figure 12.

In all three of the above Slave sub-mode formats, the frequency of the incoming SCLK signal, in relation to the master clock provided on the CLKIN pin, determines the sample frequency. The CS4216 determines the ratio of SCLK to CLKIN and sets the internal operating frequency accordingly. Table 5 lists the SCLK to CLKIN frequency ratio used to determine the codec's sample frequency. To obtain a given sample frequency, SCLK must equal CLKIN divided by the number in the table, based on the number of bits per frame. As an example, assuming 64 BPF (bits per frame) and CLKIN = 12.288 MHz, if a sample frequency of 24 kHz is desired, SCLK must equal CLKIN divided by 8 or 1.536 MHz.

When MF1:F1 = MF2:F2 = 1, SCLK is used as the master clock and is assumed to be 256 times the sample frequency. In this mode, CLKIN is ignored and the sample frequency is linearly scaled with SCLK. (The CLKIN pin must be tied low.) This mode also fixes SCLK at 256 bits per frame with MF7:SFS1 and MF8:SFS2 selecting the particular sub-frame.

MF1: F1	MF2: F2	MF3: F3	N	Fs (kHz) with CLKIN	
				12.288 MHz	11.2896 MHz
0	0	0	256	48.00	44.10
0	0	1	384	32.00	29.40
0	1	0	512	24.00	22.05
0	1	1	640	19.20	17.64
1	0	0	768	16.00	14.70
1	0	1	1024	12.00	11.025
1	1	0	1280	9.60	8.82
1	1	1	1536	8.00	7.35

Table 3. SM3-Master, Fs Select

MF1: F1	MF2: F2	Bits per Frame	Sample Frequency/ SCLK
0	0	64	ratio to CLKIN sensed
0	1	128	ratio to CLKIN sensed
1	0	256	ratio to CLKIN sensed
1	1	256	fixed† = 256×Fs

† SCLK is master clock. CLKIN is not used.

Table 4. SM3-Slave, Bits per Frame.

SCLK to CLKIN Ratio			Fs (kHz) with CLKIN 12.288 MHz	Fs (kHz) with CLKIN 11.2896 MHz
BPF 256	BPF 128	BPF 64		
1	2	4	48.00	44.10
1.5	3	6	32.00	29.40
2	4	8	24.00	22.05
2.5	5	10	19.20	17.64
3	6	12	16.00	14.70
4	8	16	12.00	11.025
5	10	20	9.60	8.82
6	12	24	8.00	7.35

Table 5. SM3-Slave, Fs Select.

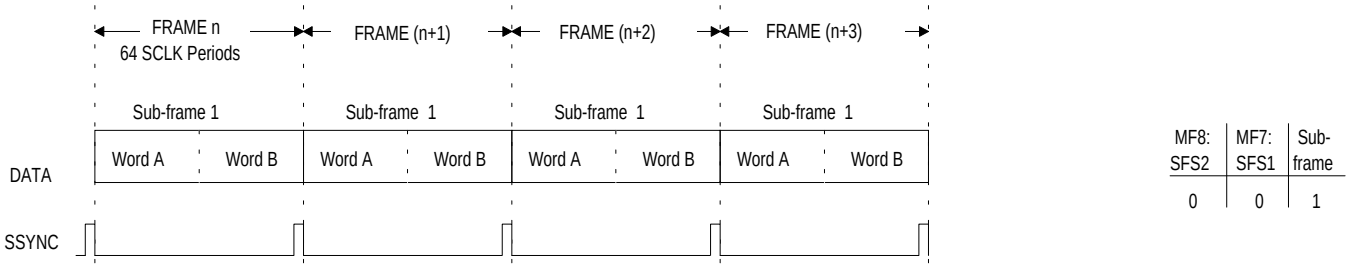
SERIAL MODE 4, SM4

Serial mode 4 is enabled by setting SMODE3 = 1. Both Master and Slave sub-modes are available and are selected by setting the SMODE2 and SMODE1 pins as shown in Table 6. In Master sub-mode, the phase relationship between SCLK/SSYNC and CLKIN is controlled to minimize digital noise coupling into the analog section. Therefore, Master sub-mode may yield slightly better noise performance than Slave sub-mode. In Slave sub-mode, SCLK and SSYNC must be synchronous to the master clock.

In serial mode 4, SM4, the CLKIN frequency must be 256 times the highest sample frequency needed. Also, SM4 has five attenuation bits for each D/A output channel. SM4 differs from SM3 in that SM4 splits the audio data from the control data with the control data input on an independent serial port. This reduces the audio serial bus bandwidth in half, providing an easier interface to low-cost DSPs. The audio serial port sub-frame is illustrated in Figure 13 for SM4.

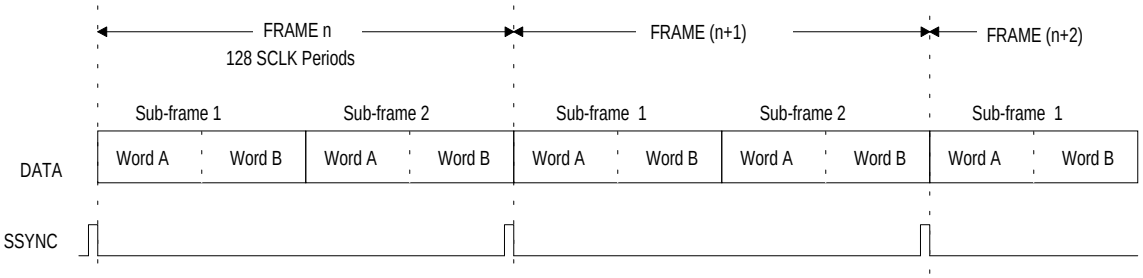
Interrupt Pin - MF5:$\overline{INT}$

Serial Mode 4 also defines the multifunction pin MF5:$\overline{INT}$ as an open-collector interrupt pin. In SM4, this pin requires a pullup resistor and will go low when the ADV bit or DI1 pin change, or a rising edge on the LCL or RCL bits, or by exiting an SCLK out of range condition (Error = 3). The interrupt may be masked by setting the MSK bit in the control serial data port.



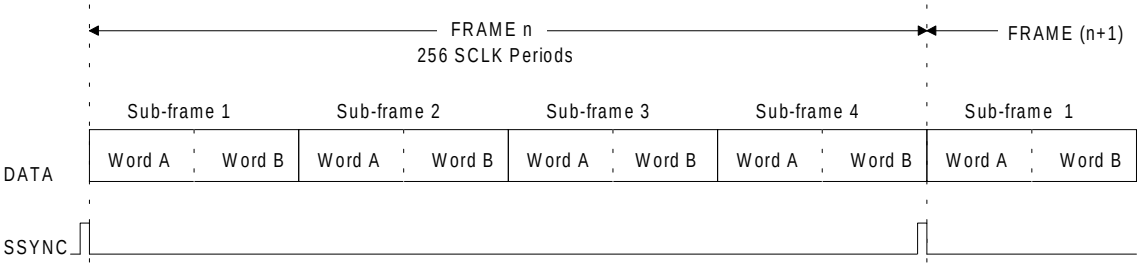
MF8: SFS2	MF7: SFS1	Sub-frame
0	0	1

Figure 10. SM3-Slave - 64 BPF; MF1:F1, MF2:F2 = 00



MF8: SFS2	MF7: SFS1	Sub-frame
0	0	1
0	1	2

Figure 11. SM3-Slave - 128 BPF; MF1:F1, MF2:F2 = 01



MF8: SFS2	MF7: SFS1	Sub-frame
0	0	1
0	1	2
1	0	3
1	1	4

Figure 12. SM3-Slave - 256 BPF; MF1:F1, MF2:F2 = 10

MF5:$\overline{\text{INT}}$ is reset by reading the control serial port.

Master Sub-Mode (SM4)

Master sub-mode configures SSYNC and SCLK as outputs from the CS4216. During power down, SSYNC and SCLK are driven high impedance, and during reset they both are driven low. There are two SM4 Master sub-modes. One allows 32 bits per frame and the other allows 64 bits per frame. As shown in Table 6, the SMODE1 and SMODE2 pins select the particular Master sub-mode (as well as the Slave sub-mode). When SMODE1 is set to zero, SMODE2 selects either Master sub-mode with 32-bit frames, or Slave sub-mode.

SMODE1,SMODE2 = 00 selects Master sub-mode where a frame = sub-frame = 32 bits. This sub-mode allows only one codec on the audio serial bus, with the first 16 bits being the left channel and the second 16 bits being the right channel. The *Applications of SM4* section contains more information on low-cost implementations of this sub-mode.

SMODE1 = 1 selects Master sub-mode with a frame width of 64 bits. This sub-mode allows up to two codecs to occupy the same bus. SMODE2 is now used to select the particular time slot. If SMODE2 = 0 the codec selects time slot 1, which is the first 32 bits. If SMODE2 = 1 the codec selects time slot 2, which is the second 32 bits.

In Master sub-mode, multifunction pins MF6:F1, MF7:F2, and MF8:F3 select the sample frequency as shown in Table 7. This table indicates how to obtain standard audio sample frequencies given one of two CLKIN frequencies: 12.288 MHz or 11.2896 MHz. Other CLKIN frequencies may be used with the corresponding sample frequencies being CLKIN/N. The codec must be reset when changing sample frequencies to allow a new calibration to occur.

SMODE1	SMODE2	SM4, Sub-Mode
0	0	Master, 32 BPF
0	1	Slave, 128/64/32 BPF
1	0	Master, 64 BPF, TS1
1	1	Master, 64 BPF, TS2

Table 6. SM4 Sub-Modes.

Slave Sub-Mode (SM4)

In SM4, Slave sub-mode is selected by setting SMODE1,SMODE2 = 01. This mode configures SSYNC and SCLK as inputs to the CS4216. These two signals must be externally derived from CLKIN. Since the CS4216 has no control over the phase relationship of SSYNC and

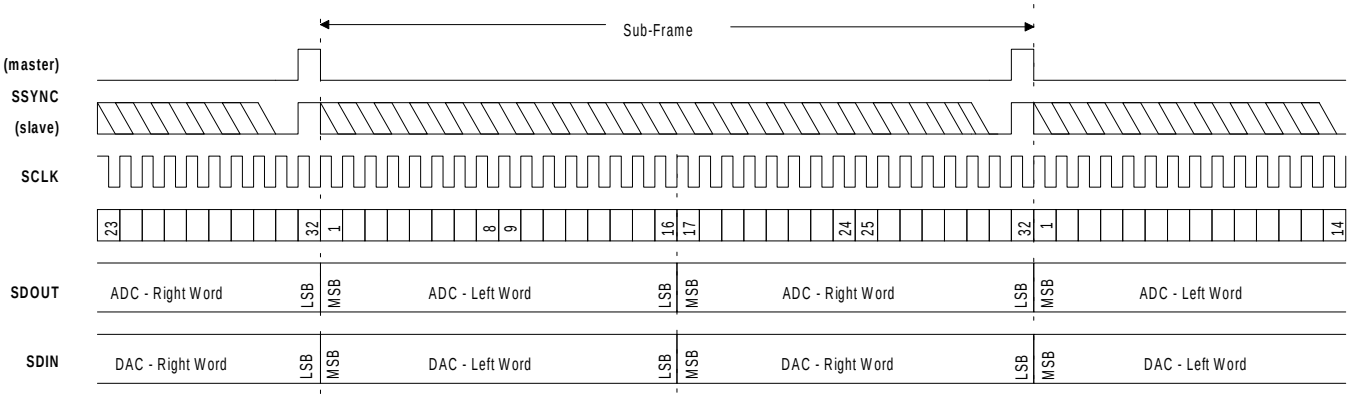


Figure 13. SM4-Audio Serial Port, 32 BPF

SCLK to CLKIN, the noise performance in Slave sub-mode may be slightly worse than when using Master sub-mode. The CS4216 internally sets the sample frequency by sensing the ratio of SCLK to CLKIN; therefore, for a given CLKIN frequency, the sample frequency is selected by changing the SCLK frequency.

SM4-Slave allows up to four codecs to occupy the same audio serial port. Table 8 lists the pin configurations required to set the serial audio port up for 32, 64, or 128 bits-per-frame (BPF). Since each codec requires one sub-frame of 32 bits, 64 bits-per-frame allows up to two codecs to occupy the same audio serial port, and 128 bits-per-frame allows up to four codecs to occupy the same audio serial port. When set up for more than one codec on the bus, other pins are needed to select the particular time slot (TS) associated with each codec. MF8:SFS2 selects the time slot when in 64 BPF mode, and MF8:SFS2 and MF7:SFS1 select one of four time slots when in 128 bits-per-frame mode. Table 8 lists the decoding for time slot selection.

In SM4-Slave, the frequency of the incoming SCLK signal, in relation to CLKIN, determines the sample frequency on the CS4216. The CS4216 determines the ratio of SCLK to CLKIN and sets the internal sample frequency accordingly. Table 9 lists the SCLK to CLKIN frequency ratio used to determine the codec's sample frequency. SCLK must equal CLKIN divided by the number in the table, based on the selected bits per frame. As an example, assuming 32 BPF and CLKIN = 11.2896 MHz, if a sample frequency of 11.025 kHz is desired, SCLK must equal CLKIN divided by 32 or 352.8 kHz.

Serial Control Port (SM4)

Serial Mode 4 separates the audio data from the control data. Since control data such as gain and attenuation do not change often, this mode reduces the bandwidth needed to support the audio serial port.

The control information is entered through a separate port that can be asynchronous to the audio port and only needs to be updated when changes in the control data are needed. After a reset or power down, the control port must be written once to initialize it if the port will be accessed to read or write control bits. This initial write is considered a "dummy" write since the data is ignored by the codec. A second write is needed to configure the codec as desired. Then, the control port only needs to be written to when a change is desired, or to obtain the status information. The control port does not function if the master clock is not operating. When the control

MF6: F1	MF7: F2	MF8: F3	N	Fs (kHz) with CLKIN	
				12.288 MHz	11.2896 MHz
0	0	0	256	48.00	44.10
0	0	1	384	32.00	29.40
0	1	0	512	24.00	22.05
0	1	1	640	19.20	17.64
1	0	0	768	16.00	14.70
1	0	1	1024	12.00	11.025
1	1	0	1280	9.60	8.82
1	1	1	1536	8.00	7.35

Table 7. SM4-Master, Fs Select

MF6: F1	MF7: SFS1	MF8: SFS2	Bits Per Frame (BPF)	Time Slot (TS)
0	0	0	32	1
0	0	1	Reserved	
0	1	0	64	1
0	1	1	64	2
1	0	0	128	1
1	1	0	128	2
1	0	1	128	3
1	1	1	128	4

Table 8. SM4-Slave, Audio Port BPF & TS Select

port is used asynchronously to the audio port, the noise performance may be slightly degraded due to this asynchronous digital noise.

Since control data does not need to be accessed each audio frame, an interrupt pin, MF5:$\overline{\text{INT}}$, is included in this mode and will go low when status has changed. The control port serial data format is illustrated in Figure 14. The control port uses one of the multifunction pins as a chip select line, MF4:$\overline{\text{CCS}}$, that must be low for entering control data. Although only 23 bits contain useful data on MF2:CDIN, a minimum of 31 bits must be written. If more than 31 bits are written without toggling MF4:$\overline{\text{CCS}}$, only the first 31 are recognized. MF1:CDOUT contains status information that is output on the rising edge of MF3:CCLK. Status information is repeated at the end of the frame, bits 25 through 30, to allow a simple 8-bit shift and latch register to store the most important status information using the rising edge of MF4:$\overline{\text{CCS}}$ at the latch control (see Figure 17).

SCLK to CLKIN Ratio			Fs (kHz) with CLKIN 12.288 MHz	Fs (kHz) with CLKIN 11.2896 MHz
BPF 128	BPF 64	BPF 32		
2	4	8	48.00	44.10
3	6	12	32.00	29.40
4	8	16	24.00	22.05
5	10	20	19.20	17.64
6	12	24	16.00	14.70
8	16	32	12.00	11.025
10	20	40	9.60	8.82
12	24	48	8.00	7.35

Table 9. SM4-Slave, Fs Select.

Applications of SM4

Figure 15 illustrates one method of using serial mode 4 wherein a DSP controls the audio serial port and a microcontroller controls the control port. Each controller is run independently and the micro updates the control information only when needed, or when an interrupt from the CS4216 occurs.

Figure 16 illustrates the minimum interface to the CS4216. In this application, the DSP sends and receives stereo DAC and ADC information. The CS4216 is configured for 32 bits per frame, Master sub-mode. The control data resets to all zeros, which configures the CS4216 as a simple stereo codec: no gain, no attenuation, line inputs #1, and not muted.

Figure 17 illustrates how to use all the CS4216 features with a low cost DSP that cannot support the interrupt rate of SM3. Using SM4 (32 bits

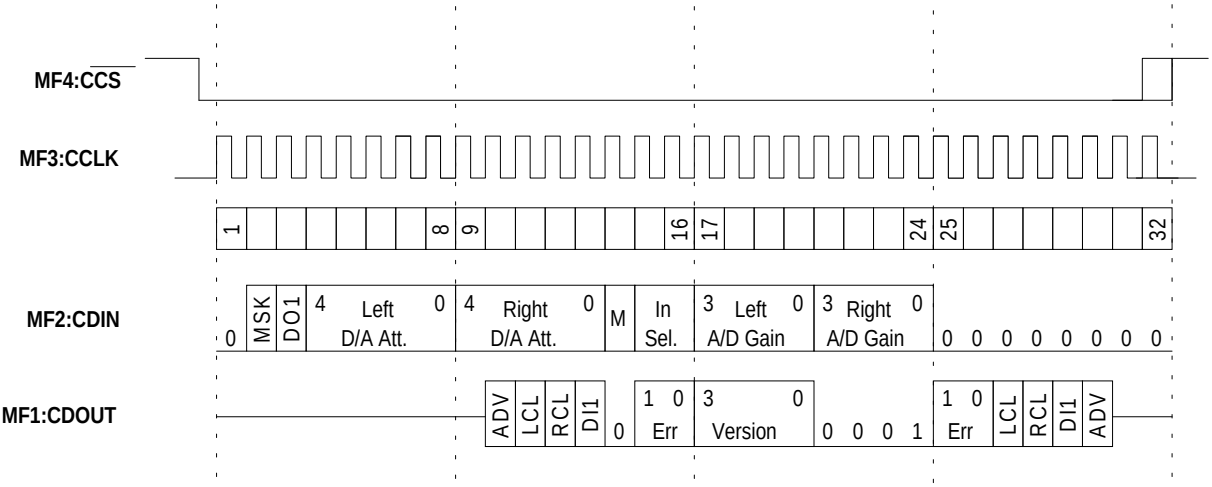


Figure 14. SM4 - Control Serial Port

per frame, Master sub-mode) reduces the DSP interrupts in half since the control data is split from the audio data. This circuit is comprised of three independent sections which may individually be eliminated if not needed.

To load control data into the codec, three HC597's are utilized. These are both latches that store the DSP-sent control data, and shift registers that shift the data into the codec. The codec uses an inverted SSYNC signal to copy the latches to the shift registers every frame. In this diagram the DSP is assumed to have a data bus bandwidth of at least 24 bits. If the DSP has less than 24_bits, the three HC597s must be split into two addresses. Since the HC597 internal latches are copied to the shift registers, the latches continually hold the DSP-sent data; therefore, the DSP only needs to write data to the latches when a change is desired.

The second section is comprised of an HC595 shift register and latch that is clocked by an inverted SCLK The data shifted into the HC595 is transferred to the HC595's latch by the SSYNC signal. This HC595 captures the 8 bits prior to the SSYNC signal (which is also MF4:$\overline{CCS}$) going high. As shown in Figure 14, and assuming the MF4:$\overline{CCS}$ (SSYNC) signal rises at bit 32, the 8-bits prior to MF4:$\overline{CCS}$ rising are a copy of all the important status bits. This allows one shift register to capture all the important information. The interrupt pin cannot reliably be used in this configuration since the interrupt pin is cleared by reading the control port which occurs asynchro-

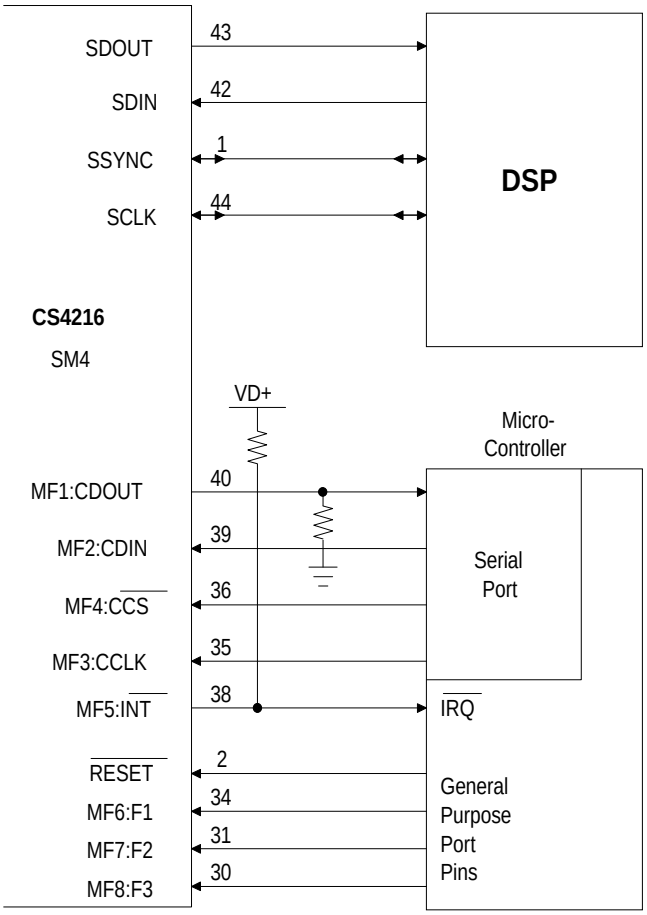


Figure 15. SM4 - Microcontroller Interface

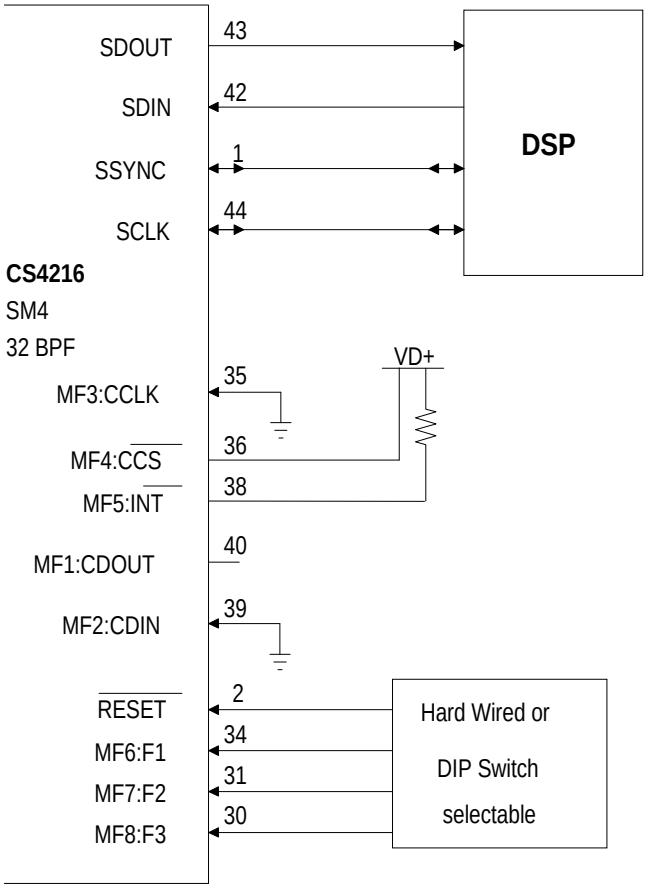


Figure 16. SM4 - Minimum DSP Interface

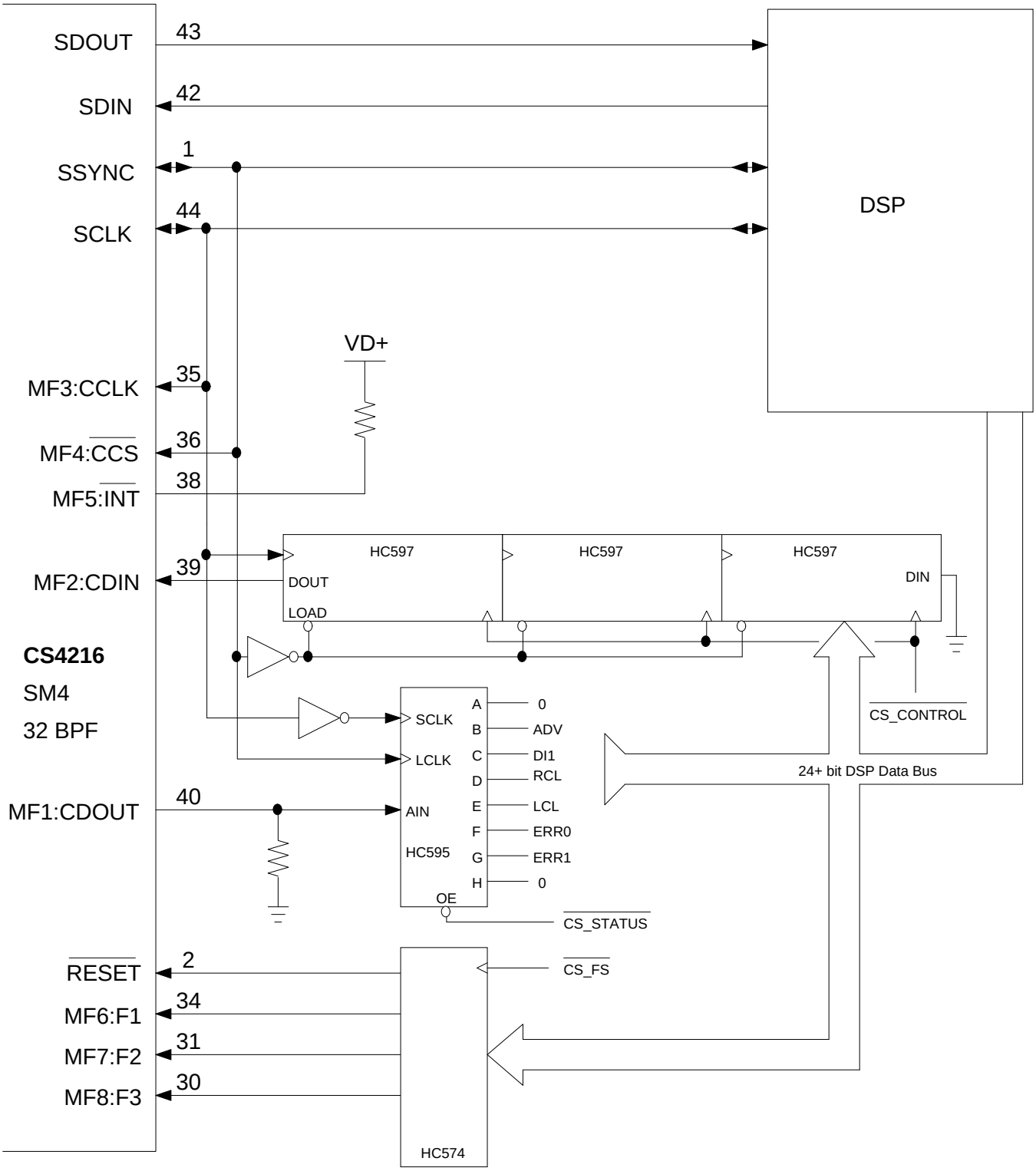
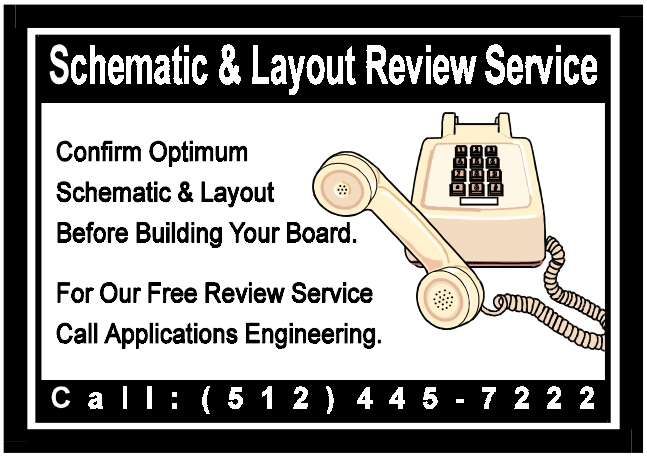


Figure 17. SM4 - Enhanced DSP Interface

nously (every audio frame) with respect to the interrupt occurrence.

The third section is only needed if sample frequencies need to be changed. This section is comprised of an HC574 octal latch that can be replaced by general purpose port pins if available. This section controls the sample frequency selection bits: MF6:F1, MF7:F2, MF8:F3 and the $\overline{\text{RESET}}$ pin. The codec must be reset when changing sample frequencies.



Power Supply and Grounding

The CS4216, along with associated analog circuitry, should be positioned in an isolated section of the circuit board, and have its own, separate, ground plane. On the CS4216, the analog and digital grounds are internally connected; therefore, the AGND and DGND pins must be externally connected with no impedance between them. The best solution is to place the entire chip on a solid ground plane as shown in Figure 18. Preferably, it should also have its own power plane. The +5V supply must be connected to the CS4216 via a ferrite bead, positioned closer than 1" to the device. The VA supply can be derived from VD, as shown in Figure 1. Alternatively, a separate +5V analog supply may be used for VA, in which case, the 2.0 Ω resistor between VA and VD should be removed. A single connection between the CS4216 ground (analog ground) and the board digital ground should be positioned as shown in Figure 18.

Figure 19 illustrates the optimum ground and decoupling layout for the CS4216 assuming a surface-mount socket and leaded decoupling capacitors. Surface-mount sockets are useful since the pad locations are identical to the chip pads; therefore, assuming space for the socket is left on the board, the socket can be optional for production. Figure 19 depicts the top layer, containing signal traces, and assumes the bottom or inter-layer contains a fairly solid ground plane. The important points are that there is solid ground plane under the codec on the same layer as the codec and it connects all ground pins with thick traces providing the absolute lowest impedance between ground pins. The decoupling capacitors are placed as close as possible to the device which, in this case, is the socket boundary. The lowest value capacitor is placed closest to the codec. Vias are placed near the AGND and DGND pins, under the IC, and should attach to the solid ground plane on another layer. The negative side of the decoupling capacitors should also attach to the same solid ground plane. Traces and vias bringing power to the codec should be large, which minimizes the impedance.

Although not shown in the figures, the trace layers (top layer in the figures) should have ground plane fill in-between the traces to minimize coupling into the analog section. See the CDB4216 evaluation board as an example.

If using all surface-mount components, the decoupling capacitors should be placed on the same layer as the codec and in the positions shown in Figure 20. The vias shown are assumed to attach to the appropriate power and ground layers. Traces and vias bringing power to the codec should be as large as possible to minimize the impedance.

If using a through-hole socket, effort should be made to find a socket with minimum height,

which will minimize the socket impedance. When using a through hole socket, the vias under the codec in Figure 19 are not needed since the pins serve the same function.

ADC and DAC Filter Response Plots

Figures 21 - 26 shows the overall frequency response, passband ripple and transition band for the CS4216 ADCs and DACs. Figure 27 shows the DACs' deviation from linear phase.

Fs is defined as the selected sample frequency and is also the SSYNC frequency. Since the sample frequency is programmable, the filters will adjust to the selected sample frequency.

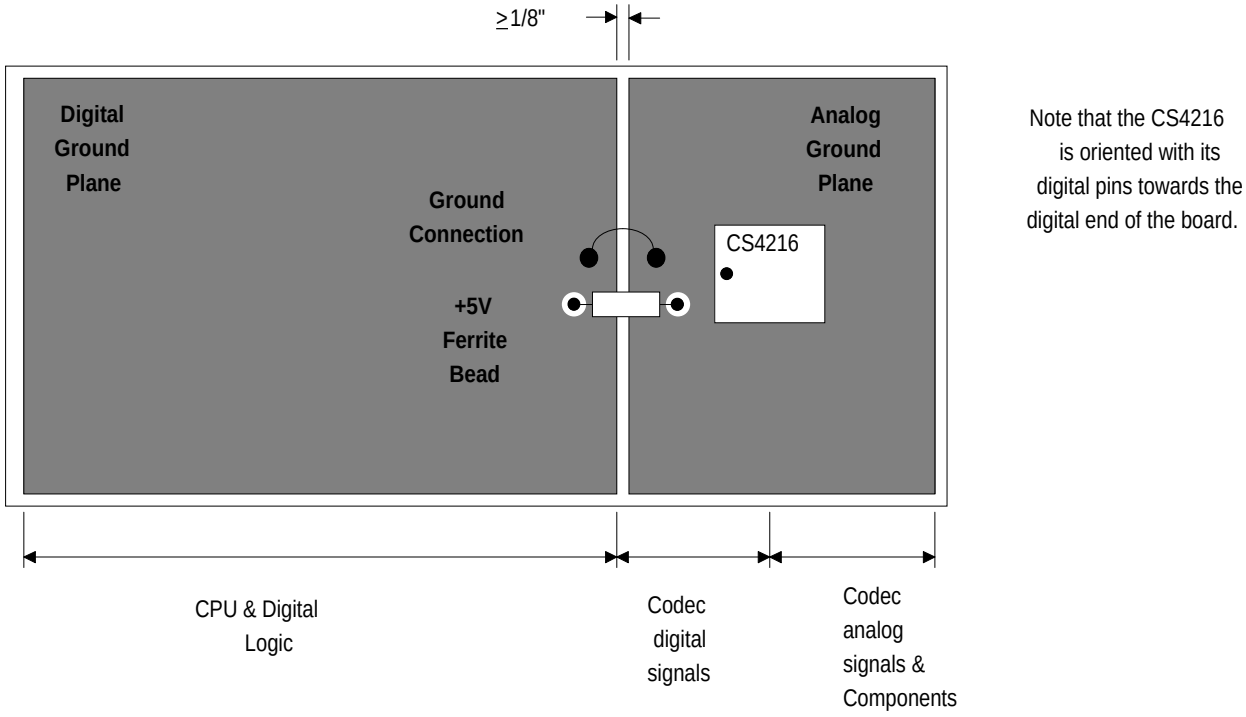


Figure 18. CS4216 Board Layout Guideline

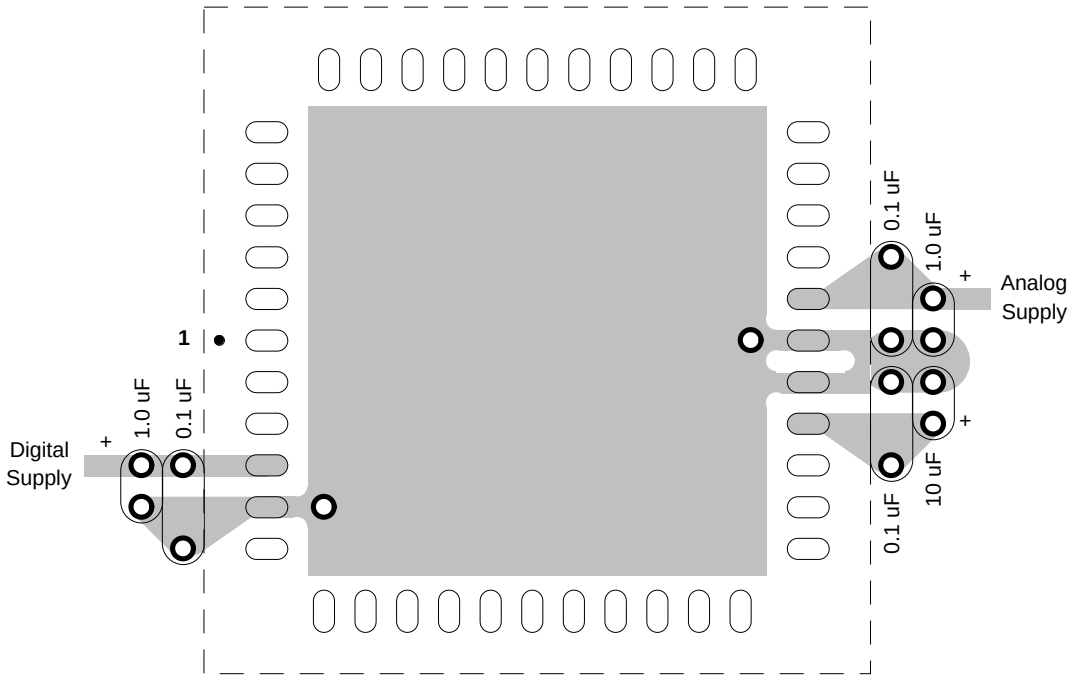


Figure 19. CS4216 Decoupling Layout Guideline

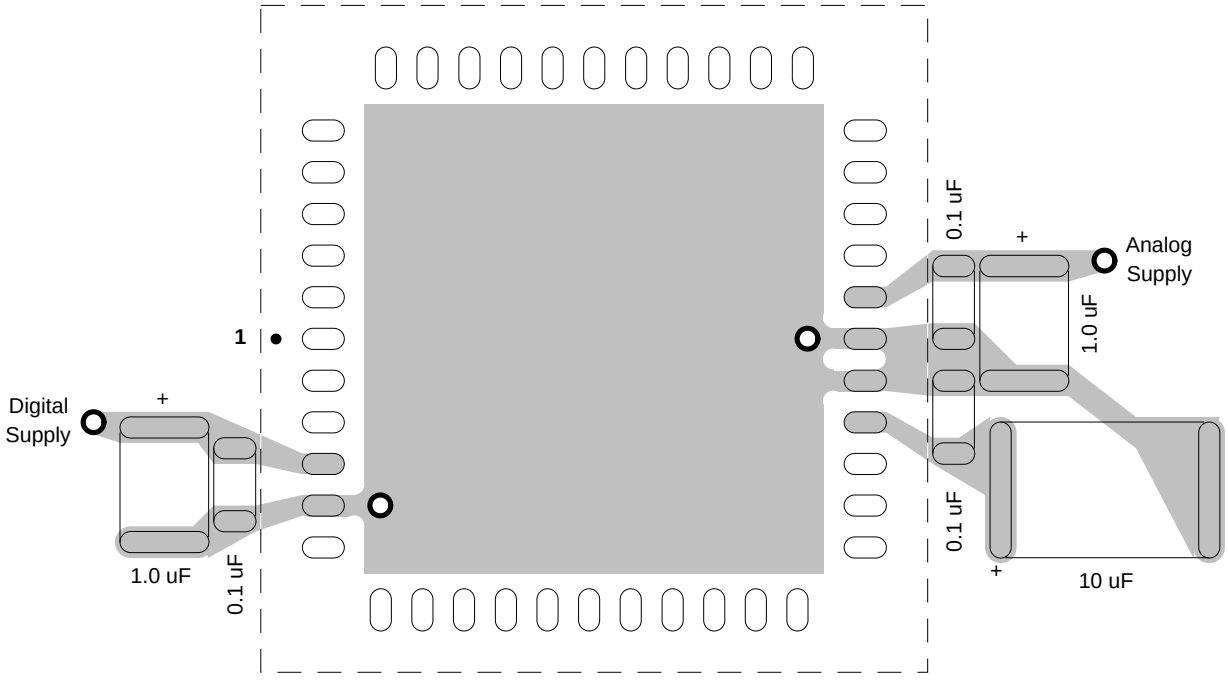


Figure 20. CS4216 Surface Mount Decoupling Layout

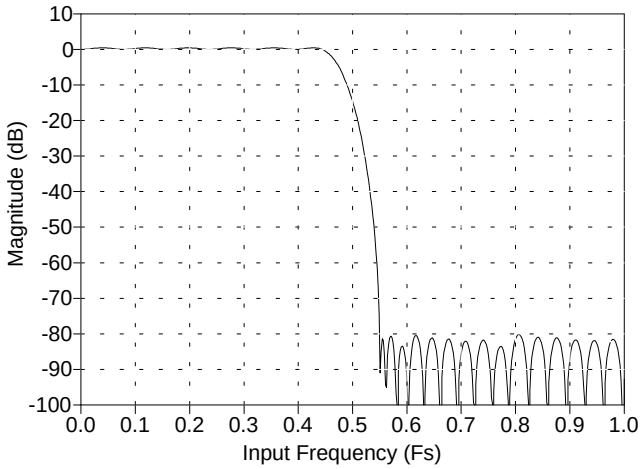


Figure 21. CS4216 ADC Frequency Response

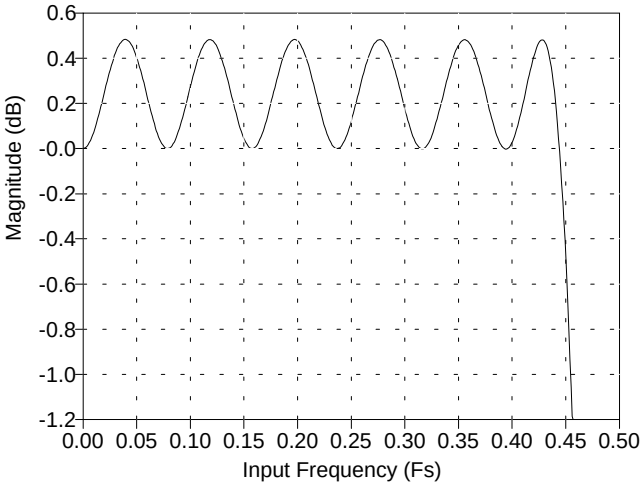


Figure 22. CS4216ADC Passband Ripple

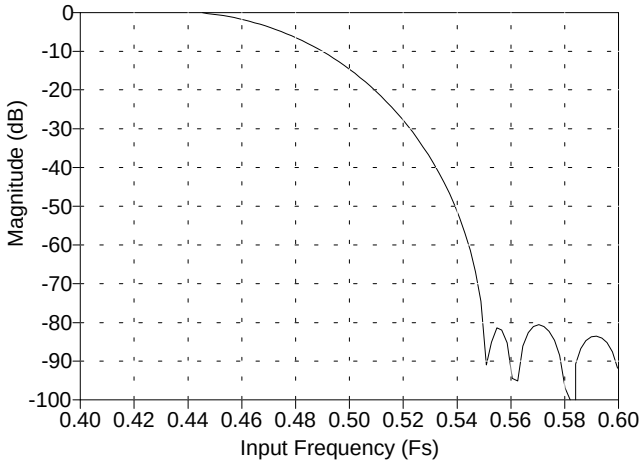


Figure 23. CS4216 ADC Transition Band

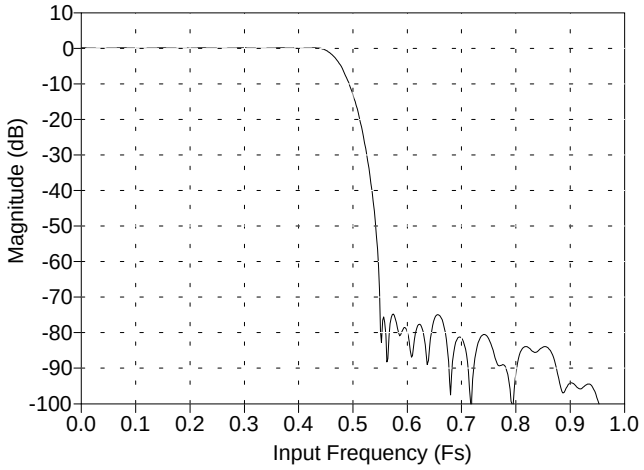


Figure 24. CS4216 DAC Frequency Response

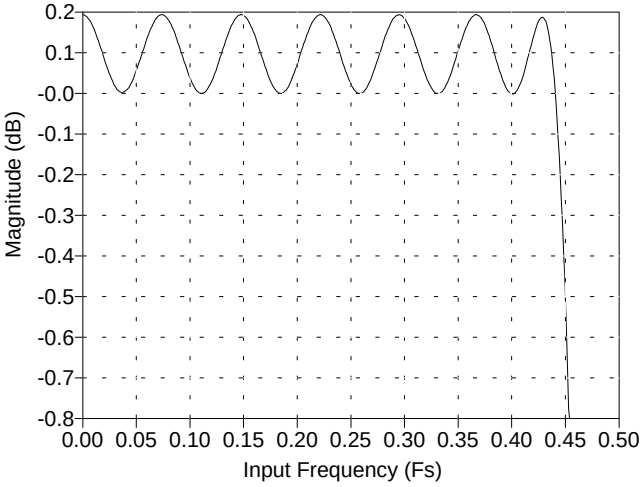


Figure 25. CS4216 DAC Passband Ripple

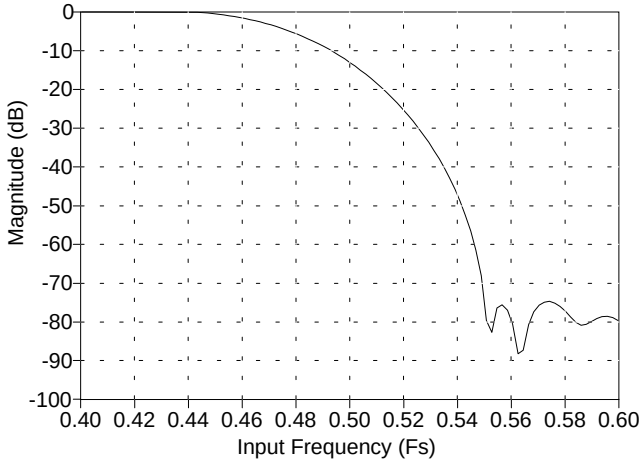


Figure 26. CS4216 DAC Transition Band

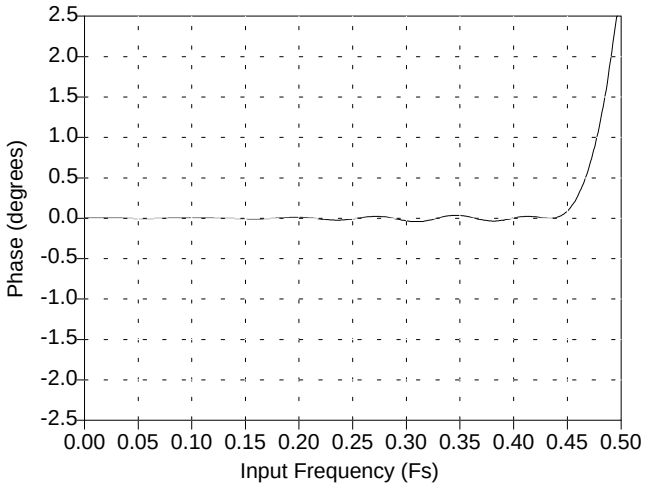
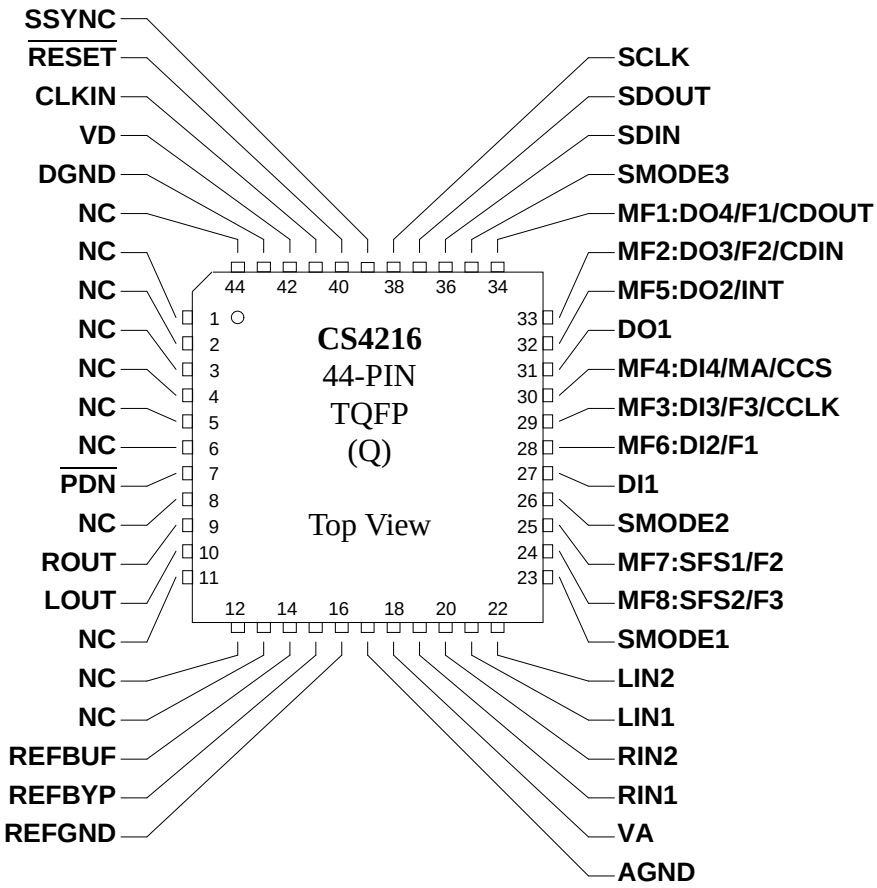
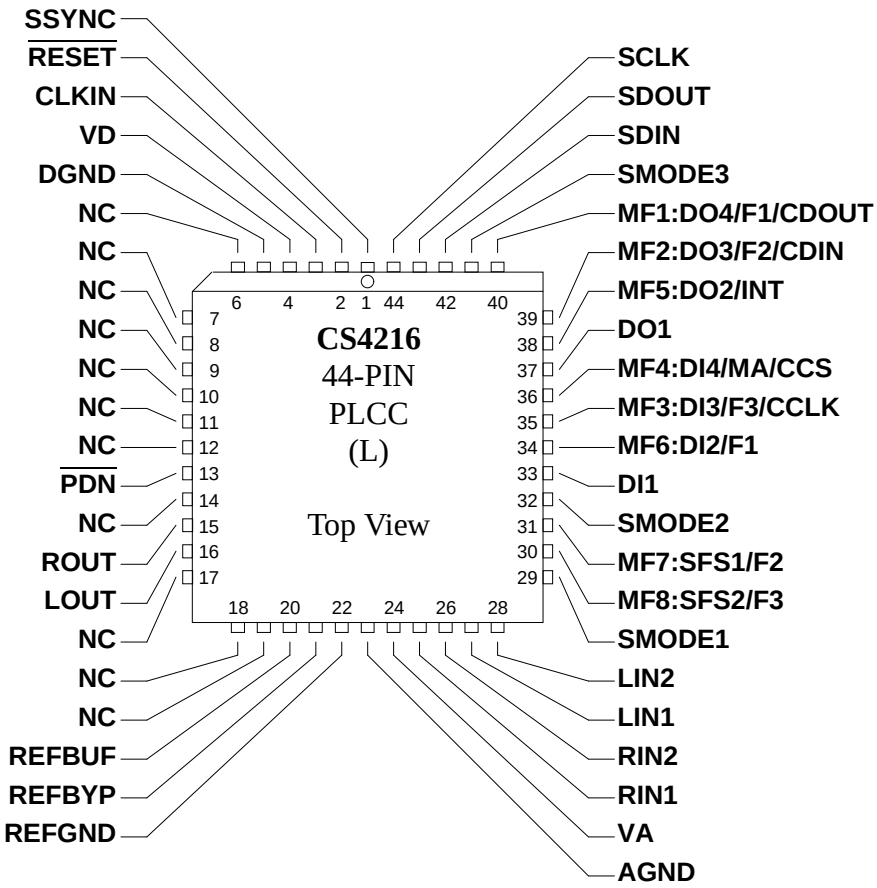


Figure 27. CS4216 DAC Deviation from Linear Phase

PIN DESCRIPTIONS



SM	MF1	MF2	MF3	MF4	MF5	MF6	MF7	MF8
1	DO4	DO3	DI3	DI4	DO2	DI2	SFS1	SFS2
2	DO4	DO3	DI3	DI4	DO2	DI2	SFS1	SFS2
3	F1	F2	F3	MA	DO2	DI2	SFS1	SFS2
4-SL	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	F1	SFS1	SFS2
4-MA	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	F1	F2	F3



SM	MF1	MF2	MF3	MF4	MF5	MF6	MF7	MF8
1	DO4	DO3	DI3	DI4	DO2	DI2	SFS1	SFS2
2	DO4	DO3	DI3	DI4	DO2	DI2	SFS1	SFS2
3	F1	F2	F3	MA	DO2	DI2	SFS1	SFS2
4-SL	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	F1	SFS1	SFS2
4-MA	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	F1	F2	F3

Power Supply

VD - Digital +5V Supply, PIN 4(L), 42(Q).

+5V digital supply.

VA - Analog +5V Supply, PIN 24(L), 18(Q).

+5V analog supply.

DGND - Digital Ground, PIN 5(L), 43(Q).

Digital ground. Must be connected to AGND with zero impedance.

AGND - Analog Ground, PIN 23(L), 17(Q).
Analog ground. Must be connected to DGND with zero impedance.

Analog Inputs

RIN1 - Right Input #1, PIN 25(L), 19(Q).
Right analog input #1. Full scale input, with no gain, is 1 Vrms, centered at REFBUF.

RIN2 - Right Input #2, PIN 26(L), 20(Q).
Right analog input #2. Full scale input, with no gain, is 1 Vrms, centered at REFBUF.

LIN1 - Left Input #1, PIN 27(L), 21(Q).
Left analog input #1. Full scale input, with no gain, is 1 Vrms, centered at REFBUF.

LIN2 - Left Input #2, PIN 28(L), 22(Q).
Left analog input #2. Full scale input, with no gain, is 1 Vrms, centered at REFBUF.

Analog Outputs

ROUT - Right Channel Output, PIN 15(L), 9(Q).
Right channel analog output. Maximum signal is 1 Vrms centered at REFBUF.

LOUT - Left Channel Output, PIN 16(L), 10(Q).
Left channel analog output. Maximum signal is 1 Vrms centered at REFBUF.

REFBYP - Analog Reference Decoupling, PIN 21(L), 15(Q).
A 10 µF and 0.1 µF capacitor must be attached between REFBYP and REFGND.

REFGND - Analog Reference Ground Connection, PIN 22(L), 16(Q).
Connect to AGND.

REFBUF - Buffered Reference Out, PIN 20(L), 14(Q).
A nominal +2.2 V output for setting the bias level for external analog circuits.

Serial Digital Audio Interface Signals

SDIN - Serial Port Data In, PIN 42(L), 36(Q).
Digital audio data to the DACs and level control information is received by the CS4216 via SDIN.

SDOUT - Serial Port Data Out, PIN 43(L), 37(Q).
Digital audio data from the ADCs and status information is output from the CS4216 via SDOUT.

SCLK - Serial Port Bit Clock, PIN 44(L), 38(Q).
SCLK controls the digital audio data on SDOUT and latches the data on SDIN.

SSYNC - Serial Port Sync Signal, PIN 1(L), 39(Q).

Indicates the start of a digital audio frame in SM3 and SM4, and also the start of a word in SM1 & SM2.

SMODE1 - Serial Mode Select, PIN 29(L), 23(Q).

One of three pins that select the serial mode and function of the multifunction pins.

SMODE2 - Serial Mode Select, PIN 32(L), 26(Q).

One of three pins that select the serial mode and function of the multifunction pins.

SMODE3 - Serial Mode Select, PIN 41(L), 35(Q).

One of three pins that select the serial mode and function of the multifunction pins. This pin has an internal pull-down making this revision backwards compatible with a previous version (Revision A or Version3-Version0 bits = 0000).

Multifunction Digital Pins

MF1:DO4 - Parallel Digital Bit Output #4 in SM1/SM2, PIN 40(L), 34(Q).

In serial modes 1 and 2 this pin reflects the value of the DO4 bit in the sub-frame.

MF1:F1 - Format bit 1 in SM3, PIN 40(L), 34(Q).

In serial mode 3 this pin is a format bit and is used as one of three sample frequency select pins when in master mode, or as one of two bits-per-frame select pins when in slave mode.

MF1:CDOUT - Control Data Output in SM4, PIN 40(L), 34(Q).

In serial mode 4 this pin is the data output for the control port which contains status information.

MF2:DO3 - Parallel Digital Bit Output #3 in SM1/SM2, PIN 39(L), 33(Q).

In serial modes 1 and 2 this pin reflects the value of the DO3 bit in the sub-frame.

MF2:F2 - Format bit 2 in SM3, PIN 39(L), 33(Q).

In serial mode 3 this pin is a format bit and is used as one of three sample frequency select pins when in master mode, or as one of two bits-per-frame select pins when in slave mode.

MF2:CDIN - Control Data Input in SM4, PIN 39(L), 33(Q).

In serial mode 4 this pin is the control port data input which contains data such as gain and attenuation settings as well as input select, mute, and digital output bits.

MF3:DI3 - Parallel Digital Bit Input #3 in SM1/SM2/SM3 (Slave), PIN 35(L), 29(Q).

In serial modes 1 and 2 this pin value is reflected in the DI3 bit in the sub-frame.

MF3:F3 - Format bit 3 in SM3 (Master), PIN 35(L), 29(Q).

In serial mode 3 this pin is a format bit and is used as one of three sample frequency select pins when in master mode. In slave mode, the pin reverts to being a general purpose input.

MF3:CCLK - Control Data Clock in SM4, PIN 35(L), 29(Q).

In serial mode 4 this pin is the control port serial bit clock which latches data from CDIN on the falling edge, and outputs data onto CDOUT on the rising edge.

MF4:DI4 - Parallel Digital Bit Input #4 in SM1/SM2, PIN 36(L), 30(Q).

In serial modes 1 and 2 this pin value is reflected in the DI4 bit in the sub-frame.

MF4:MA - Master Sub-Mode in SM3, PIN 36(L), 30(Q).

In serial mode 3 this pin selects either master or slave mode. When MF4:MA = 1, the codec is in master mode and outputs SSYNC and SCLK. When MF4:MA = 0, the codec is in slave mode and receives SSYNC and SCLK from an external source that must be frequency locked to CLKIN.

MF4:$\overline{\text{CCS}}$ - Control Data Chip Select in SM4, PIN 36(L), 30(Q).

In serial mode 4 this pin is the control port chip select signal. When low, the control port data is clocked in CDIN and status data is output on CDOUT. When $\overline{\text{CCS}}$ goes high, control data is latched internally. This data remains active until new data is clocked in. The control port may also be asynchronous to the audio data port.

MF5:DO2 - Parallel Digital Bit Output #2 in SM1/SM2/SM3, PIN 38(L), 32(Q).

In serial modes 1, 2, and 3 this pin reflects the value of the DO2 bit in the sub-frame.

MF5:$\overline{\text{INT}}$ - Interrupt in SM4, PIN 38(L), 32(Q).

In serial mode 4 this pin is an active low interrupt signal that is maskable using the MSK bit in the control port serial data stream. $\overline{\text{INT}}$ is an open-collector output and requires and external pull-up resistor. Assuming the mask bit is not set, and interrupt is triggered by a change in ADV or DI1, or a rising edge on LCL or RCL, or a exiting an SCLK out of range condition (Error = 3)

MF6:DI2 - Parallel Digital Bit Input #2 in SM1/SM2/SM3, PIN 34(L), 28(Q).

In serial modes 1, 2, and 3 this pin value is reflected in the DI2 bit of the sub-frame.

MF6:F1 - Format Bit 1 in SM4, PIN 34(L), 28(Q).

In serial mode 4 this pin is a format bit and is used as one of three sample frequency select pins when in master mode. In slave mode, MF6:F1 helps determine the number of sub-frames within a frame.

MF7:SFS1 - Sub-Frame Select 1 in SM1/SM2/SM3/SM4-SL, PIN 31(L), 25(Q).

In serial modes 1, 2, and 3, MF7:SFS1 helps select the sub-frame that this particular CS4216 is allocated. In slave sub-mode of serial mode 4, this pin is one of two pins used as a sub-frame select when MF6:F1 = 1 (128-bit frames). When MF6:F1 = 0, this pin is used to select the frame sizes of 32 or 64 bits.

MF7:F2 - Format Bit 2 in SM4-MA, PIN 31(L), 25(Q).

In master sub-mode of serial mode 4, this pin is used as one of three sample frequency select pins.

MF8:SFS2 - Sub-Frame Select 2 in SM1/SM2/SM3/SM4-SL, PIN 30(L), 24(Q).

In serial modes 1, 2, 3, and slave sub-mode of 4, MF8:SFS2 helps select the sub-frame that this particular CS4216 is allocated.

MF8:F3 - Format Bit 3 in SM4-MA, PIN 30(L), 24(Q).

In master sub-mode of serial mode 4, this pin is a format bit and is one of three sample frequency select pins.

Miscellaneous

$\overline{\text{RESET}}$ - Reset Input, PIN 2.(L), 40(Q).

Resets the CS4216 into a known state, and must be initiated after power-up or power-down mode. Releasing $\overline{\text{RESET}}$ caused the CS4216 to initiate a calibration sequence. $\overline{\text{RESET}}$ should also be initiated when changing sample frequencies in any master sub-mode.

CLKIN - Master Clock, PIN 3(L), 41(Q).

CLKIN is the master clock that operates the internal logic. In serial mode 1, CLKIN = 512×hFs, where hFs is the highest sample frequency needed. Different sample frequencies are obtained by changing the ratio of SCLK to CLKIN. In serial mode 2, CLKIN is not used and must be tied low. In serial modes 3 and 4, CLKIN is 256×hFs, where different sample frequencies are obtained by either changing the ratio of SCLK to CLKIN in slave mode, or changing the format pin values (F2-F0) in master mode.

$\overline{\text{PDN}}$ - Power Down, PIN 13(L), 7(Q).

This pin, when low, causes the CS4216 to go into a power down state. $\overline{\text{RESET}}$ should be held low for 50 ms when exiting the power down state to allow time for the voltage reference to settle.

DI1 - Parallel Digital Bit Input #1, PIN 33(L), 27(Q).

This pin value is reflected in the DI1 bit in the sub-frame.

DO1 - Parallel Digital Bit Output #1, PIN 37(L), 31(Q).

This pin reflects the value of the DO1 bit in the sub-frame.

NC - No Connection, PINS 6, 7, 8, 9, 10, 11, 12, 14, 17, 18, 19(L)
PINS 44, 1, 2, 3, 4, 5, 6, 8, 11, 12, 13(Q).

These pins should be left floating with no trace attached to allow backwards compatibility with future revisions. They should not be used as a convenient path for signal traces.

PARAMETER DEFINITIONS

Resolution

The number of bits in the input words to the DACs, and in the output words from the ADCs.

Differential Nonlinearity

The worst case deviation from the ideal codewidth. Units in LSB.

Total Dynamic Range

TDR is the ratio of the rms value of a full scale signal to the lowest obtainable noise floor. It is measured by comparing a full scale signal to the lowest noise floor possible in the codec (i.e. attenuation bits for the DACs at full attenuation). Units in dB.

Instantaneous Dynamic Range

IDR is the ratio of a full-scale rms signal to the rms noise available at any instant in time, without changing the input gain or output attenuation settings. It is measured using S/(N+D) with a 1 kHz, -60 dB input signal, with 60 dB added to compensate for the small input signal. Use of a small input signal reduces the harmonic distortion components to insignificance when compared to the noise. Units in dB.

Total Harmonic Distortion

THD is the ratio of the rms value of a signal's first five harmonic components to the rms value of the signals fundamental component. THD is calculated using an input signal which is 3dB below typical full-scale, and is referenced to typical full-scale.

Interchannel Isolation

The amount of 1 kHz signal present on the output of the grounded input channel, with 1 kHz 0 dB signal present on the other channel. Units in dB.

Interchannel Gain Mismatch

For the ADCs, the difference in input voltage that generates the full scale code for each channel. For the DACs, the difference in output voltages for each channel with a full scale digital input. Units in dB.

Frequency Response

Worst case variation in output signal level versus frequency over the passband. Tested over the frequency band of 10 Hz to 20 kHz, with the sample frequency of 48 kHz. Units in dB.

Step Size

Typical delta between two adjacent gain or attenuation values. Units in dB.

Absolute Gain/Attenuation Step Error

The deviation of a gain or attenuation step from a straight line passing through the no-gain/attenuation value and the full-gain/attenuation value (i.e. end points). Units in dB.

Offset Error

For the ADCs, the deviation of the output code from the mid-scale with the selected input at REFBUF. For the DACs, the deviation of the output from REFBUF with mid-scale input code. Units in LSB's for the ADCs and volts for the DACs.

Out of Band Energy

The ratio of the rms sum of the energy from 0.46×Fs to 2.1×Fs compared to the rms full-scale signal value. Tested with 48 kHz Fs giving a out-of-band energy range of 22 kHz to 100 kHz.

APPENDIX A

This data sheet describes version 1 of the CS4216. Therefore, this appendix is included to describe the differences between version 0 and version 1. This information is only useful for users that still have version 0 since version 1 devices will supplant the earlier version. The version number is contained in the serial data line, bits 29 - 32 on SDOUT in SM1-SM3 and, bits 17 - 20 on CDOUT in SM4. The version number can also be identified by the revision letter stamped on the top of the actual chip. The revision letter immediately precedes the data code on the second line of the package marking (See *General Information* section of the Crystal Data Book). Version 0 corresponds to chip revision A, and version 1 corresponds to chip revisions B, and C. The functionally and performance of revisions B and C are identical. Likewise, future chip revisions (i.e. D, E, F, . . .) may still be version 1 since the version number only changes if there is a software change to the part.

Functional Differences Between Version 0 (Rev. A) and Version 1 (Revs. B, C)

1. In version 0, serial mode 4 (SM4) does not exist; the SMODE3 pin is a no connect. In version 1 the SMODE3 pin contains an internal pull-down resistor making this version backwards compatible with version 0 sockets.

2. SSYNC on version 0 must be ONLY one SCLK period high in SM3 or 2 SCLK periods high in SM1 and SM2 to indicate the start of a frame. Also, on version 0 in SM1 or SM2, SSYNC must be EXACTLY one SCLK period high, at the beginning of each word. In version 1, SSYNC can be high for an arbitrary number of SCLKs beyond the one in SM3 or two in SM1 and SM2. Also in SM1 and SM2, the one-SCLK-wide SSYNCs at each word are not needed. In version 1, SM3 and SM4, the codec only looks for a low-to-high edge of SSYNC to start a frame; in SM1 and SM2 a low-to-high edge of SSYNC, being high for two SCLK periods, starts a frame.

Semiconductor Corporation

CDB4216

CS4216 Evaluation Board

Features

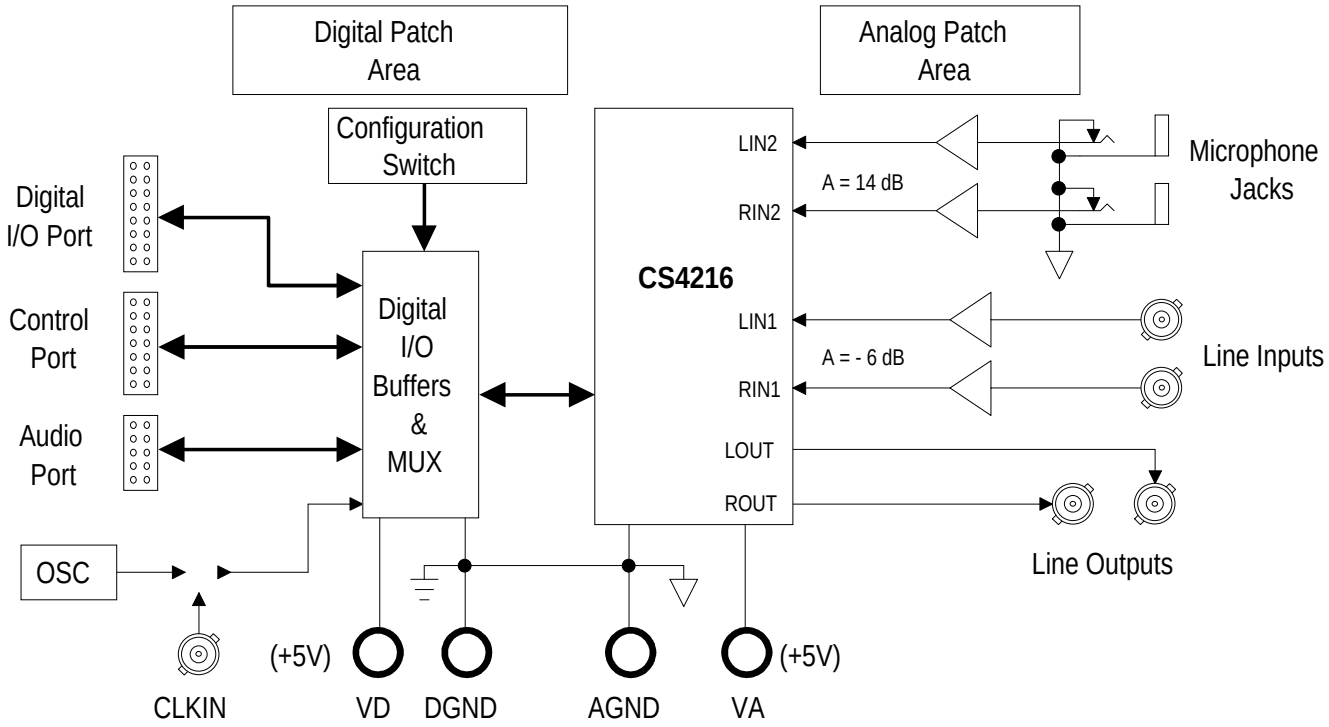
- Easy DSP Hook-Up
- Analog-in To Analog-out Loopback Mode
- Correct Grounding and Layout
- Microphone Pre-amplifier
- Line Input Buffer
- Digital and Analog Patch Areas

General Description

The CDB4216 and CDB4218 evaluation boards allow easy evaluation of the CS4216 and CS4218 audio multimedia codecs. Analog inputs provided include two BNC line inputs for LIN1 and RIN1, and two $^{1}/_{4}$" microphone jacks on the LIN2 and RIN2 lines. Analog outputs are available on two BNCs.

Digital interfacing is facilitated using one to three of the buffered ribbon cable headers. All four serial modes of the CS4216 and all three modes of the CS4218 are supported using a simple DIP switch which is decoded to select the proper mode and sub-mode.

ORDERING INFORMATION: CDB4216 or CDB4218



Crystal Semiconductor Corporation
P.O. Box 17847, Austin, TX 78760
(512) 445 7222 Fax: (512) 445 7581

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GENERAL DESCRIPTION

The CDB4216/8 was designed to provide an easy platform for evaluating the performance of the CS4216 and CS4218 Stereo Audio Codecs. Since the evaluation board contains a proper layout and is performance tested, the user can concentrate on engineering the rest of the system thereby reducing the development time. The layout should also be used as a guideline for obtaining the best possible performance from the CS4216 or CS4218. Lastly, the board can be used as a benchmark and debugging tool for user developed PCBs.

The evaluation board supports all serial modes and includes decode circuitry to ease the selection of the serial mode and sub-mode of interest. All serial interfaces are buffered for easy connection to the serial port of a DSP or other serial device. The board can also be placed in a loop back mode where the digital data is looped back allowing an analog in to analog out testing vehicle without an external processor. A single +5V supply is all that is needed to power the board.

Analog inputs consist of a pair of line input buffers (LIN1, RIN1) designed to accept a maximum audio signal of $2V_{RMS}$ and BNC-to-phono adapters are included to support various test configurations. The second pair of inputs contain a example microphone input buffer supported by two $^1/_4$" mono jacks that are designed to accept standard single-ended dynamic or condenser microphones.

The line outputs are supplied via BNC connectors with two more BNC-to-phono adapters.

The film plots of the evaluation board are included to provide an example of the optimum layout, grounding, and decoupling arrangement for the CS4216 or CS4218.

SELECTING A SERIAL MODE

The CS4216 supports four serial modes and many sub-modes, and the CS4218 supports three serial modes and sub-modes. Selecting the most appropriate mode for a given application can be time consuming. The CDB4216/8 contains a DIP switch that simplifies this selection. Since the CS4216/8 contains many multifunction pins, the DIP switch lets the user select the configuration and two PLDs decode the proper multifunction pin values. Since these PLDs are only used to simplify the configuration of the device, they would not be needed in an end application which would hard wire the configuration pins. Table 4 describes the multifunction pin values for a given DIP switch setting. The PAL equations for DIP switch decoding are given in Figures 8 and 9.

All references to SM1 and SM2 apply only to the CS4216. All references to SM3-MM, SM3-MS, and I^2S apply only to the CS4218.

Serial Port Format

Table 1 lists the DIP switches used to select the serial mode. SPF2 and SPF1 select one the four serial modes of the CS4216 or one of three serial modes for the CS4218. MA selects master (MA = 1) or slave and is only useful in serial modes 3 and 4. The majority of users select

SPF2	SPF1	MA	Serial Mode	
0	0	x	SM1	Slave
0	1	x	SM2	Slave
1	0	0	SM3	Slave
1	0	1	SM3	Master
1	1	0	SM4	Slave
1	1	1	SM4	Master

Table 1. DIP Switch, Serial Modes

either serial mode 3, SM3, or serial mode 4, SM4. Serial modes 1 and 2, SM1 and SM2, are primarily designed for ASICs and are less flexible. SM1 and SM2 are not available on the CS4218. The CS4218 has additional SM3 sub-modes: Multiplier Master (SM3-MM) and Multiplier Slave (SM3-MS). These sub-modes are identical to the SM3 Master and Slave sub-modes except that the master clock, CLKIN, must be $16xFs_{max}$ instead of $256xFs_{max}$. The CS4218 also provides a master I^2S mode. In master sub-modes, the CS4216/8 output SSYNC and SCLK. In slave sub-modes, SSYNC and SCLK must be externally generated and must be synchronous to CLKIN.

BPF		SM1	SM3		SM4	
2	1	SM2	SL	MA	SL	MA
0	0	256	64	64	32	32
0	1	256	128	128	64	64
1	0	256	256	128	128	64
1	1	256	256*	128	128	64

* SCLK is master clock.

Table 2. DIP Switch, Bits per Frame

Bits per Frame Selection

The next decision is selecting the number of bits per frame which defines how many codecs can sit on the same serial bus. Each codec occupies a sub-frame and 1 to 4 sub-frames make up a frame. A sub-frame is 64 bits in SM1, SM2, and SM3; and 32 bits in SM4. Table 2 lists the possible selections. If the evaluation board serial port is shared with other devices, SDOUTUB must be used instead of SDOUT since SDOUTUB, driven directly from the chip, must only drive the time slot assigned to it. See the *Audio Port Header* section for more information.

Time Slot Selection

If the number of bits per frame selected allows for more than one codec sub-frame, then the actual time slot or sub-frame used by the eval board must be selected. This is done with the TS2 and TS1 DIP switches. If the number of bits per frame allows only one codec on the serial bus, then TS2 and TS1 are ignored. Table 3 list the decoding for TS2 and TS1. Time slot 1 is the first sub-frame after SSYNC goes high, time slot 2 is the next sub-frame, and so on.

Sample Frequency Selection - Master Mode

The last decision is selecting the sample frequency in master sub-mode. If configured for slave sub-mode, the sample frequency is the ratio of SCLK to CLKIN as described in the CS4216/8 Data Sheets. In master modes, three pins are used to select the sample frequency divide. The DIP switches labeled DIV1, DIV2, and DIV3 select the sample frequency and are equivalent to F1, F2, and F3, respectively. The actual F1-F3 pins on the CS4216/8 are different between SM3 and SM4 as shown in Table 4 at the end of the data sheets. Table 3 and Table 9 of the CS4216 Data Sheet describe the sample frequencies obtained using the on-board oscillator of 11.2896 MHz. As an example, if all DIV switches are off, the sample frequency is 44.1 kHz. With only DIV2 on, the sample frequency is 22.05 kHz. To obtain a sample frequency of 44.1 kHz using the CDB4218, all DIV switches should be set to zero and a 705.6 kHz clock should be connected to the BNC jack (J2). The shunt on J1 should be set to EXT.

TS2	TS1	Available Sub-frames		
		4	2	1
0	0	1	1	1
0	1	2	2	1
1	0	3	2	1
1	1	4	2	1

Table 3. DIP Switch, Time Slots

DIP SWITCH MAPPING TO MULTI-FUNCTION PINS

The two PALs on the evaluation board decode the DIP switches to configure the codec into a particular mode. These PALs are not necessary in a design since only one mode is usually used and can be hard wired. Figure 9 and Figure 10 list the PAL equations used for decoding.

Table 4 shows the CS4216/8 multi-function pin settings for each possible DIP switch configuration. Refer to the CS4216/8 data sheets to determine pin settings for sample frequencies. Once a suitable mode has been chosen using the evaluation board, this table will show the hard wire configuration for each multi-function pin.

Example Mode Settings

Following are two examples of how to set a serial mode with the DIP switches and then determine the multi-function pin settings for the codec. These modes were chosen for illustration only, not to suggest that they are better than other modes.

A commonly used mode is SM3 Master (SM3-M on the CS4218), 64 BPF, 44.1kHz sampling rate, and bit-long SSYNC. To configure the codec in this mode, set SPF2=MA=1 and all other DIP switches to zero. From Table 4, the SMODE3, SMODE2, and SMODE1 pins are set to 010, respectively. The DIV1, DIV2, and DIV3 DIP switches will set the sampling frequency by directly mapping to the MF1, MF2, and MF3 pins as 000. The MA DIP switch sets the MF4 pin high for master mode. multi-function pins MF5 and MF6 become the general purpose I/O pins DO2 and DI2, respectively. In this particular mode, MF7 determines the high time for the SSYNC signal. The MF7 pin is set low by the TS1 switch to generate the bit-long SSYNC. In all other applicable cases, the TS1 switch is used for time-slot configuration. 64 BPF is selected by setting the MF8 pin low with the BPF1 switch.

SM4 is a powerful mode which reduces data transfer bandwidth to facilitate easier use with low cost DSPs. As an example, consider SM4, Slave, 64 BPF, Time-slot 2, and a 22.05 kHz sampling rate. Set SPF2=SPF1=DIV1=TS1=BPF1=1 and all other DIP switches to zero. Table 4 shows that the SMODE3, SMODE2, and SMODE1 pins will be set to 110, respectively. The multi-function pins MF1-4 will become the control port interface. MF5 serves as the interrupt pin $\overline{\text{INT}}$. BPF2 and BPF1 will set the codec to 64 BPF by mapping directly to the MF6 and MF7 pins as 01, respectively. The second time-slot is chosen with TS1

DIP SWITCHES			SMODE	SMODE	SMODE	CS4216 Multifunction Pins							
SPF2	SPF1	MA	3	2	1	MF1	MF2	MF3	MF4	MF5	MF6	MF7	MF8
0	0	x	0	0	0	DO4	DO3	DI3	DI4	DO2	DI2	TS1	TS2
0	1	x	0	0	1	DO4	DO3	DI3	DI4	DO2	DI2	TS1	TS2
0	1	0	0	1	0	BPF2	BPF1	DI3	MA=0	DO2	DI2	TS1	TS2
0	1	1	0	1	0	DIV1	DIV2	DIV3	MA=1	DO2	DI2	TS1	BPF1
1	1	0	1	1	0	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	BPF2=0	BPF1	TS1
1	1	0	1	1	0	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	BPF2=1	TS1	TS2
1	1	1	1	BPF=0	0	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	DIV1	DIV2	DIV3
1	1	1	1	BPF>0	TS1	CDOUT	CDIN	CCLK	$\overline{\text{CCS}}$	$\overline{\text{INT}}$	DIV1	DIV2	DIV3

Table 4. CS4216 Pin Decode

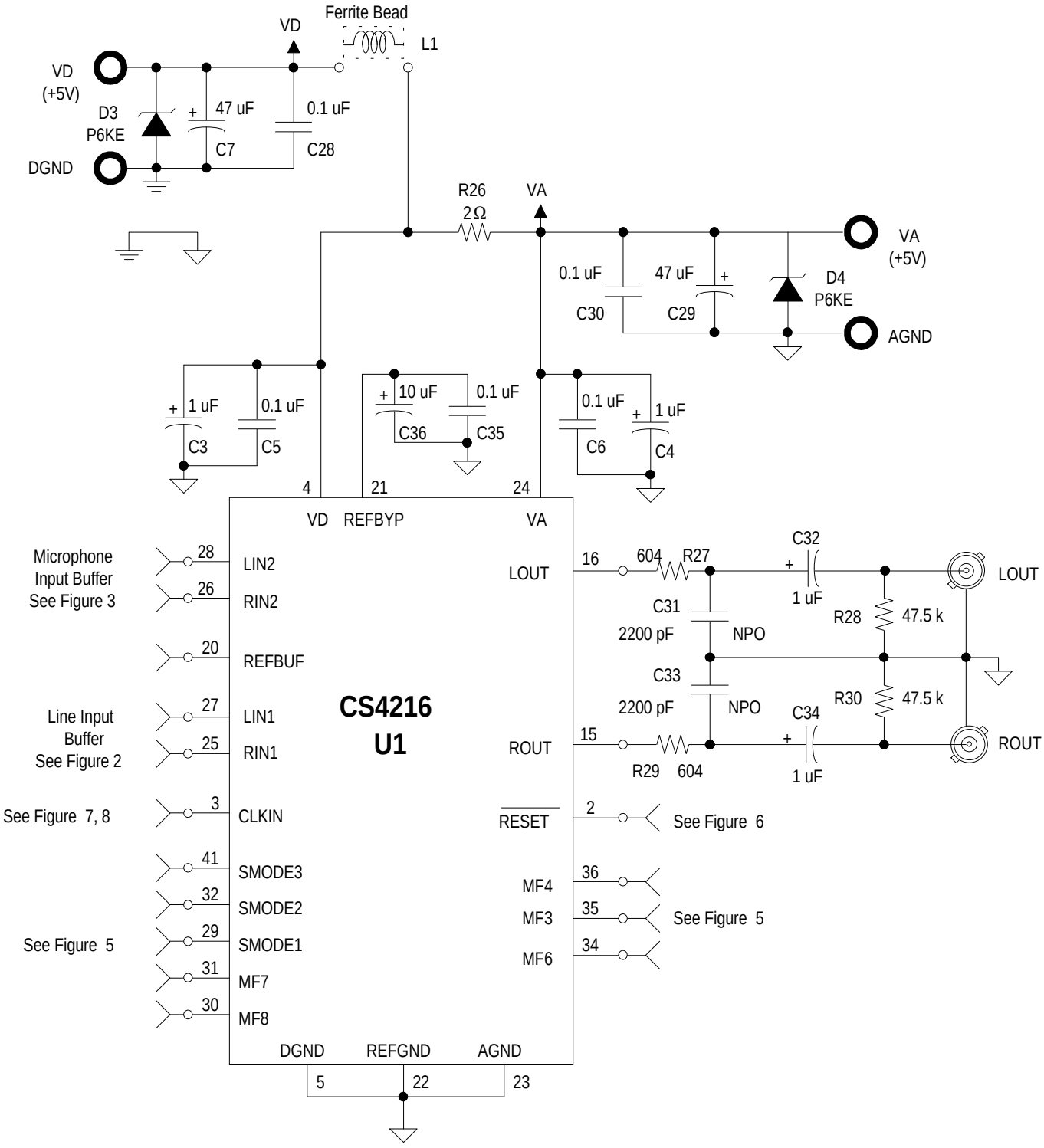


Figure 1. CS4216 and Power Supplies

setting the MF8 pin high. Since the part is in slave mode, the sampling rate must be set by the ratio between CLKIN and SCLK. Assuming that CLKIN has a frequency of 11.2896MHz, this ratio must be eight to give a sampling rate of 22.05kHz (refer to the CS4216 data sheet). In all slave modes, SSYNC and SCLK must be synchronous to the master clock.

LOOPBACK MODE

The CDB4216/8 may be configured in a simple loop back mode that only requires a power source to operate. No controller of any type is necessary. This mode allows a quick and simple verification of codec operation by sampling the LIN1 and RIN1 inputs, then looping the digital data back to the LOUT and ROUT line outputs. Set SPF2=SPF1=MA=1 and shunt SDOUT to SDIN on stake header J15. This mode uses SM4 with all control settings set to zero, so no gain or attenuation is available.

POWER SUPPLY CIRCUITRY

Figure 1 illustrates a portion of the CDB4216/8 schematic and includes the CS4216/8 along with power supply decoupling and circuitry. The evaluation board supports various power supply arrangements. The factory configuration powers the analog portion of the CS4216/8, along with input buffers, from the VA binding post, which needs a clean +5 Volts. The digital portions of the CS4216/8 are factory configured to obtain power through a 2Ω resistor from the VA supply. The digital buffers and PLDs obtain power from the VD binding post, which also needs +5 Volts. Although binding posts exist for both digital and analog grounds, only one needs to be connected if a single supply is used for both VA and VD. Note that the CS4216/8 is entirely on the analog ground plane, close to the ground plane split as required by the CS4216/8 Data Sheets. Also note that the two ground planes are connected near the two ground binding posts.

Space for a ferrite bead, L1, is provided so that the board may be modified to power the codec from the digital supply. Selection of L1 will depend on the noise characteristics of the digital supply used.

ANALOG INPUTS

The analog inputs consist of a pair of line level inputs and a pair of $^1/_4$" mono jacks for two microphones. BNC-to-phono adapters are included to allow testing of the line inputs using coax or standard audio cables.

The line-level inputs are connected to the CS4216/8's LIN1 and RIN1 pins. As shown in Figure 2, the line-level inputs go through a buffer set to a gain of 0.5 which allows input signals of up to 2 V_{RMS}. When placed in serial mode 4 with loop back, the LIN1 and RIN1 inputs are used for analog inputs.

The microphone inputs are connected to the CS4216/8's LIN2 and RIN2 pins. The two microphone inputs are single-ended and are designed to work with both condenser and dynamic microphones. The microphone input buffer, shown in Figure 3, has a gain of 23 dB thereby defining a full-scale input voltage to the microphone jacks of 71 mV_{RMS}. Another 22 dB of programmable gain is available on the CS4216/8 to amplify smaller microphone signals.

An analog patch area with analog power and ground, included on the CDB4216/8, provides space to develop other input buffer circuits. Space for headers are included, J19 and J20, to connect to the LIN2 and RIN2 inputs. To use these headers, the microphone traces must be cut.

ANALOG OUTPUTS

The CS4216/8 drives the line outputs into an R-C filter and then to a pair of BNCs labeled

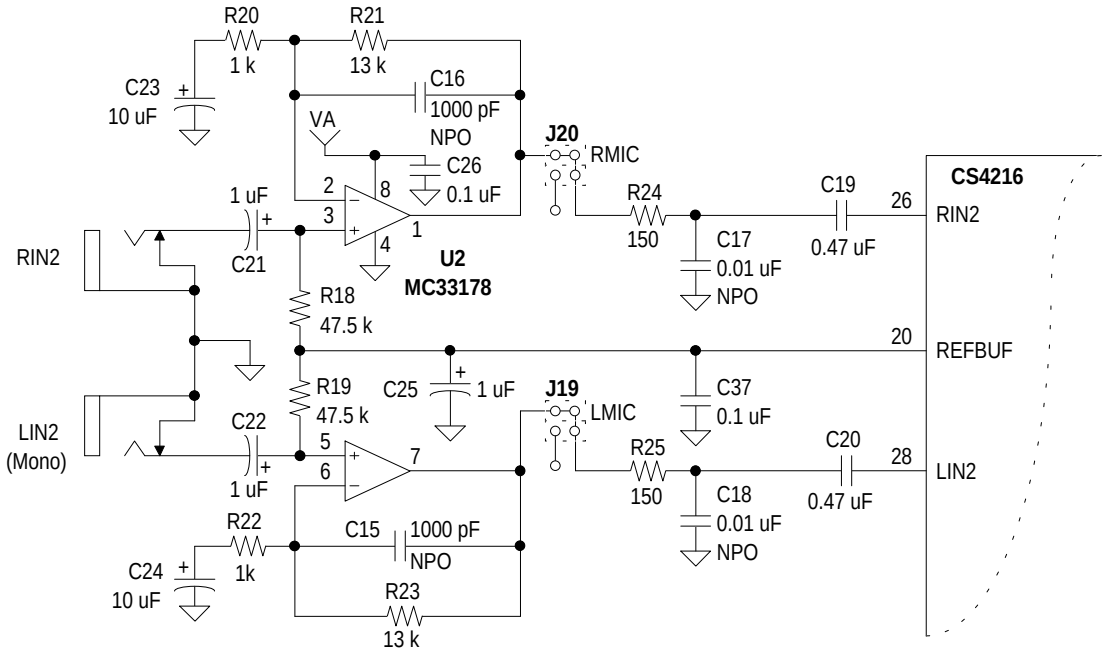


Figure 2. Microphone Input Buffer

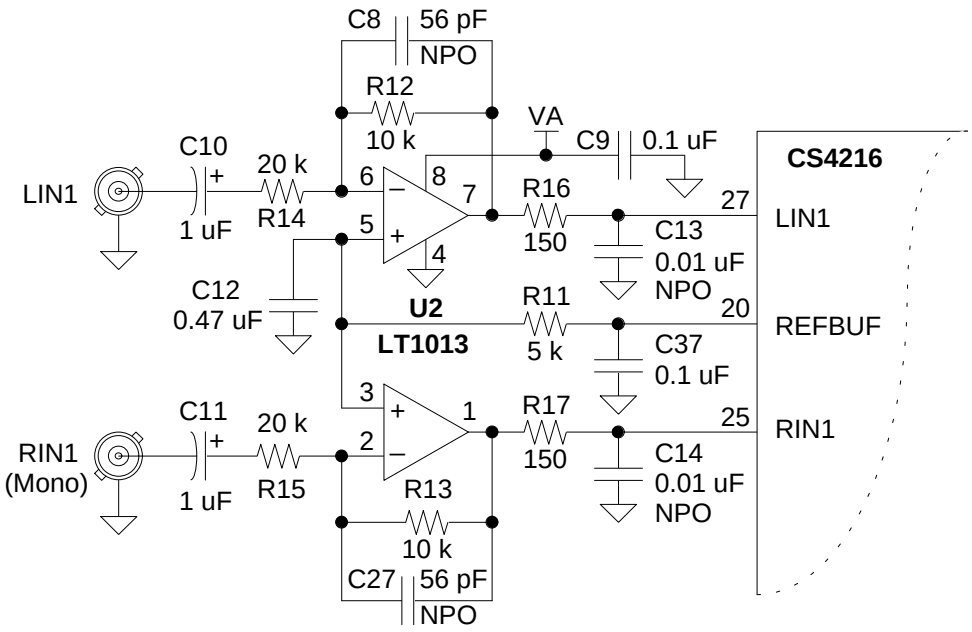


Figure 3. Line Input Buffer

LOUT and ROUT. As with the line inputs, BNC-to-phono adapters are provided for flexibility. The line outputs can drive an impedance of 10 kΩ or more, which is the typical input impedance of most audio gear.

AUDIO PORT HEADER

The CDB4216/8 is primarily designed to evaluate the CS4216/8 in single chip mode, i.e. only one codec on the serial bus. This is the factory default state of the CDB4216/8.

The audio port header J15 provides all buffered signals necessary to connect to the serial port of a DSP or other controller (see Figure 4). SDOUTUB can provide an unbuffered version of SDOUT which can be used when connecting multiple codecs on the same bus. The default configuration does not connect SDOUTUB which may be connected to the SDOUT of the CS4216/8 through J17 jumper.

The eval board supports both master and slave sub-modes. In master sub-modes, SSYNC and SCLK are output (and buffered) from the CS4216/8. In slave sub-modes, SSYNC and SCLK must be provided externally and must be synchronous to the master clock CLKIN.

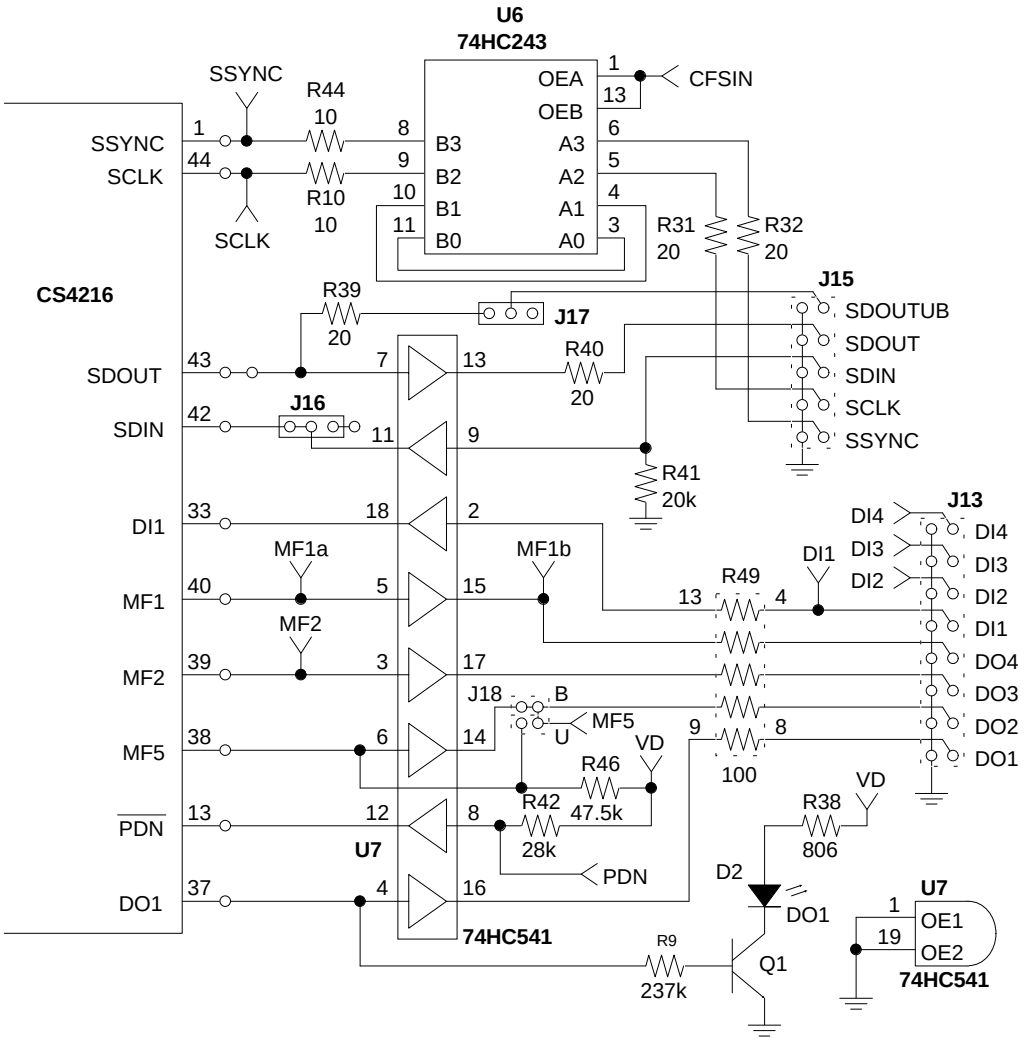


Figure 4. Serial Port Headers

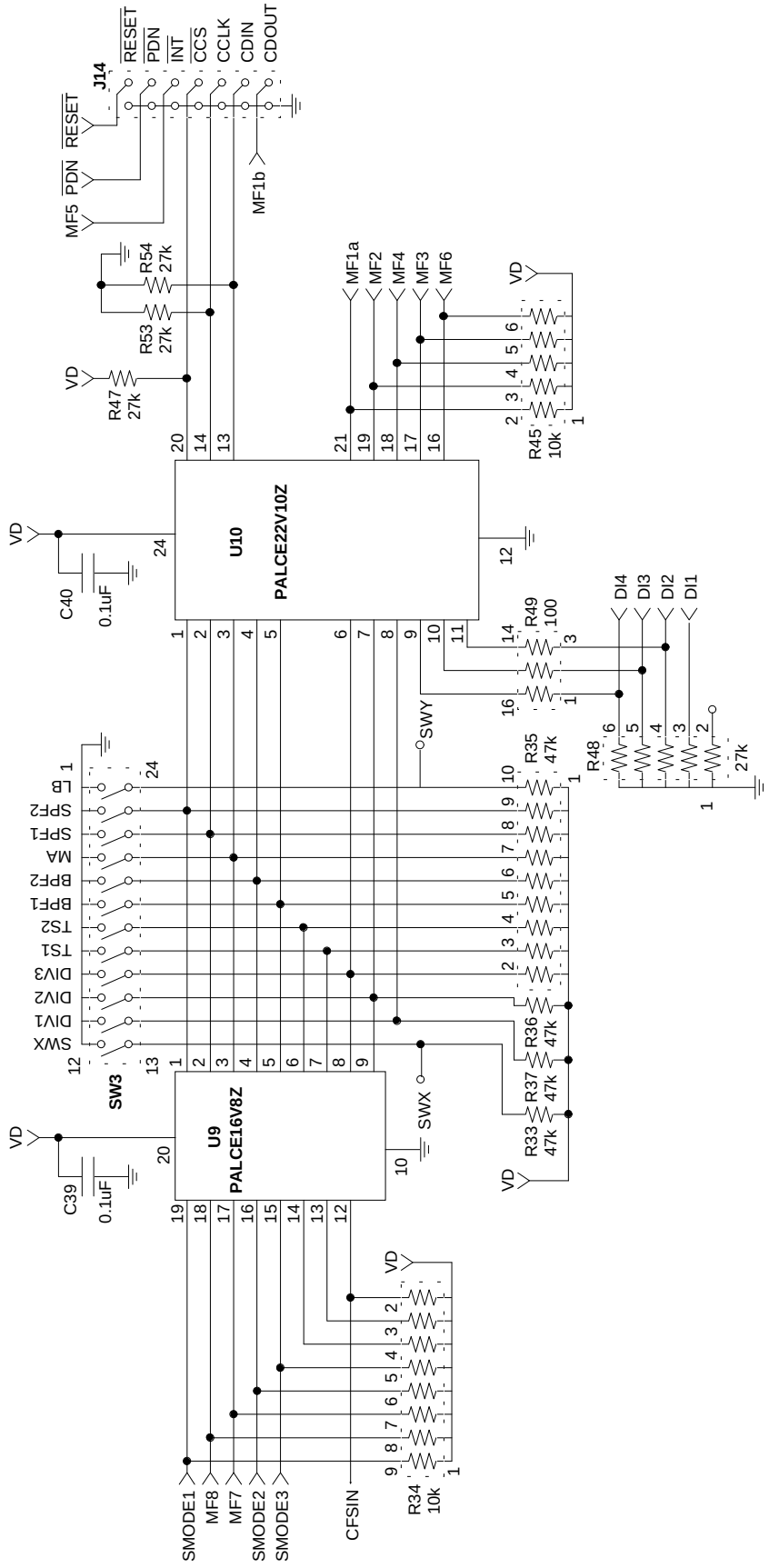


Figure 5. DIP Switch Decode + Digital Header

CONTROL PORT HEADER

The Control Port Header J14 contains the control port pins, available only in SM4, and the $\overline{\text{PDN}}$ and $\overline{\text{RESET}}$ pins.

Serial mode 4, SM4, splits the serial data to the codec into two separate serial ports, the audio port and the control port. The control port pins are available on this header. Since CDOUT is buffered and always driven, it cannot be used on a shared serial port. Although the $\overline{\text{INT}}$ pin on the codec is open drain, the default factory configuration for the eval board is an on-board pull-up resistor and a buffer. Therefore, the $\overline{\text{INT}}$ header pin cannot share an interrupt pin on a processor since it is buffered and will always be driven. By cutting a trace in the J18 jumper, the unbuffered $\overline{\text{INT}}$ signal, labeled U, can be supplied to the header. When using the control port, the LB

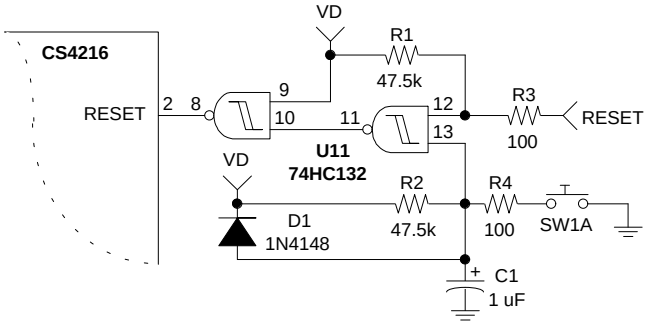


Figure 6. Reset Circuit

switch must be off or the control serial port will be blocked.

$\overline{\text{PDN}}$ and $\overline{\text{RESET}}$

$\overline{\text{PDN}}$ is buffered and controls the $\overline{\text{PDN}}$ pin on the CS4216. $\overline{\text{PDN}}$ contains an on-board pull-up resistor defining the default state as powered. This pin only needs to be controlled when the power down feature is used.

$\overline{\text{RESET}}$ is also buffered and controls the $\overline{\text{RESET}}$ pin on the codec (see Figure 6). $\overline{\text{RESET}}$ has a pull-up resistor on the board defining the default state as not reset or active. This pin only needs to be controlled when the reset feature on the codec is needed. Since the codec requires a reset at power up, a power-up reset circuit is included on the board. A reset switch is also included to allow resetting the device without having to remove the power supply. The power-up reset plus switch are logically ORed with the $\overline{\text{RESET}}$ pin on header J14.

DIGITAL I/O HEADER

The Digital I/O Header, J13 shown in Figure 4, contains the four digital inputs, DI1-DI4, and the four digital outputs, DO1-DO4. Note that all digital I/O except DI1 and DO1 are multifunction pins and may not be available in a particular mode. Since DO1 is always a digital output, an LED is connected to DO1 providing a visual indication that software is writing this bit correctly. When the LED is on, DO1 is high.

In SM1 and SM2 all four digital inputs and outputs are available. In SM3 master sub-modes, only the first two inputs and outputs are functional. In SM3 slave sub-modes, three inputs and two outputs are functional. In SM4 only DO1 and DI1 are functional. See the CS4216/8 Data Sheet for more details.

CLOCKS

The CDB4216/8 provides an on-board default clock oscillator of 11.2896 MHz (see Figure 7). This allows all 44.1 kHz and derivative sample frequencies in SM3 Master sub-mode, SM3 Slave sub-mode, SM4, and the I^2S mode. The CS4218 SM3-MM and SM3-MS modes require a master clock of $16xFs_{\mathbf{max}}$. If using SM1, a master clock with a frequency that is $512xFs_{\mathbf{max}}$ must be supplied. SM2 uses SCLK as the master clock ant it must be $256xFs_{\mathbf{max}}$. A CLKIN BNC allows the eval board to be driven from an exter-

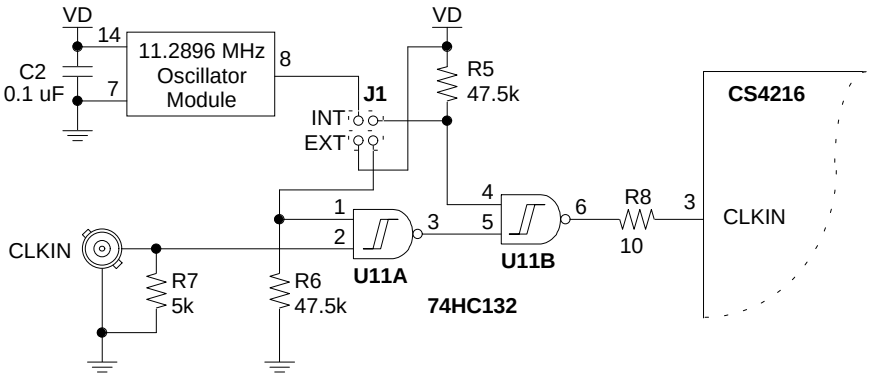


Figure 7. Default Clock Circuit

nal source. To select the CLKIN BNC, the J1 jumper must be placed in the EXT position. When the J1 jumper is in the INT position, the on-board oscillator is used as the master clock. Both clock sources are buffered to guarantee a clean signal and proper clock levels to the codec.

If sample frequencies other than the ones provided are needed, the oscillator can be replaced with the proper frequency oscillator. The board accepts crystals and provides the socket Y1 (refer to Figure 8). When using a crystal, U8 must contain an HCU04 unbuffered CMOS inverter. The U8 socket is designed to accept either the HCU04 or a crystal oscillator, and can alternate between the two.

LAYOUT ISSUES

Figure 11 contains the silk screen, Figure 12 contains the component-side copper layer, and Figure 13 contains the solder-side copper layer of the CDB4216/8 evaluation board. These plots are included to provide an example of how to correctly layout a PCB for the codec.

Grounding and Power

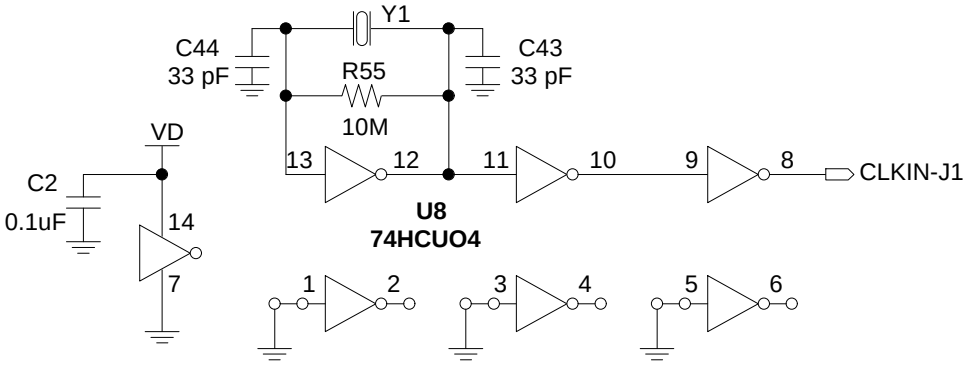


Figure 8. Optional Clock Circuit

Notice in Figure 12 and Figure 13 how the ground plane split is positioned. The split is next to the part - *NOT UNDER IT*. The AGND and DGND pins are connected to the ground plane fill inside the codec pad layout on the component-side layer. This is recommended because AGND and DGND are connected on the codec die and must have a zero impedance between them.

Notice how each ground connection has at least four points in thermal relief. The main board grounds at the terminal connections have eight points in thermal relief. This helps minimize the impedance to the main ground terminal from any particular ground pin, reducing the chance of noise coupling.

Another important design consideration is the ground plane fill between traces on both layers, which minimizes coupling of radiated energy. Ground fill on the digital side of the board helps reduce the amount of noisy digital energy radiated to the sensitive analog side and to a host system. Ground fill on the analog side helps reduce the amount of radiated digital energy that is coupled into the analog circuitry. All ground plane fills must be connected to their respective grounds - floating ground fill is worse than no fill.

All power and ground traces are as thick as the surface mount pads they connect. Thick traces minimize impedance, thereby reducing the chance of noise coupling.

Decoupling

Notice how the decoupling capacitors are placed as close as possible to the codec. The 0.1µF capacitors are placed closer than the 10µF or 1µF capacitors. This reduces lead inductance at high frequencies and allows the smaller valued capacitors to attenuate unwanted signals more effectively.

Sockets

The CDB4216/8 was designed to accommodate either the 44-pin PLCC package or the 44-pin TQFP package. Each evaluation board is shipped with a PLCC codec loaded into a surface mount socket. Notice how the socket pads match the footprint of the PLCC package. Using this socket in a design allows for testing with the socket mounted, and the option to surface mount the codec directly for cost reduction during board production.

```
;PALASM Design Description

;---------------------------------- Declaration Segment ------------
TITLE                   CDB4216
PATTERN                 4216S_B
REVISION                4.0B
AUTHOR                  C. Sanchez, M. Jordan
COMPANY                 Crystal Semiconductor
DATE                    5/28/93

CHIP  _4216s_b  PALCE16V8

;---------------------------------- PIN Declarations ---------------
PIN             1       /SPF2           COMBINATORIAL ; INPUT
PIN             2       /SPF1           COMBINATORIAL ; INPUT
PIN             3       /MA             COMBINATORIAL ; INPUT
PIN             4       /BPF2           COMBINATORIAL ; INPUT
PIN             5       /BPF1           COMBINATORIAL ; INPUT
PIN             6       /TS2            COMBINATORIAL ; INPUT
PIN             7       /TS1            COMBINATORIAL ; INPUT
PIN             8       /DIV3           COMBINATORIAL ; INPUT
PIN             9       /DIV2           COMBINATORIAL ; INPUT
PIN             10      GND
PIN             11      NC
PIN             12      /CFSIN          COMBINATORIAL ; OUTPUT
PIN             13      NC
PIN             14      NC
PIN             15      SMODE3          COMBINATORIAL ; OUTPUT
PIN             16      SMODE2          COMBINATORIAL ; OUTPUT
PIN             17      MF7             COMBINATORIAL ; OUTPUT
PIN             18      MF8             COMBINATORIAL ; OUTPUT
PIN             19      SMODE1          COMBINATORIAL ; OUTPUT
PIN             20      VCC

;---------------------------------- Boolean Equation Segment ------
EQUATIONS

/CFSIN = SPF2 * MA

SMODE3 = SPF2 * SPF1

SMODE2 = SPF2 * /SPF1
                + SPF2 * SPF1 * /MA
                + SPF2 * SPF1 * MA * BPF1 * TS1
                + SPF2 * SPF1 * MA * BPF1 * TS2
                + SPF2 * SPF1 * MA * BPF2 * TS1
                + SPF2 * SPF1 * MA * BPF2 * TS2

SMODE1 = /SPF2 * SPF1
                + SPF2 * SPF1 * MA * BPF1
                + SPF2 * SPF1 * MA * BPF2

MF8 = /SPF2 * TS2
                + SPF2 * /SPF1 * MA * BPF2
                + SPF2 * /SPF1 * MA * BPF1
                + SPF2 * /SPF1 * /MA * BPF2 * TS2
                + SPF2 * SPF1 * /MA * /BPF2 * BPF1 * TS1
```

Figure 9. PALCE16V8H PAL Equations.

```
                + SPF2 * SPF1 * /MA * /BPF2 * BPF1 * TS2
                + SPF2 * SPF1 * /MA * BPF2 * TS2
                + SPF2 * SPF1 * MA * DIV3

MF7 = /SPF2 * TS1
                + SPF2 * /SPF1 * /MA * /BPF2 * BPF1 * TS1
                + SPF2 * /SPF1 * /MA * /BPF2 * BPF1 * TS2
                + SPF2 * /SPF1 * /MA * BPF2 * TS1
                + SPF2 * /SPF1 * MA * TS1
                + SPF2 * SPF1 * /MA * /BPF2 * BPF1
                + SPF2 * SPF1 * /MA * BPF2 * TS1
                + SPF2 * SPF1 * MA * DIV2
```

Figure 9. Continued.

```
;PALASM Design Description

;---------------------------------- Declaration Segment ------------
TITLE           CDB4216
PATTERN         4216L_B
REVISION        2.0B
AUTHOR          C. Sanchez
COMPANY         Crystal Semiconductor
DATE            4/27/93

CHIP  _4216l_b  PALCE22V10Z

;---------------------------------- PIN Declarations ---------------
PIN     1       /SPF2           COMBINATORIAL ; INPUT
PIN     2       /SPF1           COMBINATORIAL ; INPUT
PIN     3       /MA             COMBINATORIAL ; INPUT
PIN     4       /BPF2           COMBINATORIAL ; INPUT
PIN     5       /BPF1           COMBINATORIAL ; INPUT
PIN     6       /DIV3           COMBINATORIAL ; INPUT
PIN     7       /DIV2           COMBINATORIAL ; INPUT
PIN     8       /DIV1           COMBINATORIAL ; INPUT
PIN     9       DI4             COMBINATORIAL ; INPUT
PIN     10      DI3             COMBINATORIAL ; INPUT
PIN     11      DI2             COMBINATORIAL ; INPUT
PIN     12      GND
PIN     13      CDIN            COMBINATORIAL ; INPUT
PIN     14      CCLK            COMBINATORIAL ; INPUT
PIN     15      NC
PIN     16      MF6             COMBINATORIAL ; OUTPUT
PIN     17      MF3             COMBINATORIAL ; OUTPUT
PIN     18      MF4             COMBINATORIAL ; OUTPUT
PIN     19      MF2             COMBINATORIAL ; OUTPUT
PIN     20      /CCS            COMBINATORIAL ; INPUT
PIN     21      MF1             COMBINATORIAL ; OUTPUT
PIN     22      NC
PIN     23      NC
PIN     24      VCC

;---------------------------------- Boolean Equation Segment ------
EQUATIONS

MF1 = SPF2 * /SPF1 * MA * DIV1
            + SPF2 * /SPF1 * /MA * BPF2

MF1.TRST = SPF2 * /SPF1

MF2 = SPF2 * /SPF1 * MA * DIV2
            + SPF2 * /SPF1 * /MA * BPF1
            + SPF2 * SPF1 * CDIN

MF2.TRST = SPF2

MF3 = /SPF2 * DI3 + SPF2 * /SPF1 * /MA * DI3
            + SPF2 * /SPF1 * MA * DIV3
            + SPF2 * SPF1 * CCLK

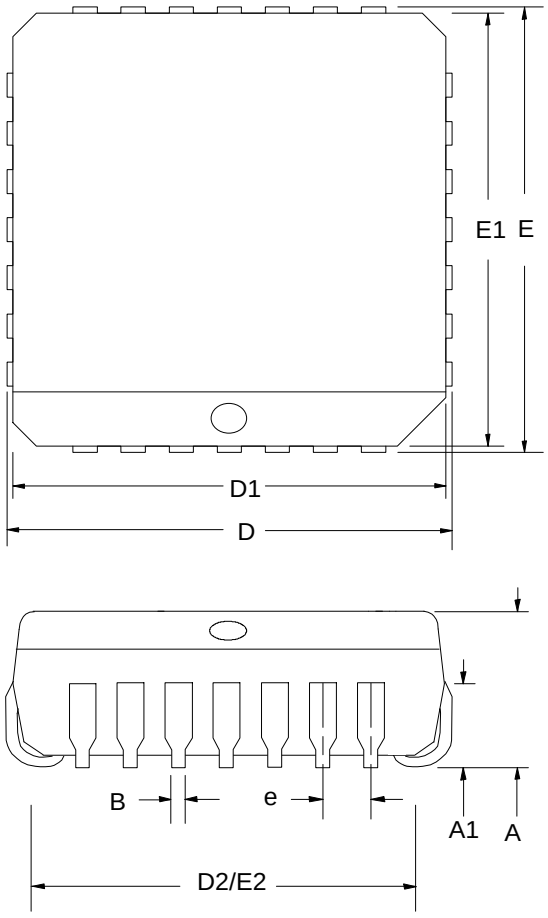
MF4 = /SPF2 * DI4
```

Figure 10. PALCE22V10Z PAL Equations.

```
                + SPF2 * /SPF1 * MA
                + SPF2 * SPF1 * /CCS

MF6 = /SPF2 * DI2 + /SPF1 * DI2
                + SPF2 * SPF1 * MA * DIV1
                + SPF2 * SPF1 * /MA * BPF2
```

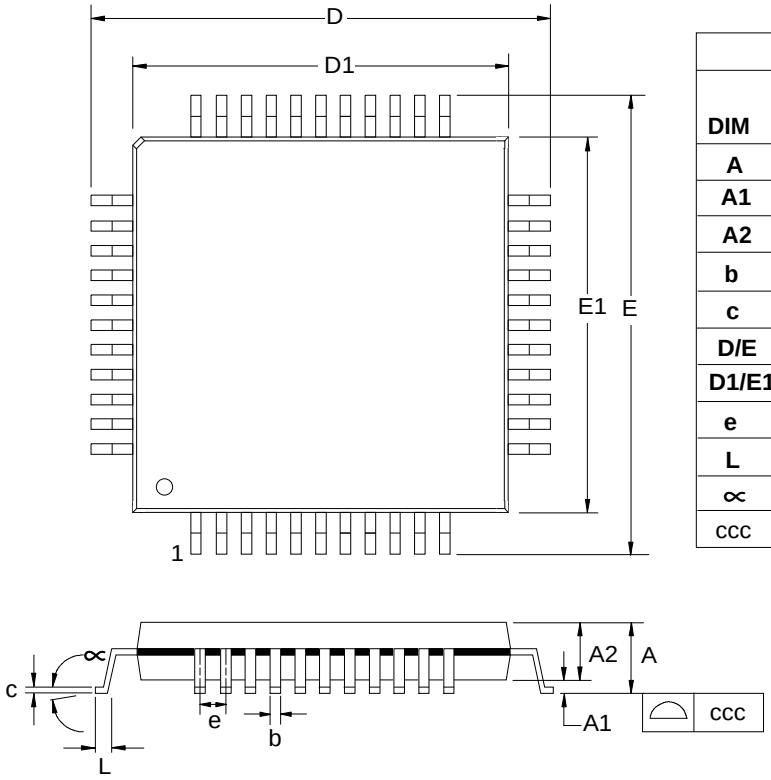
Figure 10. Continued.



44 pin
PLCC

DIM	NO. OF TERMINALS					
	MILLIMETERS			INCHES		
	MIN	NOM	MAX	MIN	NOM	MAX
A	4.20	4.45	4.57	0.165	0.175	0.180
A1	2.29	2.79	3.04	0.090	0.110	0.120
B	0.33	0.41	0.53	0.013	0.016	0.021
D/E	17.40	17.53	17.65	0.685	0.690	0.695
D1/E1	16.51	16.59	16.66	0.650	0.653	0.656
D2/E2	14.99	15.50	16.00	0.590	0.610	0.630
e	1.19	1.27	1.35	0.047	0.050	0.053

44 PIN TQFP



44 LEAD TQFP						
	MILLIMETERS			INCHES		
DIM	MIN	NOM	MAX	MIN	NOM	MAX
A			1.60			0.063
A1	0.05		0.15	0.002		0.006
A2	1.35	1.40	1.45	0.053	0.055	0.057
b	0.30	0.37	0.45	0.014	0.016	0.018
c	0.09	0.145	0.20	0.004	0.006	0.008
D/E	11.75	12.0	12.25	0.462	0.472	0.482
D1/E1	9.90	10.0	10.10	0.390	0.394	0.398
e	0.70	0.80	0.90	0.026	0.031	0.036
L	0.45	0.60	0.75	0.018	0.024	0.030
∝	0°	3.5°	7°	0°	3.5°	7°
ccc			0.10			0.004

• Notes •



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