

Dual Input Multiservice Line Card Adaptive Clock Translator

Data Sheet **AD9557**

FEATURES

Supports GR-1244 Stratum 3 stability in holdover mode Supports smooth reference switchover with virtually no disturbance on output phase

Supports Telcordia GR-253 jitter generation, transfer, and tolerance for SONET/SDH up to OC-192 systems

Supports ITU-T G.8262 synchronous Ethernet slave clocks Supports ITU-T G.823, G.824, G.825, and G.8261 Auto/manual holdover and reference switchover 2 reference inputs (single-ended or differential) Input reference frequencies: 2 kHz to 1250 MHz Reference validation and frequency monitoring (1 ppm) Programmable input reference switchover priority 20-bit programmable input reference divider

2 pairs of clock output pins, with each pair configurable as a single differential LVDS/HSTL output or as 2 single-ended CMOS outputs

Output frequencies: 360 kHz to 1250 MHz

- **Programmable 17-bit integer and 24-bit fractional feedback divider in digital PLL**
- **Programmable digital loop filter covering loop bandwidths from 0.1 Hz to 5 kHz (2 kHz maximum for <0.1 dB of peaking)**
- **Low noise system clock multiplier**
- **Frame sync support**
- **Adaptive clocking**
- **Optional crystal resonator for system clock input On-chip EEPROM to store multiple power-up profiles**

Pin program function for easy frequency translation configuration Software controlled power-down 40-lead, 6 mm × 6 mm, LFCSP package

APPLICATIONS

Network synchronization, including synchronous Ethernet and SDH to OTN mapping/demapping Cleanup of reference clock jitter SONET/SDH clocks up to OC-192, including FEC Stratum 3 holdover, jitter cleanup, and phase transient control Wireless base station controllers Cable infrastructure Data communications

GENERAL DESCRIPTION

The [AD9557](http://www.analog.com/AD9557) is a low loop bandwidth clock multiplier that provides jitter cleanup and synchronization for many systems, including synchronous optical networks (SONET/SDH). The [AD9557](http://www.analog.com/AD9557) generates an output clock synchronized to up to four external input references. The digital PLL allows for reduction of input time jitter or phase noise associated with the external references. The digitally controlled loop and holdover circuitry of the [AD9557](http://www.analog.com/AD9557) continuously generates a low jitter output clock even when all reference inputs have failed.

The [AD9557](http://www.analog.com/AD9557) operates over an industrial temperature range of −40°C to +85°C. If more inputs/outputs are needed, refer to the [AD9558](http://www.analog.com/AD9558) for the four-input/six-output version of the same part.

FUNCTIONAL BLOCK DIAGRAM

Rev. A

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SPECIFICATIONS

Minimum (min) and maximum (max) values apply for the full range of supply voltage and operating temperature variations. Typical (typ) values apply for AVDD3 = $DVDD_1/O = 3.3$ V; AVDD = $DVDD = 1.8$ V; T_A = 25°C, unless otherwise noted.

SUPPLY VOLTAGE

Table 1.

SUPPLY CURRENT

The test conditions for the maximum (max) supply current are the same as the test conditions for the All Blocks Running parameter of [Table 3](#page-4-1). The test conditions for the typical (typ) supply current are the same as the test conditions for the Typical Configuration parameter of [Table 3](#page-4-1).

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Table 9.

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 1 C_b is the capacitance (pF) of a single bus line.

JITTER GENERATION

Jitter generation (random jitter) uses 49.152 MHz crystal for system clock input.

Table 17.

Jitter generation (random jitter) uses 19.2 MHz TCXO for system clock input.

Table 18.

ABSOLUTE MAXIMUM RATINGS

Table 19.

Stresses above those listed under Absolute Maximum Ratings may cause permanent damage to the device. This is a stress rating only; functional operation of the device at these or any other conditions above those indicated in the operational section of this specification is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

ESD CAUTION

ESD (electrostatic discharge) sensitive device. Charged devices and circuit boards can discharge
without detection. Although this product features patented or proprietary protection circuitry, damage may occur on devices subjected to high energy ESD. Therefore, proper ESD precautions should be taken to avoid performance degradation or loss of functionality.

PIN CONFIGURATION AND FUNCTION DESCRIPTIONS

NOTES 1. THE EXPOSED PAD MUST BE CONNECTED TO GROUND (VSS). 09197-002

Figure 2. Pin Configuration

Table 20. Pin Function Descriptions

TYPICAL PERFORMANCE CHARACTERISTICS

 f_R = input reference clock frequency; f_O = output clock frequency; f_{SYS} = SYSCLK input frequency; f_S = internal system clock frequency; LF = SYSCLK PLL internal loop filter used. AVDD, AVDD3, and DVDD at nominal supply voltage; f_S = 786.432 MHz, unless otherwise noted.

 $f_R = 19.44$ MHz, $f_Q = 174.703$ MHz, DPLL Loop $BW = 1$ kHz, $f_{SYS} = 49.152$ MHz Crystal

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–70 INTEGRATED RMS JITTER (12kHz TO 20MHz): 391fs –80 –90 PHASE NOISE (dBc/Hz) **PHASE NOISE (dBc/Hz) –100 –110 –120 –130 –140 –150 –160** 09197-013 **10 100 1k 10k 100k 1M 10M 100M** 09197 **FREQUENCY OFFSET (Hz)**

Figure 13. Absolute Phase Noise (Output Driver = 3.3 V CMOS), $f_R = 19.44$ MHz, $f_Q = 161.1328125$ MHz, DPLL Loop BW = 0.1 Hz, $f_{\text{SYS}} = 19.2$ MHz TCXO

Figure 14. Absolute Phase Noise (Output Driver = 1.8 V CMOS), $f_R = 2$ kHz, $f_Q = 70.656$ MHz, DPLL Loop $BW = 0.1$ Hz, $f_{SYS} = 19.2$ MHz TCXO

Figure 15. Absolute Phase Noise (Output Driver = HSTL), $f_R = 19.44$ MHz, $f_Q = 644.53$ MHz, $f_{SYS} = 19.2$ MHz TCXO, Holdover Mode

Figure 16. Amplitude vs. Toggle Rate, HSTL Mode (LVPECL-Compatible Mode)

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Figure 21. Power Consumption vs. Frequency, LVDS Mode on Output Driver Power Supply Only (Pin 11 and Pin 17)

Figure 22. Power Consumption vs. Frequency, CMOS Mode on Output Driver Power Supply Only (Pin 11 and Pin 17) for 1.8 V CMOS Mode or on Pin 19 for 3.3 V CMOS Mode, One CMOS Driver

Figure 23. Output Waveform, HSTL (400 MHz)

Figure 24. Output Waveform, LVDS (400 MHz)

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3.4 3.0 2.6 2.2 AMPLITUDE (V) **AMPLITUDE (V) 1.8 1.4 1.0 10pF LOAD 2pF LOAD 0.6 0.2 –0.2 –1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15** 09197-126 09197-126 **TIME (ns)**

Figure 27. Output Waveform, 3.3 V CMOS (20 MHz, Weak Mode)

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INPUT/OUTPUT TERMINATION RECOMMENDATIONS

Figure 30. AC-Coupled LVDS or HSTL Output Driver (100 Ω resistor can go on either side of decoupling capacitors and should be as close as possible to the destination receiver.)

Figure 31. DC-Coupled LVDS or HSTL Output Driver

Figure 32. Interfacing the HSTL Driver to a 3.3 V LVPECL Input (This method incorporates impedance matching and dc biasing for bipolar LVPECL receivers. If the receiver is self-biased, the termination scheme shown in [Figure 30](#page-23-2) is recommended.)

Figure 33. System Clock Input (XOA, XOB) in Crystal Mode (The recommended C_{LOAD} = 10 pF is shown. The values of the 10 pF shunt capacitors shown here should equal the C_{LOAD} of the crystal.)

Figure 34. System Clock Input (XOA, XOB) When Using a TCXO/OCXO with 3.3 V CMOS Output

GETTING STARTED **CHIP POWER MONITOR AND STARTUP**

The [AD9557](http://www.analog.com/AD9557) monitors the voltage on the power supplies at power-up. When DVDD3 is greater than 2.35 V \pm 0.1 V and DVDD and AVDD are greater than 1.4 V \pm 0.05 V, the device generates a 20 ms reset pulse. The power-up reset pulse is internal and independent of the RESET pin. This internal power-up reset sequence eliminates the need for the user to provide external power supply sequencing. Within 45 ns after the leading edge of the internal reset pulse, the M3 to M0 multifunction pins behave as high impedance digital inputs and continue to do so until programmed otherwise.

During a device reset (either via the power-up reset pulse or the RESET pin), the multifunction pins (M3 to M0) behave as high impedance inputs; but upon removal of the reset condition, level-sensitive latches capture the logic pattern present on the multifunction pins.

MULTIFUNCTION PINS AT RESET/POWER-UP

The [AD9557](http://www.analog.com/AD9557) requires the user to supply the desired logic state to the PINCONTROL pin, as well as the M3 to M0 pins. If PINCONTROL is high, the part is in hard pin programming mode. See the [Pin Program Function Description](#page-53-1) section for details on hard pin programming.

At startup, there are three choices for the M3 to M0 pins: pull-up, pull-down, and floating. If the PINCONTROL pin is low, the M3 to M0 pins determine the following configurations:

- Following a reset, the M1 and M0 pins determine whether the serial port interface behaves according to the SPI or I²C protocol. Specifically, 0x00 selects the SPI interface, and any other value selects the I²C port. The 3-level logic of M1 and M0 allows the user to select eight possible I²C addresses (see [Table 24](#page-43-1) for details).
- The M3 and M2 pins select which of the eight possible EEPROM profiles are loaded, or if the EEPROM loading is bypassed. Leaving M3 and M2 floating at startup bypasses the EEPROM loading, and the factory defaults are used instead (see [Table 22](#page-39-0) for details).

DEVICE REGISTER PROGRAMMING USING A REGISTER SETUP FILE

The evaluation software contains a programming wizard and a convenient graphical user interface that assists the user in determining the optimal configuration for the DPLL, APLL, and SYSCLK based on the desired input and output frequencies. It generates a register setup file with a .STP extension that is easily readable using a text editor.

After using the evaluation software to create the setup file, use the following sequence to program the [AD9557](http://www.analog.com/AD9557) once:

- 1. Register $0x0A01 = 0x20$ (set user free run mode).
- 2. Register $0x0A02 = 0x02$ (hold outputs in static SYNC). (Skip this step if using SYNC on DPLL phase lock or SYNC on DPLL frequency lock. See Register 0x0500[1:0].)
- 3. Register $0x0405 = 0x20$ (clear APLL VCO calibration).
- 4. Write the register values in the STP file from Address 0x0000 to Address 0x032E.
- 5. Register $0x0005 = 0x01$ (update all registers).
- 6. Write the rest of the registers in the STP file, starting at Address 0x0400.
- 7. Register 0x0405 = 0x21 (calibrate APLLon next I/O update).
- 8. Register $0x0403 = 0x07$ (configure APLL).
- 9. Register $0x0400 = 0x81$ (configure APLL).
- 10. Register $0x0005 = 0x01$ (update all registers).
- 11. Register $0x0A01[5] = 0b$ (clear user free run mode).
- 12. Register $0x0005 = 0x01$ (update all registers).

REGISTER PROGRAMMING OVERVIEW

This section provides an overview of the register blocks in the [AD9557,](http://www.analog.com/AD9557) describing what they do and why they are important.

Registers Differing from Defaults for Optimal Performance

Ensure that the following registers are programmed to the listed values for optimal performance:

- Register $0x0405[7:4] = 0x2$
- Register $0x0403 = 0x07$
- $Register 0x0400 = 0x81$

If the silicon revision (Register 0x000A) equals 0x21 or higher, the values listed here are already the default values.

Program the System Clock and Free Run Tuning Word

The system clock multiplier (SYSCLK) parameters are at Register 0x0100 to Register 0x0108, and the free run tuning word is at Register 0x0300 to Register 0x0303. Use the following steps for optimal performance:

- 1. Set the system clock PLL input type and divider values.
- 2. Set the system clock period.
- It is essential to program the system clock period because many of the [AD9557](http://www.analog.com/AD9557) subsystems rely on this value.
- 3. Set the system clock stability timer. It is highly recommended that the system clock stability timer be programmed. This is especially important when using the system clock multiplier and also applies when using an external system clock source, especially if the external source is not expected to be completely stable when power is applied to the [AD9557.](http://www.analog.com/AD9557) The system clock stability timer specifies the amount of time that the system clock PLL must be locked before the part declares that the system clock is stable. The default value is 50 ms.
- 4. Program the free run tuning word. The free run frequency of the digital PLL (DPLL) determines the frequency appearing at the APLL input when free run mode is selected. The free run tuning word is at Register 0x0300 to Register 0x0303. The correct free run frequency is required for the APLL to calibrate and lock correctly.
- 5. Set user free run mode (Register $0x0A01[5] = 1b$).

Initialize and Calibrate the Output PLL (APLL)

The registers controlling the APLL are at Register 0x0400 to Register 0x0408. This low noise, integer-N PLL multiplies the DPLL output (which is usually 175 MHz to 200 MHz) to a frequency in the 3.35 GHz to 4.05 GHz range. After the system clock is configured and the free run tuning word is set in Register 0x0300 to Register 0x0303, the user can set the manual APLL VCO calibration bit (Register 0x0405[0]) and issue an I/O update (Register 0x0005[0]). This process performs the APLL VCO calibration. VCO calibration ensures that, at the time of calibration, the dc control voltage of the APLL VCO is centered in the middle of its operating range. It is important to remember the following points when calibrating the APLL VCO:

- The system clock must be stable.
- The APLL VCO must have the correct frequency from the 30-bit DCO (digitally controlled oscillator) during calibration.
- The APLL VCO must be recalibrated any time the APLL frequency changes.
- APLL VCO calibration occurs on the low-to-high transition of the manual APLL VCO calibration bit, and this bit is not autoclearing. Therefore, this bit must be cleared (and an I/O update issued) before another APLL calibration is started.
- The best way to monitor successful APLL calibration is to monitor Bit 2 in Register 0x0D01 (APLL lock).

Program the Clock Distribution Outputs

The APLL output goes to the clock distribution block. The clock distribution parameters reside in Register 0x0500 to Register 0x0509. They include the following:

- Output power-down control
- Output enable (disabled by default)
- Output synchronization
- Output mode control
- Output divider functionality

See the [Clock Distribution](#page-35-1) section for more information.

Generate the Output Clock

If Register 0x0500[1:0] is programmed for automatic clock distribution synchronization via the DPLL phase or frequency lock, the synthesized output signal appears at the clock distribution outputs. Otherwise, set and then clear the soft sync clock distribution bit (Register 0x0A02, Bit 1) or use a multifunction pin input (if programmed for use) to generate a clock distribution sync pulse, which causes the synthesized output signal to appear at the clock distribution outputs.

Program the Multifunction Pins (Optional)

This step is required only if the user intends to use any of the multifunction pins for status or control. The multifunction pin parameters are at Register 0x0200 to Register 0x0208.

Program the IRQ Functionality (Optional)

This step is required only if the user intends to use the IRQ feature. The IRQ monitor registers are at Register 0x0D02 to Register 0x0D09. If the desired bits in the IRQ mask registers at Register 0x020A to Register 0x020F are set high, the appropriate IRQ monitor bit at Register 0x0D02 to Register 0x0D07 is set high when the indicated event occurs.

Individual IRQ events are cleared by using the IRQ clearing registers at Register 0x0A04 to Register 0x0A09 or by setting the clear all IRQs bit (Register 0x0A03[1]) to 1b.

The default values of the IRQ mask registers are such that interrupts are not generated. The IRQ pin mode default is opendrain NMOS.

Program the Watchdog Timer (Optional)

This step is required only if the user intends to use the watchdog timer. The watchdog timer control is in Register 0x0210 and Register 0x0211 and is disabled by default.

The watchdog timer is useful for generating an IRQ after a fixed amount of time. The timer is reset by setting the clear watchdog timer bit (Register 0x0A03[0]) to 1b.

Program the Digital Phase-Locked Loop (DPLL)

The DPLL parameters reside in Register 0x0300 to Register 0x032E. They include the following:

- Free run frequency
- DPLL pull-in range limits
- DPLL closed-loop phase offset
- Phase slew control (for hitless reference switching)
- Tuning word history control (for holdover operation)

Program the Reference Inputs

The reference input parameters reside in Register 0x0600 to Register 0x0602. See the [Reference Clock Input](#page-28-2) section for details on programming these functions. They include the following:

- Reference power-down
- Reference logic family
- Reference priority

Program the Reference Profiles

The reference profile parameters reside in Register 0x0700 to Register 0x0766. The [AD9557](http://www.analog.com/AD9557) evaluation software contains a wizard that calculates these values based on the user's input frequency. See the [Reference Profiles](#page-28-1) section for details on programming these functions. They include the following:

- Reference period
- Reference period tolerance
- Reference validation timer
- Selection of high phase margin, loop filter coefficients
- DPLL loop bandwidth
- Reference prescaler (R divider)
- Feedback dividers (N1, N2, N3, FRAC1, and MOD1)
- Phase and frequency lock detector controls

Generate the Reference Acquisition

After the registers are programmed, the user can clear the user freerun bit (Register 0x0A01[5]) and issue an I/O update, using Register 0x0005[0] to invoke all of the register settings that are programmed up to this point.

After the registers are programmed, the DPLL locks to the first available reference that has the highest priority.

THEORY OF OPERATION

Figure 35. Detailed Block Diagram

OVERVIEW

The [AD9557](http://www.analog.com/AD9557) provides clocking outputs that are directly related in phase and frequency to the selected (active) reference, but with jitter characteristics that are governed by the system clock, the DCO, and the output PLL (APLL). The [AD9557](http://www.analog.com/AD9557) supports up to two reference inputs and input frequencies ranging from 2 kHz to 1250 MHz. The core of this product is a digital phase-locked loop (DPLL). The DPLL has a programmable digital loop filter that greatly reduces jitter that is transferred from the active reference to the output. The [AD9557](http://www.analog.com/AD9557) supports both manual and automatic holdover. While in holdover, the [AD9557](http://www.analog.com/AD9557) continues to provide an output as long as the system clock is present. The holdover output frequency is a time average of the output frequency history just prior to the transition to the holdover condition. The device offers manual and automatic reference switchover capability if the active reference is degraded or fails completely. The [AD9557](http://www.analog.com/AD9557) also has adaptive clocking capability that allows the DPLL divider ratios to be changed while the DPLL is locked.

The [AD9557](http://www.analog.com/AD9557) has a system clock multiplier, a digital PLL (DPLL), and an analog PLL (APLL). The input signal goes first to the DPLL, which performs the jitter cleaning and most of the frequency translation. The DPLL features a 30-bit digitally controlled oscillator (DCO) output that generates a signal in the 175 MHz to 200 MHz range. The DPLL output goes to an analog integer-N PLL (APLL), which multiplies the signal up to the 3.35 GHz to

4.05 GHz range. That signal is then sent to the clock distribution section, which has two divide-by-3 to divide-by-11 RF dividers that are cascaded with 10-bit integer (divide-by-1 to divide-by-1024) channel dividers.

The XOA and XOB inputs provide the input for the system clock. These pins accept a reference clock in the 10 MHz to 600 MHz range, or a 10 MHz to 50 MHz crystal connected directly across the XOA and XOB inputs. The system clock provides the clocks to the frequency monitors, the DPLL, and internal switching logic.

The [AD9557](http://www.analog.com/AD9557) has two differential output drivers. Each driver has a dedicated 10-bit programmable post divider. Each differential driver is programmable either as a single differential or dual single-ended CMOS output. The clock distribution section operates at up to 1250 MHz.

In differential mode, the output drivers run on a 1.8 V power supply to offer very high performance with minimal power consumption. There are two differential modes: LVDS and 1.8 V HSTL. In 1.8 V HSTL mode, the voltage swing is compatible with LVPECL. If LVPECL signal levels are required, the designer can ac-couple the [AD9557](http://www.analog.com/AD9557) output and use Thevenin-equivalent termination at the destination to drive the LVPECL inputs.

In single-ended mode, each differential output driver can operate as two single-ended CMOS outputs. OUT0 supports either 1.8 V or 3.3 V CMOS operation. OUT1 supports only 1.8 V operation.

REFERENCE CLOCK INPUTS

Two pairs of pins provide access to the reference clock receivers. To accommodate input signals with slow rising and falling edges, both the differential and single-ended input receivers employ hysteresis. Hysteresis also ensures that a disconnected or floating input does not cause the receiver to oscillate.

When configured for differential operation, the input receivers accommodate either ac- or dc-coupled input signals. The input receivers are capable of accepting dc-coupled LVDS and 2.5 V and 3.3 V LVPECL signals. The receiver is internally dc biased to handle ac-coupled operation, but there is no internal 50 Ω or 100 $Ω$ termination.

When configured for single-ended operation, the input receivers exhibit a pull-down load of 45 k Ω (typical). Three user-programmable threshold voltage ranges are available for each single-ended receiver.

REFERENCE MONITORS

The accuracy of the input reference monitors depends on a known and accurate system clock period. Therefore, the functioning of the reference monitors is not operable until the system clock is stable.

Reference Period Monitor

Each reference input has a dedicated monitor that repeatedly measures the reference period. The [AD9557](http://www.analog.com/AD9557) uses the reference period measurements to determine the validity of the reference based on a set of user-provided parameters in the profile register area of the register map.

The monitor works by comparing the measured period of a particular reference input with the parameters stored in the profile register assigned to that same reference input. The parameters include the reference period, an inner tolerance, and an outer tolerance. A 40-bit number defines the reference period in units of femtoseconds (fs). The 40-bit range allows for a reference period entry of up to 1.1 ms. A 20-bit number defines the inner and outer tolerances. The value stored in the register is the reciprocal of the tolerance specification. For example, a tolerance specification of 50 ppm yields a register value of $1/(50$ ppm $) = 1/0.000050 =$ 20,000 (0x04E20).

The use of two tolerance values provides hysteresis for the monitor decision logic. The inner tolerance applies to a previously faulted reference and specifies the largest period tolerance that a previously faulted reference can exhibit before it qualifies as nonfaulted. The outer tolerance applies to an already nonfaulted reference. It specifies the largest period tolerance that a nonfaulted reference can exhibit before being faulted.

To produce decision hysteresis, the inner tolerance must be less than the outer tolerance. That is, a faulted reference must meet tighter requirements to become nonfaulted than a nonfaulted reference must meet to become faulted.

Reference Validation Timer

Each reference input has a dedicated validation timer. The validation timer establishes the amount of time that a previously faulted reference must remain unfaulted before the [AD9557](http://www.analog.com/AD9557) declares it valid. The timeout period of the validation timer is programmable via a 16-bit register. The 16-bit number stored in the validation register represents units of milliseconds (ms), which yields a maximum timeout period of 65,535 ms.

It is possible to disable the validation timer by programming the validation timer to 0b. With the validation timer disabled, the user must validate a reference manually via the manual reference validation override controls register (Address 0x0A0B).

Reference Validation Override Control

The user also has the ability to override the reference validation logic and can either force an invalid reference to be treated as valid, or force a valid reference to be treated as an invalid reference. These controls are in Register 0x0A0B to Register 0x0A0D.

REFERENCE PROFILES

The [AD9557](http://www.analog.com/AD9557) has an independent profile for each reference input. A profile consists of a set of device parameters such as the R divider and N divider, among others. The profiles allow the user to prescribe the specific device functionality that should take effect when one of the input references becomes the active reference.

The [AD9557](http://www.analog.com/AD9557) evaluation software includes a frequency planning wizard that can configure the profile parameters, given the input and output frequencies.

The user should not change a profile that is currently in use because unpredictable behavior may result. The user can either select free run or holdover mode, or invalidate the reference input prior to changing it.

REFERENCE SWITCHOVER

An attractive feature of the [AD9557](http://www.analog.com/AD9557) is its versatile reference switchover capability. The flexibility of the reference switchover functionality resides in a sophisticated prioritization algorithm that is coupled with register-based controls. This scheme provides the user with maximum control over the state machine that handles reference switchover.

The main reference switchover control resides in the loop mode register (Address 0x0A01). The REF switchover mode bits (Register 0x0A01, Bits[4:2]) allow the user to select one of the five operating modes of the reference switchover state machine, as follows:

- Automatic revertive mode
- Automatic non-revertive mode
- Manual with automatic fallback mode
- Manual with holdover mode
- Full manual mode (without auto-holdover)

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In the automatic modes, a fully automatic priority-based algorithm selects which reference is the active reference. When programmed for an automatic mode, the device chooses the highest priority valid reference. When both references have the same priority, REFA gets preference over REFB. However, the reference position is used only as a tie-breaker and does not initiate a reference switch.

The following list gives an overview of the five operating modes:

- Automatic revertive mode. The device selects the highest priority valid reference and switches to a higher priority reference if it becomes available, even if the reference in use is still valid. In this mode, the user reference is ignored.
- • Automatic non-revertive mode. The device stays with the currently selected reference as long as it is valid, even if a higher priority reference becomes available. The user reference is ignored in this mode.
- • Manual with automatic fallback mode. The device uses the user reference for as long as it is valid. If it becomes invalid, the reference input with the highest priority is chosen in accordance with the priority-based algorithm.
- Manual with holdover mode. The user reference is the active reference until it becomes invalid. At that point, the device automatically goes into holdover.
- Manual mode without holdover. The user reference is the active reference, regardless of whether or not it is valid.

The user also has the option to force the device directly into holdover or free run operation via the user holdover and user freerun bits. In free run mode, the free run frequency tuning word register defines the free run output frequency. In holdover mode, the output frequency depends on the holdover control settings (see the [Holdover](#page-31-1) section).

Phase Build-Out Reference Switching

The [AD9557](http://www.analog.com/AD9557) supports phase build-out reference switching, which is the term given to a reference switchover that completely masks any phase difference between the previous reference and the new reference. That is, there is virtually no phase change detectable at the output when a phase build-out switchover occurs.

DIGITAL PLL (DPLL) CORE DPLL Overview

A diagram of the DPLL core of the [AD9557](http://www.analog.com/AD9557) appears in [Figure 36](#page-29-4). The phase/frequency detector, feedback path, lock detectors, phase offset, and phase slew rate limiting that comprise this second generation DPLL are all digital implementations.

The start of the DPLL signal chain is the reference signal, f_R, which is the frequency of the reference input. A reference prescaler reduces the frequency of this signal by an integer factor, $R + 1$, where R is the 20-bit value stored in the appropriate profile register and $0 \le R \le 1,048,575$. Therefore, the frequency at the output of the R divider (or the input to the time-to-digital converter (TDC)) is

$$
f_{TDC} = \frac{f_R}{R+1}
$$

A TDC samples the output of the R divider. The TDC/PFD produces a time series of digital words and delivers them to the digital loop filter. The digital loop filter offers the following advantages:

- Determination of the filter response by numeric coefficients rather than by discrete component values
- The absence of analog components (R/L/C), which eliminates tolerance variations due to aging
- The absence of thermal noise associated with analog components
- The absence of control node leakage current associated with analog components (a source of reference feedthrough spurs in the output spectrum of a traditional analog PLL)

The digital loop filter produces a time series of digital words at its output and delivers them to the frequency tuning input of a sigma-delta (Σ-Δ) modulator (SDM). The digital words from the loop filter steer the DCO frequency toward frequency and phase lock with the input signal (f_{TDC}) .

The DPLL includes a feedback divider that causes the digital loop to operate at an integer-plus-fractional multiple. The output of the DPLL is

$$
f_{OUT_DPLL} = f_{TDC} \times \left[(NI+1) + \frac{FRACI}{MODI} \right]
$$

where N1 is the 17-bit value stored in the appropriate profile registers (Register 0x0715 to Register 0x0717 for REFA). FRAC1 and MOD1 are the 24-bit numerators and denominators of the fractional feedback divider block. The fractional portion of the feedback divider can be bypassed by setting FRAC1 to 0, but MOD1 should never be 0.

The DPLL output frequency is usually 175 MHz to 200 MHz for optimal performance.

TDC/PFD

The phase-frequency detector (PFD) is an all-digital block. It compares the digital output from the TDC (which relates to the active reference edge) with the digital word from the feedback block. It uses a digital code pump and digital integrator (rather than a conventional charge pump and capacitor) to generate the error signal that steers the DCO frequency toward phase lock.

Data Sheet **AD9557**

Programmable Digital Loop Filter

The [AD9557](http://www.analog.com/AD9557) loop filter is a third-order digital IIR filter that is analogous to the third-order analog loop shown in [Figure 37.](#page-30-0)

$$
\begin{array}{c}\nR_3 \\
R_2 \\
\hline\nT_3 \\
\hline\nT_4 \\
\hline\nT_5\n\end{array}
$$

Figure 37. Third Order Analog Loop Filter

The [AD9557](http://www.analog.com/AD9557) loop filter block features a simplified architecture in which the user enters the desired loop characteristics directly into the profile registers. This architecture makes the calculation of individual coefficients unnecessary in most cases, while still offering complete flexibility.

The [AD9557](http://www.analog.com/AD9557) has two preset digital loop filters: high (88.5°) phase margin and normal (70°) phase margin. The loop filter coefficients are stored in Register 0x0317 to Register 0x0322 for high phase margin and Register 0x0323 to Register 0x032E for normal phase margin. The high phase margin loop filter is intended for applications in which the closed-loop transfer function must not have greater than 0.1 dB of peaking.

Bit 0 of Register 0x070E selects which filter is used for Profile A, and Bit 0 of 0x074E selects the filter for Profile B.

The loop bandwidth for Profile A is set in Register 0x070F to Register 0x0711, and the loop bandwidth for Profile B is set in Register 0x074F to Register 0x0751.

The two preset conditions should cover all of the intended applications for the [AD9557.](http://www.analog.com/AD9557) For special cases where these conditions must be modified, the tools for calculating these coefficients are available by contacting Analog Devices directly.

DPLL Digitally Controlled Oscillator Free Run Frequency

The [AD9557](http://www.analog.com/AD9557) uses a Σ - Δ modulator (SDM) as a digitally controlled oscillator (DCO). The DCO free run frequency can be calculated by

$$
f_{dco_freenum} = f_{SYS} \times \frac{2}{8 + \frac{FTW0}{2^{30}}}
$$

where FTW0 is the value in Register 0x0300 to Register 0x0303, and f_{SYS} is the system clock frequency. See the [System Clock](#page-32-1) section for information on calculating the system clock frequency.

Adaptive Clocking

The [AD9557](http://www.analog.com/AD9557) can support adaptive clocking applications such as asynchronous mapping and demapping. In these applications, the output frequency can be dynamically adjusted by up to ±100 ppm from the nominal output frequency without manually breaking the DPLL loop and reprogramming the part. This function is supported for REFA only, not REFB.

The following registers are used in this function:

- Register 0x0717 (DPLL N1 divider)
- Register 0x0718 to Register 0x071A (DPLL FRAC1 divider)
- Register 0x071B to Register 0x071D (DPLL MOD1 divider)

Writing to these registers requires an I/O update by writing 0x01 to Register 0x0005 before the new values take effect.

To make small adjustments to the output frequency, the user can vary the FRAC1 and issue an I/O update. The advantage to using only FRAC1 to adjust the output frequency is that the DPLL does not briefly enter holdover. Therefore, the FRAC1 bit can be updated as fast as the phase detector frequency of the DPLL.

Writing to the N1 and MOD1 dividers allows for larger changes to the output frequency. When the [AD9557](http://www.analog.com/AD9557) detects that the N1 or MOD1 values have changed, it automatically enters and exits holdover for a brief instant without any disturbance in the output frequency. This limits how quickly the output frequency can be adapted.

It is important to realize that the amount of frequency adjustment is limited to ± 100 ppm before the output PLL (APLL) needs a recalibration. Variations that are larger than ±100 ppm are possible, but the ability of the [AD9557](http://www.analog.com/AD9557) to maintain lock over temperature extremes may be compromised.

It is also important to remember that the rate of change in output frequency depends on the DPLL loop bandwidth.

DPLL Phase Lock Detector

The DPLL contains an all-digital phase lock detector. The user controls the threshold sensitivity and hysteresis of the phase detector via the profile registers.

The phase lock detector behaves in a manner analogous to water in a tub (see [Figure 38\)](#page-30-1). The total capacity of the tub is 4096 units with −2048 denoting empty, 0 denoting the 50% point, and +2048 denoting full. The tub also has a safeguard to prevent overflow. Furthermore, the tub has a low water mark at −1024 and a high water mark at +1024. To change the water level, the user adds water with a fill bucket or removes water with a drain bucket. The user specifies the size of the fill and drain buckets via the 8-bit fill rate and drain rate values in the profile registers.

Figure 38. Lock Detector Diagram

The water level in the tub is what the lock detector uses to determine the lock and unlock conditions. When the water level is below the low water mark (−1024), the detector indicates an unlock condition. Conversely, whenever the water level is above the high water mark (+1024), the detector indicates a lock condition. When the water level is between the marks, the detector holds its last condition. This concept appears graphically in [Figure 38](#page-30-1), with an overlay of an example of the instantaneous water level (vertical) vs. time (horizontal) and the resulting lock/unlock states.

During any given PFD cycle, the detector either adds water with the fill bucket or removes water with the drain bucket (one or the other but not both). The decision of whether to add or remove water depends on the threshold level specified by the user. The phase lock threshold value is a 16-bit number stored in the profile registers and is expressed in picoseconds (ps). Thus, the phase lock threshold extends from 0 ns to ±65.535 ns and represents the magnitude of the phase error at the output of the PFD.

The phase lock detector compares each phase error sample at the output of the PFD to the programmed phase threshold value. If the absolute value of the phase error sample is less than or equal to the programmed phase threshold value, then the detector control logic dumps one fill bucket into the tub. Otherwise, it removes one drain bucket from the tub. Note that it is not the polarity of the phase error sample, but its magnitude relative to the phase threshold value, that determines whether to fill or drain. If more filling is taking place than draining, the water level in the tub eventually rises above the high water mark (+1024), which causes the phase lock detector to indicate lock. If more draining is taking place than filling, then the water level in the tub eventually falls below the low water mark (−1024), which causes the phase lock detector to indicate unlock. The ability to specify the threshold level, fill rate, and drain rate enables the user to tailor the operation of the phase lock detector to the statistics of the timing jitter associated with the input reference signal.

Note that whenever the [AD9557](http://www.analog.com/AD9557) enters the free run or holdover mode, the DPLL phase lock detector indicates an unlocked state. However, when the [AD9557](http://www.analog.com/AD9557) performs a reference switch, the lock detector state prior to the switch is preserved during the transition period.

DPLL Frequency Lock Detector

The operation of the frequency lock detector is identical to that of the phase lock detector. The only difference is that the fill or drain decision is based on the period deviation between the reference and feedback signals of the DPLL instead of the phase error at the output of the PFD.

The frequency lock detector uses a 24-bit frequency threshold register specified in units of picoseconds (ps). Thus, the frequency threshold value extends from 0 μs to ± 16.777215 μs. It represents the magnitude of the difference in period between the reference and feedback signals at the input to the DPLL. For example, if the reference signal is 1.25 MHz and the feedback signal is 1.38 MHz, then the period difference is approximately 75.36 ns $(|1/1,250,000 - 1/1,380,000| \approx 75.36$ ns).

Frequency Clamp

The [AD9557](http://www.analog.com/AD9557) DPLL features a digital tuning word clamp that ensures that the DPLL output frequency stays within a defined range. This feature is very useful to eliminate undesirable behavior in cases where the reference input clocks may be unpredictable. The tuning word clamp is also useful to guarantee that the APLL never loses lock, by ensuring that the APLL VCO frequency stays within its tuning range.

Frequency Tuning Word History

The [AD9557](http://www.analog.com/AD9557) has the ability to track the history of the tuning word samples generated by the DPLL digital loop filter output. It does so by periodically computing the average tuning word value over a user-specified interval. This average tuning word is used during holdover mode to maintain the average frequency when no input references are present.

LOOP CONTROL STATE MACHINE

Switchover

Switchover occurs when the loop controller switches directly from one input reference to another. The [AD9557](http://www.analog.com/AD9557) handles a reference switchover by briefly entering holdover mode, loading the new DPLL parameters, and then immediately recovering. During the switchover event, however, the [AD9557](http://www.analog.com/AD9557) preserves the status of the lock detectors to avoid phantom unlock indications.

Holdover

The holdover state of the DPLL is typically used when none of the input references are present, although the user can also manually engage holdover mode. In holdover mode, the output frequency remains constant. The accuracy of the [AD9557](http://www.analog.com/AD9557) in holdover mode is dependent on the device programming and availability of tuning word history.

Recovery from Holdover

When in holdover mode and a valid reference becomes available, the device exits holdover operation. The loop state machine restores the DPLL to closed-loop operation, locks to the selected reference, and sequences the recovery of all the loop parameters based on the profile settings for the active reference.

Note that, if the user holdover bit is set, the device does not automatically exit holdover when a valid reference is available. However, automatic recovery can occur after clearing the user holdover bit (Bit 6 in Register 0x0A01).

SYSTEM CLOCK (SYSCLK)

SYSTEM CLOCK INPUTS

Functional Description

The SYSCLK circuit provides a low jitter, stable, high frequency clock for use by the rest of the chip. The XOA and XOB pins connect to the internal SYSCLK multiplier. The SYSCLK multiplier can synthesize the system clock by connecting a crystal resonator across the XOA and XOB input pins or by connecting a low frequency clock source. The optimal signal for the system clock input is either a crystal in the 50 MHz range or an ac-coupled square wave with a 1 V p-p amplitude.

System Clock Period

For the [AD9557](http://www.analog.com/AD9557) to accurately measure the frequency of incoming reference signals, the user must enter the system clock period into the nominal system clock period registers (Register 0x0103 to Register 0x0105). The SYSCLK period is entered in units of nanoseconds (ns).

System Clock Details

There are two internal paths for the SYSCLK input signal: low frequency non-xtal (LF) and crystal resonator (XTAL).

Using a TCXO for the system clock is a common use for the LF path. Applications requiring DPLL loop bandwidths of less than 50 Hz or high stability in holdover require a TCXO. As an alternative to the 49.152 MHz crystal for these applications, the [AD9557](http://www.analog.com/AD9557) reference design uses a 19.2 MHz TCXO, which offers excellent holdover stability and a good combination of low jitter and low spurious content.

The 1.8 V differential receiver connected to the XOA and XOB pins is self-biased to a dc level of \sim 1 V, and ac coupling is strongly recommended. When a 3.3 V CMOS oscillator is in use, it is important to use a voltage divider to reduce the input high voltage to a maximum of 1.8 V. See [Figure 34](#page-23-3) for details on connecting a 3.3 V CMOS TCXO to the system clock input.

The non-xtal input path permits the user to provide an LVPECL, LVDS, 1.8 V CMOS, or sinusoidal low frequency clock for multiplication by the integrated SYSCLK PLL. The LF path handles input frequencies from 3.5 MHz up to 100 MHz. However, when using a sinusoidal input signal, it is best to use a frequency that is in excess of 20 MHz. Otherwise, the resulting low slew rate can lead to substandard noise performance. Note that the non-xtal path includes an optional $2\times$ frequency multiplier to double the rate at the input to the SYSCLK PLL and potentially reduce the PLL in-band noise. However, to avoid exceeding the maximum PFD rate of 150 MHz, the 2× frequency multiplier is only for input frequencies that are below 75 MHz.

The non-xtal path also includes an input divider (M) that is programmable for divide-by-1, -2, -4, or -8. The purpose of the divider is to limit the frequency at the input to the PLL to less than 150 MHz (the maximum PFD rate).

The XTAL path enables the connection of a crystal resonator (typically 10 MHz to 50 MHz) across the XOA and XOB pins. An internal amplifier provides the negative resistance required to induce oscillation. The internal amplifier expects an AT cut, fundamental mode crystal with a maximum motional resistance of 100 Ω. The following crystals, listed in alphabetical order, may meet these criteria. Analog Devices, Inc., does not guarantee their operation with the [AD9557](http://www.analog.com/AD9557), nor does Analog Devices endorse one crystal supplier over another. The [AD9557](http://www.analog.com/AD9557) reference design uses a 49.152 MHz crystal, which is high performance, low spurious content, and readily available.

- AVX/Kyocera CX3225SB
- ECS ECX-32
- Epson/Toyocom TSX-3225
- Fox FX3225BS
- NDK NX3225SA
- Siward SX-3225
- Suntsu SCM10B48-49.152 MHz

SYSTEM CLOCK MULTIPLIER

The SYSCLK PLL multiplier is an integer-N design with an integrated VCO. It provides a means to convert a low frequency clock input to the desired system clock frequency, fsys (750 MHz to 805 MHz). The SYSCLK PLL multiplier accepts input signals of between 3.5 MHz and 600 MHz, but frequencies that are in excess of 150 MHz require the system clock P-divider to ensure compliance with the maximum PFD rate (150 MHz). The PLL contains a feedback divider (N) that is programmable for divide values between 4 and 255.

$$
f_{\rm{SYS}} = f_{\rm{OSC}} \times \frac{s \text{y} \text{s} \text{c} \text{lk} - \text{N} \text{div}}{\text{s} \text{y} \text{s} \text{c} \text{lk} - \text{P} \text{div}}
$$

where:

fOSC is the frequency at the XOA and XOB pins.

sysclk_Ndiv is the value stored in Register 0x0100.

sysclk_Pdiv is the system clock P divider that is determined by the setting of Register 0x0101[2:1].

If the system clock doubler is used, the value of sysclk_Ndiv should be half of its original value.

The system clock multiplier features a simple lock detector that compares the time difference between the reference and feedback edges. The most common cause of the SYSCLK multiplier not locking is a non-50% duty cycle at the SYSCLK input while the system clock doubler is enabled.

System Clock Stability Timer

Because the reference monitors depend on the system clock being at a known frequency, it is important that the system clock be stable before activating the monitors. At initial powerup, the system clock status is not known, and, therefore, it is reported as being unstable. After the part has been programmed, the system clock PLL (if enabled) eventually locks.

When a stable operating condition is detected, a timer is run for the duration that is stored in the system clock stability period registers. If, at any time during this waiting period, the condition is violated, the timer is reset and halted until a stable condition is reestablished. After the specified period elapses, the [AD9557](http://www.analog.com/AD9557) reports the system clock as stable.

OUTPUT PLL (APLL)

A diagram of the output PLL (APLL) is shown in [Figure 39.](#page-34-1)

Figure 39. Output PLL Block Diagram

The APLL provides the frequency upconversion from the DPLL output to the 3.35 GHz to 4.05 GHz range, while also providing noise filtering on the DPLL output. The APLL reference input is the output of the DPLL. The feedback divider is an integer divider. The loop filter is partially integrated with the one external 6.8 nF capacitor. The nominal loop bandwidth for this PLL is 250 kHz, with 68 degrees of phase margin.

The frequency wizard that is included in the evaluation software configures the APLL, and the user should not need to make changes to the APLL settings. However, there may be special cases where the user may wish to adjust the APLL loop bandwidth to meet a specific phase noise requirement. The easiest way to change the APLL loop BW is to adjust the APLL charge pump current in Register 0x0400. There is sufficient stability $(68^{\circ}$ of phase margin) in the APLL default settings to permit a broad range of adjustment without causing the APLL to be unstable. The user should contact Analog Devices directly if more detail is needed.

Calibration of the APLL must be performed at startup and whenever the nominal input frequency to the APLL changes by more than ± 100 ppm, although the APLL maintains lock over voltage and temperature extremes without recalibration. Calibration centers the dc operating voltage at the input to the

APLL calibration at startup can be accomplished during initial register loading by following the instructions in the [Device](#page-24-1) [Register Programming Using a Register Setup File](#page-24-1) section of this datasheet.

To recalibrate the APLL VCO after the chip has been running, the user should first input the new settings (if any). Ensure that the system clock is still locked and stable, and that the DPLL is in free run mode with the free run tuning word set to the same output frequency that is used when the DPLL is locked.

Use the following steps to calibrate the APLL VCO:

- 1. Ensure that the system clock is locked and stable.
- 2. Ensure that the DPLL is in user free run mode (Register $0x0A01[5] = 1b$), and the free run tuning word is set.
- 3. Write Register $0x0405 = 0x20$.

APLL VCO.

- 4. Write Register $0x0005 = 0x01$.
- 5. Write Register $0x0405 = 0x21$.
- 6. Write Register $0x0005 = 0x01$.
- 7. Monitor the APLL status using Bit 2 in Register 0x0D01.

CLOCK DISTRIBUTION

A diagram of the clock distribution block appears in [Figure 40](#page-35-2).

CLOCK DIVIDERS

The channel divider blocks, M0 and M1, are 10-bit integer dividers with a divide range of 1 to 1023. The channel divider block contains duty cycle correction that guarantees 50% duty cycle for both even and odd divide ratios.

OUTPUT POWER-DOWN

The output drivers can be individually powered down.

OUTPUT ENABLE

Each of the output channels offers independent control of enable/ disable functionality via the distribution enable register. The distribution outputs use synchronization logic to control enable/disable activity to avoid the production of runt pulses and ensure that outputs with the same divide ratios become active/inactive in unison.

OUTPUT MODE

The user has independent control of the operating mode of each of the four output channels via the output clock distribution registers (Address 0x0500 to Address 0x0509). The operating mode control includes

- Logic family and pin functionality
- Output drive strength
- Output polarity
- Divide ratio
- Phase of each output channel

OUT0 provides 3.3 V CMOS, in addition to 1.8 V CMOS modes. OUT1 has 1.8 V CMOS, LVDS, and HSTL modes.

All CMOS drivers feature a CMOS drive strength that allows the user to choose between a strong, high performance CMOS driver, or a lower power setting with less EMI and crosstalk. The best setting is application dependent.

For applications where LVPECL levels are required, the user should choose the HSTL mode, and ac-couple the output signal. See the [Input/Output Termination Recommendations](#page-23-1) section for recommended termination schemes.

CLOCK DISTRIBUTION SYNCHRONIZATION

Divider Synchronization

The dividers in the clock distribution channels can be synchronized with each other.

At power-up, the clock dividers are held static until a sync signal is initiated by the channel SYNC block. The following are possible sources of a SYNC signal, and these settings are found in Register 0x0500:

- Direct sync via Bit 2 of Register 0x0500
- Direct sync via a sync op code (0xA1) in the EEPROM storage sequence during EEPROM loading
- DPLL phase or frequency lock
- A rising edge of the selected reference input
- The SYNC pin
- A multifunction pin configured for the SYNC signal

The APLL lock detect signal gates the SYNC signal from the channel SYNC block shown in [Figure 40](#page-35-2). The channel dividers receive a SYNC signal from the channel SYNC block only if the APLL is calibrated and locked, unless the APLL locked controlled sync bit (Register 0x0405[3]) is set.

A channel can be programmed to ignore the sync function by setting the mask Channel 1 sync and mask Channel 0 sync bits (Bits[5:4]) in Register 0x0500. When programmed to ignore the sync, the channel ignores both the user initiated sync signal and the zero delay initiated sync signals, and the channel divider starts toggling, provided that the APLL is calibrated and locked, or if Bit 3 (APLL locked controlled sync bit), Register 0x0405, is set.

If the output SYNC function is to be controlled using an M pin, use the following steps:

- 1. First, enable the M pins by writing Register 0x0200 = 0x01.
- 2. Issue an I/O update (Register $0x0005 = 0x01$).
- 3. Set the appropriate M pin function.

If this process is not followed, a SYNC pulse is issued automatically.
STATUS AND CONTROL **MULTIFUNCTION PINS (M3 TO M0)**

The [AD9557](http://www.analog.com/AD9557) has four digital CMOS I/O pins (M3 to M0) that are configurable for a variety of uses. To use these functions, the user must enable them by writing a 0x01 to Register 0x0200. The function of these pins is programmable via the register map. Each pin can control or monitor an assortment of internal functions, based on the contents of Register 0x0201 to Register 0x0204.

To monitor an internal function with a multifunction pin, write a Logic 1 to the most significant bit of the register associated with the desired multifunction pin. The value of the seven least significant bits of the register defines the control function, as shown in [Table 124.](#page-89-0)

To control an internal function with a multifunction pin, write a Logic 0 to the most significant bit of the register associated with the desired multifunction pin. The monitored function depends on the value of the seven least significant bits of the register, as shown in [Table 125](#page-90-0).

If more than one multifunction pin operates on the same control signal, then internal priority logic ensures that only one multifunction pin serves as the signal source. The selected pin is the one with the lowest numeric suffix. For example, if both M0 and M3 operate on the same control signal, M0 is used as the signal source and the redundant pins are ignored.

At power-up, the multifunction pins can force the device into certain configurations, as defined in the initial pin programming section. This functionality, however, is valid only during powerup or following a reset, after which the pins can be reconfigured via the serial programming port or via the EEPROM.

If the output SYNC function is to be controlled using an M pin,

- 1. First, enable the M pins by writing Register 0x0200 = 0x01.
- 2. Issue an I/O update (Register $0x0005 = 0x01$).
- 3. Set the appropriate M pin function.

If this process is not followed, a SYNC pulse is issued automatically.

IRQ PIN

The [AD9557](http://www.analog.com/AD9557) has a dedicated interrupt request (IRQ) pin. Bits[1:0] of the IRQ pin output mode register (Register 0x0209) control how the IRQ pin asserts an interrupt, based on the value of the two bits, as follows:

- 00—The IRQ pin is high impedance when deasserted and active low when asserted and requires an external pull-up resistor.
- 01—The IRQ pin is high impedance when deasserted and active high when asserted and requires an external pull-down resistor.
- 10—The IRQ pin is Logic 0 when deasserted and Logic 1 when asserted.
- 11—The IRQ pin is Logic 1 when deasserted and Logic 0 when asserted. (This is the default operating mode.)

The [AD9557](http://www.analog.com/AD9557) asserts the IRQ pin when any bit in the IRQ monitor register (Address 0x0D02 to Address 0x0D07) is a Logic 1. Each bit in this register is associated with an internal function that is capable of producing an interrupt. Furthermore, each bit of the IRQ monitor register is the result of a logical AND of the associated internal interrupt signal and the corresponding bit in the IRQ mask register (Address 0x020A to Address 0x020E). That is, the bits in the IRQ mask register have a one-to-one correspondence with the bits in the IRQ monitor register. When an internal function produces an interrupt signal and the associated IRQ mask bit is set, then the corresponding bit in the IRQ monitor register is set. The user should be aware that clearing a bit in the IRQ mask register removes only the mask associated with the internal interrupt signal. It does not clear the corresponding bit in the IRQ monitor register.

The IRQ pin is the result of a logical OR of all the IRQ monitor register bits. Thus, the [AD9557](http://www.analog.com/AD9557) asserts the IRQ pin as long as any IRQ monitor register bit is a Logic 1. Note that it is possible to have multiple bits set in the IRQ monitor register. Therefore, when the [AD9557](http://www.analog.com/AD9557) asserts the IRQ pin, it may indicate an interrupt from several different internal functions. The IRQ monitor register provides the user with a means to interrogate the [AD9557](http://www.analog.com/AD9557) to determine which internal function produced the interrupt.

Typically, when the IRQ pin is asserted, the user interrogates the IRQ monitor register to identify the source of the interrupt request. After servicing an indicated interrupt, the user should clear the associated IRQ monitor register bit via the IRQ clearing register (Address 0x0A04 to Address 0x0A09). The bits in the IRQ clearing register have a one-to-one correspondence with the bits in the IRQ monitor register. Note that the IRQ clearing register is autoclearing. The IRQ pin remains asserted until the user clears all of the bits in the IRQ monitor register that indicate an interrupt.

It is also possible to collectively clear all of the IRQ monitor register bits by setting the clear all IRQs bit in the reset function register (Register 0x0A03, Bit 1). Note that this is an autoclearing bit. Setting this bit results in deassertion of the IRQ pin. Alternatively, the user can program any of the multifunction pins to clear all IRQs. This allows the user to clear all IRQs by means of a hardware pin rather than by using a serial I/O port operation.

WATCHDOG TIMER

The watchdog timer is a general-purpose programmable timer. To set the timeout period, the user writes to the 16-bit watchdog timer register (Address 0x0x0210 and Address 0x0211). A value of 0b in this register disables the timer. A nonzero value sets the timeout period in milliseconds (ms), giving the watchdog timer a range of 1 ms to 65.535 sec. The relative accuracy of the timer is approximately 0.1% with an uncertainty of 0.5 ms.

If enabled, the timer runs continuously and generates a timeout event whenever the timeout period expires. The user has access to the watchdog timer status via the IRQ mechanism and the multifunction pins (M0 to M3). In the case of the multifunction pins, the timeout event of the watchdog timer is a pulse that lasts 32 system clock periods.

There are two ways to reset the watchdog timer (thereby preventing it from causing a timeout event). The first is by writing a Logic 1 to the autoclearing clear watchdog bit in the reset functions register (Register 0x0A03, Bit 0). Alternatively, the user can program any of the multifunction pins to reset the watchdog timer. This allows the user to reset the timer by means of a hardware pin rather than by using a serial I/O port operation.

EEPROM

EEPROM Overview

The [AD9557](http://www.analog.com/AD9557) contains an integrated 2048-byte, electrically erasable, programmable read-only memory (EEPROM). The [AD9557](http://www.analog.com/AD9557) can be configured to perform a download at power-up via the multifunction pins (M2 to M3), but uploads and downloads can also be performed on demand via the EEPROM control registers (Address 0x0E00 to Address 0x0E03).

The EEPROM provides the ability to upload and download configuration settings to and from the register map. [Figure 41](#page-37-0) shows a functional diagram of the EEPROM.

Register 0x0E10 to Register 0x0E3F represent a 53-byte EEPROM storage sequence area (referred to as the "scratch pad" in this section) that enables the user to store a sequence of instructions for transferring data to the EEPROM from the device settings portion of the register map. Note that the default values for these registers provide a sample sequence for saving/retrieving all of the [AD9557](http://www.analog.com/AD9557) EEPROM-accessible registers. [Figure 41](#page-37-0) shows the connectivity between the EEPROM and the controller that manages data transfer between the EEPROM and the register map.

The controller oversees the process of transferring EEPROM data to and from the register map. There are two modes of operation handled by the controller: saving data to the EEPROM (upload mode) or retrieving data from the EEPROM (download mode). In either case, the controller relies on a specific instruction set.

Figure 41. EEPROM Functional Diagram

Table 21. EEPROM Controller Instruction Set

EEPROM Instructions

[Table 21](#page-38-0) lists the EEPROM controller instruction set. The controller recognizes all instruction types, whether it is in upload or download mode, except for the pause instruction, which is recognized only in upload mode.

The I/O update, calibrate, distribution sync, and end instructions are mostly self-explanatory. The others, however, warrant further detail, as described in the following paragraphs.

Data instructions are those that have a value from 0x000 to 0x7FF. A data instruction tells the controller to transfer data between the EEPROM and the register map. The controller requires the following two parameters to carry out the data transfer:

- The number of bytes to transfer
- The register map target address

The controller decodes the number of bytes to transfer directly from the data instruction itself by adding one to the value of the instruction. For example, the 1A data instruction has a decimal value of 26; therefore, the controller knows to transfer 27 bytes (one more than the value of the instruction). When the controller encounters a data instruction, it knows to read the next two bytes in the scratch pad because these contain the register map target address.

Note that, in the EEPROM scratch pad, the two registers that comprise the address portion of a data instruction have the MSB of the address in the D7 position of the lower register address. The bit weight increases from left to right, from the lower register address to the higher register address. Furthermore, the starting address always indicates the lowest numbered register map address in the range of bytes to transfer. That is, the controller always starts at the register map target address and counts upward regardless of whether the serial I/O port is operating in I²C, SPI LSB-first, or SPI MSB-first mode.

As part of the data transfer process during an EEPROM upload, the controller calculates a 1-byte checksum and stores it as the final byte of the data transfer. As part of the data transfer process during an EEPROM download, however, the controller again calculates a 1-byte checksum value but compares the newly calculated checksum with the one that was stored during the upload process. If an upload/download checksum pair does not match, the controller sets the EEPROM fault status bit. If the upload/download checksums match for all data instructions encountered during a download sequence, the controller sets the EEPROM complete status bit.

Condition instructions are those that have a value from B0 to CF. The B1 to CF condition instructions represent Condition 1 to Condition 31, respectively. The B0 condition instruction is special because it represents the null condition (see the [EEPROM Conditional Processing](#page-40-0) section).

A pause instruction, like an end instruction, is stored at the end of a sequence of instructions in the scratch pad. When the controller encounters a pause instruction during an upload sequence, it keeps the EEPROM address pointer at its last value. This way the user can store a new instruction sequence in the scratch pad and upload the new sequence to the EEPROM. The new sequence is stored in the EEPROM address locations immediately following the previously saved sequence. This process is repeatable until an upload sequence contains an end instruction. The pause instruction is also useful when used in conjunction with condition processing. It allows the EEPROM to contain multiple occurrences of the same registers, with each occurrence linked to a set of conditions (see the [EEPROM](#page-40-0) [Conditional Processing](#page-40-0) section).

EEPROM Upload

To upload data to the EEPROM, the user must first ensure that the write enable bit (Register 0x0E00, Bit 0) is set. Then, on setting the autoclearing save to EEPROM bit (Register 0x0E02, Bit 0), the controller initiates the EEPROM data storage process.

Uploading EEPROM data requires that the user first write an instruction sequence into the scratch pad registers. During the upload process, the controller reads the scratch pad data byteby-byte, starting at Register 0x0E10 and incrementing the scratch pad address pointer, as it goes, until it reaches a pause or end instruction.

As the controller reads the scratch pad data, it transfers the data from the scratch pad to the EEPROM (byte-by-byte) and increments the EEPROM address pointer accordingly, unless it encounters a data instruction. A data instruction tells the controller to transfer data from the device settings portion of the register map to the EEPROM. The number of bytes to transfer is encoded within the data instruction, and the starting address for the transfer appears in the next two bytes in the scratch pad.

When the controller encounters a data instruction, it stores the instruction in the EEPROM, increments the EEPROM address pointer, decodes the number of bytes to be transferred, and increments the scratch pad address pointer. Then it retrieves the next two bytes from the scratch pad (the target address) and increments the scratch pad address pointer by 2. Next, the controller transfers the specified number of bytes from the register map (beginning at the target address) to the EEPROM.

When it completes the data transfer, the controller stores an extra byte in the EEPROM to serve as a checksum for the transferred block of data. To account for the checksum byte, the controller increments the EEPROM address pointer by one more than the number of bytes transferred. Note that, when the controller transfers data associated with an active register, it actually transfers the buffered contents of the register (see the [Buffered/Active Registers](#page-50-0) section for details on the difference between buffered and active registers). This allows for the transfer of nonzero autoclearing register contents.

Note that conditional processing (see th[e EEPROM Conditional](#page-40-0) [Processing](#page-40-0) section) does not occur during an upload sequence.

EEPROM Download

An EEPROM download results in data transfer from the EEPROM to the device register map. To download data, the user sets the autoclearing load from the EEPROM bit (Register 0x0E03, Bit 1). This commands the controller to initiate the EEPROM download process. During download, the controller reads the EEPROM data byte-by-byte, incrementing the EEPROM address pointer as it goes, until it reaches an end instruction. As the controller reads the EEPROM data, it executes the stored instructions, which includes transferring stored data to the device settings portion of the register map whenever it encounters a data instruction.

Note that conditional processing (see the [EEPROM Conditional](#page-40-0) [Processing](#page-40-0) section) is applicable only when downloading.

Automatic EEPROM Download

Following a power-up, an assertion of the RESET pin, or a soft reset (Register 0x0000, Bit $5 = 1$), if the PINCONTROL pin is low, and M3 and M2 are either high or low (see Table 22), the instruction sequence stored in the EEPROM executes automatically with one of eight conditions. If M3 and M2 are left floating and the PINCONTROL pin is low, the EEPROM is bypassed and the factory defaults are used. In this way, a previously stored set of register values downloads automatically on power-up or with a hard or soft reset. See the [EEPROM Conditional Processing](#page-40-0) section for details regarding conditional processing and the way it modifies the download process.

Table 22. EEPROM Setup

The condition instructions allow conditional execution of EEPROM instructions during a download sequence. During an upload sequence, however, they are stored as is and have no effect on the upload process.

Note that, during EEPROM downloads, the condition instructions themselves and the end instruction always execute unconditionally.

Conditional processing makes use of two elements: the condition (from Condition 1 to Condition 8) and the condition tag board. The relationships among the condition, the condition tag board, and the EEPROM controller appear schematically in [Figure 42](#page-40-1).

The condition is a 5-bit value with 32 possibilities. Condition $= 0$ is the null condition. When the null condition is in effect, the EEPROM controller executes all instructions unconditionally. The remaining eight possibilities (that is, condition = 1 through condition = 8) modify the EEPROM controller's handling of a download sequence. The condition originates from one of two sources (see [Figure 42](#page-40-1)), as follows:

- FncInit, Bits[7:3], which is the state of the M2 to M3 multifunction pins at power-up (see [Table 22](#page-39-0))
- Register 0x0E01, Bits[3:0]

If Register 0x0E01, Bits[4:0] \neq 0, then the condition is the value that is stored in Register 0x0E01, Bits[4:0]; otherwise, the condition is FncInit, Bits[7:3]. Note that a nonzero condition that is present in Register 0x0E01, Bits[4:0] takes precedence over FncInit, Bits[7:3].

EEPROM Conditional Processing The condition tag board is a table maintained by the EEPROM controller. When the controller encounters a condition instructtion, it decodes the B1 through CF instructions as condition = 1 through condition $= 8$, respectively, and tags that particular condition in the condition tag board. However, the B0 condition instruction decodes as the null condition, for which the controller clears the condition tag board, and subsequent download instructions execute unconditionally (until the controller encounters a new condition instruction).

> During download, the EEPROM controller executes or skips instructions, depending on the value of the condition and the contents of the condition tag board. Note, however, that condition instructions and the end instruction always execute unconditionally during download. If condition = 0, then all instructions during download execute unconditionally. If condition $\neq 0$ and there are any tagged conditions in the condition tag board, then the controller executes instructions only if the condition is tagged. If the condition is not tagged, then the controller skips instructions until it encounters a condition instruction that decodes as a tagged condition. Note that the condition tag board allows for multiple conditions to be tagged at any given moment. This conditional processing mechanism enables the user to have one download instruction sequence with many possible outcomes, depending on the value of the condition and the order in which the controller encounters condition instructions.

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Figure 42. EEPROM Conditional Processing

[Table 23](#page-41-0) lists a sample EEPROM download instruction sequence. It illustrates the use of condition instructions and how they alter the download sequence. The table begins with the assumption that no conditions are in effect. That is, the most recently executed condition instruction is either B0 or no conditional instructions have been processed.

Storing Multiple Device Setups in EEPROM

Conditional processing makes it possible to create a number of different device setups, store them in EEPROM, and download a specific setup on demand. To do so, first program the device control registers for a specific setup. Then, store an upload sequence in the EEPROM scratch pad with the following general form:

- 1. Condition instruction (B1 to CF) to identify the setup with a specific condition (1 to 31)
- 2. Data instructions (to save the register contents), along with any required calibrate and/or I/O update instructions
- 3. Pause instruction (FE)

With the upload sequence written to the scratch pad, perform an EEPROM upload (Register 0x0E02, Bit 0).

Reprogram the device control registers for the next desired setup. Then store a new upload sequence in the EEPROM scratch pad with the following general form:

- 1. Condition instruction (B0)
- 2. The next desired condition instruction (B1 to CF, but different from the one used during the previous upload to identify a new setup)
- 3. Data instructions (to save the register contents) along with any required calibrate and/or I/O update instructions
- 4. Pause instruction (FE)

With the upload sequence written to the scratch pad, perform an EEPROM upload (Register 0x0E02, Bit 0).

Repeat the process of programming the device control registers for a new setup, storing a new upload sequence in the EEPROM scratch pad (Step 1 through Step 4), and executing an EEPROM upload (Register 0x0E02, Bit 0) until all of the desired setups have been uploaded to the EEPROM.

Note that, on the final upload sequence stored in the scratch pad, the pause instruction (FE) must be replaced with an end instruction (FF).

To download a specific setup on demand, first store the condition associated with the desired setup in Register 0x0E01, Bits[4:0]. Then perform an EEPROM download (Register 0x0E03, Bit 1). Alternatively, to download a specific setup at power-up, apply the required logic levels necessary to encode the desired condition on the M2 to M3 multifunction pins. Then power up the device; an automatic EEPROM download occurs. The condition (as established by the M2 to M3 multifunction pins) guides the download sequence and results in a specific setup.

Keep in mind that the number of setups that can be stored in the EEPROM is limited. The EEPROM can hold a total of 2048 bytes. Each nondata instruction requires one byte of storage. Each data instruction, however, requires $N + 4$ bytes of storage, where N is the number of transferred register bytes and the other four bytes include the data instruction itself (one byte), the target address (two bytes), and the checksum calculated by the EEPROM controller during the upload sequence (one byte).

Programming the EEPROM to Configure an M Pin to Control Synchronization of the Clock Distribution

A special EEPROM loading sequence is required to use the EEPROM to load the registers and to use an M pin to enable/disable outputs.

To control the output sync function by using an M pin, perform the following steps:

- 1. Enable the M pins by writing Register $0x0200 = 0x01$.
- 2. Issue an I/O update (Register $0x0005 = 0x01$).
- 3. Set the appropriate M pin function (see the [Clock](#page-35-0) [Distribution Synchronization](#page-35-0) section for details).

If this sequence is not performed, a SYNC pulse is issued automatically.

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The following changes write Register 0x0200 first and then issue an I/O update before writing the remaining M pin configuration registers in Register 0x0201 to Register 0x0208.

The default EEPROM loading sequence from Register 0x0E10 to Register 0x0E16 is unchanged. The following steps must be inserted into the EEPROM storage sequence:

- 1. $R0x0E17 = 0x00$ # Write one byte
- 2. $R0x0E18 = 0x02 # at Register 0x0200$
- 3. $R0x0E19 = 0x00 #$
- 4. R0x0E1A = $0x80 \neq$ Op code for I/O Update R0x0E1B = 0x10 # Transfer 17 instead of 18 bytes
- 5. R0x0E1C = 0x02 # Transfer starts at Register address
- 6. R0x0E1D = 0x01 # 0x0201 instead of 0x0200

The rest of the EEPROM loading sequence is the same as the default EEPROM loading sequence, except that the register address of the EEPROM storage sequence is shifted down four bytes from the default. For example,

- $R0x0E1E =$ default value of Register $0x0E1A = 0x2E$
- $R0x0E1F =$ default value of Register $0x0E1B = 0x03$
- $R0x0E20 =$ default value of Register $0x0E1C = 0x00$
- …
- $R0x0E40 =$ default value of Register $0x0E1C = 0x3C = 0xFF$
- (end of data)

SERIAL CONTROL PORT

The [AD9557](http://www.analog.com/AD9557) serial control port is a flexible, synchronous serial communications port that provides a convenient interface to many industry-standard microcontrollers and microprocessors. The serial control port is compatible with most synchronous transfer formats, including I²C, Motorola SPI, and Intel SSR protocols. The serial control port allows read/write access to the [AD9557](http://www.analog.com/AD9557) register map.

In SPI mode, single or multiple byte transfers are supported. The SPI port configuration is programmable via Register 0x0000. This register is integrated into the SPI control logic rather than in the register map and is distinct from the $I²C$ Register 0x0000. It is also inaccessible to the EEPROM controller.

Although the [AD9557](http://www.analog.com/AD9557) supports both the SPI and I²C serial port protocols, only one or the other is active following power-up (as determined by the M0 and M1 multifunction pins during the startup sequence). That is, the only way to change the serial port protocol is to reset the device (or cycle the device power supply).

SPI/I²C PORT SELECTION

Because the [AD9557](http://www.analog.com/AD9557) supports both SPI and I²C protocols, the active serial port protocol depends on the logic state of the PINCONTROL, M1, and M0 pins. The PINCONTROL pin must be low, and the state of the M0 and M1 pins determines the I2 C address, or if SPI mode is enabled. See [Table 24](#page-43-0) for the I 2 C address assignments.

Table 24. SPI/I2C Serial Port Setup

SPI SERIAL PORT OPERATION

Pin Descriptions

The SCLK (serial clock) pin serves as the serial shift clock. This pin is an input. SCLK synchronizes serial control port read and write operations. The rising edge SCLK registers write data bits, and the falling edge registers read data bits. The SCLK pin supports a maximum clock rate of 40 MHz.

The SDIO (serial data input/output) pin is a dual-purpose pin and acts as either an input only (unidirectional mode) or as both an input and an output (bidirectional mode). The [AD9557](http://www.analog.com/AD9557) default SPI mode is bidirectional.

The SDO (serial data output) pin is useful only in unidirectional I/O mode. It serves as the data output pin for read operations.

The \overline{CS} (chip select) pin is an active low control that gates read and write operations. This pin is internally connected to a 30 k Ω pull-up resistor. When $\overline{\text{CS}}$ is high, the SDO and SDIO pins go into a high impedance state.

SPI Mode Operation

The SPI port supports both 3-wire (bidirectional) and 4-wire (unidirectional) hardware configurations and both MSB-first and LSB-first data formats. Both the hardware configuration and data format features are programmable. By default, the [AD9557](http://www.analog.com/AD9557) uses the bidirectional MSB-first mode. The reason that bidirectional is the default mode is so that the user can still write to the device, if it is wired for unidirectional operation, to switch to unidirectional mode.

Assertion (active low) of the \overline{CS} pin initiates a write or read operation to the AD9557 SPI port. For data transfers of three bytes or fewer (excluding the instruction word), the device supportsthe CS stalled high mode (see Table 25). In this mode, the CS pin can be temporarily deasserted on any byte boundary, allowing time for the system controller to process the next byte. \overline{CS} can be deasserted only on byte boundaries, however. This applies to both the instruction and data portions of the transfer.

During stall high periods, the serial control port state machine enters a wait state until all data is sent. If the system controller decides to abort a transfer midstream, the state machine must be reset either by completing the transfer or by asserting the $\overline{\text{CS}}$ pin for at least one complete SCLK cycle (but less than eight SCLK cycles). Deasserting the \overline{CS} pin on a nonbyte boundary terminates the serial transfer and flushes the buffer.

In streaming mode (see [Table 25](#page-43-1)), any number of data bytes can be transferred in a continuous stream. The register address is automatically incremented or decremented. CS must be deasserted at the end of the last byte that is transferred, thereby ending the stream mode.

Communication Cycle—Instruction Plus Data

The SPI protocol consists of a two-part communication cycle. The first part is a 16-bit instruction word that is coincident with the first 16 SCLK rising edges and a payload. The instruction word provides the [AD9557](http://www.analog.com/AD9557) serial control port with information regarding the payload. The instruction word includes the R/W bit that indicates the direction of the payload transfer (that is, a read or write operation). The instruction word also indicates the number of bytes in the payload and the starting register address of the first payload byte.

Write

If the instruction word indicates a write operation, the payload is written into the serial control port buffer of the [AD9557.](http://www.analog.com/AD9557) Data bits are registered on the rising edge of SCLK. The length of the transfer (1, 2, or 3 bytes or streaming mode) depends on the W0 and W1 bits (see [Table 25](#page-43-1)) in the instruction byte. When not streaming, CS can be deasserted after each sequence of eight bits to stall the bus (except after the last byte, where it ends the cycle). When the bus is stalled, the serial transfer resumes when CS is asserted. Deasserting the CS pin on a nonbyte boundary resets the serial control port. Reserved or blank registers are not skipped over automatically during a write sequence. Therefore, the user must know what bit pattern to write to the reserved registers to preserve proper operation of the part. Generally, it does not matter what data is written to blank registers, but it is customary to write 0s.

Most of the serial port registers are buffered (refer to the [Buffered/Active Registers](#page-50-0) section for details on the difference between buffered and active registers). Therefore, data written into buffered registers does not take effect immediately. An additional operation is required to transfer buffered serial control port contents to the registers that actually control the device. This is accomplished with an I/O update operation, which is performed in one of two ways. One is by writing a Logic 1 to Register 0x0005, Bit 0 (this bit is autoclearing). The other is to use an external signal via an appropriately programmed multifunction pin. The user can change as many register bits as desired before executing an I/O update. The I/O update operation transfers the buffer register contents to their active register counterparts.

Read

The [AD9557](http://www.analog.com/AD9557) supports the long instruction mode only. If the instruction word indicates a read operation, the next $N \times 8$ SCLK cycles clock out the data from the address specified in the instruction word. N is the number of data bytes read and depends on the W0 and W1 bits of the instruction word. The readback data is valid on the falling edge of SCLK. Blank registers are not skipped over during readback.

A readback operation takes data from either the serial control port buffer registers or the active registers, as determined by Register 0x0004, Bit 0.

SPI Instruction Word (16 Bits)

The MSB of the 16-bit instruction word is R/\overline{W} , which indicates whether the instruction is a read or a write. The next two bits, W1 and W0, indicate the number of bytes in the transfer (see [Table 25](#page-43-1)). The final 13 bits are the register address (A12 to A0), which indicates the starting register address of the read/write operation (see Table 27).

SPI MSB-/LSB-First Transfers

The [AD9557](http://www.analog.com/AD9557) instruction word and payload can be MSB first or LSB first. The default for the [AD9557](http://www.analog.com/AD9557) is MSB first. The LSBfirst mode can be set by writing a 1 to Register 0x0000, Bit 6. Immediately after the LSB-first bit is set, subsequent serial control port operations are LSB first.

When MSB-first mode is active, the instruction and data bytes must be written from MSB to LSB. Multibyte data transfers in MSB-first format start with an instruction byte that includes the register address of the most significant payload byte. Subsequent data bytes must follow, in order, from high address to low address. In MSB-first mode, the serial control port internal address generator decrements for each data byte of the multibyte transfer cycle.

When Register 0x0000, Bit $6 = 1$ (LSB first), the instruction and data bytes must be written from LSB to MSB. Multibyte data transfers in LSB-first format start with an instruction byte that includes the register address of the least significant payload byte, followed by multiple data bytes. The serial control port internal byte address generator increments for each byte of the multibyte transfer cycle.

For multibyte MSB-first (default) I/O operations, the serial control port register address decrements from the specified starting address toward Address 0x0000. For multibyte LSB-first I/O operations, the serial control port register address increments from the starting address toward Address 0x1FFF. Reserved addresses are not skipped during multibyte I/O operations; therefore, the user should write the default value to a reserved register and 0s to unmapped registers. Note that it is more efficient to issue a new write command than to write the default value to more than two consecutive reserved (or unmapped) registers.

Table 26. Streaming Mode (No Addresses Are Skipped)

Table 27. Serial Control Port, 16-Bit Instruction Word, MSB First

Figure 45. Serial Control Port Write—MSB First, 16-Bit Instruction, Timing Measurements

Figure 48. Serial Control Port Timing—Write

Table 28. Serial Control Port Timing

I 2 C SERIAL PORT OPERATION

The I²C interface has the advantage of requiring only two control pins and is a de facto standard throughout the I2C industry. However, its disadvantage is programming speed, which is 400 kbps maximum. The [AD9557](http://www.analog.com/AD9557) I²C port design is based on the I²C fast mode standard; therefore, it supports both the 100 kHz standard mode and 400 kHz fast mode. Fast mode imposes a glitch tolerance requirement on the control signals. That is, the input receivers ignore pulses of less than 50 ns duration.

The [AD9557](http://www.analog.com/AD9557) I²C port consists of a serial data line (SDA) and a serial clock line (SCL). In an I²C bus system, the [AD9557](http://www.analog.com/AD9557) is connected to the serial bus (data bus SDA and clock bus SCL) as a slave device; that is, no clock is generated by the [AD9557](http://www.analog.com/AD9557). The [AD9557](http://www.analog.com/AD9557) uses direct 16-bit memory addressing instead of traditional 8-bit memory addressing.

The [AD9557](http://www.analog.com/AD9557) allows up to seven unique slave devices to occupy the I²C bus. These are accessed via a 7-bit slave address that is transmitted as part of an I²C packet. Only the device that has a matching slave address responds to subsequent I²C commands. [Table 24](#page-43-0) lists the supported device slave addresses.

I 2 C Bus Characteristics

A summary of the various I^2C protocols appears in [Table 29](#page-47-0).

The transfer of data is shown in [Figure 49](#page-47-1). One clock pulse is generated for each data bit transferred. The data on the SDA line must be stable during the high period of the clock. The high or low state of the data line can change only when the clock signal on the SCL line is low.

Start/stop functionality is shown in [Figure 50](#page-47-2). The start condition is characterized by a high-to-low transition on the SDA line while SCL is high. The start condition is always generated by the master to initialize a data transfer. The stop condition is characterized by a low-to-high transition on the SDA line while SCL is high. The stop condition is always generated by the master to terminate a data transfer. Every byte on the SDA line must be eight bits long. Each byte must be followed by an acknowledge bit; bytes are sent MSB first.

The acknowledge bit (A) is the ninth bit attached to any 8-bit data byte. An acknowledge bit is always generated by the receiving device (receiver) to inform the transmitter that the byte has been received. It is done by pulling the SDA line low during the ninth clock pulse after each 8-bit data byte.

The nonacknowledge bit (A) is the ninth bit attached to any 8 bit data byte. A nonacknowledge bit is always generated by the receiving device (receiver) to inform the transmitter that the byte has not been received. It is done by leaving the SDA line high during the ninth clock pulse after each 8-bit data byte.

Data Transfer Process

The master initiates data transfer by asserting a start condition. This indicates that a data stream follows. All I^2C slave devices connected to the serial bus respond to the start condition.

The master then sends an 8-bit address byte over the SDA line, consisting of a 7-bit slave address (MSB first) plus an R/\overline{W} bit. This bit determines the direction of the data transfer, that is, whether data is written to or read from the slave device $(0 =$ write, $1 = read$).

The peripheral whose address corresponds to the transmitted address responds by sending an acknowledge bit. All other devices on the bus remain idle while the selected device waits for data to be read from or written to it. If the R/\overline{W} bit is 0, the master (transmitter) writes to the slave device (receiver). If the R/W bit is 1, the master (receiver) reads from the slave device (transmitter).

The format for these commands is described in the [Data](#page-49-0) [Transfer Format](#page-49-0) section.

Data is then sent over the serial bus in the format of nine clock pulses: one data byte (eight bits) from either master (write mode) or slave (read mode) followed by an acknowledge bit from the receiving device. The number of bytes that can be transmitted per transfer is unrestricted. In write mode, the first two data

bytes immediately after the slave address byte are the internal memory (control registers) address bytes, with the high address byte first. This addressing scheme gives a memory address of up to $2^{16} - 1 = 65,535$. The data bytes after these two memory address bytes are register data written to or read from the control registers. In read mode, the data bytes after the slave address byte are register data written to or read from the control registers.

When all data bytes are read or written, stop conditions are established. In write mode, the master (transmitter) asserts a stop condition to end data transfer during the 10th clock pulse following the acknowledge bit for the last data byte from the slave device (receiver). In read mode, the master device (receiver) receives the last data byte from the slave device (transmitter) but does not pull SDA low during the ninth clock pulse. This is known as a nonacknowledge bit. By receiving the nonacknowledge bit, the slave device knows that the data transfer is finished and enters idle mode. The master then takes the data line low during the low period before the $10th$ clock pulse, and high during the 10th clock pulse to assert a stop condition.

A start condition can be used in place of a stop condition. Furthermore, a start or stop condition can occur at any time, and partially transferred bytes are discarded.

Figure 53. Data Transfer Process (Master Read Mode, 2-Byte Transfer)

Data Transfer Format

Write byte format—the write byte protocol is used to write a register address to the RAM, starting from the specified RAM address.

Send byte format—the send byte protocol is used to set up the register address for subsequent reads.

Receive byte format—the receive byte protocol is used to read the data byte(s) from RAM, starting from the current address.

Read byte format—the combined format of the send byte and the receive byte.

I²C Serial Port Timing

Figure 54. I²C Serial Port Timing

Table 30. I2C Timing Definitions

PROGRAMMING THE I/O REGISTERS

The register map spans an address range from 0x0000 through 0x0E3C. Each address provides access to 1 byte (eight bits) of data. Each individual register is identified by its four-digit hexadecimal address (for example, Register 0x0A10). In some cases, a group of addresses collectively defines a register.

In general, when a group of registers defines a control parameter, the LSB of the value resides in the D0 position of the register with the lowest address. The bit weight increases right to left, from the lowest register address to the highest register address.

Note that the EEPROM storage sequence registers (Address 0x0E10 to Address 0x0E3C) are an exception to the above convention (see the [EEPROM Instructions](#page-38-1) section).

BUFFERED/ACTIVE REGISTERS

There are two copies of most registers: buffered and active. The value in the active registers is the one that is in use. The buffered registers are the ones that take effect the next time the user writes 0x01 to the I/O update register (Register 0x0005). Buffering the registers allows the user to update a group of registers (like the digital loop filter coefficients) at the same time, which avoids the potential of unpredictable behavior in the part. Registers with an L in the option column are live, meaning that they take effect the moment the serial port transfers that data byte.

AUTOCLEAR REGISTERS

An A in the option column of the register map identifies an autoclear register. Typically, the active value for an autoclear register takes effect following an I/O update. The bit is cleared by the internal device logic upon completion of the prescribed action.

REGISTER ACCESS RESTRICTIONS

Read and write access to the register map may be restricted depending on the register in question, the source and direction of access, and the current state of the device. Each register can be classified into one or more access types. When more than one type applies, the most restrictive condition is the one that applies.

Whenever access is denied to a register, all attempts to read the register return a 0 byte, and all attempts to write to the register are ignored. Access to nonexistent registers is handled in the same way as for a denied register.

Regular Access

Registers with regular access do not fall into any other category. Both read and write access to registers of this type can be from either the serial ports or the EEPROM controller. However, only one of these sources can have access to a register at any given time (access is mutually exclusive). When the EEPROM controller is active, in either load or store mode, it has exclusive access to these registers.

Read-Only Access

An R in the option column of the register map identifies readonly registers. Access is available at all times, including when the EEPROM controller is active. Note that read-only registers (R) are inaccessible to the EEPROM, as well.

Exclusion from EEPROM Access

An E in the option column of the register map identifies a register with contents that are inaccessible to the EEPROM. That is, the contents of this type of register cannot be transferred directly to the EEPROM or vice versa. Note that read-only registers (R) are inaccessible to the EEPROM, as well.

THERMAL PERFORMANCE

Table 31. Thermal Parameters for the 40-Lead LFCSP Package

1 The exposed pad on the bottom of the package must be soldered to ground to achieve the specified thermal performance.

2 Results are from simulations. The PCB is a JEDEC multilayer type. Thermal performance for actual applications requires careful inspection of the conditions in the application to determine if they are similar to those assumed in these calculations.

The [AD9557](http://www.analog.com/AD9557) is specified for a case temperature (T_{CASE}). To ensure that TCASE is not exceeded, an airflow source can be used. Use the following equation to determine the junction temperature on the application PCB:

 $T_I = T_{CASE} + (Y_{IT} \times PD)$

where:

 T_J is the junction temperature ($\rm ^{o}C$).

TCASE is the case temperature (°C) measured by the customer at the top center of the package.

*Ψ*_{*JT*} is the value as indicated in [Table 31](#page-51-0).

PD is the power dissipation (see the [Table 3](#page-4-0)).

Values of θ_{JA} are provided for package comparison and PCB design considerations. θ_{JA} can be used for a first order approximation of T_J by the following equation:

$$
T_J = T_A + (\theta_{JA} \times PD)
$$

where T_A is the ambient temperature ($\rm ^oC$).

Values of θ _{JC} are provided for package comparison and PCB design considerations when an external heat sink is required.

Values of θ_{JB} are provided for package comparison and PCB design considerations.

POWER SUPPLY PARTITIONS

The [AD9557](http://www.analog.com/AD9557) power supplies are divided into four groups: DVDD3, DVDD, AVDD3, and AVDD. All power and ground pins should be connected, even if certain blocks of the chip are powered down.

RECOMMENDED CONFIGURATION FOR 3.3 V SWITCHING SUPPLY

A popular power supply arrangement is to power the [AD9557](http://www.analog.com/AD9557) with the output of a 3.3 V switching power supply.

When the [AD9557](http://www.analog.com/AD9557) is powered using 3.3 V switching power supplies, all of the 3.3 V supplies can be connected to the 3.3 V switcher output, and a 0.1 μF bypass capacitor should be placed adjacent to each 3.3 V power supply pin.

CONFIGURATION FOR 1.8 V SUPPLY

When 1.8 V supplies are preferred, it is recommended that an LDO regulator, such as the [ADP222](http://www.analog.com/ADP222), be used to generate the 1.8 V supply from the 3.3 V supply.

The [ADP222](http://www.analog.com/ADP222) offers excellent power supply rejection in a small (2 mm \times 2 mm) package. It has two 1.8 V outputs. One output can be used for the DVDD pins (Pin 6, Pin 34, and Pin 35), and the other output can drive the AVDD pins. The [ADP7104](http://www.analog.com/ADP7104) is another good choice for converting 3.3 V to 1.8 V. The close-in noise of the [ADP7104](http://www.analog.com/ADP7104) is lower than that of the [ADP222;](http://www.analog.com/ADP222) therefore, it may be better suited for applications where close-in phase noise is critical and the [AD9557](http://www.analog.com/AD9557) DPLL loop bandwidth is <50 Hz. In such cases, all 1.8 V supplies can be connected to one [ADP7104](http://www.analog.com/ADP7104).

Use of Ferrite Beads on 1.8 V Supplies

To ensure the very best output-to-output isolation, one ferrite bead should be used instead of a bypass capacitor for each of the following AVDD pins: Pin 11, Pin 17, and Pin 18. The ferrite beads should be placed in between the 1.8 V LDO output and each pin listed above. Ferrite beads that have low (<0.7 Ω) dc resistance and approximately 600 Ω impedance at 100 MHz are suitable for this application.

See [Table 2](#page-3-0) for the current consumed by each group. Refer to [Figure 20](#page-21-0), [Figure 21](#page-21-1), and [Figure 22](#page-21-2) for information on the power consumption vs. output frequency.

PIN PROGRAM FUNCTION DESCRIPTION

The [AD9557](http://www.analog.com/AD9557) supports both hard pin and soft pin program function, with the on-chip ROM containing the predefined configurations. When a pin program function is enabled and initiated, the selected, predefined configuration is transferred from the ROM to the corresponding registers to configure the part into the desired state.

OVERVIEW OF ON-CHIP ROM FEATURES Input/Output Frequency Translation Configuration

The [AD9557](http://www.analog.com/AD9557) has one on-chip ROM that contains a total of 256 different input-output frequency translation configurations for independent selection of 16 input frequencies and 16 output frequencies. Each input/output frequency translation configuration assumes that all input frequencies are the same and all the output frequencies are the same. Each configuration reprograms the following registers/parameters:

- Reference input period register
- Reference divider R register
- Digital PLL feedback divider register (Fractional Part FRAC1, Modulus Part MOD1 and Integer Part N1) free run
- Tuning word register
- Output PLL feedback divider N2 register
- RF divider register
- Clock distribution channel divider register

All configurations are set to support one single system clock frequency as 786.432 MHz (16× the default 49.152 MHz system clock reference frequency).

Four Different System Clock PLL Configurations

- $REF = 49.152 \text{ MHz } XO \ (22 \text{ on}, \text{N} = 8)$
- $REF = 49.152 \, MHz \, XTAL (×2 on, N = 8)$
- $REF = 24.756 MHz XTAL (×2 on, N = 16)$
- $REF = 98.304 \text{ MHz } XO \ (\times 2 \text{ off}, \text{N} = 8)$

Four Different DPLL Loop Bandwidths

• 1 Hz, 10 Hz, 50 Hz, 100 Hz

DPLL Phase Margin

- Normal phase margin (70°)
- High phase margin (88.5°)

The ROM also contains an APLL VCO calibration bit. This bit is used to program Register 0x0405[0] (from 0) to 1 to generate a low-high transition to automatically initiate APLL VCO cal.

Table 32. Preset Input Frequencies for Hard Pin and Soft Pin Programming

Table 33. Preset Output Frequencies for Hard Pin and Soft Pin Programming

Table 34. System Clock Configuration in Hard Pin and Soft Pin Programming Modes

HARD PIN PROGRAMMING MODE

The state of the PINCONTROL pin at power-up controls whether or not the chip is in hard pin programming mode. Setting the PINCONTROL pin high disables the I²C protocol, although the register map can be accessed via the SPI protocol.

The M0 pin selects one of three input frequencies, and the M3 to M1 pins select one of 16 possible output frequencies. See [Table 32](#page-53-0) and [Table 33](#page-53-1) for details.

The system clock configuration is controlled by the state of the IRQ pin at startup (see [Table 34](#page-54-0)). The digital PLL loop bandwidth, reference input frequency accuracy tolerance ranges, and DPLL phase margin selection are not available in hard pin programming mode unless the user uses the serial port to change their default values.

When in hard pin programming mode, the user must set Register $0x0200[0] = 1$ to activate the IRQ, REF status, and PLL lock status signals at the multifunction pins.

SOFT PIN PROGRAMMING MODE OVERVIEW

The soft pin programming function is controlled by a dedicated register section (Address 0x0C00 to Address 0x0C08). The purpose of soft pin programming is to use the register bits to mimic the hard pins for the configuration section. When in soft pin programming mode, both the SPI and I²C ports are available.

- Address 0x0C00[0] enables accessibility to Address 0x0C01 and Address 0x0C02 (Soft Pin Section 1). This bit must be set in soft pin mode.
- Address 0x0C03[0] enables accessibility to Address 0x0C04 to Address 0x0C06 (Soft Pin Section 2). This bit must be set in soft pin mode.
- Address 0x0C01[3:0] select one of 16 input frequencies.
- Address 0x0C01[7:4] select one of 16 output frequencies.
- Address 0x0C02[1:0] select the system clock configuration.
- Address 0x0C06[1:0] select one of four input frequency tolerance ranges.
- Address 0x0C06[3:2] select one of four DPLL loop bandwidths.
- Address 0x0C06[4] selects the DPLL phase margin.
- Address 0x0C04[3:0] scale the REFA and REFB input frequency down by divide-by-1, -4, -8, or -16 independently. For example, when Address $0x0C01[3:0] = 0101$ to select 622.08 MHz input frequency for both REFA and REFB, setting Address 0x0C04[1:0] = 0x01 scales down the REFA input frequency to 155.52 MHz $(= 622.08 \text{ MHz}/4)$. This is done by internally scaling the R divider for REFA up by 4× and the REFA period up by 4×.
- Address 0x0C05[3:0] scale the Channel 0 and Channel 1 output frequency down by divide-by-1, divide-by-4, divide-by-8, or divide-by-16.

REGISTER MAP

Register addresses that are not listed in [Table 35](#page-55-0) are not used, and writing to those registers has no effect. The user should write the default value to sections of registers marked reserved. R = read only. A = autoclear. E = excluded from EEPROM loading. L = live (I/O update not required for register to take effect or for a read-only register to be updated).

0x0208 Reserved C3

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REGISTER MAP BIT DESCRIPTIONS

SERIAL PORT CONFIGURATION (REGISTER 0x0000 TO REGISTER 0x0005)

Table 36. Serial Configuration (Note that the contents of Register 0x0000 are not stored to the EEPROM.)

Table 37. Readback Control

Table 38. Soft I/O Update

Table 39. User Scratch Pad

SILICON REVISION (REGISTER 0x000A)

Table 40. Silicon Revision

CLOCK PART SERIAL ID (REGISTER 0x000C TO REGISTER 0x000D)

Table 41. Clock Part Family ID

SYSTEM CLOCK (REGISTER 0x0100 TO REGISTER 0x0108)

Table 42. System Clock PLL Feedback Divider (N3 Divider)

Table 43. SYSCLK Configuration

Table 44. Nominal System Clock Period

Table 45. System Clock Stability Period

GENERAL CONFIGURATION (REGISTER 0x0200 TO REGISTER 0x0214)

Multifunction Pin Control (M3 to M0) and IRQ Pin Control (Register 0x0200 to Register 0x0209)

Note that the default setting for the M3 to M0 multifunction pins and the IRQ pin is that of a 3-level logic input at startup. Setting Bit 1 in Register 0x0200 to 1 enables normal M3 to M0 pin functionality.

Address	Bits	Bit Name	Description
0x0200	[7:1]	Reserved	
	0	Enable M pins and IRQ pin function	0 (default) = disables the function of the M pins and the IRQ pin control register (Address 0x0201 to Address 0x0209); the M pins and IRQ pin are in 3-level logic input state. $1 =$ the M pins and IRQ pin are out of 3-level logic input state and enable the binary function of the M pins and the IRQ pin control registers (Address 0x0201 to Address 0x0209).
0x0201	$\overline{7}$	M0 output/input	In/out control for M0 pin. $0 =$ input (2-level logic control pin). 1 (default) = output (2-level logic status pin).
	[6:0]	Function	See Table 124 and Table 125. Default: $0 \times B0 = REFA$ valid.
0x0202	7	M1 output/input	In/out control for M1 pin (same as M0).
	[6:0]	Function	See Table 124 and Table 125. Default: $0xB1 = REFB$ valid.
0x0203	7	M2 output/input	In/out control for M2 pin (same as M0).
	[6:0]	Function	See Table 124 and Table 125. Default: 0xC0 = REFA active.
0x0204	7	M3 output/input	In/out control for M3 pin (same as M0).
	[6:0]	Function	See Table 124 and Table 125. Default: $0 \times C1 = REFB$ active.
0x0205	[7:0]	Reserved	Reserved.
0x0206	[7:0]	Reserved	Reserved.
0x0207	[7:0]	Reserved	Reserved.
0x0208	[7:0]	Reserved	Reserved.

Table 46. Multifunction Pins (M0 to M3) Control

Table 47. IRQ Pin Output Mode

IRQ MASK (REGISTER 0x020A TO REGISTER 0x020F)

The IRQ mask register bits form a one-to-one correspondence with the bits of the IRQ monitor register (0x0D02 to 0x0D09). When set to Logic 1, the IRQ mask bits enable the corresponding IRQ monitor bits to indicate an IRQ event. The default for all IRQ mask bits is Logic 0, which prevents the IRQ monitor from detecting any internal interrupts.

Table 48. IRQ Mask for SYSCLK

Table 49. IRQ Mask for Distribution Sync, Watchdog Timer, and EEPROM

Table 50. IRQ Mask for the Digital PLL

Table 51. IRQ Mask for History Update, Frequency Limit and Phase Slew Limit

Table 52. IRQ Mask for Reference Inputs

Table 53. Watchdog Timer 11

1 Note that the watchdog timer is expressed in units of milliseconds (ms). The default value is 0 (disabled).

DPLL CONFIGURATION (REGISTER 0x0300 TO REGISTER 0x032E)

Table 54. Free Run Frequency Tuning Word1

1 Note that the default free run tuning word is 0x1B641511, which is used for 8 kHz/19.44 MHz = 622.08 MHz translation.

Table 55. Digital Oscillator Control

Table 56. DPLL Frequency Clamp

Table 57. Fixed Closed-Loop Phase Lock Offset

Table 58. Incremental Closed-Loop Phase Lock Offset Step Size1

 1 Note that the default incremental closed-loop phase lock offset step size value is 0x0000 = 0 (0 ns).

Table 59. Phase Slew Rate Limit

Table 60. History Accumulation Timer

Table 61. History Mode

Table 62. Base Digital Loop Filter with High Phase Margin (PM = 88.5°, BW = 0.1 Hz, Third Pole Frequency = 10 Hz, N1 = 1)1

1 Note that the base digital loop filter coefficients (α, β, γ, and δ) have the following general form: x(2y), where x is the linear component and y is the exponential component of the coefficient. The value of the linear component (x) constitutes a fraction, where $0 \le x \le 1$. The exponential component (y) is a signed integer.

Table 63. Base Digital Loop Filter with Normal Phase Margin (PM = 70°, BW = 0.1 Hz, Pole Frequency = 2 Hz, N1 = 1)1

¹Note that the digital loop filter base coefficients (α, β, γ, and δ) have the general form: x(2^y), where x is the linear component and y the exponential component of the coefficient. The value of the linear component (x) constitutes a fraction, where 0 ≤ x ≤ 1. The exponential component (y) is a signed integer.

OUTPUT PLL CONFIGURATION (REGISTER 0x0400 TO REGISTER 0x0408)

Table 64. Output PLL Setting1

1 Note that the default APLL loop BW is 180 KHz.

Table 65. Reserved

Table 66. RF Divider Setting

OUTPUT CLOCK DISTRIBUTION (REGISTER 0x0500 TO REGISTER 0x0515)

Table 67. Distribution Output Synchronization Settings

Table 68. Distribution OUT0 Setting

Table 69. Distribution Channel 0 Divider Setting

Table 70. Distribution OUT1 Setting

Table 71. Distribution Channel 1 Divider Setting

REFERENCE INPUTS (REGISTER 0x0600 TO REGISTER 0x0602)

Table 72. Reference Power-Down¹

1 When all bits are set, the reference receiver section enters a deep sleep mode.

Table 73. Reference Logic Family

Table 74. Reference Priority Setting

DPLL PROFILE REGISTERS (REGISTER 0x0700 TO REGISTER 0x0766)

Note that the default value of the REFA profile is as follows: input frequency = 19.44 MHz, output frequency = 622.08 MHz/155.52 MHz, loop bandwidth = 400 Hz, normal phase margin, inner tolerance = 5%, and outer tolerance = 10%.

The default value of REFB profile is as follows: input frequency = 8 kHz, output frequency = 622.08 MHz/155.52 MHz, loop bandwidth = 100 Hz, normal phase margin, inner tolerance = 5%, and outer tolerance = 10%.

REFA Profile (Register 0x0700 to Register 0x0726)

Table 75. Reference Period—REFA Profile

Table 76. Reference Period Tolerance—REFA Profile

Table 77. Reference Validation Timer—REFA Profile

Table 78. Reserved Register

Table 79. DPLL Base Loop Filter Selection—REFA Profile

Address	Bits	Bit Name	Description
0x070F	$[7:0]$	DPLL loop BW scaling factor	Digital PLL loop bandwidth scaling factor, Bits[7:0] (default: 0xF4).
0x0710	[7:0]	(unit of 0.1 Hz)	Digital PLL loop bandwidth scaling factor, Bits[15:8] (default: 0x01). The default for Register 0x070F to Register 0x0710 = $0 \times 01F4 = 500$ (50 Hz loop bandwidth. The loop bandwidth should always be less than the DPLL phase detector frequency divided by 20.
0x0711	[7:1]	Reserved	Default: 0x00.
	0	BW scaling factor	Digital PLL loop bandwidth scaling factor, Bit 16 (default: 0b).

Table 80. DPLL Loop BW Scaling Factor—REFA Profile1

1 Note that the default DPLL loop bandwidth is 50.4 Hz.

Table 81. R Divider—REFA Profile

Table 82. Integer Part of Fractional Feedback Divider N1—REFA Profile

Table 83. Fractional Part of Fractional Feedback Divider FRAC1—REFA Profile

Table 84. Modulus of Fractional Feedback Divider MOD1—REFA Profile

Table 85. Phase and Frequency Lock Detector Controls—REFA Profile

REFB Profile (Register 0x0740 to Register 0x0766)

The REFB profile registers, Register 0x0740 to Register 0x0766, are identical to the REFA profile registers, Register 0x0700 to Register 0x0726.

OPERATIONAL CONTROLS (REGISTER 0x0A00 TO REGISTER 0x0A0D)

Table 86. General Power-Down

Table 87. Loop Mode

Table 88. Cal/Sync

Reset Functions (Register 0x0A03)

Table 89. Reset Functions

IRQ Clearing (Register 0x0A04 to Register 0x0A09)

The IRQ clearing registers are identical in format to the IRQ monitor registers (Register 0x0D02 to Register 0x0D09). When set to Logic 1, an IRQ clearing bit resets the corresponding IRQ monitor bit, thereby canceling the interrupt request for the indicated event. The IRQ clearing register is an autoclearing register.

Table 90. IRQ Clearing for SYSCLK

Table 91. IRQ Clearing for Distribution Sync, Watchdog Timer and EEPROM

Table 92. IRQ Clearing for the Digital PLL

Table 93. IRQ Clearing for History Update, Frequency Limit, and Phase Slew Limit

Table 94. IRQ Clearing for Reference Inputs

Incremental Phase Offset Control and Manual Reference Validation (Register 0x0A0A to Register 0x0A0D)

Table 95. Incremental Phase Offset Control

Table 96. Manual Reference Validation

QUICK IN/OUT FREQUENCY SOFT PIN CONFIGURATION (REGISTER 0x0C00 TO REGISTER 0x0C08)

Table 97. Soft Pin Program Setting

STATUS READBACK (REGISTER 0x0D00 TO REGISTER 0x0D14)

All bits in Register 0x0D00 to Register 0x0D14 are read only. To show the latest status, these registers require an I/O update (Register 0x0005 = 0x01) immediately before being read.

Table 98. EEPROM Status

Table 99. SYSCLK Status

IRQ Monitor (Register 0x0D02 to Register 0x0D07

If not masked via the IRQ mask registers (Register 0x0209 and Register 0x020A), the appropriate IRQ monitor bit is set to Logic 1 when the indicated event occurs. These bits are cleared only via the IRQ clearing registers (Register 0x0A04 to Register 0A0B), the reset all IRQs bit (Register 0x0A03[1]), or a device reset.

Table 101. IRQ Monitor for Distribution Sync, Watchdog Timer and EEPROM

Table 102. IRQ Monitor for the Digital PLL

Table 103. IRQ Monitor for History Update, Frequency Limit and Phase Slew Limit

Table 104. IRQ Monitor for Reference Inputs

DPLL Status, Input Reference Status, Holdover History, and DPLL Lock Detect Tub Levels (Register 0x0D08 to Register 0x0D14)

Table 105. DPLL Status

Table 106. Reserved Register

Table 107. Input Reference Status

Table 108. Holdover History[1](#page-30-0)

¹ Note that these registers contain the current 30-bit DCO frequency tuning word that is generated by the tuning word history logic.

Table 109. Digital PLL Lock Detect Tub Levels

EEPROM CONTROL (REGISTER 0x0E00 TO REGISTER 0x0E3C)

Table 110. EEPROM Control

EEPROM STORAGE SEQUENCE (REGISTER 0x0E10 TO REGISTER 0x0E3C)

The default settings of Register 0x0E10 to Register 0x0E3C contain the default EEPROM instruction sequence. The tables in this section provide descriptions of the register defaults, assuming that the controller has been instructed to carry out an EEPROM storage sequence in which all of the registers are stored and loaded by the EEPROM.

Table 111. EEPROM Storage Sequence for System Clock Settings

Table 113. EEPROM Storage Sequence for DPLL Settings

Table 114. EEPROM Storage Sequence for APLL Settings

Table 115. EEPROM Storage Sequence for Clock Distribution Settings

Table 116. EEPROM Storage Sequence for Reference Input Settings

Table 117. Reserved

Table 118. EEPROM Storage Sequence for REFA Profile Settings

Table 119. EEPROM Storage Sequence for REFB Profile Settings

Table 120. EEPROM Storage Sequence for Operational Control Settings

Table 121. EEPROM Storage Sequence for APLL Calibration

Table 122. EEPROM Storage Sequence for End of Data

Table 123. Available for Additional EEPROM Instructions

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Register Value	Input Function	Equivalent Control Register
0x00	Reserved, high-Z input	
0x01	I/O update	Register 0x0005, Bit 0
Full power-down 0x02		Register 0x0A00, Bit 0
0x03	Clear watchdog	Register 0x0A03, Bit 0
0x04	Clear all IROs	Register 0x0A03, Bit 1
0x05	Tuning word history reset	Register 0x0A03, Bit 2
Reserved 0x06 to 0x0E		
0x10	User holdover	Register 0x0A01, Bit 6
0x11	User free run	Register 0x0A01, Bit 5
0x12	Reset incremental phase offset	Register 0x0A0A, Bit 2
0x13	Increment incremental phase offset	Register 0x0A0A, Bit 0
0x14	Decrement incremental phase offset	Register 0x0A0A, Bit 1
$0x15$ to $0x1F$	Reserved	
0x20	Override Reference Monitor A	Register 0x0A0C, Bit 0
0x21	Override Reference Monitor B	Register 0x0A0C, Bit 1
$0x22$ to $0x2F$	Reserved	
0x30	Force Validation Timeout A	Register 0x0A0B, Bit 0
0x31	Force Validation Timeout B	Register 0x0A0B, Bit 1
$0x32$ to $0x3F$ Reserved		
0x40	Enable OUT0	Register 0x0501, Bit 0
Enable OUT1 0x41		Register 0x0505, Bit 0
Reserved 0x42 to 0x45		
0x46	Enable OUT0 and OUT1	Register 0x0501 and Register 0x0505, Bit 0
0x47 Sync clock distribution outputs		Register 0x0A02, Bit 1
0x48 to 0xFF	Reserved	

Table 125. Multifunction Pin Input Functions (D7 = 0)

OUTLINE DIMENSIONS

ORDERING GUIDE

 $1 Z =$ RoHS Compliant Part.

I 2 C refers to a communications protocol originally developed by Philips Semiconductors (now NXP Semiconductors).

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