HARRIS Semiconductor

NOT RECOMMENDED FOR NEW DESIGNS
See HMP8115

HMP8112A

March 1998

NTSC/PAL Video Decoder

Features

- **Supports ITU-R BT.601 (CCIR601) and Square Pixel**
- **3 Composite Analog Inputs with Sync Tip AGC, Black Clamping and White Peak Control**
- **Patented Decoding Scheme with Improved 2-Line Comb Filter, Y/C Separation**
- **NTSC M and PAL (B, D, G, H, I, M, N, CN) Operation**
- **Composite or S-Video Input**
- **User-Selectable Color Trap and Low Pass Video Filters**
- **User Selectable Hue, Saturation, Contrast, Sharpness, and Brightness Controls**
- **User Selectable Data Transfer Output Modes**
- **16-Bit 4:2:2 YCbCr**
- **8-Bit 4:2:2 YCbCr**
- **User Selectable Clock Range from 20MHz - 30MHz**
- **I^2C Interface**
- **VMI Compatible Video Data Bus**

Applications

- **Multimedia PCs**
- **Video Conferencing**
- **Video Editing**
- **Video Security Systems**
- **Digital VCRs**
- **Related Products**
  - **NTSC/PAL Encoders: HMP8154, HMP8156A, HMP8170/1, HMP8172/3**
  - **NTSC/PAL Decoders: HMP8115, HMP8130/1**

Description

The HMP8112A is a high quality, digital video, color decoder with internal A/D converters. The A/D function includes a 3:1 analog input mux, Sync Tip AGC, Black clamping and two 8-bit A/D Converters. The high quality A/D converters minimize pixel jitter and crosstalk.

The decoder function is compatible with NTSC M, PAL B, D, G, H, I, M, N and special combination PAL N video standards. Both composite (CVBS) and S-Video (Y/C) input formats are supported. A 2-line comb filter plus a user selectable Chrominance trap filter provide high quality Y/C separation. Various adjustments are available to optimize the image such as Brightness, Contrast, Saturation, Hue and Sharpness controls. Video synchronization is achieved with a $4xf_{SC}$ chroma burst lock PLL for color demodulation and line lock PLL for correct pixel alignment. A chrominance subsampling 4:2:2 scheme is provided to reduce chrominance bandwidth.

The HMP8112A is ideally suited as the analog video interface to VCR's and camera's in any multimedia or video system. The high quality Y/C separation, user flexibility and integrated phase locked loops are ideal for use with today's powerful compression processors. The HMP8112A operates from a single 5V supply and is TTL/CMOS compatible.

Ordering Information

PART NUMBER	TEMP. RANGE (^oC)	PACKAGE	PKG.NO.
HMP8112ACN	0 to 70	80 Ld PQFP†	Q80.14x20
HMP8112EVAL2	PCI Reference Design (Includes Part)		
HMP8156EVAL2	Frame Grabber Evaluation Board (Includes Part)		

† PQFP is also known as QFP and MQFP

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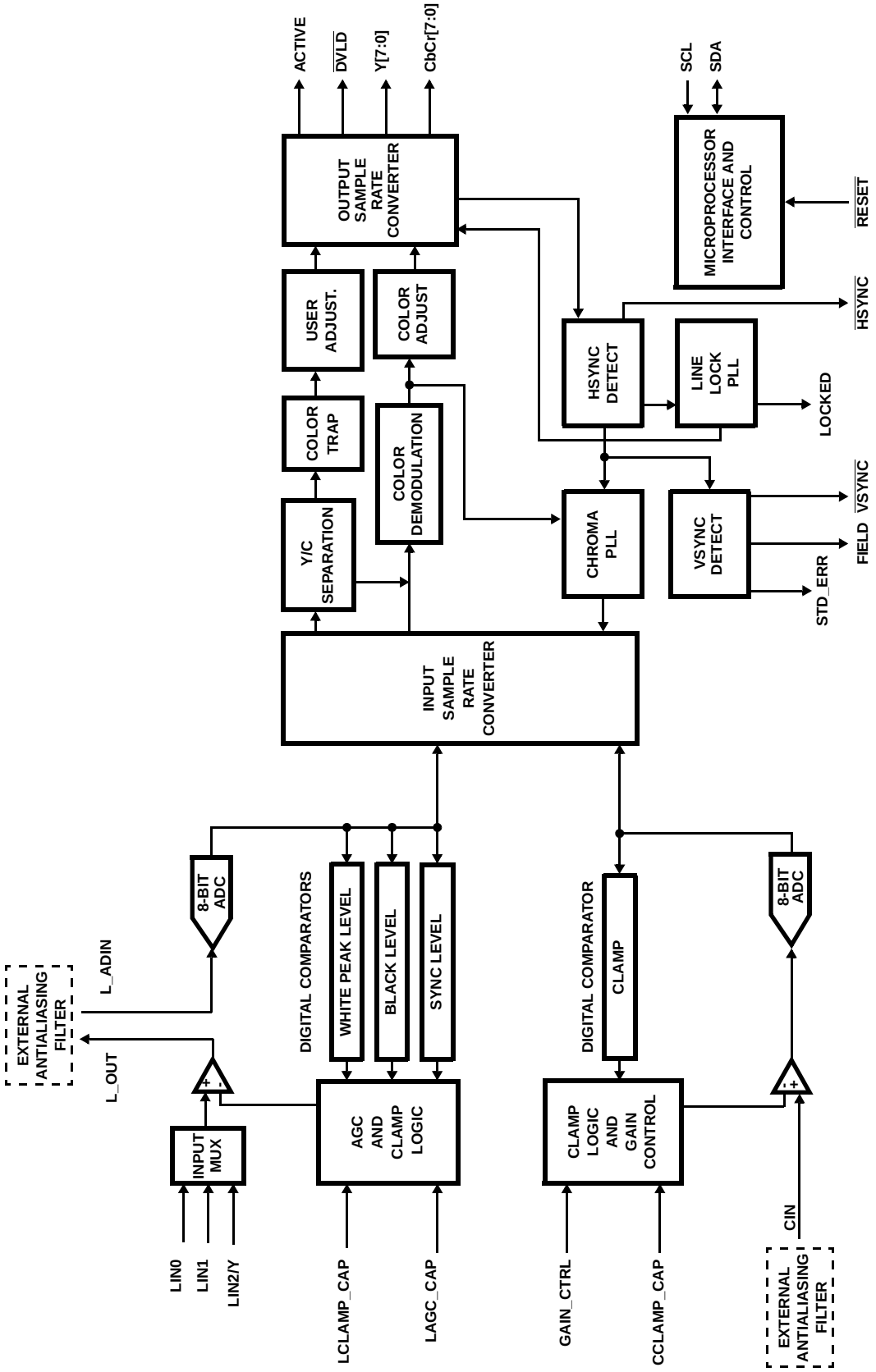
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CAUTION: These devices are sensitive to electrostatic discharge. Users should follow proper IC Handling Procedures.

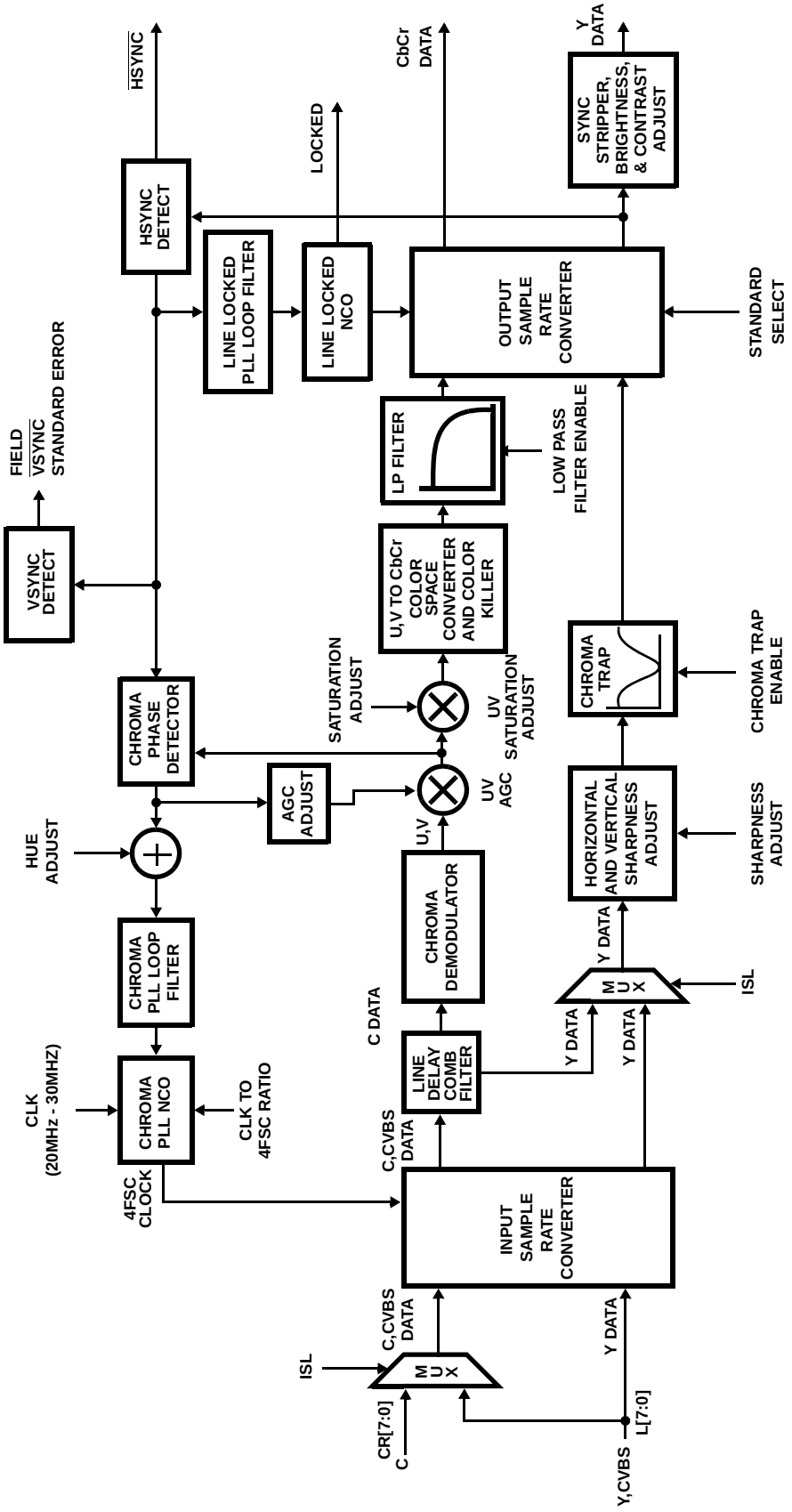
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Functional Block Diagrams

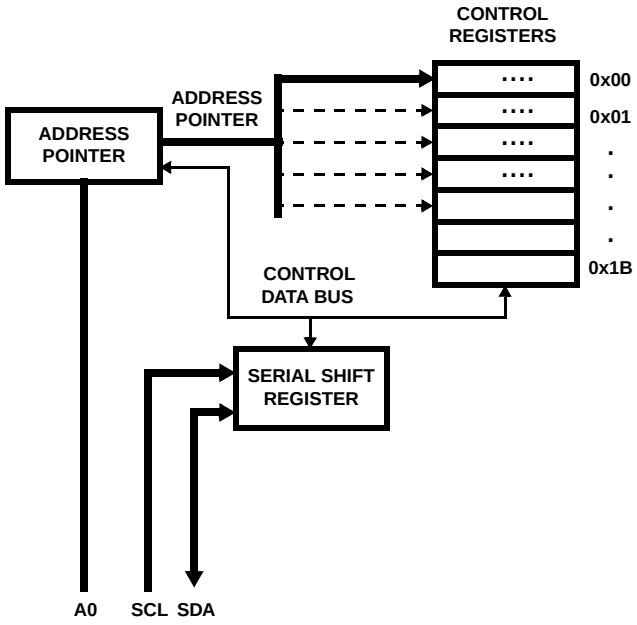


Functional Block Diagrams (Continued)

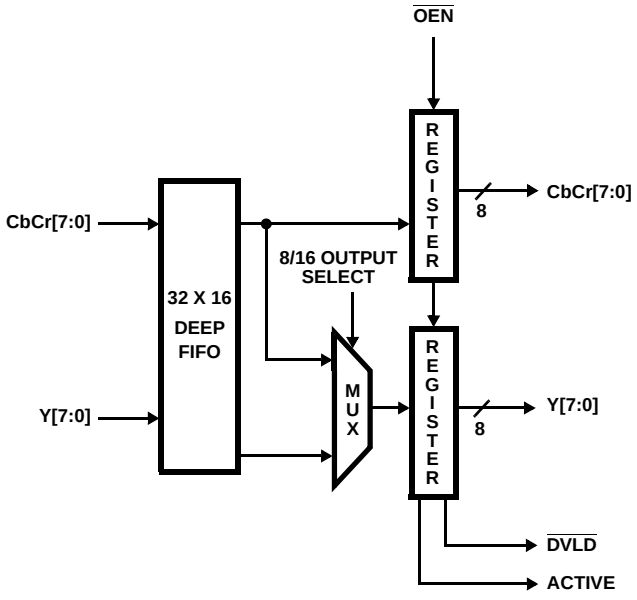


VIDEO DECODER

Functional Block Diagrams (Continued)

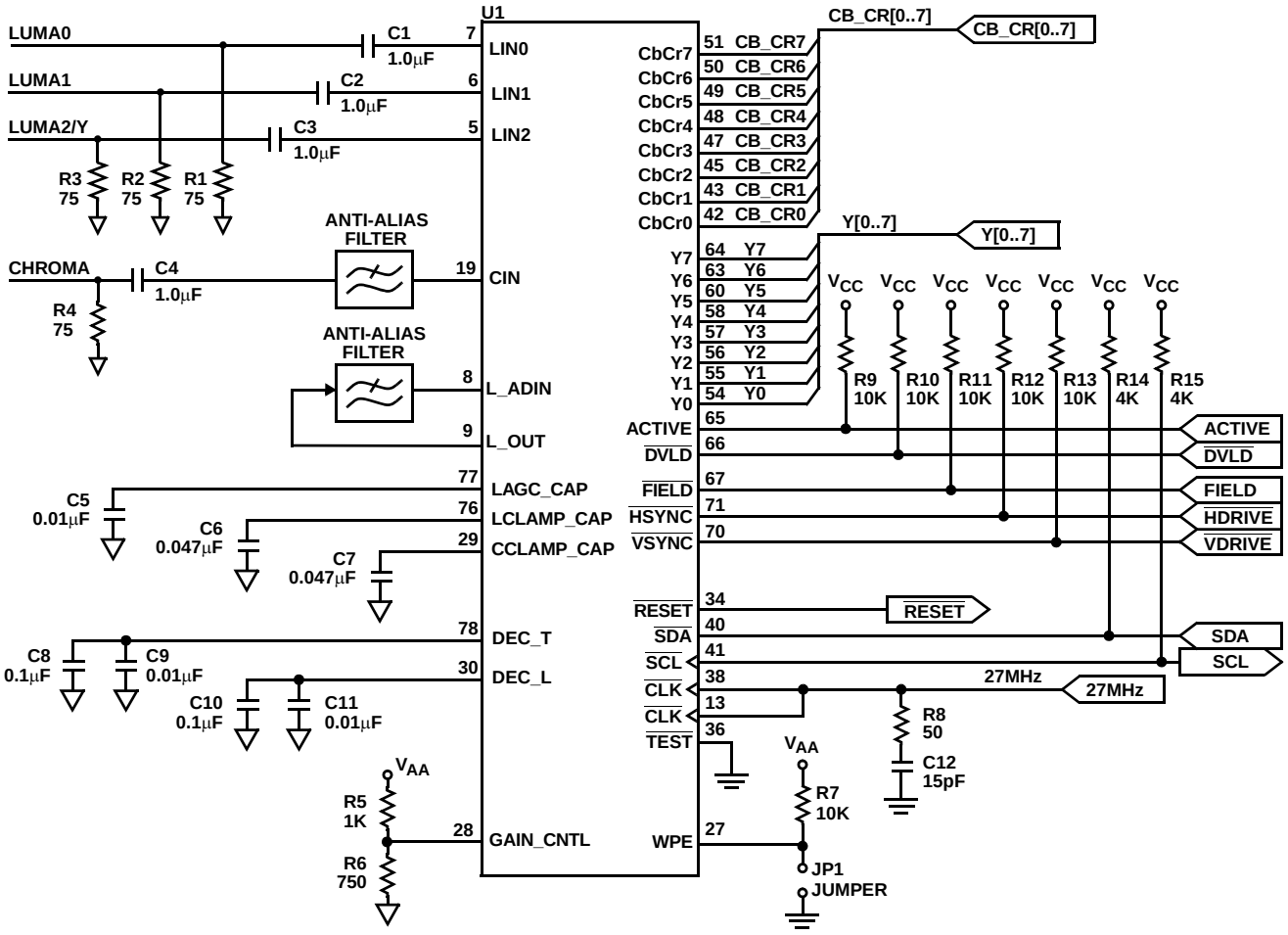


I^2C CONTROL INTERFACE



OUTPUT INTERFACE

Schematic



Introduction

The HMP8112A is designed to decode baseband composite or s-video NTSC and PAL signals, and convert them to either digital YCbCr or RGB data.

The digital PLLs are designed to synchronize to all NTSC and PAL standards. A chroma PLL is used to maintain chroma lock for demodulation of the color information; a line-locked PLL is used to maintain vertical spatial alignment. The PLLs are designed to maintain lock even in the event of VCR headswitches.

The HMP8112A contains two 8-bit A/D converters and an I^2C port for programming internal registers

Analog Video Inputs

The HMP8112A supports either three composite or two composite and one S-Video input.

Three analog video inputs (LIN0, LIN1, LIN2) are used to select which one of three composite video sources are to be decoded. To support S-video applications, the Y channel drives the LIN2 analog input, and the C channel drives the CIN analog input.

The analog inputs must be AC-coupled to the video signals, as shown in the Applications section.

Anti-Aliasing Filter

An external anti-alias filter is required to achieve optimum performance and prevent high frequency components from being aliased back into the video image.

For the LIN0-2 inputs, a single filter is connected to L_OUT and L_ADIN. For CIN the anti-aliasing filter should be connected to the CIN input. A recommended filter is shown below in Figure 1.

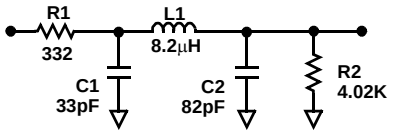


FIGURE 1. RECOMMENDED ANTI-ALIASING FILTER

Luminance AGC And DC RESTORE Circuits

After a $\overline{\text{RESET}}$, a change of the video standard, or a PLL Chrominance Subcarrier Ratio Register load, the decoder enters Acquisition Mode by attempting to lock to a new video source. During this mode, the HAGC and DC RESTORE circuits perform continuous gain and bias adjustments until the PLL is LOCKED onto the video signal. Once LOCKED, the HAGC and DC RESTORE functions are performed during programmable window periods for each horizontal video line. The digital PLL zeroes a 10-bit pixel clock counter during each horizontal sync tip and increments the count for each pixel of the entire video line. The AGC amplifier attenuates or amplifies the analog video signal during the horizontal sync tip to maintain an average ADC code of 0. The DC RESTORE circuit clamps the video signal during the back porch to maintain an average ADC code of 64. Reference Figure 2 for timing information and Table 5 for the recommended register values to use for different video standards. The START and END times of the $\overline{\text{HSYNC}}$ output are also programmable and can be used as a reference for confirming proper HAGC and DC RESTORE timing.

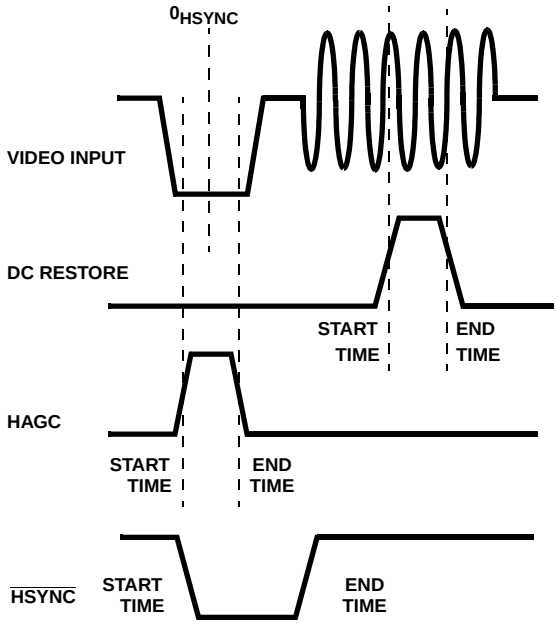


FIGURE 2. DC RESTORE AND HAGC TIMING

White Peak Enable

The white peak enable input, (WPE) enables or disables the white peak control of the luminance input. If enabled, the AGC will reduce the gain of the video amplifier when the digital outputs exceed code 248 to prevent over-ranging the A/D. If disabled, the AGC operates normally, keeping the horizontal sync tip at code 0 and allowing the A/D's range to go to 255 at the maximum peak input.

Chrominance Input

The chrominance amplifier gain control is manually set by a voltage applied to the GAIN_CNTL pin. Refer to Figure 3 below for gain characteristics. The chrominance channel also has a digital AGC which can drive the color reference burst to a nominal +-20 IRE. This function is enabled by default on reset, but can be disabled using the Video Input Control register. The chrominance input is clamped during the DC RESTORE window to maintain an average ADC code of 128.

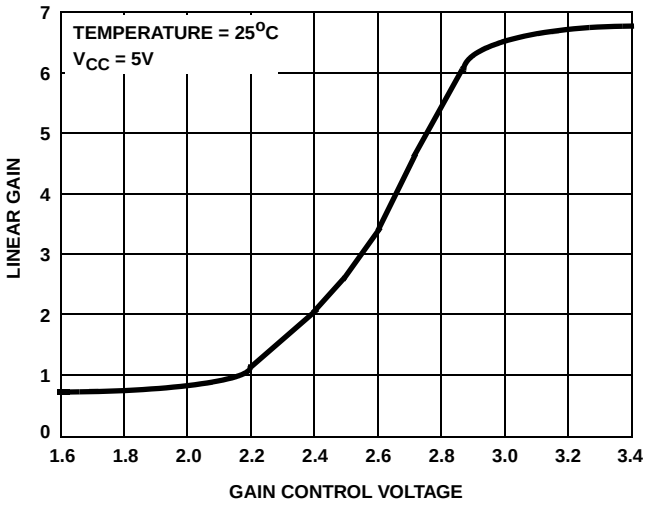


FIGURE 3. CHROMINANCE AMPLIFIER GAIN

Reset

The $\overline{\text{RESET}}$ pin is used to return the decoder to an initialization state. This pin should be used after a power-up to set the part into a known state. The internal registers are returned to their $\overline{\text{RESET}}$ state and the Serial I^2C port is returned to inactive state. The $\overline{\text{RESET}}$ pin is an active low signal and should be asserted for minimum of 1 CLK cycle. After a $\overline{\text{RESET}}$ or a software reset has occurred all output pins are three-stated. The $\overline{\text{VSYNC}}$, $\overline{\text{HSYNC}}$, $\overline{\text{DVLD}}$, ACTIVE and FIELD output pins must be pulled high to ensure proper operation. A 10K or smaller pullup resistor to V_{CC} is recommended.

NTSC/PAL Decoder

The NTSC/PAL decoder is designed to convert incoming Composite or Separated (SVHS, Y/C) video into it's YCbCr component parts. The digital phase locked loops are designed to synchronize to the various NTSC/PAL standards. They provide a stable internal $4xf_{SC}$ (Frequency of the Color Sub-Carrier) video clock for color demodulation, and a line locked clock for vertical spatial pixel alignment.

The decoder uses the CLK to run the A/D converters and the phase locked loops. This asynchronous master clock for the decoder eliminates the need for a unique clock source in a Multimedia application. CLK can run from 20MHz to 30MHz when using the 16-bit Synchronous Data output Mode. The user must program the CLK to Color Sub-Carrier Ratio to match the CLK frequency used (see Internal Phase Locked Loops discussion). When using the 8-bit Burst Data Output Mode the CLK should be a 24.54MHz, 27MHz or 29.5MHz depending on the output video standard chosen. The crystal oscillator must have a ±50ppm accuracy and a 60/40% duty cycle symmetry to ensure proper operation. Since the video data from the external A/D's are sampled at the CLK frequency a sample rate converter is employed to convert the data from the CLK rate to the internal decoding frequency of 4xfSC.

The input sample rate converter will interpolate between existing CLK samples to create the chroma locked ($4xf_{SC}$) samples needed for the color decoder. An interpolation is done to create the $4xf_{SC}$ pixel and a correction factor is then applied.

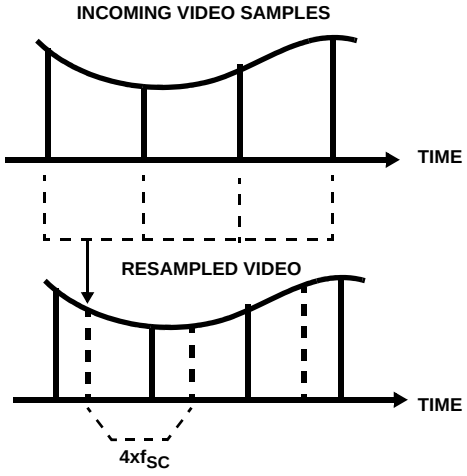


FIGURE 4. SAMPLE RATE CONVERSION

The decoder can be used with the following video sources:

Analog Composite - NTSC M, - PAL B, D, G, H, I, N
And Special Combination PAL N

Analog S - VHS (Y/C) - NTSC M, PAL B, D, G, H, I, N
And Special Combination PAL N

Color Separation, and Demodulation

To separate the chrominance modulated color information from the baseband luminance signal, a 2-Line comb filter is employed. In NTSC signals the color information changes phase 180^o from one line to the next. This interleaves the chrominance information at half line intervals throughout the NTSC video spectrum. Therefore, NTSC has 227.5 cycles of chrominance per NTSC line. The half of a cycle causes the next reference burst to be 180^o out of phase with the previous line's burst. The 2-Line comb efficiently removes the chrominance information from the baseband luminance signal. When decoding NTSC, the decoder maintains full luminance bandwidth horizontally throughout the chrominance carrier frequency range. Unlike most 2 line comb filter separation techniques, vertical bandwidth is maintained by means of a proprietary transform technique.

Reset

The $\overline{\text{RESET}}$ pin is used to return the decoder to an initialization state. This pin should be used after a power-up to set the part into a known state. The internal registers are returned to their $\overline{\text{RESET}}$ state and the Serial I^2C port is returned to inactive state. The $\overline{\text{RESET}}$ pin is an active low signal and should be asserted for minimum of 1 CLK cycle. After a $\overline{\text{RESET}}$ or a software reset has occurred all output pins are three-stated. The $\overline{\text{VSYNC}}$, $\overline{\text{HSYNC}}$, $\overline{\text{DVLD}}$, ACTIVE and FIELD output pins must be pulled high to ensure proper operation. A 10K or smaller pullup resistor to V_{CC} is recommended.

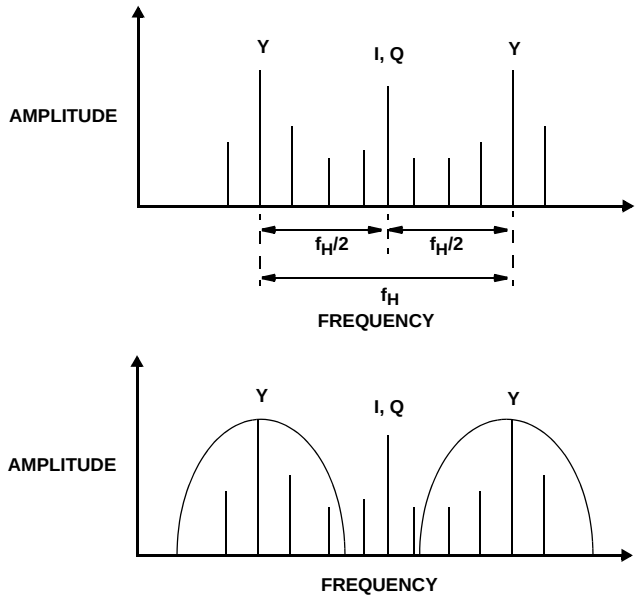


FIGURE 5. COMPOSITE NTSC INTERLEAVE SCHEME

For PAL systems there are 283.75 cycles of chrominance per line. Chrominance information is spaced at quarter line intervals with a reference phase of 135^{O}. The reference phase alternates from line to line by 90^{O}. To fully separate the PAL chrominance and luminance signals the user selectable filters should be enabled. The chroma notch filter built into the luminance channel should be enabled for PAL systems to reduce cross luminance effects. The low pass filter in the chrominance processing chain helps to reduce cross color products.

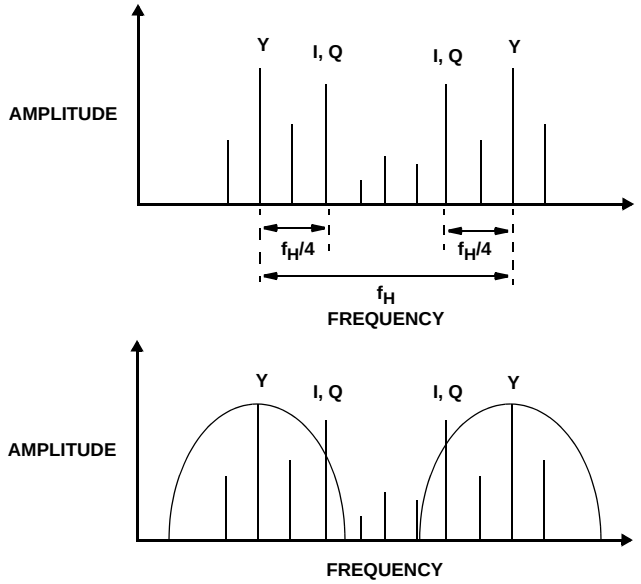


FIGURE 6. COMPOSITE PAL INTERLEAVE SCHEME

The demodulator in the decoder decodes the color components into U and V. The U and V components are converted to Cb and Cr components after the decoding process. YCbCr has a usable data range as shown in Figure 7. The data range for Y is limited to a minimum of 16.

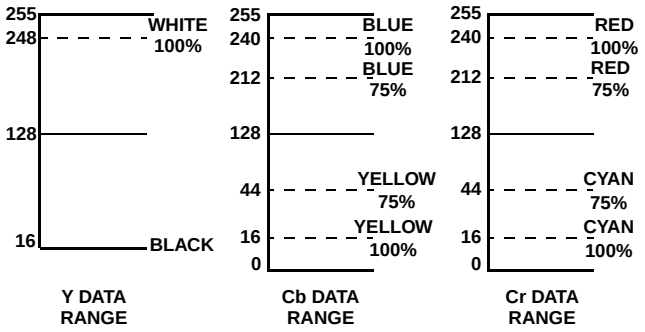


FIGURE 7. YCbCr DATA RANGES

The decoder is compatible with all NTSC and PAL video formats available throughout the world. Table 2 shows the compatible video standards.

Horizontal Sync Detection

Horizontal sync is detected in the Output Sample Rate converter (OSR). The OSR spatially aligns the pixels in the vertical direction by using the horizontal sync information embedded in the digital video data stream. The $\overline{\text{HSYNC}}$ sync pulse out of the decoder is a video synchronous output pin. This signal follows the horizontal sync of an input video source. If there is no source the $\overline{\text{HSYNC}}$ pin will continue to run at video rates due to the Line Locked PLL free-running. $\overline{\text{HSYNC}}$ can be moved throughout the video line using the $\overline{\text{HSYNC}}$ Start and End time registers. This 10-bit register allows the $\overline{\text{HSYNC}}$ to be moved in OSR clock increments (12.27MHZ, 13.5MHz or 14.75MHz).

Vertical Sync and Field Detection

The vertical sync and field detect circuit of the decoder uses a low time counter to detect the vertical sync sequence in the video data stream. The low time counter accumulates the low time encounted after the horizontal sync edge or at the start of each line. When the low time count exceeds the vertical sync detect threshold, VSYNC is asserted immediately. VSYNC will remain asserted for a minimum of 1 line. The FIELD flag is updated at the same time as the VSYNC line. The FIELD pin is a '0' for ODD fields and a '1' for even fields.

In the case of lost vertical sync or excessive noise that would prevent the detection of vertical sync, the FIELD flag will continue to toggle. Lost vertical sync is declared if after 337 lines a vertical sync period was not detected for 3 successive lines. When this occurs the phase locked loops are initialized to the acquisition state.

The $\overline{\text{VSYNC}}$ pulse out of the decoder follows the vertical sync detection and is typically 6.5 lines long. The $\overline{\text{VSYNC}}$ will run at the field rate of the selected video standard selected. For NTSC the field rate is 60Hz and for PAL the field rate is 50Hz. This signal will continue to run even in the event of no incoming video signal.

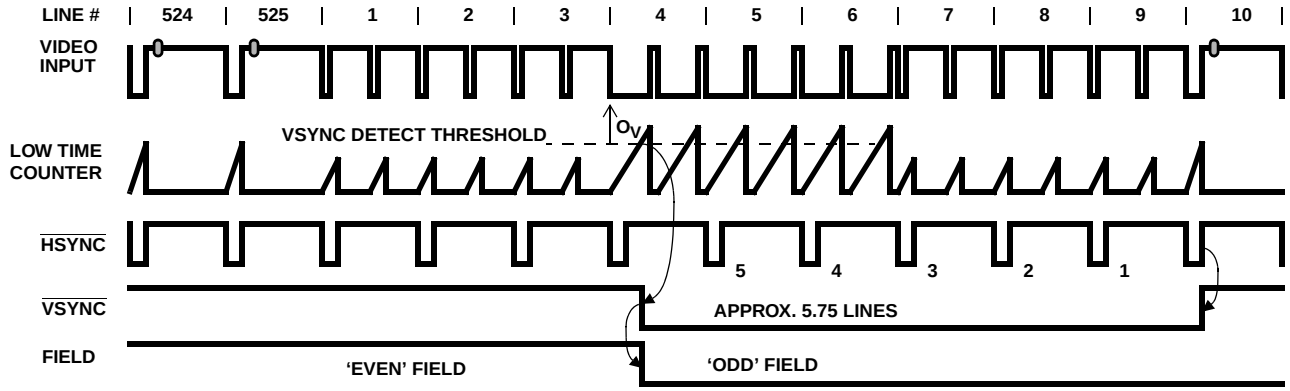


FIGURE 8. VSYNC TIMING AND THE EVEN TO ODD FIELD TRANSITION

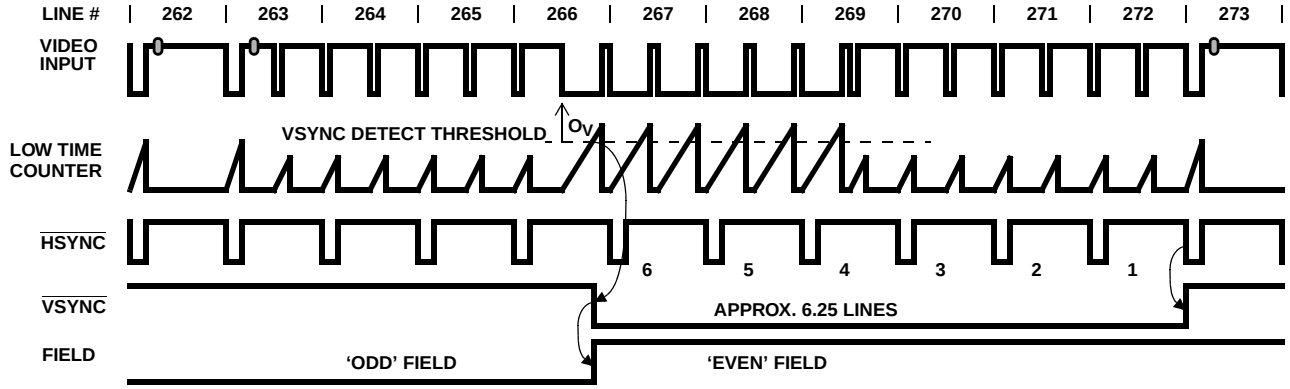


FIGURE 9. VSYNC TIMING AND THE ODD TO EVEN FIELD TRANSITION

Internal Phase Locked Loops

The HMP8112A has two independent digital phase locked loops on chip. A chroma phase-locked loop is implemented to maintain chroma lock for demodulation of the color channel, and a line locked phase lock loop is implemented to maintain vertical spatial alignment. The phase locked loops are designed to maintain lock even in the event of VCR headswitches.

The HMP8112A can use a main crystal (CLK) of 20MHz to 30MHz. The crystal is used as a reference frequency for the internal phase locked loops. The ratio of the crystal frequency to the video standard is programmed into an internal register for the PLLs to correctly decode video.

The HMP8112A decoder contains 2 sample rate converters and 2 phase locked loops that lock to the incoming video. The input sample rate converter synchronizes the digitized video from the CLK rate to a 4xfSC rate. The chrominance is separated from the luminance and then demodulated.

The Chroma PLL uses the CLK source as a reference frequency. To initialize the Chroma PLL, the CLK to 4xfSC ratio value must be loaded into the Chroma PLL Ratio Register pair. A default 16-Bit Fractional Chroma PLL Ratio Value of 0x87C1 is used after a system $\overline{\text{RESET}}$ is applied. Refer to Table 1 for example PLL Ratio values to use with the supported video standards 27MHz or 24.54MHz clocks. Using a different CLK will require different values to be calculated per the method shown below. The default assumes a CLK of 27MHz and NTSC as the video standard, and is calculated as follows:

Ratio =	(4 x fSC) / CLK
=	(4 x 3.579545MHz) / 27MHz
=	0.530303
Register Data:	Ratio * 65536
	0.530303 * 65536 = 34753.94
Hex Conversion:	0x87C1

The Output Sample Rate converter is locked to the horizontal line frequency and is used to spatially align pixels in a field. The LOCKED flag signals when the phase locked loop is within a ±4 pixel range of the horizontal sync edge. When line errors exceed that range the LOCKED flag is cleared.

In cases where VCRs are used in Pause, Fast Forward or Fast Reverse, lines are typically dropped or added by the VCR. In a worst case scenario a VCR line tolerance will vary by ±8%. The standard detect logic checks the line count against the given standard to determine an error. VCRs in trick mode cannot cause a standard error. With an NTSC standard VCR the number of lines in a field should not

TABLE 1. COMPATIBLE VIDEO INPUT STANDARDS

STANDARD	COLOR SUBCARRIER f_{SC}	27MHz PLL Ratio	24.54MHz PLL Ratio	FIELDS/ SECOND	VERTICAL LINES	LINE FREQUENCY	NOMINAL BANDWIDTH	BLACK SETUP TO BLANK
NTSC (M)	3.579545MHz	0x87C1	0x955D	60Hz	525	15,734 (± 0.0003%)	4.2MHz	7.5 IRE
PAL (B, D, G, H, I)	4.43361875MHz	0xA826	0xB901	50Hz	625	15,625 (± 0.02%)	5.0MHz	0 IRE
PAL (M)	3.57561149MHz	0x879B	0x9533	60Hz	525	15,750 (± 0.0003%)	4.2MHz	7.5 IRE
PAL (N)	4.43361875MHz	0xA826	0xB901	50Hz	625	15,625 (± 0.15%)	4.2MHz	7.5 IRE
PAL Special Combination N	3.58205625MHz	0x97DA	0x9578	50Hz	625	15,750 (± 0.15%)	4.2MHz	7.5 IRE

exceed 285. Greater than 285 lines in a field is interpreted as a PAL video source. An ideal NTSC source should have 262.5 lines per field and a PAL source should have 312.5 lines per field.

The HMP8112A can detect a STANDARD ERROR that signals when the video received does not match the standard that was programmed into the Video Input Control Register. This flag, when asserted, tells the user that the video standard that was expected was not found and a different standard should be selected in the Video Input Control register. The error flag is cleared after a $\overline{\text{RESET}}$ or after the Chroma PLL Clock Ratio register has been loaded via the I^2C bus. After the flag is cleared the standard error logic verifies the video standard. The error flag is set after 2 vertical sync periods have passed and the line count did not match the expected line count.

Video Adjustments

The HMP8112A allows the user to vary such video parameters as Contrast, Brightness, Sharpness, Hue and Color Saturation. These adjustments can be made via the I^2C interface. Contrast, brightness and sharpness are luminance controls. The full dynamic range of the luminance channel can be used by selecting the IRE setup cancellation mode. This mode will remove the IRE setup and blanking level offset to take advantage of the full dynamic range of the luminance processing path. The sharpening filters allow the enhancement of low, mid and high frequency components of the luminance signal to compensate for low amplitude video. Vertical sharpness is also controlled via the I^2C interface. Hue and Color saturation controls enhance the CbCr components of the incoming video, all under user control.

Luminance Adjustments

The Luminance data can be adjusted in the HMP8112A. The user can adjust brightness and contrast of the Y or luminance data. The user can also set the IRE or setup subtraction value to eliminate the black pedestal offset from NTSC signals. The Contrast adjustment range can exceed a value of one so as to take full advantage of the 8-bit dynamic range for Y. The user control settings executes the equation

Y_{OUT} = (Y - IRE Setup + BRIGHTNESS) x CONTRAST

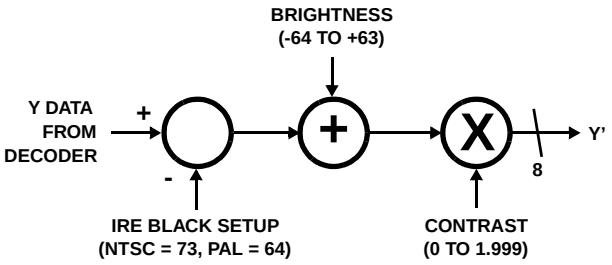


FIGURE 10. LUMINANCE CONTROL SETTINGS PATH

Brightness

The user can control the brightness of the incoming video by programming the Brightness register. The brightness adjustment will offset the Y component. The brightness register is an 8-bit register where the bottom 7 bits are brightness control and the top bit enables NTSC 7.5 IRE black setup cancellation.

When the IRE bit is set (1) for NTSC, then 73 is subtracted from the Y data. If the IRE bit is cleared (0) for PAL, then 64 is subtracted. The brightness control bits BR[6-0] will brighten the picture as the value is increased. BR = -64 is the darkest and BR = +63 is the brightest. The default value of the register after a $\overline{\text{RESET}}$ is 0 (80_H).

Contrast

The contrast adjustment will allow the user to increase and decrease the gain of the Y data. The contrast factor is an 8-bit number (as shown below) that ranges from 0 to 1.992.

X.XXXXXXX

The default register value of 1.4766 (0xBD) is calculated as follows:

Register = Factor * 128 = 1.4766 * 128 = 189 = 0xBD

Hue or Tint Adjust

The Hue adjustment is applied to the U and the V color difference signal. The Hue adjusts the phase of the given UV data. The Hue can be adjusted by ±30 degrees in 1/4 degree increments. This is achieved by changing the Burst Phase Locked reference point. Figure 11 shows the block diagram for the color adjustment section. This default value for this register is 0.

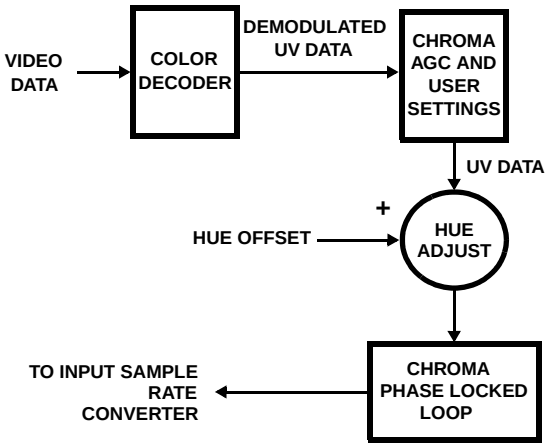


FIGURE 11. HUE ADJUST BLOCK DIAGRAM

Horizontal/Vertical Sharpness

The frequency characteristics of the video waveform can be altered to enhance the sharpness of the picture. The Horizontal Sharpness register acts as a 4 band equalizer where the amplitude of specific frequency ranges can be enhanced or diminished. The Sharpness Control Register allows the Low (LF), Mid (MF) and High Frequency (HF) bands of the luminance signal to be enhanced. Vertical Sharpness can be adjusted to 1 or a factor of 0. The RESET default is a factor of 1.0

The 2-bit values allow 4 choices of scaling factors. The sharpness control helps to compensate for losses in the scaling interpolators that can reduce the amplitude of high frequency components.

TABLE 2. SHARPNESS GAIN FACTOR SELECTS

XF1	XF0	GAIN FACTOR
0	0	Scaled By 1.0
0	1	Scaled By 2.0
1	0	Scaled By 4.0
1	1	Scaled By 0

The Color Killer (AGC Hysteresis and Loop Limits)

The color killer will disable the color difference path and set the U and V components to zero. The automatic color killer circuitry uses the AGC threshold to determine the maximum and minimum gain factor limits. The loop filter determines how much the AGC gain factor can be changed within one line. The maximum gain factor (Max = 8) and the minimum gain factor (Min = 0.5) will limit the range of the AGC. When the gain factor exceeds the maximum gain factor of 8, the gain factor is limited to 8. Once the signal has an amplitude of 1/16th, the nominal video the color killer is enabled and the chroma phase locked loop holds it's last phase reference. While the color killer is enabled, the U and V components are forced to zero. Once the input video signal reaches 1/7th the optimum amplitude the color killer is disabled and the color is returned.

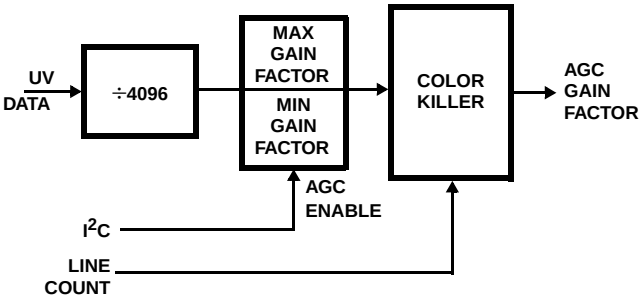


FIGURE 12. LOOP FILTER BLOCK DIAGRAM (HYSTERESIS)

The dynamic range of the AGC allows it to compensate for video that is 1/8 to 2 times the specified nominal of $1V_{P-P}$.

Saturation

The color saturation component is controlled via the Color Saturation Registers. The color saturation is applied to the UV components after the AGC function. The saturation value is multiplied by the UV data to increase the color intensity. This is an 8-bit number (as shown below) that ranges from 0 to 1.992.

X.XXXXXXX

The default register value of 1.2266 (0x9D) is calculated as follows:

Register = Factor * 128 = 1.2266 * 128 = 157 = 0x9D

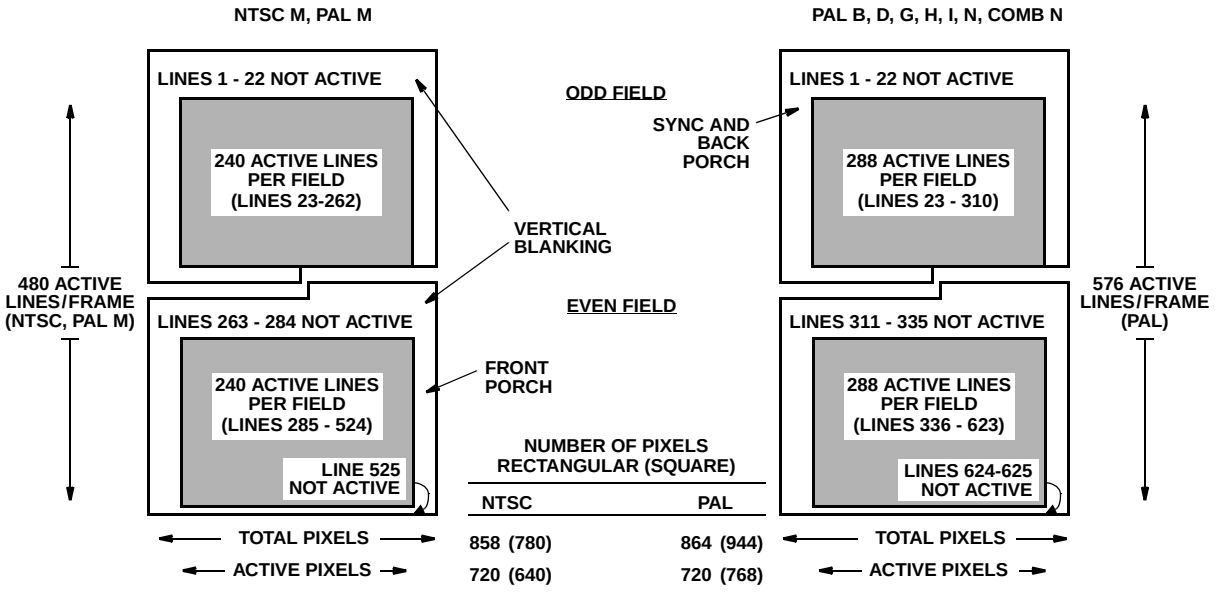


FIGURE 13. ACTIVE VIDEO REGIONS

Output Data Port Modes

The HMP8112A can output data in 2 formats, an 8-bit Pixel Transfer Mode and a 16-bit Pixel Transfer mode.

16-Bit Pixel Transfer Mode

In 16-bit Pixel Transfer Mode pixel data is output at the CLK frequency and Table 3 shows the number of data points per video line to expect for a given standard. Data is output as 4:2:2 subsampled data in a Y-Cb/Y-Cr 16-bit sequence. The Data Valid (DVLD) flag is asserted when video data is present on the 16-bit output port (Y[7:0], CbCr[7:0]). The luminance data is output on Y[7:0] bus. Chrominance data is sequenced on the CbCr[7:0] bus, starting with Cb and then Cr. Per Figure 13, the ACTIVE flag is asserted when the active video portion of the horizontal scan line is present on the data output port. See Figure 14 for 16-Bit Pixel Transfer Mode timing. DVLD is asserted every time the output sample rate converter has a valid output. When DVLD and ACTIVE are used together the visual portion of the image can be captured. When DVLD is used alone all valid data during the Horizontal, Vertical and Reference Burst Timing are available.

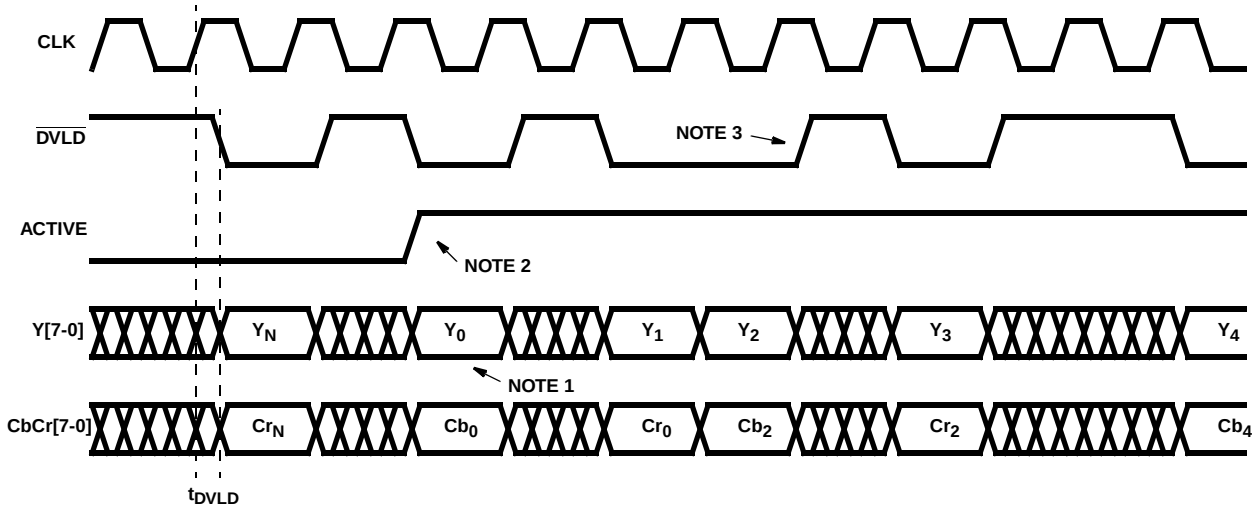
The CLK can be run on a 20MHz - 30MHz clock source. Data will be output (on average) at the Output Data Rate shown in Table 3 for a given standard. Data is clocked out synchronous to CLK and will come in bursts. To smooth out the data output to a regular rate, a CLK of 2X the average output data rate can be used.

8-Bit Pixel Transfer Mode

For 8-Bit Pixel Transfer Mode the Y[7:0] output bus is used to transfer all YCbCr data. The data is 4:2:2 subsampled but will only contain the active video portion of the line. See Figure 15 for 8-Bit Pixel Transfer Mode timing. In this mode, the data is clocked out at the CLK rate and only clock frequencies of 24.54MHz, 27MHz and 29.5MHz can be used. In 8-bit Mode, the data is sequenced on the Y[7:0] bus in Cb, Y, Cr, Y format. ACTIVE is asserted as soon as the mode is selected. $\overline{\text{DVLD}}$ when asserted, indicates a valid active pixel is available. Pixels during the horizontal and vertical blanking are not available. Only the active portions of the video line are output.

TABLE 3. OUTPUT MODE STANDARDS

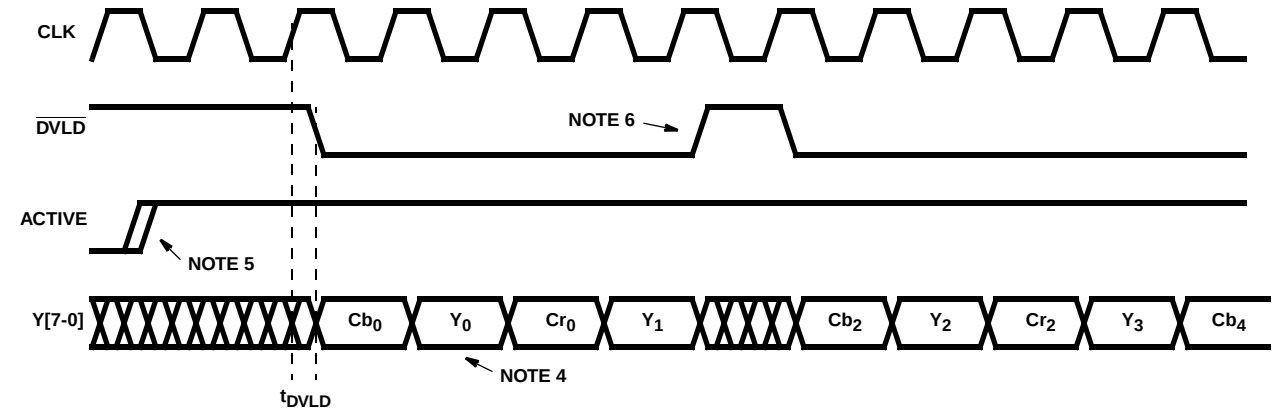
STANDARD	OUTPUT DATA RATE	TOTAL PIXELS (WITH SYNCS)	ACTIVE PIXELS
NTSC Square Pixel	12.27MHz	780 x 525	640 x 480
NTSC CCIR 601	13.5MHz	858 x 525	720 x 480
PAL B, D, G, H, I, N, COMB N, CCIR601	13.5MHz	864 x 625	720 x 576
PAL M CCIR 601	13.5MHz	858 x 525	720 x 480
PAL B, D, G, H, I, N Square Pixel	14.74MHz	944 x 625	768 x 576
PAL M Square Pixel	14.74MHz	780 x 525	640 x 480



NOTES:

1. Y_0 is the first active luminance pixel of a line. Cb_0 and Cr_0 are first active chrominance pixels in a line. Cb and Cr will alternate every cycle due to the 4:2:2 subsampling. Y_N the last valid pixel in the blanking period.
2. ACTIVE is asserted per Figure 13.
3. $\overline{DVLD}$ is asserted for every valid pixel during both active and blanking regions. $\overline{DVLD}$ is not a 50% duty cycle synchronous output and will appear to jitter as the Output Sample Rate converter adjusts the output timing for various data rates and clock frequency inputs.

FIGURE 14. OUTPUT TIMING 16-BIT MODE



NOTES:

4. Y_0 is the first active luminance pixel of a line. Cb_0 and Cr_0 are first active chrominance pixels in a line. Cb and Cr will alternate every cycle due to the 4:2:2 subsampling. Pixel data is not output during the blanking period.
5. ACTIVE stays asserted as soon as 8-Bit mode is selected.
6. $\overline{DVLD}$ is asserted for every valid pixel during the active region only per Figure 13. $\overline{DVLD}$ may deassert briefly during the active video region as the Output Sample Rate converter adjusts the output timing for various data rates and clock frequency inputs.

FIGURE 15. OUTPUT TIMING 8-BIT MODE

I²C Control Interface

The HMP8112A utilizes an I²C control bus interface to program the internal configuration registers. This standard mode (up to 100 KBPS) interface consists of the bidirectional Serial Data Line (SDA) and the Serial Clock Line (SCL). The implementation on the HMP8112A is a simple slave interface that will not respond to general calls and cannot initiate a transfer. The SDA and SCL control pins should be pulled high through external 4kΩ pullup resistors to V_{CC}.

The I²C clock/data timing is shown below in Figure 16. The HMP8112A always uses chip address 0x88. There are 28 internal registers used to program and configure the decoder. The I²C control port contains a pointer register that auto-increments through the entire register space and can be written. The autoincrement pointer will wrap after the last register has been accessed (Product ID Register) and should be set to the desired starting address each time an access is started. For a write transfer, the I²C device base address is the first part of a serial transfer. Then the internal register pointer is loaded and a series of registers can be written. If multiple registers are written, the pointer register will autoincrement up through the register address space. A stop cycle is used to end the transfer after the desired number of registers are programmed.

For a read transfer, the I²C device address is the first part of the serial transfer. Then the internal register pointer is loaded. At this point another start cycle is initiated to access the individual registers. Figure 18 shows the programming flow for read transfer of the internal registers. Multiple registers can be read and the pointer register will autoincrement up through the pointer register address space. On the last data read, an acknowledge should not be issued. A stop cycle is used to end the transfer after the desired number of registers are read.

The HMP8112A contains a product ID register that can be used to identify the presence of a board during a Plug 'n Play detection software algorithm. The Product ID Code register is at sub address 0x1B and always returns a data value of 0x12.

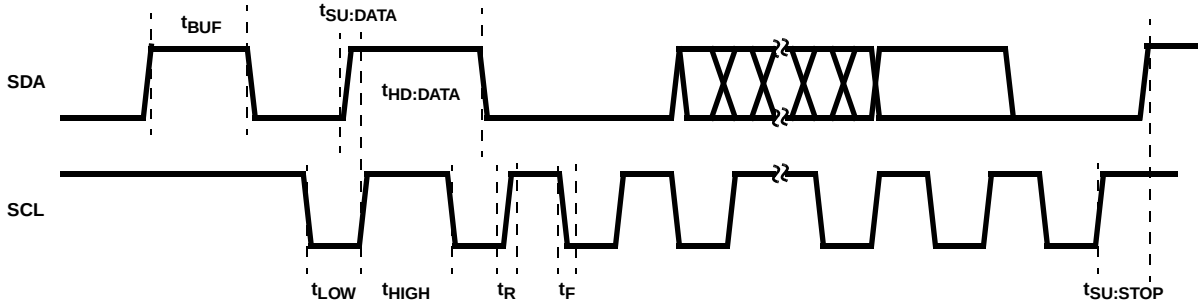


FIGURE 16. I²C TIMING DIAGRAM

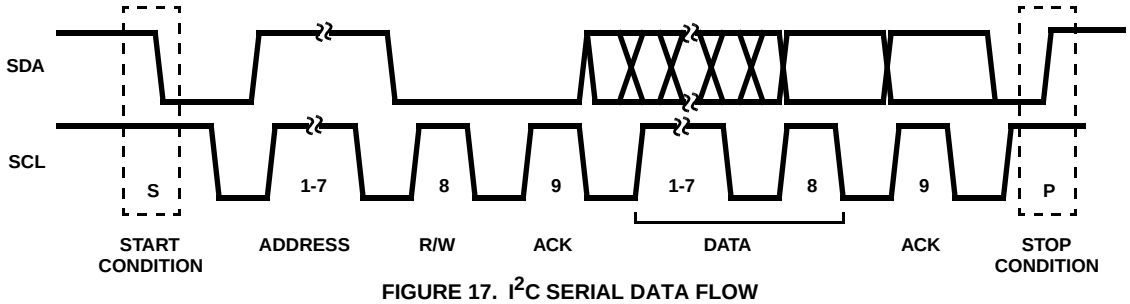


FIGURE 17. I²C SERIAL DATA FLOW

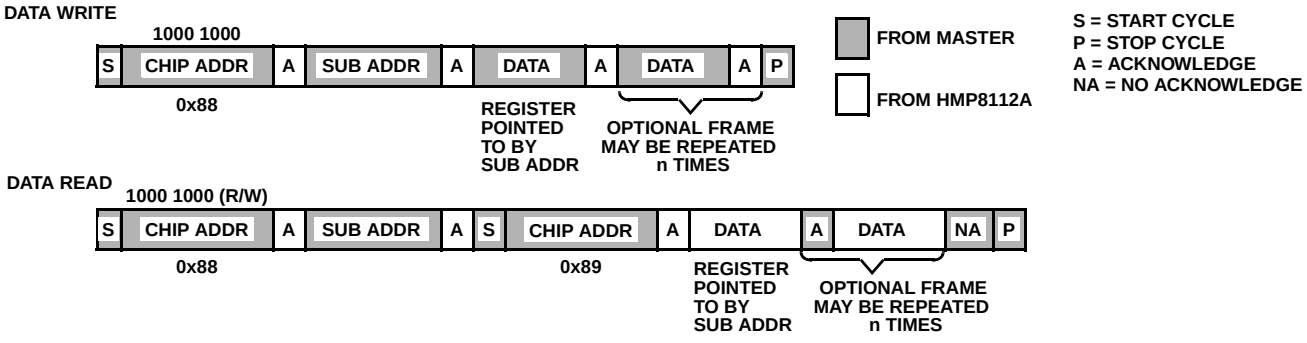


FIGURE 18. REGISTER WRITE/READ FLOW

TABLE 4. DEFAULT REGISTER VALUES

SUB ADDR (HEX)	REGISTER NAME	DEFAULT VALUE (HEX)	USE VALUE (HEX)	Comments
0x00	Video Input Control	0xF8		Defaults to NTSC and Mux = LIN0
0x01	Luminance Brightness Control	0x80		
0x02	Luminance Contrast Adjust	0xBD		
0x03	Hue Adjust	0x00		
0x04	Luminance Sharpness Control	0x00		
0x05	Color Saturation Adjust	0x9D		
0x06	PLL Clock Frequency Ratio (LSB)	0xC1	Table 1	Defaults to NTSC with 27MHz Clock Ratio
0x07	PLL Clock Frequency Ratio (MSB)	0x87	Table 1	
0x08	HAGC Start Time (LSB)	0x3F	Table 5	
0x09	HAGC Start Time (MSB)	0x03	Table 5	
0x0A	HAGC End Time (LSB)	0x00	Table 5	
0x0B	HAGC End Time (MSB)	0x00	Table 5	
0x0C	HSYNC Start Time (LSB)	0x3B	Table 5	
0x0D	HSYNC Start Time (MSB)	0x03	Table 5	
0x0E	HSYNC End Time (LSB)	0x20	Table 5	
0x0F	HSYNC End Time (MSB)	0x00	Table 5	
0x10	PLL Adjust	0x00	0x20	Recommend PLL Adjust = 0x20
0x11	PLL Sync Detect Window	0xDD	0x20	Recommend PLL Sync Detect Window = 0x20
0x12	DC RESTORE Start Time (LSB)	0x37	Table 5	
0x13	DC RESTORE Start Time (MSB)	0x00	Table 5	
0x14	DC RESTORE End Time (LSB)	0x52	Table 5	
0x15	DC RESTORE End Time (MSB)	0x00	Table 5	
0x16	Output Format Control	0x00		Bits 6-2 define Output Mode.
0x17	Software Reset and Video Status	0x00		Set Bit 7 to Reset.
0x18	Reserved	0x00		
0x19	Reserved	0x00		
0x1A	Reserved	0x00		
0x1B	Product ID	0x12		

TABLE 5. RECOMMENDED TIMING REGISTER CONFIGURATION

VIDEO STANDARD (ACTIVE PIXELS)	TOTAL PIXELS PER LINE	LAST PIXEL COUNT (HEX)	HAGC WINDOW (SYNC TIP)		DC RESTORE WINDOW (BACK PORCH)		HSYNC WINDOW (BLANKING INTERVAL)	
			START	END	START	END	START	END
			REGISTERS MSB/LSB 0x09/0x08	REGISTERS MSB/LSB 0x0B/0x0A	REGISTERS MSB/LSB 0x13/0x12	REGISTERS MSB/LSB 0x15/0x14	REGISTERS MSB/LSB 0x0D/0x0C	REGISTERS MSB/LSB 0x0F/0x0E
NTSC, CCIR601 Rectangular Pixel (720 x 480)	858	0x0359	0x033B	0x001B	0x002D	0x0048	0x033B	0x0060
NTSC Square Pixel (640 x 480)	780	0x030B	0x02F0	0x0014	0x0028	0x0040	0x02F0	0x0050
PAL-B, CCIR601 Rectangular Pixel (720 x 576)	864	0x035F	0x0345	0x001A	0x0032	0x0050	0x0345	0x0070
PAL-B Square Pixel (768 x 576)	944	0x03AF	0x0392	0x001C	0x0044	0x0056	0x0392	0x0070

TABLE 6. VIDEO INPUT CONTROL

SUB ADDRESS = 0x00			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 6	Video Input Standard	These bits select the video input standard. 00 = PAL B, G, H, I, N; 4.43MHz subcarrier; 50fps; 625 lines/frame; 01 = PAL M; 3.58MHz subcarrier; 60fps; 525 lines/frame; 10 = Special PAL N; 3.58MHz subcarrier; 50fps; 625 lines/frame; 11 = NTSC M; 3.58MHz subcarrier; 60fps; 525 lines/frame (default);	11_B
5	Color Trap Filter Disable	This bit enables the color subcarrier trap filter. The filter removes the color subcarrier information from the luminance channel. The filter should be enabled for PAL Standard systems. 0 = Enabled 1 = Disabled (default)	1_B
4	Chrominance Low Pass Filter Disable	This bit enables the chrominance low pass filter. This filter band limits the chrominance channel to remove luminance artifacts. This filter should be enabled for PAL Standard systems. 0 = Enabled 1 = Disabled (default)	1_B
3	Automatic Color Gain Control	This bit enables the color AGC function. When this bit is set the color AGC will automatically adjust the chrominance channel gain, to drive the color reference burst to a nominal ±20 IRE's. When this bit is cleared the color AGC gain factor is set to 1.0 and the color saturation must be adjusted to obtain nominal CrCb values. 0 = Disabled 1 = Enabled (default)	1_B
2 - 1	A/D Converter Multiplexer Selects	These bits control the A/D input select multiplexers and whether S-Video is being input as follows: 0, 0 = Select Composite Video Input = LIN0 (Pin 7), set decoder for Composite 1, 0 = Select Composite Video Input = LIN1 (Pin 6), set decoder for Composite 0, 1 = Select Composite Video Input = LIN2 (Pin 5), set decoder for Composite 1, 1 = Select S-Video Y Input = LIN2 (Pin 5) and C Input = CIN (Pin 19)	00_B
0	Not Used	Write Ignored, Read 0's	0_B

TABLE 7. LUMINANCE BRIGHTNESS CONTROL

SUB ADDRESS = 0x01			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7	IRE Setup Cancellation Control	This bit enables the black setup cancellation circuit for NTSC sources. When this bit is set a value of 73 is used to strip the sync information from the video signal. When this bit is cleared a value of 64 is used to strip the sync information. 0 = subtract 64 from the luminance signal 1 = subtract 73 from the luminance signal	1_B
6 - 0	Luminance Brightness Control	These bits control the brightness adjustment to the luminance channel. The brightness adjustment value is a number that ranges from +63 to -64. This register is in the two's complement format, where bit 6 is the sign bit.	$000\ 0000_B$

TABLE 8. LUMINANCE CONTRAST ADJUST REGISTER

SUB ADDRESS = 0x02			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	Luminance Contrast Adjust Factor	This register sets the contrast adjust factor which is applied after the brightness. This value is multiplied by the luminance data and allows the data to be scaled from 0 to a factor of +1.996. This 8-bit number is a fractional number as shown below: $2^0\ 2^{-1}\ 2^{-2}\ 2^{-3}\ 2^{-4}\ 2^{-5}\ 2^{-6}\ 2^{-7}$ The default contrast factor of 1.4766 is calculated as follows: Register Data = Factor * 128 = 1.4766 * 128 = 189 = 0xBD	$1011\ 1101_B$ (0xBD)

TABLE 9. HUE ADJUST REGISTER

SUB ADDRESS = 0x03			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	Hue Phase Adjust	This register sets the hue phase offset adjustment. This 8-bit number is applied as a phase offset to the CbCr data coming out of the demodulator. This 8-bit number is a in the range of +127 to -128. The hue adjust has as range of 30^o with each count in this register allowing a 0.25^o phase adjustment. This register is in two's complement format, where bit 7 is the sign bit.	$0000\ 0000_B$ (0x00)

TABLE 10. LUMINANCE SHARPNESS CONTROL REGISTER

SUB ADDRESS = 0x04			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 6	High Frequency Enhancement Factor	These bits adjust the amplitude of high frequency components in the luminance video signal. The attenuation or multiplication of the high frequency components is adjusted as shown below: 00 = Multiply high frequency components by 1.0 01 = Multiply high frequency components by 2.0 10 = Multiply high frequency components by 4.0 11 = Zero out high frequency components.	00_B
5 - 4	Middle Frequency Enhancement Factor	These bits adjust the amplitude of middle frequency components in the luminance video signal. The attenuation or multiplication of the middle frequency components is adjusted as shown below: 00 = Multiply middle frequency components by 1.0 01 = Multiply middle frequency components by 2.0 10 = Multiply middle frequency components by 4.0 11 = Zero out middle frequency components.	00_B
3 - 2	Low Frequency Enhancement Factor	These bits adjust the amplitude of low frequency components in the luminance video signal. The attenuation or multiplication of the low frequency components is adjusted as shown below: 00 = Multiply low frequency components by 1.0 01 = Multiply low frequency components by 2.0 10 = Multiply low frequency components by 4.0 11 = Zero out low frequency components.	00_B
1 - 0	Vertical High Frequency Enhancement Factor	These bits adjust the amplitude of vertical high frequency components in the luminance video signal. The attenuation or multiplication of the vertical high frequency components is adjusted as shown below: 00 = Multiply vertical high frequency components by 1.0 01 = Reserved. 10 = Reserved. 11 = Zero out vertical high frequency components.	00_B

TABLE 11. COLOR SATURATION ADJUST FACTOR

SUB ADDRESS = 0x05			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	Color Saturation Adjust Factor	This register sets the color saturation adjust factor. This value is multiplied by the chrominance (CbCr) data and allows the data to be scaled from 0 to a factor of +1.996. This 8-bit number is a fractional number as shown below: $2^0\ 2^{-1}\ 2^{-2}\ 2^{-3}\ 2^{-4}\ 2^{-5}\ 2^{-6}\ 2^{-7}$ The default saturation factor of 1.2266 is calculated as follows: Register Data = Factor * 128 = 1.2266 * 128 = 157 = 0x9D	$1001\ 1101_B$ (0x9D)

TABLE 12. PLL CLOCK FREQUENCY RATIO (LSB)

SUB ADDRESS = 0x06			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	PLL Clock Frequency Ratio (LSB)	These bits are used to program the ratio of the incoming video chrominance color subcarrier frequency to the input clock (CLK) used. This number serves as the reference frequency of the chrominance PLL. This is the lower byte (LSB) of the ratio and encompasses the following range: $2^{-9}\ 2^{-10}\ 2^{-11}\ 2^{-12}\ 2^{-13}\ 2^{-14}\ 2^{-15}\ 2^{-16}$ The default value is for a CLK frequency of 27MHz and a color subcarrier of 3.579545 MHz. The register data is calculated as follows: Ratio =(4 x fSC) / CLK =(4 x 3.579545MHz) / 27MHz =0.530303 Register Data: Ratio * 65536 0.530303 * 65536 34753.94 Convert to Hex:0x87C1 Reg 0x06 LSB =0xC1 Reg 0x07 MSB =0x87 Refer to Table 1 for common PLL Ratio values with CLKs of 27MHz or 24.54Hz	$1100\ 0001_B$ (0xC1)

TABLE 13. PLL CLOCK FREQUENCY RATIO (MSB)

SUB ADDRESS = 0x07			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
15 - 8	PLL Clock Frequency Ratio (MSB)	This is the upper data byte (MSB) of the PLL Clock Freq as described in Reg 0x06 above and encompasses the following range: $2^{-1}\ 2^{-2}\ 2^{-3}\ 2^{-4}\ 2^{-5}\ 2^{-6}\ 2^{-7}\ 2^{-8}$	$1000\ 0111_B$ (0x87)

TABLE 14. HAGC START TIME (LSB) REGISTER

SUB ADDRESS = 0x08			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	HAGC START Time (LSB)	This register provides a programmable delay for the HAGC pulse that control the sync tip AGC in the A/D converters. This is the lower byte of the 10-bit word.	$0011\ 1111_B$ (0x3F)

TABLE 15. HAGC START TIME (MSB) REGISTER

SUB ADDRESS = 0x09			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
15 - 10	Not Used	Write Ignored, Read 0's.	$0000\ 0011_B$ (0x03)
9 - 8	HAGC START Time (MSB)	This register provides a programmable delay for the HAGC pulse that control the sync tip AGC in the A/D converters. This is the upper byte of the 10-bit word.	

TABLE 16. HAGC END TIME (LSB) REGISTER

SUB ADDRESS = 0x0A			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	HAGC END Time (LSB)	This register provides a programmable delay for the HAGC pulse that control the sync tip AGC in the A/D converters. This is the lower byte of the 10-bit word.	$0000\ 0000_B$ (0x00)

TABLE 17. HAGC END TIME (MSB) REGISTER

SUB ADDRESS = 0x0B			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
15 - 10	Not Used	Write Ignored, Read 0's	$0000\ 0000_B$ (0x00)
9 - 8	HAGC END Time (MSB)	This register provides a programmable delay for the HAGC pulse that controls the sync tip AGC in the A/D converters. This is the upper byte of the 10-bit word.	

TABLE 18. $\overline{\text{HSYNC}}$ START TIME (LSB) REGISTER

SUB ADDRESS = 0x0C			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	$\overline{\text{HSYNC}}$ Pulse START Time (LSB)	This register provides a programmable delay for the external $\overline{\text{HSYNC}}$ pulse. This is the lower byte of the 10-bit word.	$0011\ 1011_B$ (0x3B)

TABLE 19. $\overline{\text{HSYNC}}$ START TIME (MSB) REGISTER

SUB ADDRESS = 0x0D			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
15 - 10	Not Used	Write Ignored, Read 0's	$0000\ 0011_B$ (0x03)
9 - 8	$\overline{\text{HSYNC}}$ Pulse START Time (MSB)	This register provides a programmable delay for the external $\overline{\text{HSYNC}}$ pulse. This is the upper byte of the 10-bit word.	

TABLE 20. $\overline{\text{HSYNC}}$ END TIME (LSB) REGISTER

SUB ADDRESS = 0x0E			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	$\overline{\text{HSYNC}}$ Pulse END Time (LSB)	This register provides a programmable delay for the external $\overline{\text{HSYNC}}$ pulse. This is the lower byte of the 10-bit word.	$0010\ 0000_B$ (0x20)

TABLE 21. $\overline{\text{HSYNC}}$ END TIME (MSB) REGISTER

SUB ADDRESS = 0x0F			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
15 - 10	Not Used	Write Ignored, Read 0's	$0000\ 0000_B$ (0x00)
9 - 8	$\overline{\text{HSYNC}}$ Pulse END Time (MSB)	This register provides a programmable delay for the external $\overline{\text{HSYNC}}$ pulse. This is the upper byte of the 10-bit word.	

TABLE 22. PLL FILTER ADJUST REGISTER

SUB ADDRESS = 0x10			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	PLL Filter Adjust Register	The Phase Locked Loop (PLL) time constants can be changed for testing purposes. It is recommended that the default value of 0x20 always be used. The reset state is 0x00.	$0000\ 0000_B$ (0x00)

TABLE 23. PLL SYNC DETECT WINDOW REGISTER

SUB ADDRESS = 0x11			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	PLL Horizontal Sync Detect Window	These bits control the PLL horizontal sync detect window. This window sets the length of time that the line lock PLL will allow the detection of the HSYNC. HSYNC outside of this window are declared missing and will cause the missing sync logic to start counting missing syncs.	$1101\ 1101_B$ (0xDD)

TABLE 24. DC RESTORE START TIME (LSB) REGISTER

SUB ADDRESS = 0x12			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	DC RESTORE START Time (LSB)	This register provides a programmable delay for the internal DC RESTORE signal. This is the lower byte of the 10-bit word.	$0011\ 0111_B$ (0x3F)

TABLE 25. DC RESTORE START TIME (MSB) REGISTER

SUB ADDRESS = 0x13			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
15 - 10	Not Used	Write Ignored, Read 0's	$0000\ 0000_B$ (0x00)
9 - 8	DC RESTORE START Time (MSB)	This register provides a programmable delay for the internal DC RESTORE signal. This is the upper byte of the 10-bit word.	

TABLE 26. DC RESTORE END TIME (LSB) REGISTER

SUB ADDRESS = 0x14			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	DC RESTORE END Time (LSB)	This register provides a programmable delay for the internal DC RESTORE signal. This is the lower byte of the 10-bit word.	$0101\ 0010_B$ (0x52)

TABLE 27. DC RESTORE END TIME (MSB) REGISTER

SUB ADDRESS = 0x15			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
15 - 10	Not Used	Write Ignored, Read 0's	$0000\ 0000_B$ (0x00)
9 - 8	DC RESTORE END Time (MSB)	This register provides a programmable delay for the internal DC RESTORE signal. This is the upper byte of the 10-bit word.	

TABLE 28. OUTPUT FORMAT CONTROL REGISTER

SUB ADDRESS = 0x16			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7	Square Pixel/ITU-R BT601 Select	When "1", Square pixel output is selected, when "0" ITU-R BT601 output rate is selected.	0_B
6, 5, 4	Output Field Control "FLD_CONT(2-0)"	These bits control the field capture rate of the HMP8112A. The user can select every 4th field, every other field or every field of video to be output to the data port. 000 = No Capture Enabled 001 = Capture every 4th field 010 = Capture every 2nd field 011 = Capture every 2nd odd field 100 = Capture every 2nd even field 101 = Capture every odd field 110 = Capture every even field 111 = Capture all fields	000_B
3	8/16 output Select	When "1", the 8-bit Burst Transfer output mode is selected. When "0", the 16-bit Synchronous Pixel Transfer output mode is selected.	0_B
2	$\overline{OEN}$	This bit enables the Y(7-0), CbCr(7-0), ACTIVE, FIELD, $\overline{HSYNC}$, $\overline{VSYNC}$ and $\overline{DVLD}$ outputs. 1 = Outputs enabled; 0 = three-stated.	0_B
1	Vertical Pixel Siting	When this bit is cleared ('0') the chrominance pixels have a 1/2 line pixel offset from their associated luminance pixel in a 4:2:2 subsampled scheme. When this bit is set ('1') the pixel siting is line aligned with the luminance pixels in a 4:2:2 subsampled scheme. The bit is cleared by a $\overline{RESET}$.	0_B
0	Not Used	Write Ignored, Read 0's	0_B

TABLE 29. SOFTWARE RESET AND VIDEO STATUS REGISTER

SUB ADDRESS = 0x17			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7	Software Reset	When this bit is set to 1, the entire device except the I^2C bus is reset to a known state exactly like the $\overline{RESET}$ input. The software reset will initialize all register bits to their reset state. Once set this bit is self clearing after only 4 CLK periods. This bit is cleared on power-up by the external $\overline{RESET}$ pin.	0_B
6	Black Screen	This flag when set ('1') will set the output video to black when a lost vertical sync has been detect. This flag is cleared after a $\overline{RESET}$.	0_B
5	Line LOCKED Flag	This flag when set ('1') indicates that the Line Locked-Phase Locked Loop has locked to the video data. This flag is read only and cleared after a $\overline{RESET}$ or Software Reset.	0_B
4	Standard Error Flag	This flag when set ('1') indicates that the Standard detected does not match the one selected in the Video Input Control Register. The standard is checked against a line count and if the line count is significantly different than the expected value then this flag is triggered. This flag is read only and cleared after a $\overline{RESET}$ or Software Reset.	0_B
3 - 0	Not Used	Write ignored, Read 0's.	0000_B

TABLE 30. RESERVED

SUB ADDRESS = 0x18			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	Reserved	This register is reserved. This register will read all zero's and is write ignored.	$0000\ 0000_B$

TABLE 31. RESERVED

SUB ADDRESS = 0x19			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 6	Reserved	This register is reserved. This register will read all zero's and is write ignored.	00_B
5	Lost HSYNC Control (SNAP Bit)	This bit controls when the PLL will declare lost horizontal sync, leave track mode and return to acquisition to acquire a new HSYNC reference. When this bit is cleared, lost line lock is declared after 12 missing horizontal syncs. When this bit is set, lost line lock is declared after one missing horizontal sync. This bit is cleared by $\overline{RESET}$.	0_B
4 - 0	Reserved	This register is reserved. This register will read all zero's and is write ignored.	$0\ 0000_B$

TABLE 32. RESERVED

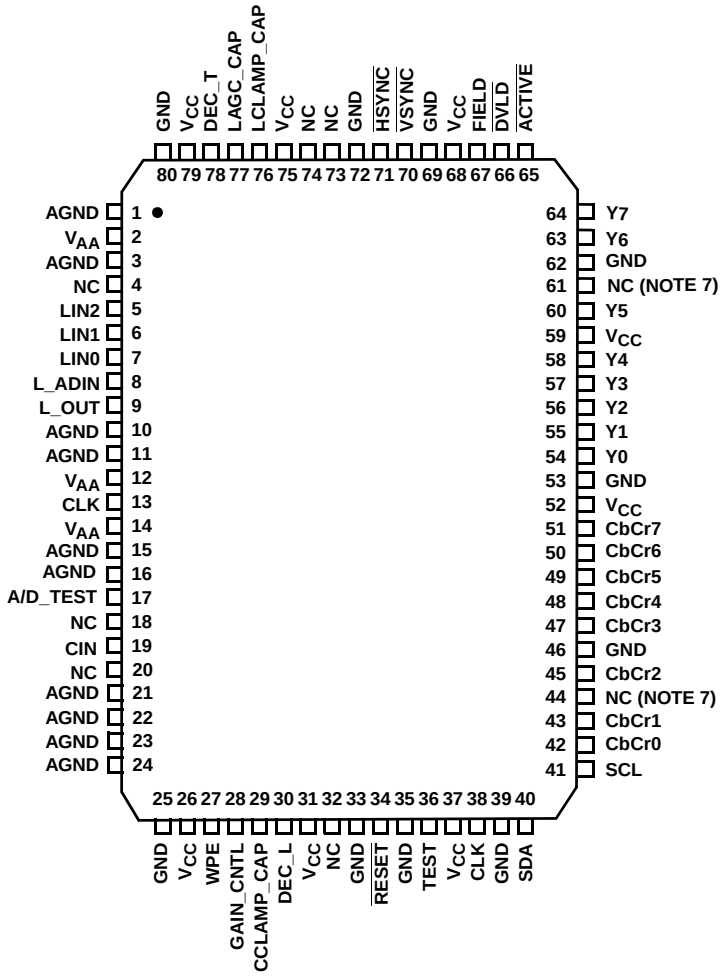
SUB ADDRESS = 0x1A			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	Reserved	This register is reserved. This register will read all zero's and is write ignored.	$0000\ 0000_B$

TABLE 33. PRODUCT ID REGISTER

SUB ADDRESS = 0x1B			
BIT NUMBER	**FUNCTION**	**DESCRIPTION**	**RESET STATE**
7 - 0	Product ID Code	This register contains the last two digits of the product part number for use as a software ID. These bits are read only and always read 0x12.	$0001\ 0010_B$ (0x12)

Pinout

80 LEAD PQFP
TOP VIEW



NOTE:

7. Refer to Pin Description for this pin.

Pin Description

NAME	PQFP PIN NUMBER	INPUT/ OUTPUT	DESCRIPTION
LIN0	7	Input	Composite video input. This input must be AC-coupled to the video signal using a 1.0 μF capacitor and terminated with a 75-ohm resistor. These components should be as close to this pin as possible for best performance. If not used, this pin should be connected to AGND thru a 0.1 μF capacitor.
LIN1	6	Input	Composite video input. This input must be AC-coupled to the video signal using a 1.0 μF capacitor and terminated with a 75-ohm resistor. These components should be as close to this pin as possible for best performance. If not used, this pin should be connected to AGND thru a 0.1 μF capacitor.
LIN2	5	Input	Composite video or Luminance (Y) video input. This input must be AC-coupled to the video signal using a 1.0 μF capacitor and terminated with a 75-ohm resistor. These components should be as close to this pin as possible for best performance. If not used, this pin should be connected to AGND thru a 0.1 μF capacitor.
CIN	19	Input	Chrominance (C) video Input. This input must be AC-coupled to the video signal using a 1.0 μF capacitor and terminated with a 75-ohm resistor. These components, and corresponding anti-aliasing low-pass filter, should be as close to this pin as possible for best performance. If not used, this pin should be connected to AGND thru a 0.1 μF capacitor.
WPE	27	Input	White Peak Enable. When enabled (‘1’), the video amplifiers gain is reduced when the digital output code exceeds 248. When disabled (‘0’) the video amplifier will clip when the A/D reaches code 255.
GAIN_CTRL	28	Input	Gain Control Input. DC voltage to set the S-Video CIN chrominance video amplifier’s gain. Reference Figure 3 for gain control curve.
DEC_T	78	Input	Decoupling for upper A/D Converter Reference. Recommend connecting 0.1 μF and 0.01μF ceramic capacitors in parallel to AGND.
DEC_L	30	Input	Decoupling for lower A/D Converter Reference. Recommend connecting 0.1 μF and 0.01μF ceramic capacitors in parallel to AGND.
LAGC_CAP	77	Input	Capacitor Connection for Luminance AGC Circuit. Controls the AGC loop time constant. Recommend connecting a 0.01 μF ceramic capacitor to AGND.
LCLAMP_CAP	76	Input	Capacitor Connection for Luminance Clamp Circuit. Controls the clamp loop time constant. Recommend connecting a 0.047 μF ceramic capacitor to AGND.
CCLAMP_CAP	29	Input	Capacitor Connection for Chrominance Clamp Circuit. Controls the clamp loop time constant. Recommend connecting a 0.047 μF ceramic capacitor to AGND.
L_ADIN	8	Input	Luminance A/D Converter input from external anti-alias filter. Reference Figure 1.
L_OUT	9	Output	Analog output of the video multiplexer. This output should connect to an external anti-alias filter and return to L_ADIN input. Reference Figure 1.
SDA	40	Input/ Output	The serial I^2C serial input/output data line.
SCL	41	Input	The serial I^2C serial bus clock line.
CLK	13, 38	Input	Master clock for the decoder. This clock is used to run the internal logic, A/D converters, and Phase Locked Loops. All I/O pins (except the I^2C) are synchronous to this master clock. A ±50ppm crystal should be used with a waveform symmetry of 60/40% or better.
$\overline{\text{RESET}}$	34	Input	Asynchronous Reset pin. Master Chip reset to initialize the internal states and set the internal registers to a known state.

Pin Description (Continued)

NAME	PQFP PIN NUMBER	INPUT/ OUTPUT	DESCRIPTION
CbCr[0:7]	42, 43, 45, 47-51	Output	CbCr Data Output Port. The chrominance data output port of the decoder. Data is in unsigned format and can range from 0 to 255. The CbCr data is subsampled to 4:2:2 format. In 4:2:2 format the CbCr bus toggles between Cb and Cr samples with the first sample of a line always being Cb. The port is designed to minimize external logic needed to interface to a VRAM Serial Access Port, DRAM or FIFO.
Y[0:7]	54-58, 60, 63, 64	Output	Y Data Output Port. The luminance data output port of the decoder. Data is in unsigned format and can range from 16 to 255. The port is designed to minimize external logic needed to interface to a VRAM Serial Access Port, DRAM or FIFO.
$\overline{\text{DVLD}}$	66	Output	$\overline{\text{Data Valid}}$. This pin signals when valid data is available on the data output ports. This pin is three-stated after a $\overline{\text{RESET}}$ or software reset and should be pulled high through a 10K resistor.
$\overline{\text{HSYNC}}$	71	Output	Horizontal Sync. This video synchronous pulse is generated by the detection of horizontal sync on the video input. In the absence of video, the $\overline{\text{HSYNC}}$ rate is set when the internal PLL counters overflow. The $\overline{\text{HSYNC}}$ START and END time can be programmed. This pin is three-stated after a $\overline{\text{RESET}}$ or software reset and should be pulled high through a 10K resistor.
$\overline{\text{VSYNC}}$	70	Output	Vertical Sync. This video synchronous pulse is generated by the detection of a vertical sync on the video input. In the absence of video the VSYNC rate is set by the over flow of the internal line rate counter. This pin is three-stated after a RESET or software reset and should be pulled high through a 10K resistor.
FIELD	67	Output	Field Flag. When set (‘0’) this signals that an ODD field is presently being output from the decoder. When cleared (‘1’) this signals an EVEN field. This flag will toggle when no vertical sync is detected and 337 lines have elapsed. This pin is three-stated after a $\overline{\text{RESET}}$ or software reset and should be pulled high through a 10K resistor.
ACTIVE	65	Output	Active Video Flag. This flag is asserted (‘1’) when the active portion of the video line is available on the output port. This signal is always set during Burst Output data mode. This flag is free running and synchronous to CLK. This pin is three-stated after a $\overline{\text{RESET}}$ or software reset and should be pulled high through a 10K resistor.
TEST	36	Input	Test input. This pin is used for production test and should be connected to digital ground.
V_{CC}	26, 31, 37, 52, 59, 68, 75, 79	Input	5V Logic Supply Pins
GND	25, 33, 35, 39, 46, 53, 62, 69, 72, 80	Input	Digital Ground Pins
V_{AA}	2, 12,14	Input	5V Analog Supply Pins
AGND	1, 3, 10, 11, 15,16, 21, 22, 23, 24	Input	Analog GND
A/D TEST	17	Output	Chrominance ADC Test Pin. This pin should be left open.
NC	44, 61	NA	Pins used as logic outputs on later decoders. Refer to HMP8115 data sheet for details.
NC	4, 18, 20, 32, 73, 74	NA	No Connect. These pins should be left open.

Absolute Maximum Ratings

Digital Supply Voltage (V_{CC} to GND) 7.0V
Digital Input Voltages . . . . . GND -0.5V to V_{CC} 0.5V
ESD Classification . . . . . Class 1

Operating Conditions

Temperature Range, HMP8112ACN . . . . . 0^oC to 70^oC

Thermal Information

Thermal Resistance (Typical, See Note 8) θ_{JA} ($^oC/W$)
PQFP Package 42
Maximum Power Dissipation
HMP8112ACN 1.9W
Maximum Storage Temperature Range . . . . . -65^oC to 150^oC
Maximum Junction Temperatures . . . . . 150^oC
Maximum Lead Temperature (Soldering 10s) . . . . . 300^oC

CAUTION: Stresses above those listed in "Absolute Maximum Ratings" may cause permanent damage to the device. This is a stress only rating and operation of the device at these or any other conditions above those indicated in the operational sections of this specification is not implied.

NOTE:

8. θ_{JA} is measured with the component mounted on an evaluation PC board in free air. Dissipation rating assumes device is mounted with all leads soldered to printed circuit board

Electrical Specifications V_{CC} = 5.0V, $T_A = 25^oC$

PARAMETER	SYMBOL	TEST CONDITION	HMP8112AC			UNITS
			MIN	TYP	MAX	
POWER SUPPLY CHARACTERISTICS						
Power Supply Voltage Range	V_{CC}, V_{AA}	Note 9	4.75	5	5.25	V
Power Supply Current	Digital I_{CCOP}	f_{CLK} = 30MHz, V_{CC} = 5.25V, Outputs Not Loaded	-	45	60	mA
	Analog I_{CAOP}	f_{CLK} = 30MHz, V_{AA} = 5.25V	-	190	220	mA
Total Power Dissipation	P_{TOT}	f_{CLK} = 30MHz, $V_{CC} = V_{AA}$ = 5.25, Outputs Not Loaded	-	1.11	1.47	W
DIGITAL I/O						
Bus Clock Frequency	CLK	Note 9	20	-	30	MHz
Clock Cycle Time	CLK		33	-	50	ns
Clock Waveform Symmetry			40	-	60	%
Clock Pulse Width High	t_{PWH}		8	-	-	ns
Clock Pulse Width	t_{PWL}		13	-	-	ns
Input Logic High Voltage	V_{IH} CLK	V_{CC} = Max	2.8	-	-	V
Input Logic Low Voltage	V_{IL} CLK	V_{CC} = Min	-	-	0.8	V
Input Leakage Current	I_{IH}	V_{CC} = Max Input = 0V or V_{CC}	-	-	10	µA
	I_{IL}		-450	-	-	µA
Input/Output Capacitance	C_{IN}	CLK Frequency = 1MHz, Note 9, All Measurements Referenced to Ground $T_A = 25^oC$	-	-	8	pF
Rise/Fall Time	t_r, t_f	Note 9	-	-	2.0	ns
Input Logic High Voltage	V_{IH}	V_{CC} = Max	2.0	-	-	V
Input Logic Low Voltage	V_{IL}	V_{CC} = Min	-	-	0.8	V
Input Logic Current	I_{IH}, I_{IL}	V_{CC} = Max Input = 0V or 5V	-	-	±10	µA

Electrical Specifications V_{CC} = 5.0V, T_A = 25°C **(Continued)**

PARAMETER	SYMBOL	TEST CONDITION	HMP8112AC			UNITS
			MIN	TYP	MAX	
Output Logic High Voltage	V_{OH}	I_{OH} = -4mA, V_{CC} = Max	2.4	-	-	V
Output Logic Low Voltage	V_{OL}	I_{OL} = 4mA, V_{CC} = Min	-	-	0.4	V
Output Logic Current	I_{OH}	V_{CC} = Max, Input = 0V or 5V	-	-	4	mA
Three-State Output Current Leakage	I_{OZ}		-	-	10	µA
I^2C DIGITAL I/O (SDA, SCL, Fast Mode)						
Input Logic High Voltage	V_{IH}	V_{CC} = Max	0.7x V_{CC}	-	-	V
Input Logic Low Voltage	V_{IL}	V_{CC} = Min	-	-	0.3xV_{CC}	V
Input Logic Current	I_{IH}, I_{IL}	V_{CC} = Max Input = 0V or 5V	-	-	10	µA
Input/Output Capacitance	C_{IN}	CLK Frequency = 400kHz, Note 9, All Measurements Referenced to GND T_A = 25°C	-	-	8	pF
Output Logic High Voltage	V_{OH}	I_{OH} = -1mA, V_{CC} = Max	3.0	-	-	V
Output Logic Low Voltage	V_{OL}	I_{OL} = 3mA, V_{CC} = Min	0	-	0.4	V
SCL Clock Frequency	f_{SCL}	Note 9	0	-	100	kHz
SCL Minimum Low Pulse Width	t_{LOW}		4.7	-	-	µs
SCL Minimum High Pulse Width	t_{HIGH}		4.0	-	-	µs
Data Hold Time	$t_{HD:DATA}$		0	-	-	ns
Data Setup Time	$t_{SU:DATA}$		250	-	-	ns
Rise Time	t_R	Note 9	-	-	1000	ns
Fall Time	t_F		-	-	300	ns
TIMING CHARACTERISTICS						
Data Setup Time	t_{SU}	Notes 9, 10	10	-	-	ns
Data Hold Time	t_{HD}		0	-	-	ns
Clock to Out	t_{DVLD}		-	-	8.0	ns
ANALOG PERFORMANCE						
Video Input Amplifier Voltage Range	$V_{LIN[0:2]}$, V_{CIN}	Input Termination of 75Ω and 1.0µF AC Coupling, Note 9	0.5	1.0	2.0	V_{P-P}
Video Input Amplifier Impedance	R_{AIN}	Note 9	200	-	-	kΩ
Color Sub-carrier AGC Range	SC_{AGC}		-6	-	+18	dB
Video Input Amplifier Analog Bandwidth	B	$1V_{P-P}$ Sine Wave Input to -3dBc Reduction, Note 9	-	15	-	MHz
A/D Input Range	A_{IN} Full Scale	Note 9	-	V_{AA} - 1.9	-	V
	A_{IN} Offset/Zero		-	V_{AA} -3.4	-	V
A/D Input Bandwidth	$B_{A/D}$		6	-	-	MHz

Electrical Specifications V_{CC} = 5.0V, T_A = 25°C **(Continued)**

PARAMETER	SYMBOL	TEST CONDITION	HMP8112AC			UNITS
			MIN	TYP	MAX	
VIDEO PERFORMANCE						
Differential Gain	$A_{V\ DIFF}$	EBU 75% Color Bars, Note 9	-	2	-	%
Differential Phase	$\Theta_{\ DIFF}$		-	1	-	°
Integral Linearity	INL	Best Fit Linearity	-	2	-	LSB
Differential Linearity	DNL		-	0.35	1.0	LSB
SNR	$SNRL_{\ WEIGHTED}$	Note 9	-	49.9	-	dB
Luminance to Chrominance Crosstalk	X_{LUMA}	In Composite Input Mode, Note 9	-	40	-	dB
Chrominance to Luminance Crosstalk	X_{CHROMA}		-	40	-	dB
Horizontal Locking and Recovery Time	t_{LOCK}	Time from Initial Lock Acquisition to an Error of 1 Pixel, Note 9	-	30	-	Lines
# of Missing Horizontal Syncs Before Lost Lock Declared	$H_{SYNC\ LOST}$	Note 9	-	-	12	#
# of Missing Vertical Syncs Before Lost Lock Declared	$V_{SYNC\ LOST}$		-	-	3	#
Subcarrier Lock in Range			400	-	-	Hz
Pixel Jitter			-	1/ 8	-	Pixel
			-	10	-	ns
Color Saturation Adjustment Range			-	-	10	dB
Hue Accuracy			-	-	2	°C
Hue Adjustment Range			-	-	30	°C
Brightness Adjustment Range			-	-	10	dB

NOTES:

9. Guaranteed by design or characterization.

10. Test performed with C_L = 40pF, I_{OL} = 4mA, I_{OH} = -4mA. Input reference level is 1.5V for all inputs. V_{IH} = 3.0V, V_{IL} = 0V.

Typical Performance Curves

NTSC Composite Phase

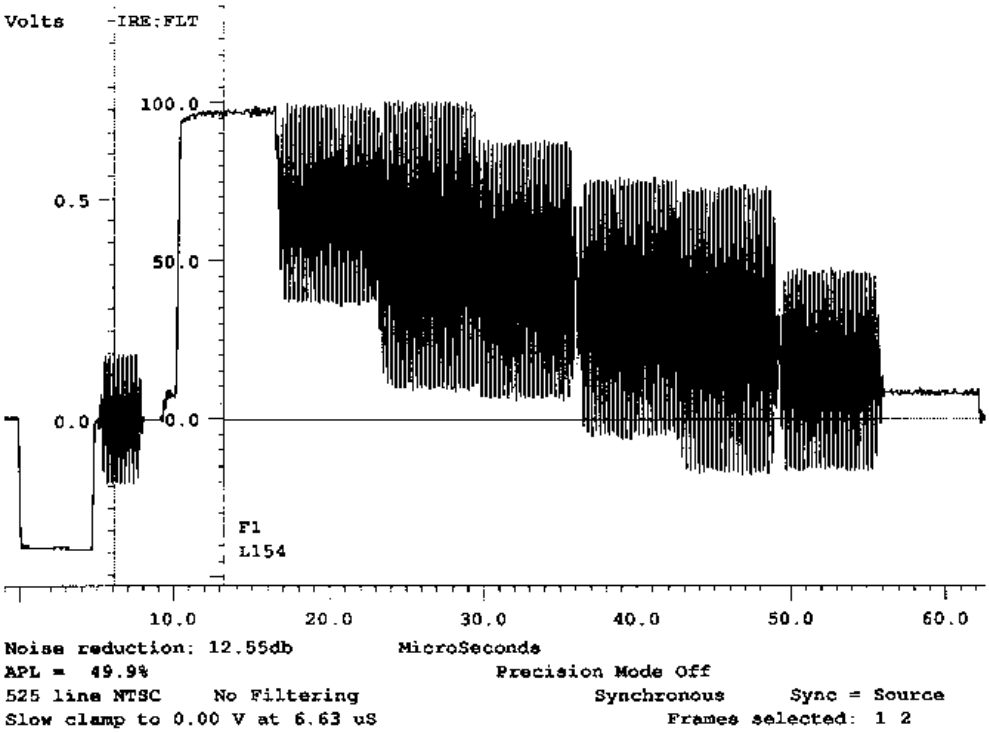


FIGURE 19. COLOR BARS NTSC 100% (EIA)

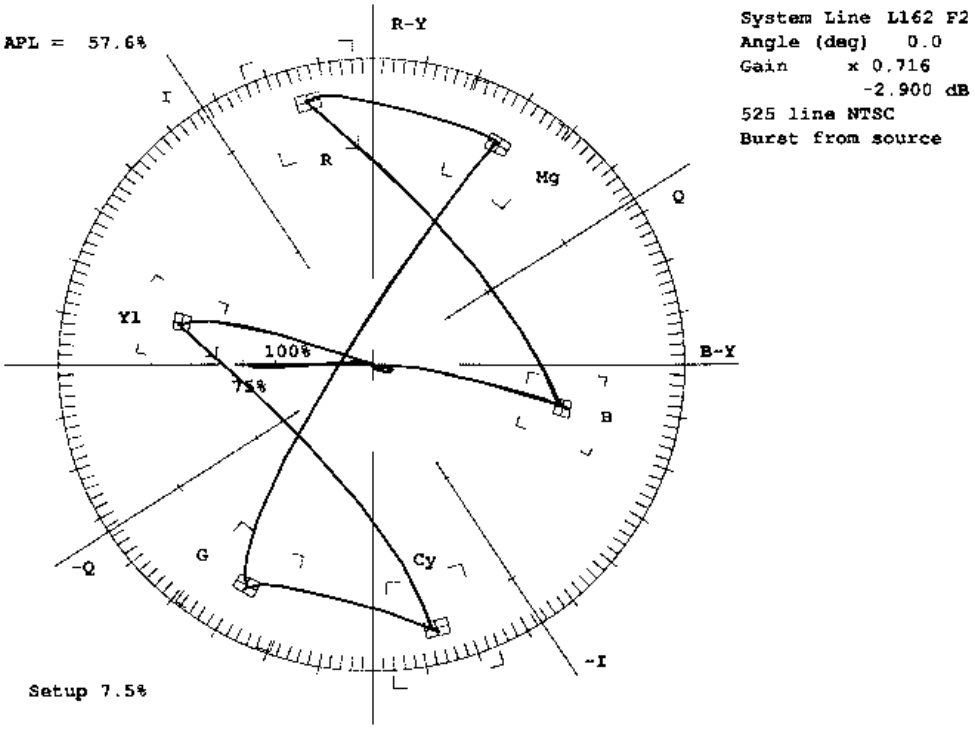


FIGURE 20. COLOR BARS VECTORSCOPE

Typical Performance Curves (Continued)

NTSC Composite Phase (Continued)

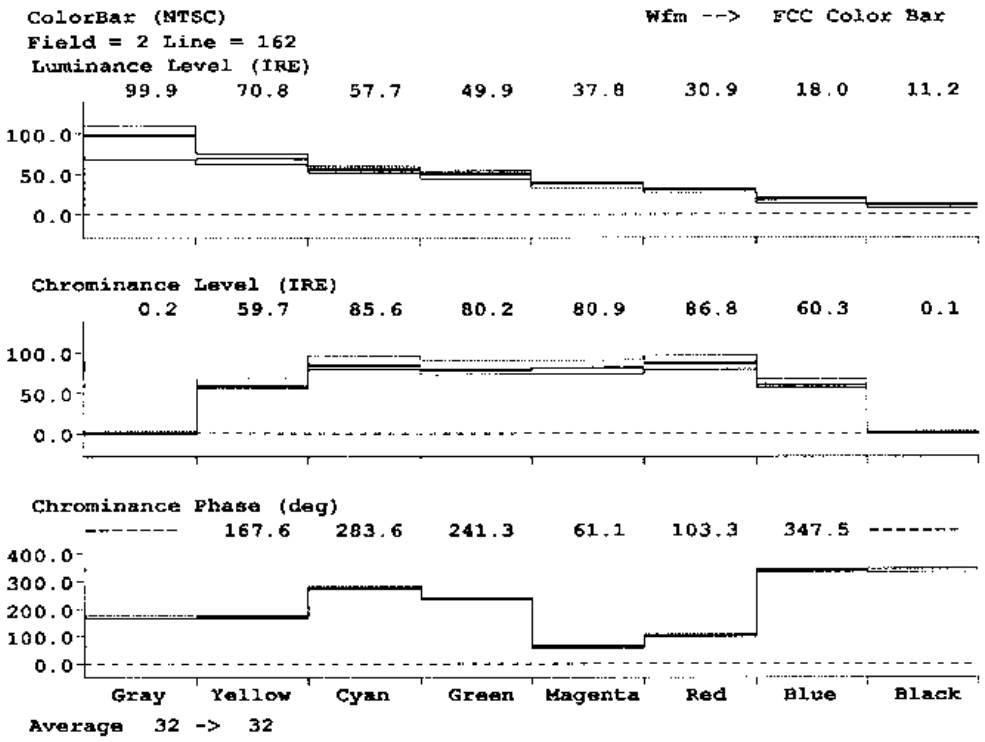


FIGURE 21. COLOR BARS VM700 TEST

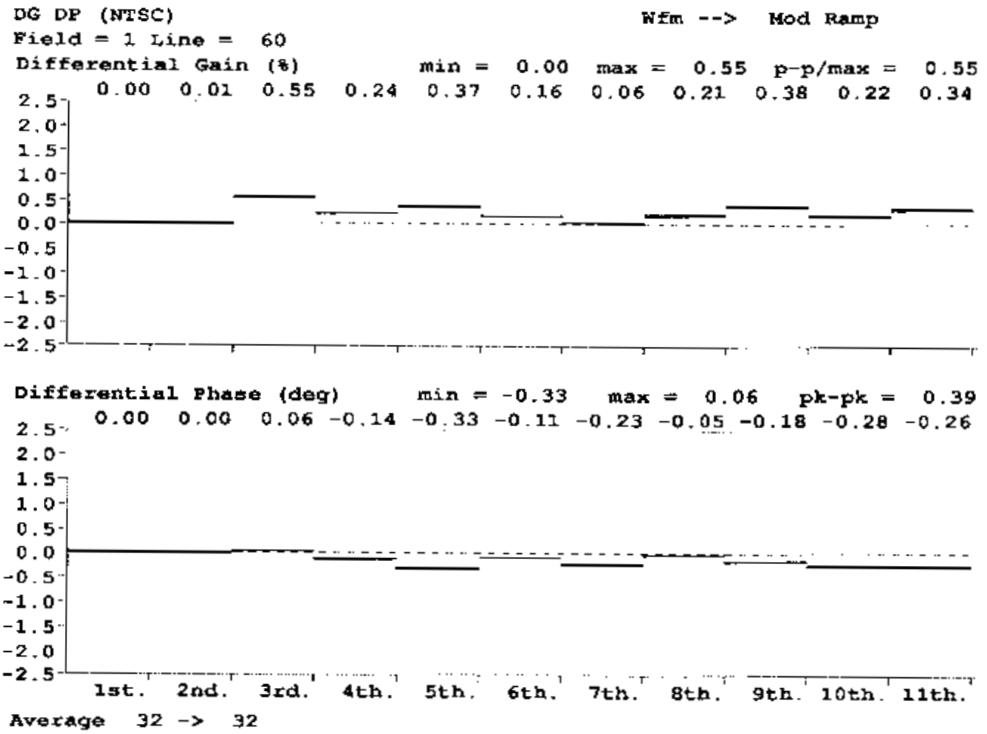


FIGURE 22. DIFFERENTIAL PHASE AND GAIN

Typical Performance Curves (Continued)

NTSC Frequency Response

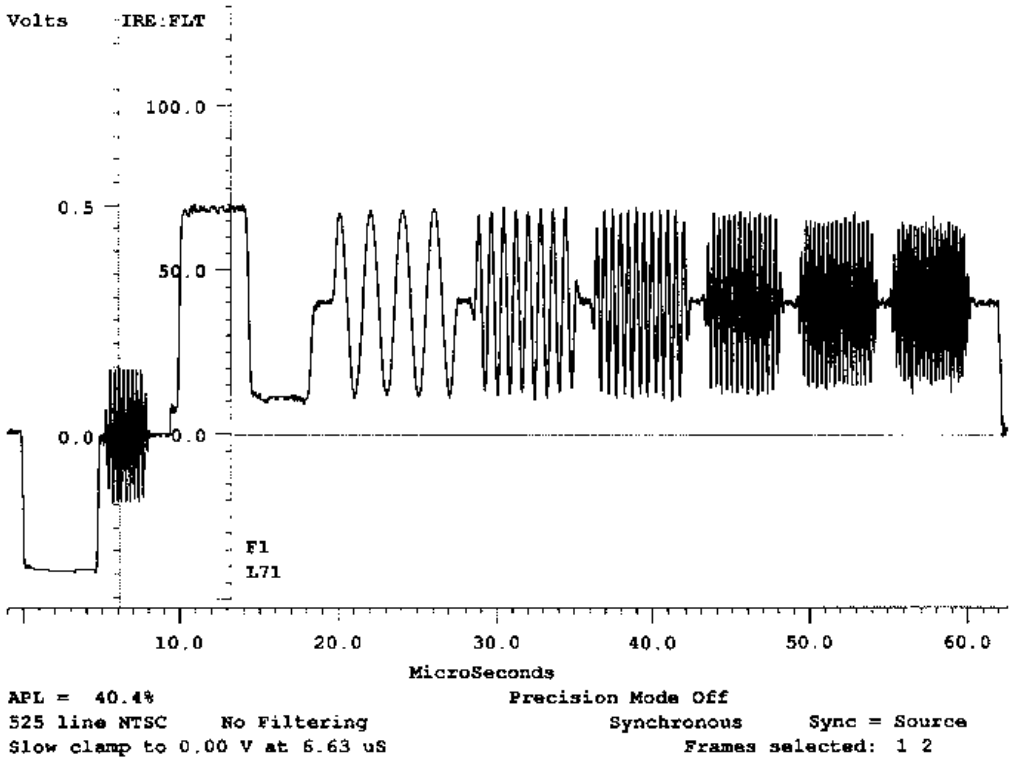


FIGURE 23. MULTIBURST

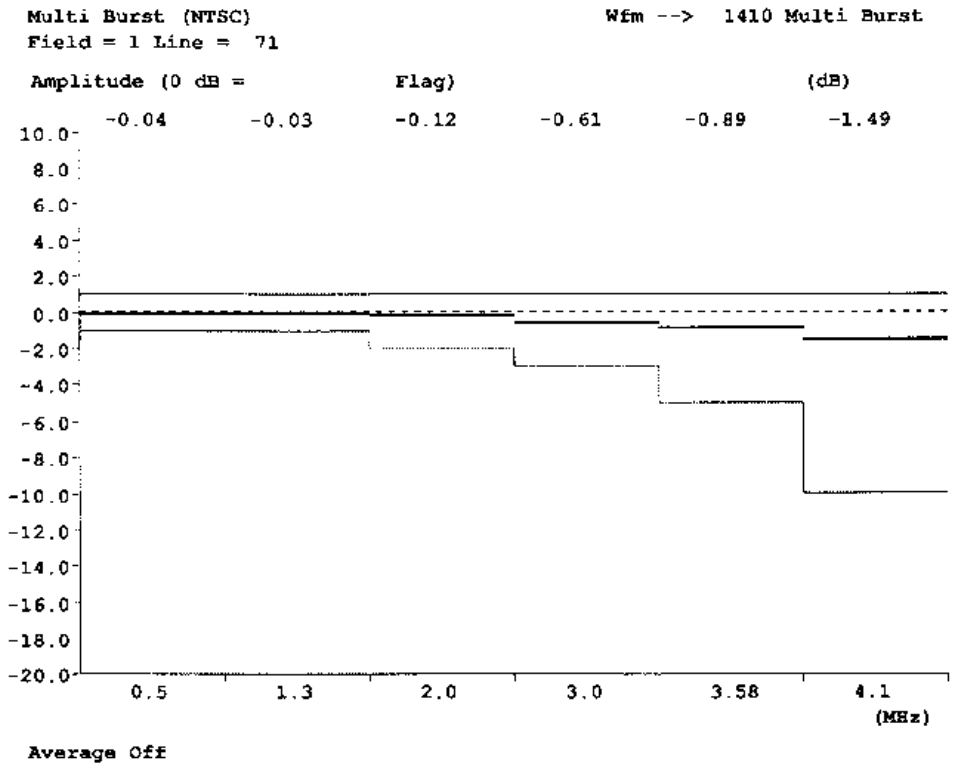


FIGURE 24. MULTIBURST VM700 FREQUENCY ROLL-OFF TEST

Typical Performance Curves (Continued)

NTSC Noise Measurements

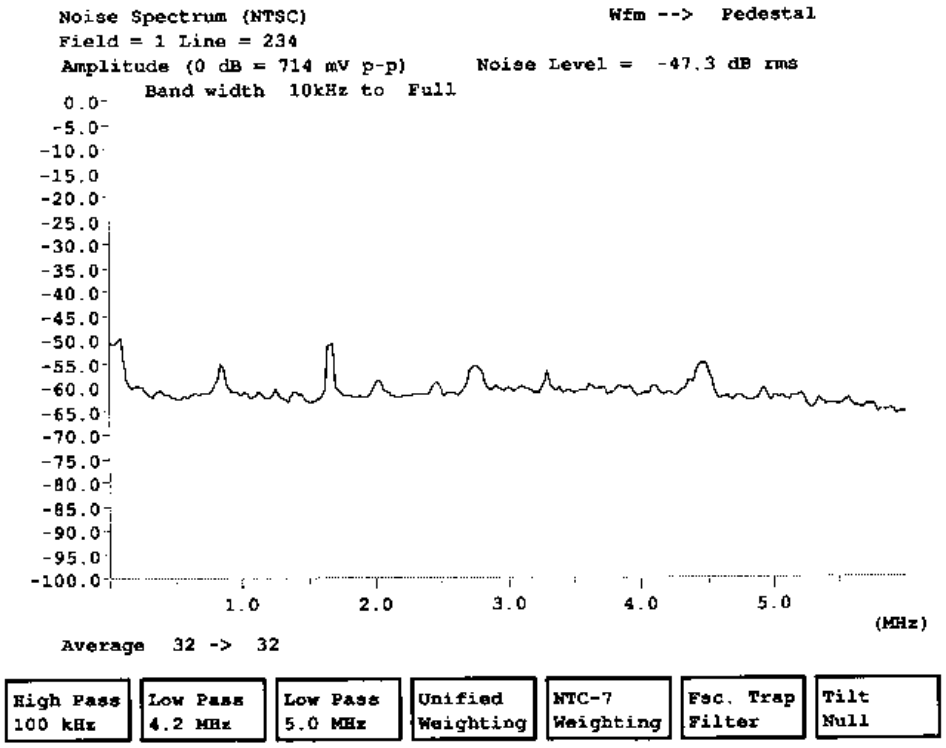


FIGURE 25. SIGNAL TO NOISE RATIO - FLAT FREQUENCY RESPONSE

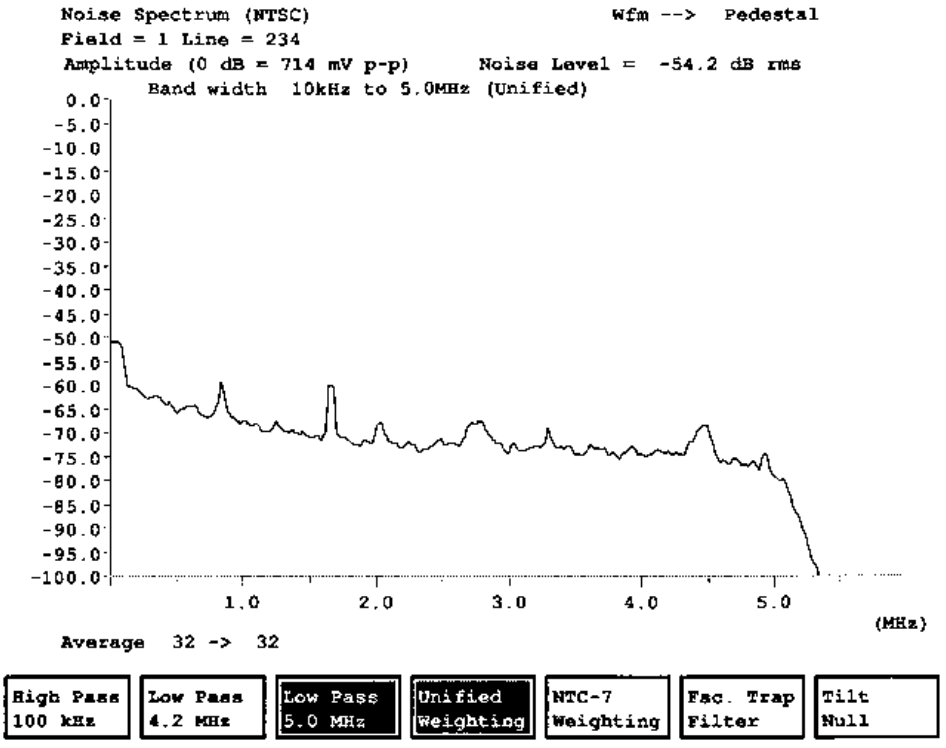


FIGURE 26. SIGNAL TO NOISE RATIO - 5.0MHz LOW PASS FILTERED

Typical Performance Curves (Continued)

NTSC Noise Measurements (Continued)

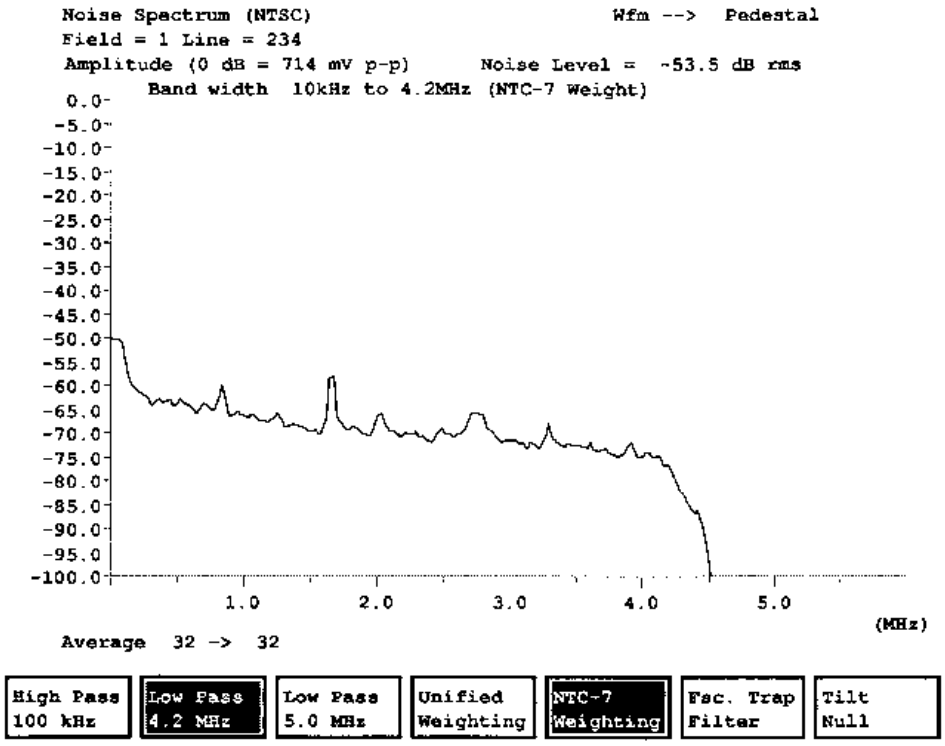


FIGURE 27. SIGNAL TO NOISE RATIO - 4.2MHz LOW PASS FILTERED

Pixel Jitter Test

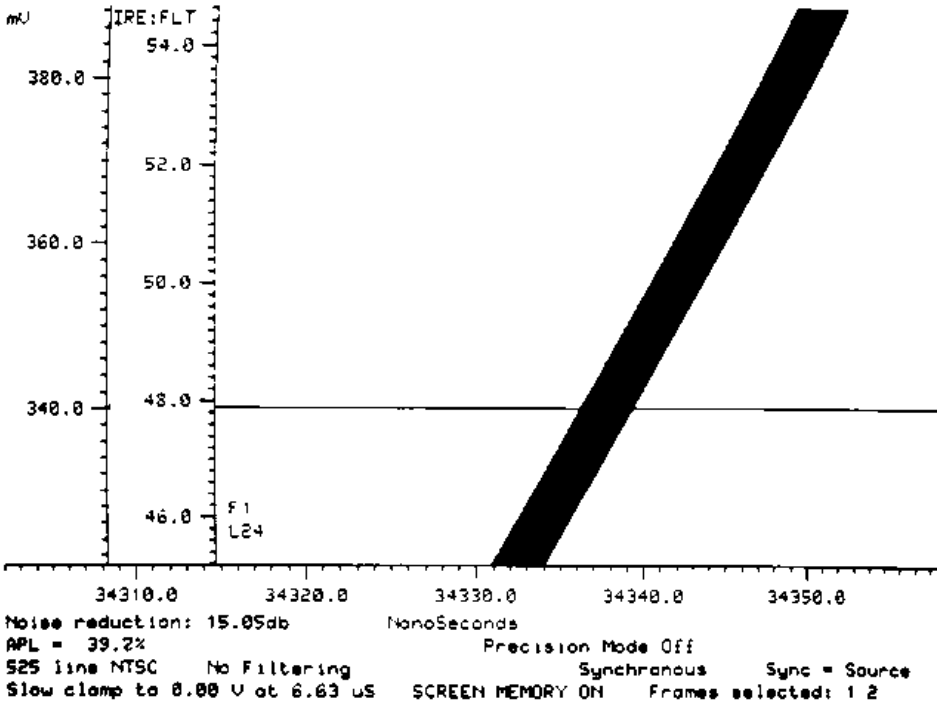


FIGURE 28. LONG TERM JITTER - 20 PULSE BAR 2T

Typical Performance Curves (Continued)

PAL Composite Phase

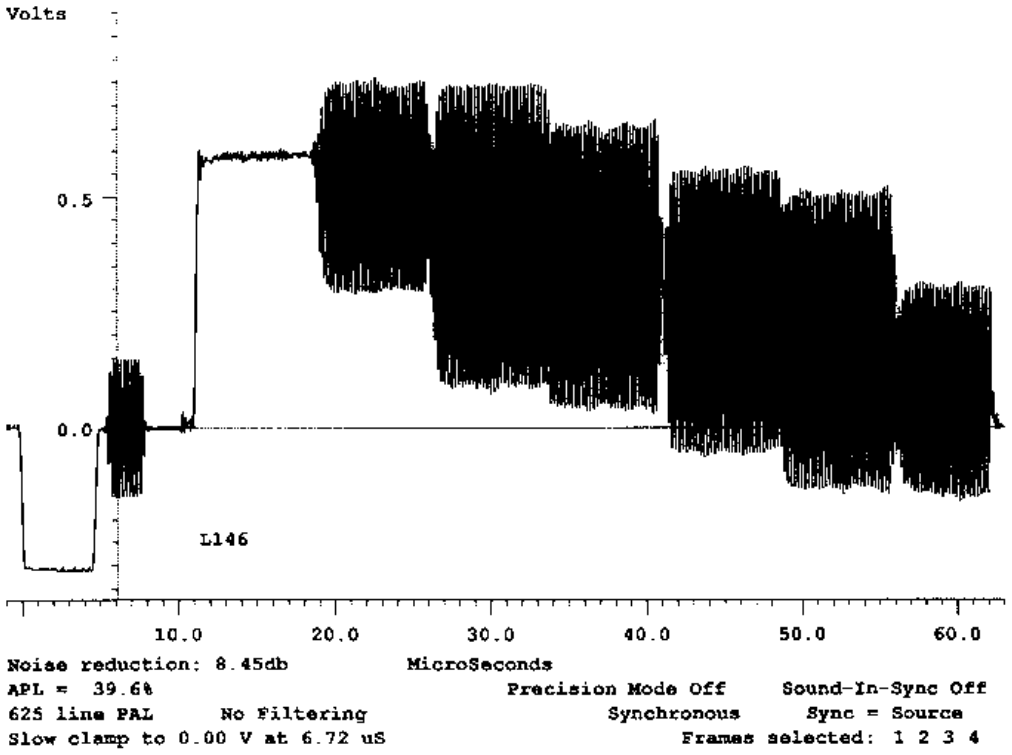


FIGURE 29. COLOR BARS NTSC 100% (EIA)

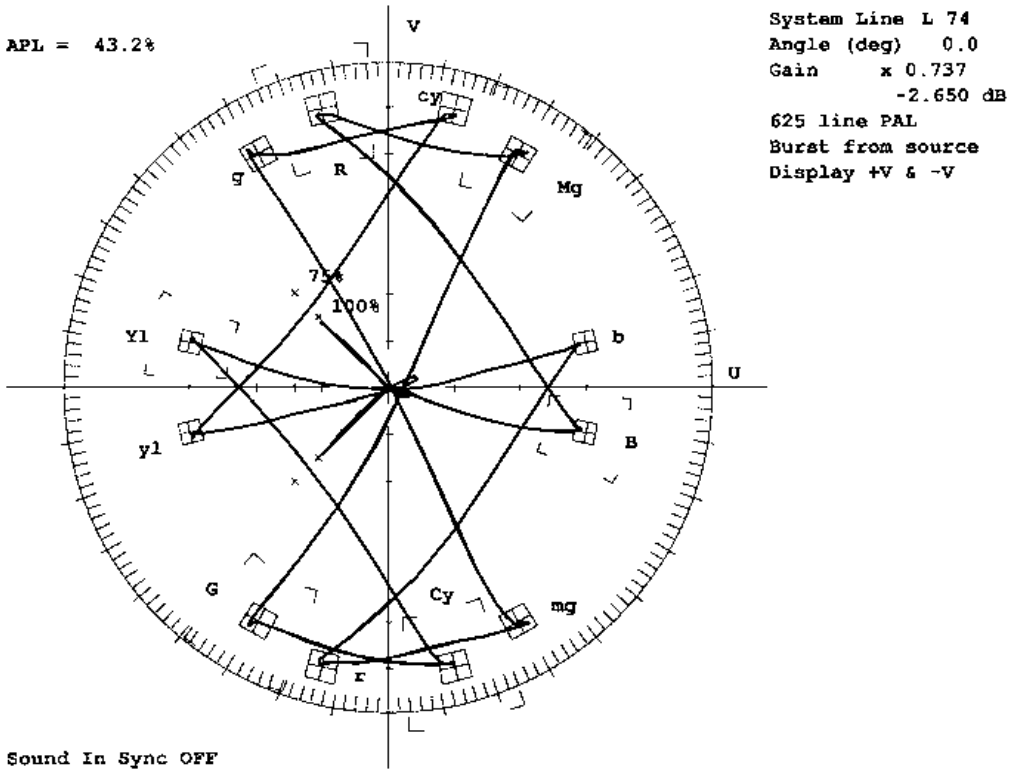


FIGURE 30. COLOR BARS VECTORSCOPE

Typical Performance Curves (Continued)

PAL Composite Phase (Continued)

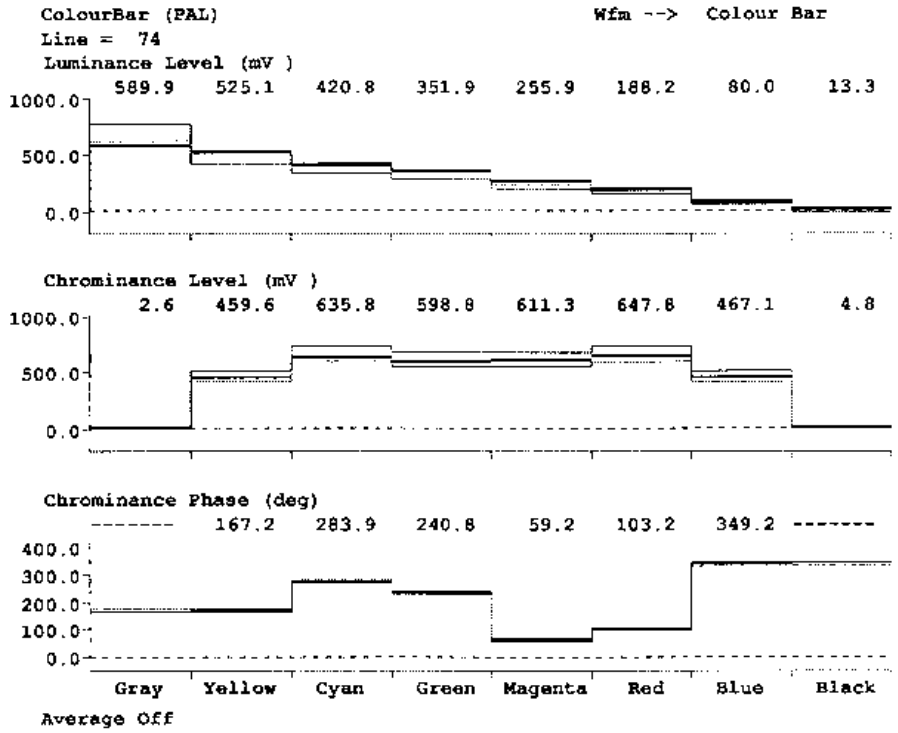


FIGURE 31. COLOR BARS VM700 TEST

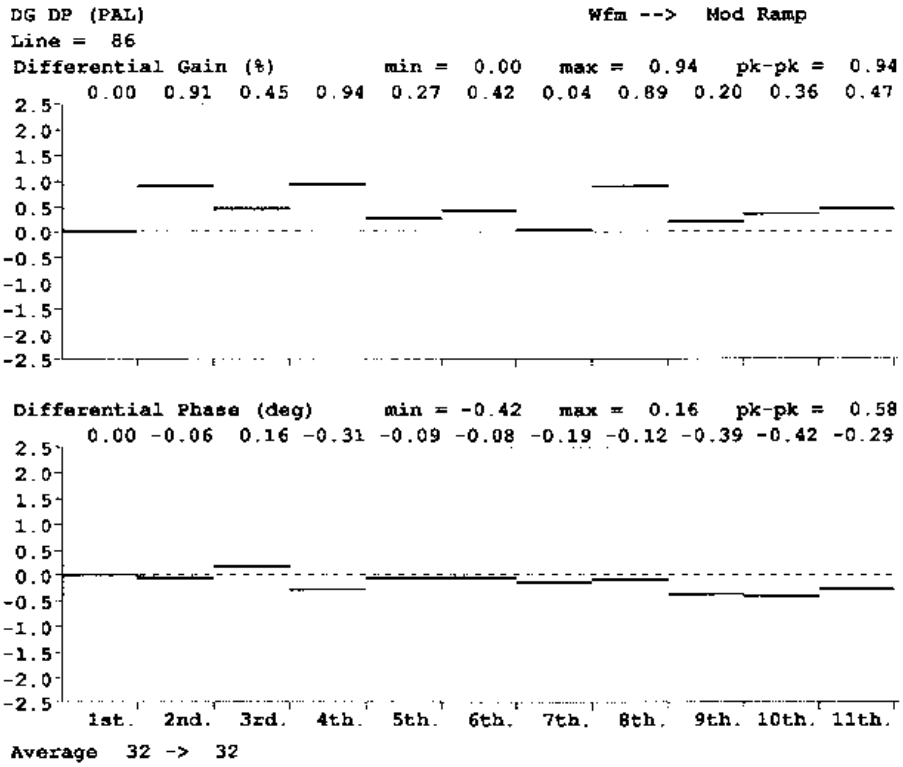


FIGURE 32. DIFFERENTIAL PHASE AND GAIN

Typical Performance Curves (Continued)

PAL Frequency Response

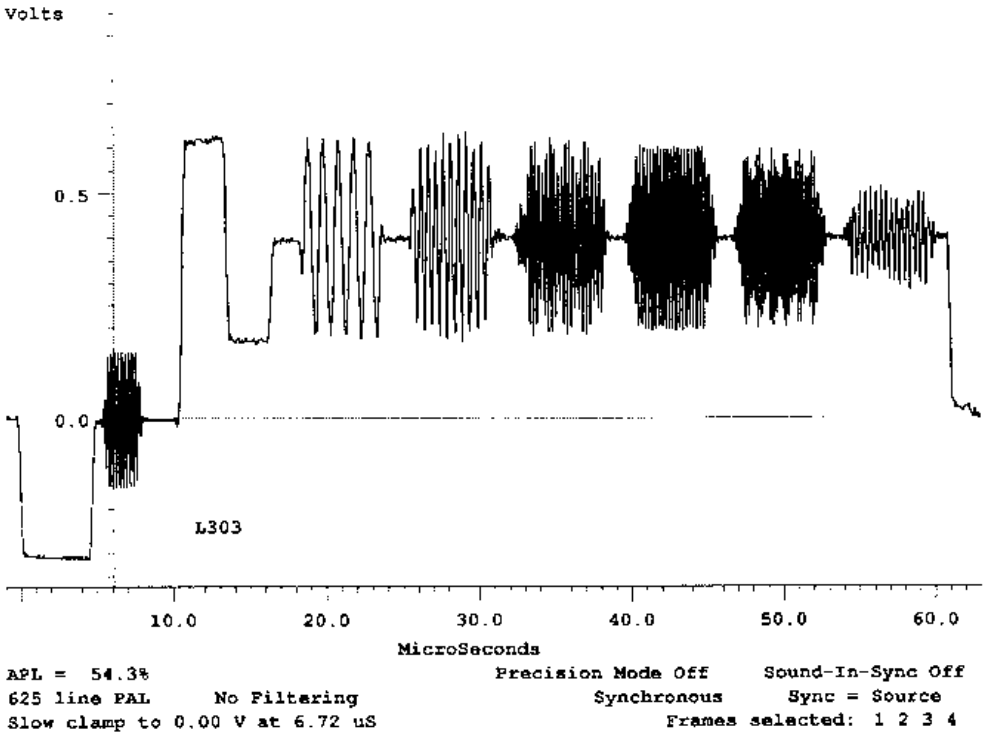


FIGURE 33. MULTIBURST

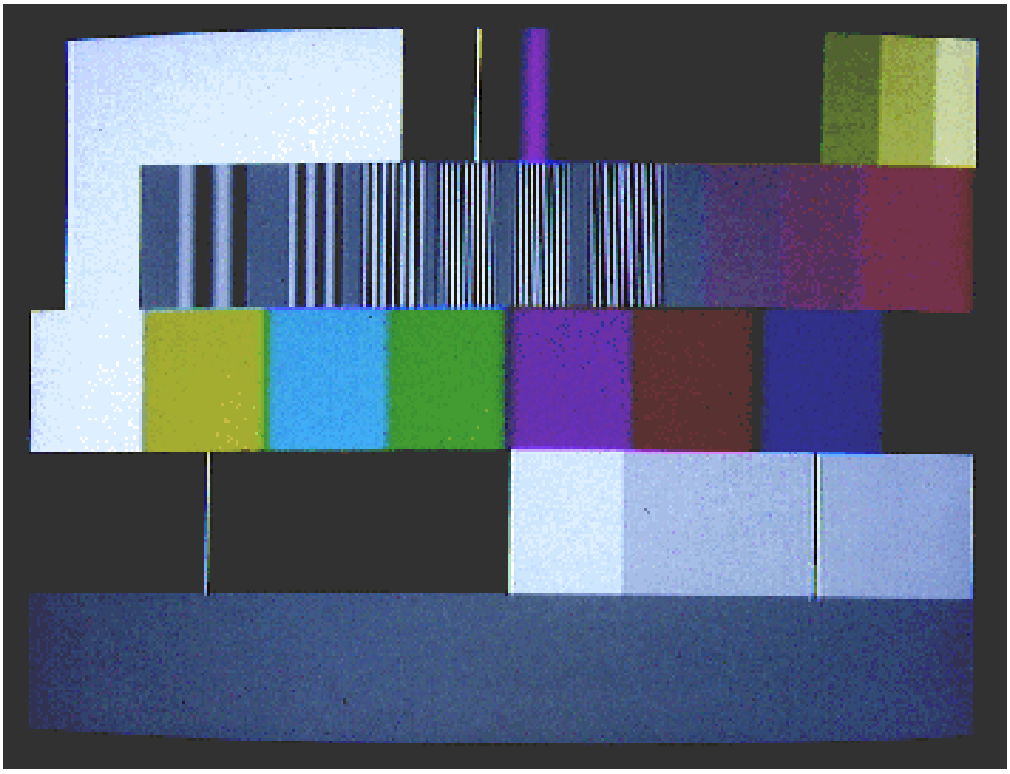


FIGURE 34. NTSC MULTI-TEST PATTERN

Typical Performance Curves (Continued)

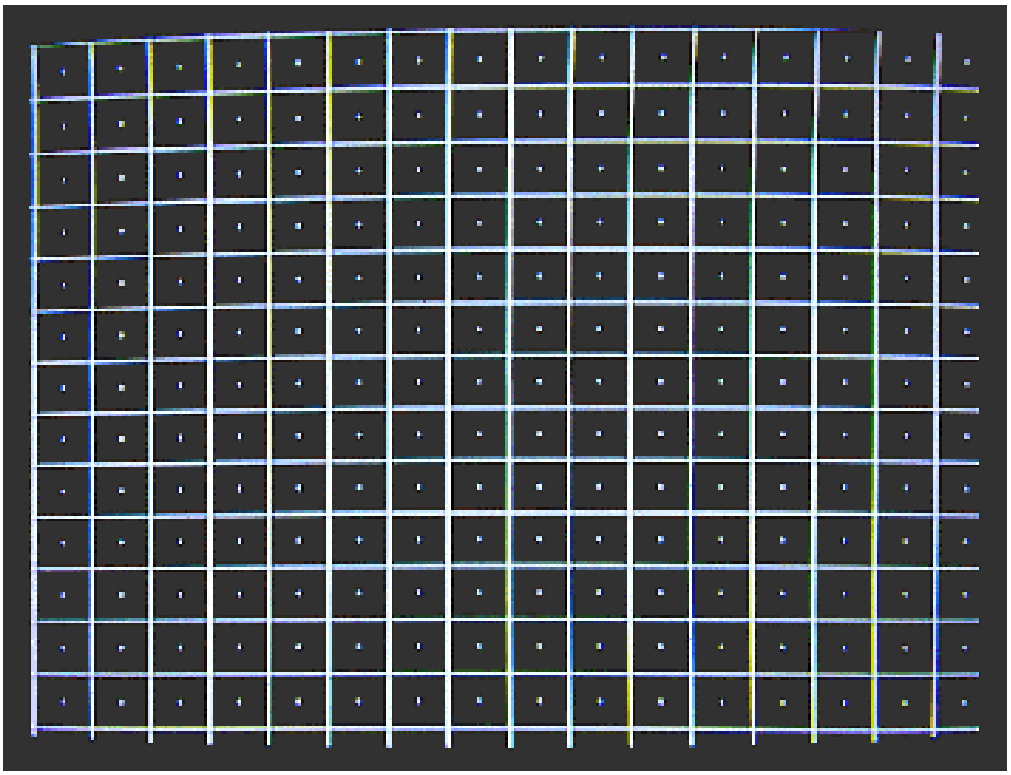


FIGURE 35. NTSC CONVERGENCE TEST PATTERN

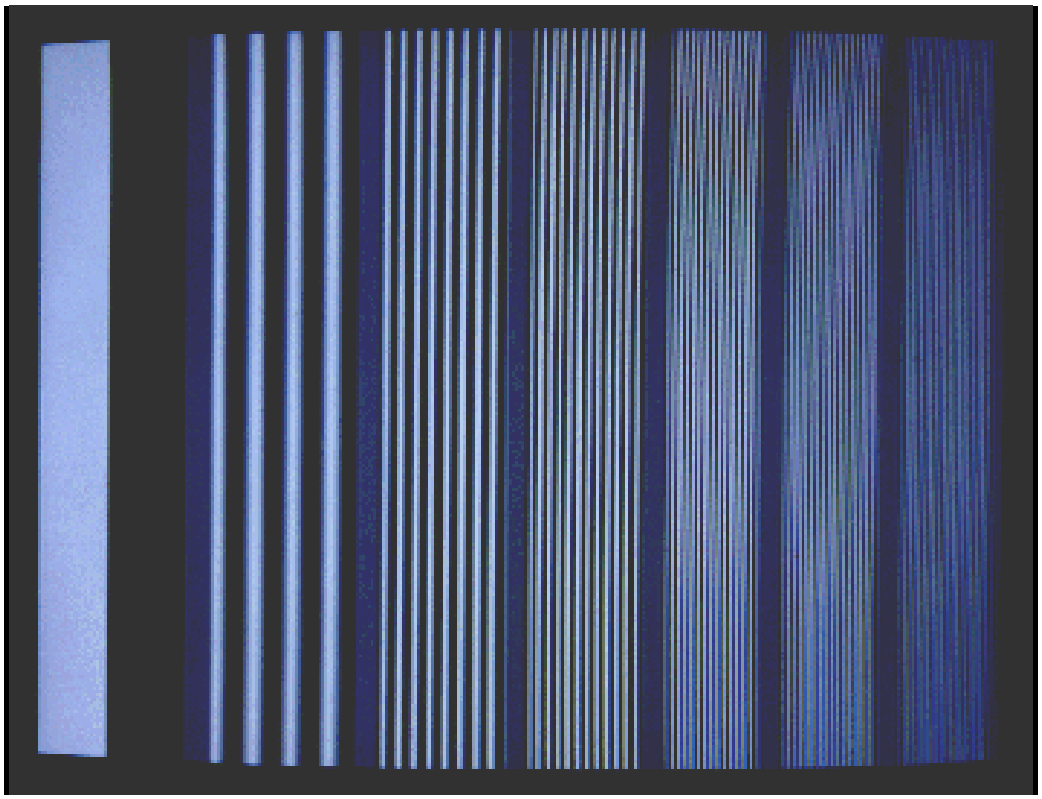


FIGURE 36. NTSC MULTIBURST TEST PATTERN

Typical Performance Curves (Continued)

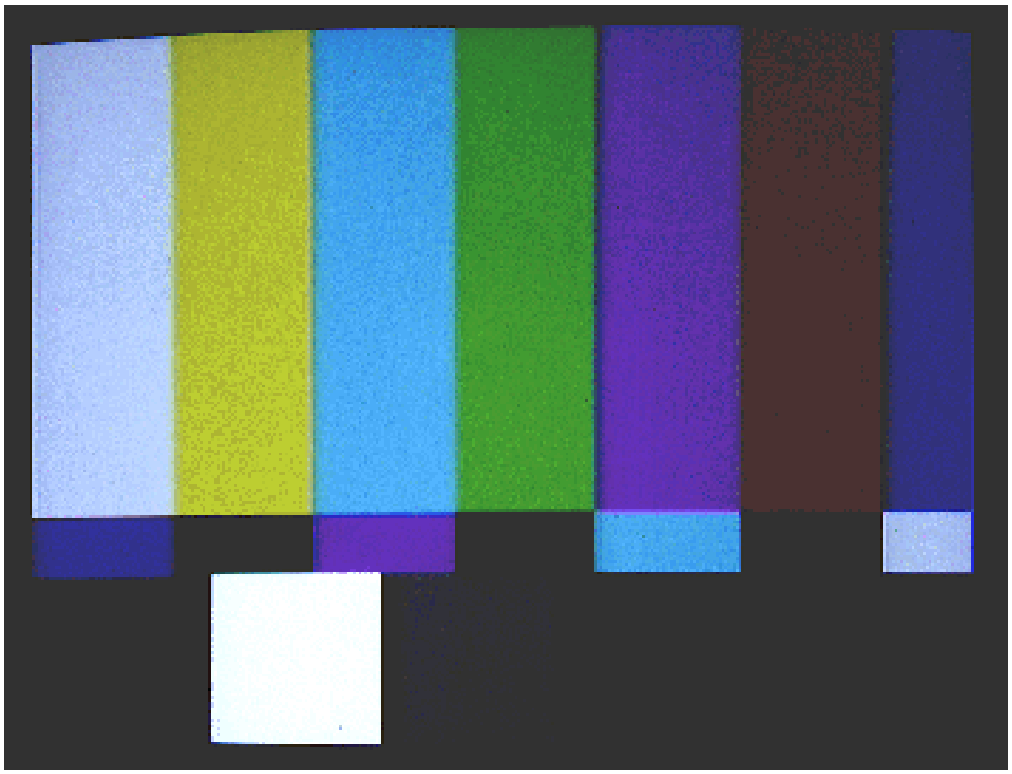


FIGURE 37. NTSC SMPTE COLORBARS TEST PATTERN

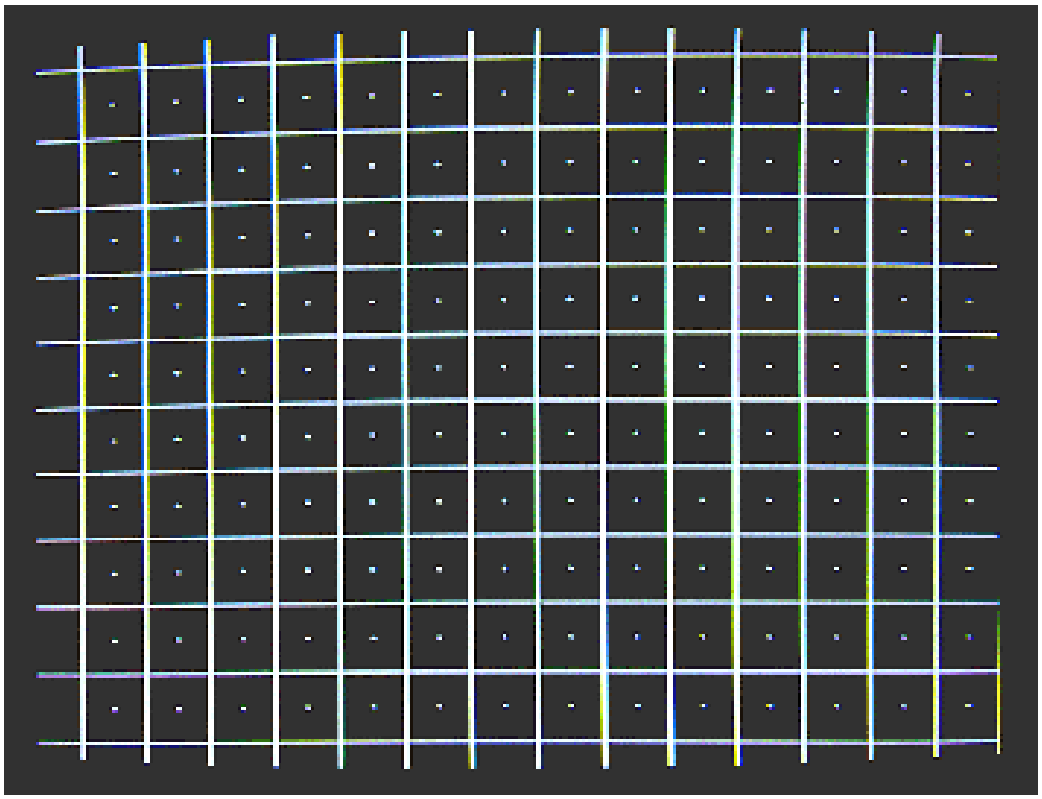


FIGURE 38. PAL CONVERGENCE TEST PATTERN

Typical Performance Curves (Continued)

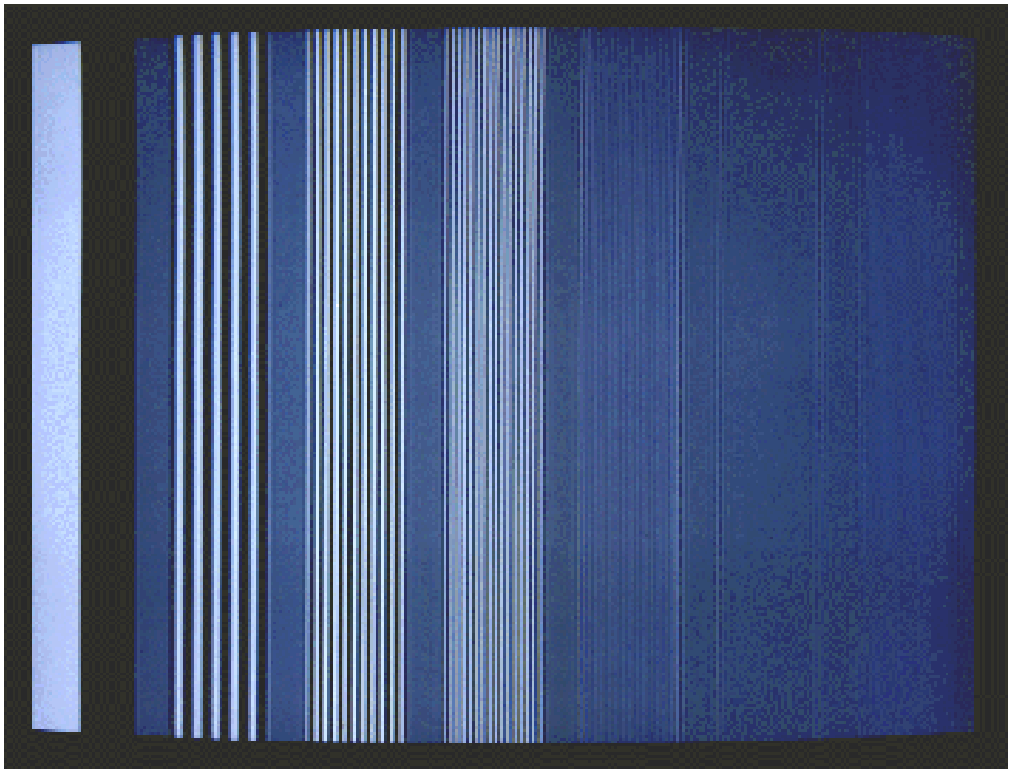


FIGURE 39. PAL MULTIBURST TEST PATTERN

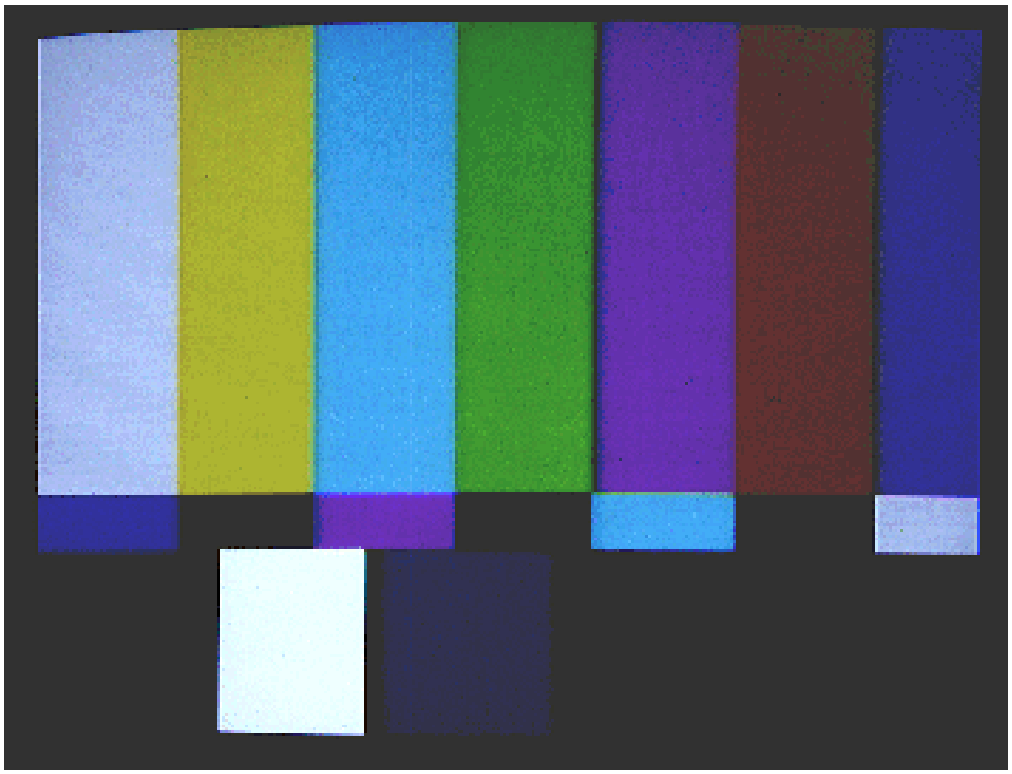


FIGURE 40. PAL SMPTE COLORBARS TEST PATTERN

PCB Layout Considerations

A PCB board with a minimum of 4 layers is recommended, with layers 1 and 4 (top and bottom) for signals and layers 2 and 3 for power and ground. The PCB layout should implement the lowest possible noise on the power and ground planes by providing excellent decoupling. PCB trace lengths between groups of V_{CC} and GND pins should be as short as possible.

The optimum layout places the HMP8112A as close as possible to the power supply connector and the video output connector.

Component Placement

External components should be positioned as close as possible to the appropriate pin, ideally such that traces can be connected point to point. Chip capacitors are recommended where possible, with radial lead ceramic capacitors the second-best choice.

Power supply decoupling should be done using a 0.1µF ceramic capacitor in parallel with a 0.01µF chip capacitor for each group of V_{AA} and V_{CC} pins to ground. These capacitors should be located as close to the power and ground pins as possible, using short, wide traces.

Digital Ground Plane

All GND pins on the HMP8112A should be connected to the digital ground plane of the board.

Analog Ground Plane

A separate analog ground plane for the HMP8112A is recommended. All AGND pins on the HMP8112A should be connected to the analog ground plane. This analog ground plane should be connected to the board's digital ground plane at a single point.

Analog Power Plane

The HMP8112A should have its own V_{AA} power plane that is isolated from the common power plane of the board, with a gap between the two power planes of at least 1/8 inch. All V_{AA} pins on the HMP8112A must be connected to this analog power plane. The analog power plane should be connected to the board's normal V_{CC} power plane at a single point though a low-resistance ferrite bead, such as a Ferroxcube 5659065-3B, Fair-Rite 2743001111, or TDK BF45-4001. The ferrite bead provides resistance to switching currents, improving the performance of HMP8112A. A single 47µF capacitor should also be used between the analog power plane and the ground plane to control low-frequency power supply ripple.

If a separate linear regulator is used to provide power to the analog power plane, the power-up sequence should be designed to ensure latchup will not occur. A separate linear regulator is recommended if the power supply noise on the V_{AA} pins exceeds 200mV.

Analog Signals

Traces containing digital signals should not be routed over, under, or adjacent to the analog output traces to minimize crosstalk. If this is not possible, coupling can be minimized by routing the digital signals at a 90 degree angle to the analog signals. The analog input traces should also not overlay the V_{AA} power plane to maximize high-frequency power supply rejection.

Evaluation Boards

The HMP8156EVAL2 stand-alone evaluation board allows connecting the NTSC/PAL decoder into an IBM PC ISA slot for evaluation. The board contains the HMP8112A NTSC/PAL decoder, 2 Mbytes of VRAM and a encoder. The board can accept Composite or S-Video input and display video on a stand composite or S-Video display. The ISA bus and Windows 95 evaluation software allows easy plug and play of the decoder for analysis with such tools as a VM700 video test system.

Related Application Notes

Application Notes are also available on the Harris Multimedia web site at:

http://www.semi.harris.com/datasheets/mmedia.

AN9644: Composite Video Separation Techniques

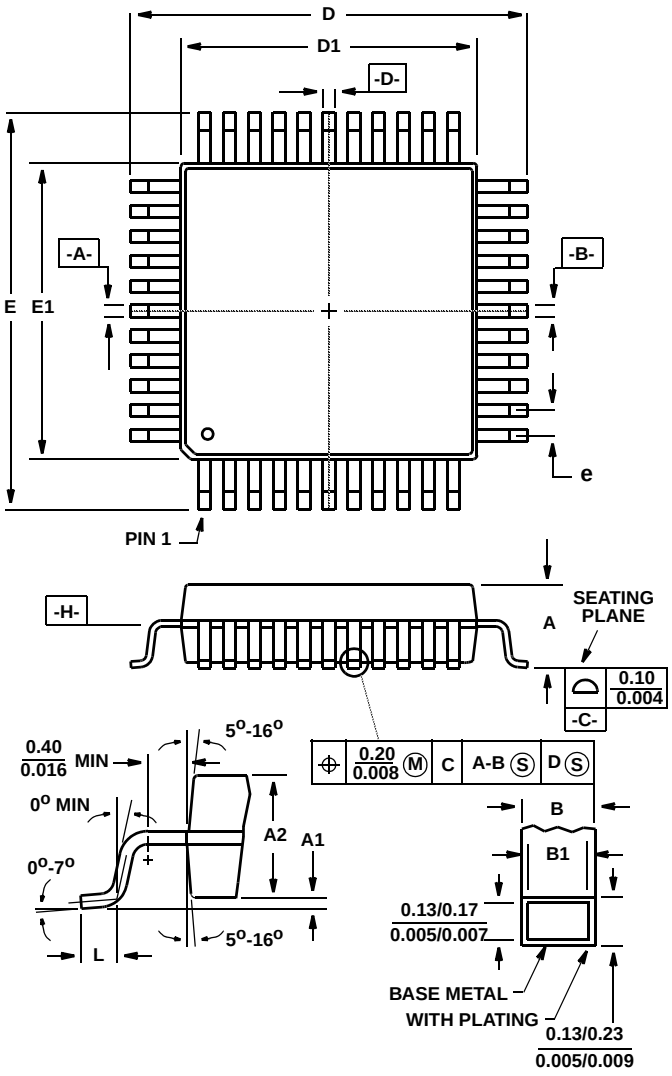
AN9716: Widescreen Signalling

AN9717: YCbCr to RGB Considerations

AN9728: BT.656 Video Interface for ICs

AN9738: VMI Video Interface for ICs

Metric Plastic Quad Flatpack Packages (MQFP/PQFP)



Q80.14x20 (JEDEC MO-108CB-1 ISSUE A)
80 LEAD METRIC PLASTIC QUAD FLATPACK PACKAGE

SYMBOL	INCHES		MILLIMETERS		NOTES
	MIN	MAX	MIN	MAX	
A	-	0.134	-	3.40	-
A1	0.010	-	0.25	-	-
A2	0.100	0.120	2.55	3.05	-
B	0.012	0.018	0.30	0.45	6
B1	0.012	0.016	0.30	0.40	-
D	0.904	0.923	22.95	23.45	3
D1	0.783	0.791	19.90	20.10	4, 5
E	0.667	0.687	16.95	17.45	3
E1	0.547	0.555	13.90	14.10	4, 5
L	0.026	0.037	0.65	0.95	-
N	80		80		7
e	0.032 BSC		0.80 BSC		-
ND	24		24		-
NE	16		16		-

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NOTES:

1. Controlling dimension: MILLIMETER. Converted inch dimensions are not necessarily exact.
2. All dimensions and tolerances per ANSI Y14.5M-1982.
3. Dimensions D and E to be determined at seating plane -C-.
4. Dimensions D1 and E1 to be determined at datum plane -H-.
5. Dimensions D1 and E1 do not include mold protrusion. Allowable protrusion is 0.25mm (0.010 inch) per side.
6. Dimension B does not include dambar protrusion. Allowable dambar protrusion shall be 0.08mm (0.003 inch) total.
7. “N” is the number of terminal positions.

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