

32x32 Video Crosspoint

The ISL59532 is a 300MHz 32x32 Video Crosspoint Switch. Each input has an integrated DC-restore clamp and an input buffer. Each output has a fast On-Screen Display (OSD) switch (for inserting graphics or other video) and an output buffer. The switch is non-blocking, so any combination of inputs to outputs can be chosen, including one channel driving multiple outputs. The Broadcast Mode directs one input to all 32 outputs. The output buffers can be individually controlled through the SPI interface, the gain can be programmed to x1 or x2, and each output can be placed into a high impedance mode.

The ISL59532 offers a typical -3dB signal bandwidth of 300MHz. Differential gain of 0.025% and differential phase of 0.05°, along with 0.1dB flatness out to 50MHz, make the ISL59532 suitable for many video applications.

The switch matrix configuration and output buffer gain are programmed through an SPI/QSPI™-compatible three-wire serial interface. The ISL59532 interface is designed to facilitate both fast updates and initialization. On power-up, all outputs are high impedance to avoid output conflicts.

The ISL59532 is available in a 356 ball HBGA package and specified over an extended -40°C to +85°C temperature range.

The single-supply ISL59532 can accommodate input signals from 0V to 3.5V and output voltages from 0V to 3.8V. Each input includes a clamp circuit that restores the input level to an externally applied reference in AC-coupled applications.

The ISL59533 is a fully differential input version of this device.

Features

- 32x32 non-blocking switch with buffered inputs and outputs
- 300MHz typical bandwidth
- 0.025%/0.05° dG/dP
- Output gain switchable x1 or x2 for each channel
- Individual outputs can be put in a high impedance state
- -90dB Isolation at 6MHz
- SPI digital interface
- Single +5V supply operation
- Pb-free (RoHS compliant)

Applications

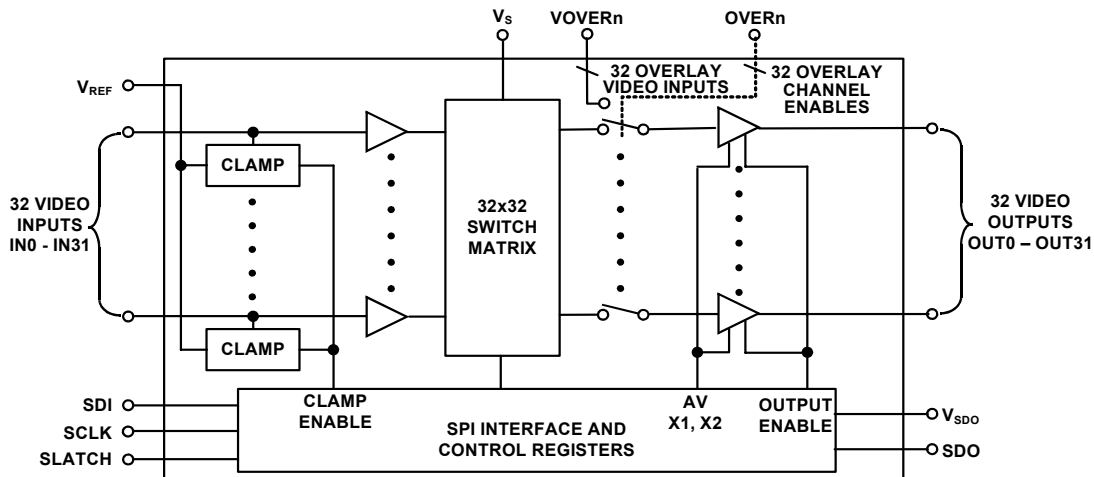
- Security camera switching
- RGB routing
- HDTV routing

Ordering Information

| PART NUMBER | PART MARKING | PACKAGE (Pb-free) | PKG. DWG. # |
|--------------|--------------|-------------------|-------------|
| ISL59532IKEZ | ISL59532IKEZ | 356 Ld HBGA | V356.27x27C |

NOTE: These Intersil Pb-free WLCSP and BGA packaged products employ special Pb-free material sets; molding compounds/die attach materials and SnAgCu - e1 solder ball terminals, which are RoHS compliant and compatible with both SnPb and Pb-free soldering operations. Intersil Pb-free WLCSP and BGA packaged products are MSL classified at Pb-free peak reflow temperatures that meet or exceed the Pb-free requirements of IPC/JEDEC J STD-020.

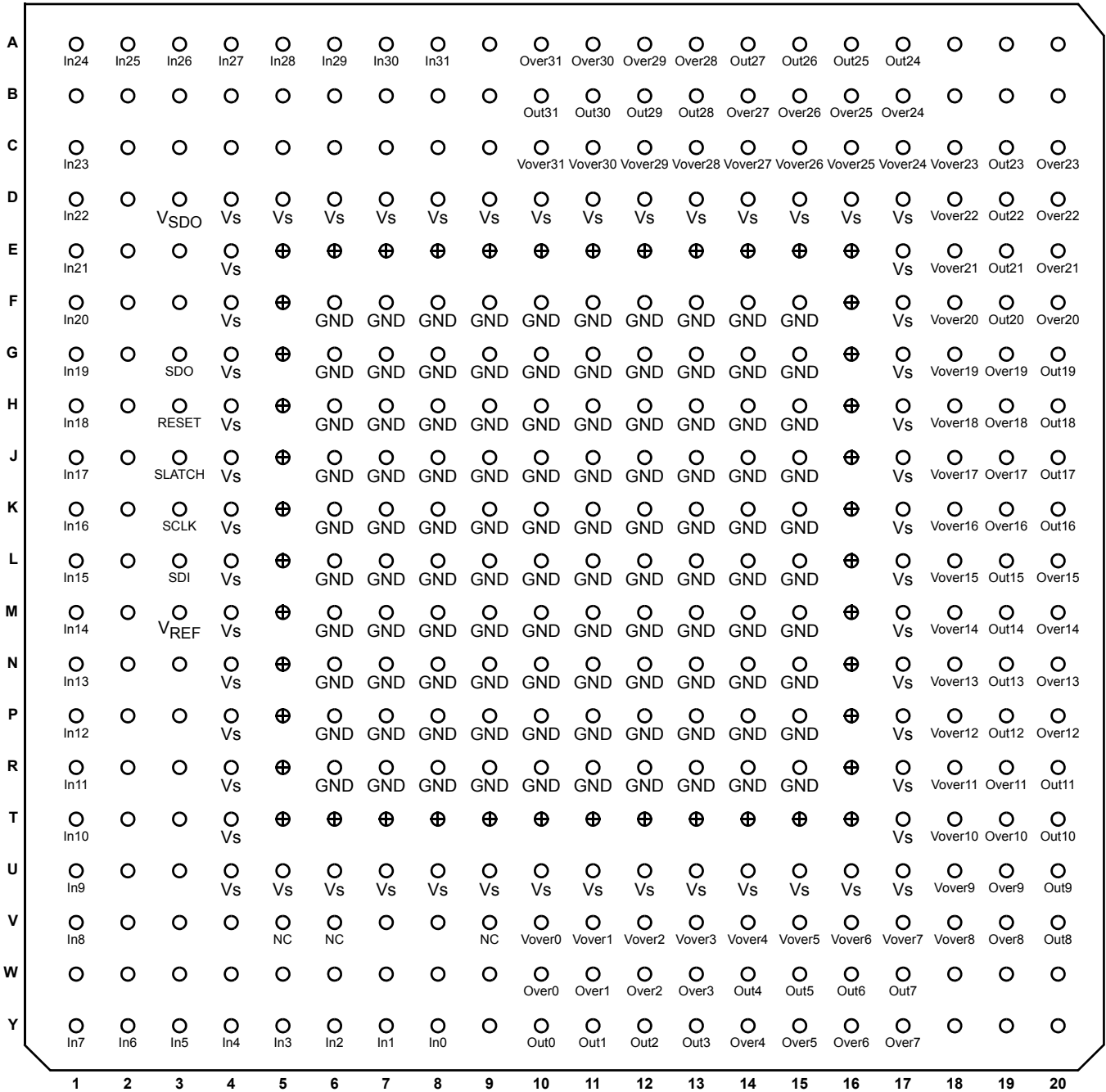
Block Diagram



ISL59532

Pinout

ISL59532 (356 LD HBGA) TOP VIEW



⊕ = NO BALLS

BALLS LABELLED "NC" SHOULD BE LEFT UNCONNECTED - DO NOT TIE THEM TO GROUND!
BALLS WITH NO LABELS MAY BE TIED TO GROUND TO SLIGHTLY REDUCE THERMAL IMPEDANCE.

Absolute Maximum Ratings ($T_A = +25^\circ\text{C}$)

| | |
|--|-------------------|
| Supply Voltage between V_S and GND | 6.0V |
| Maximum Continuous Output Current | 40mA |
| Maximum power supply (V_S) slew rate | 1V/ μs |

Operating Conditions

| | |
|-------------------------------|----------------|
| ESD Classification | |
| Human Body Model | 1500V |
| Machine Model | 100V |
| Ambient Operating Temperature | -40°C to +85°C |

CAUTION: Do not operate at or near the maximum ratings listed for extended periods of time. Exposure to such conditions may adversely impact product reliability and result in failures not covered by warranty.

NOTES:

- θ_{JA} is measured with the component mounted on a high effective thermal conductivity test board in free air. See Tech Brief [TB379](#) for details.
- For θ_{JC} , the "case temp" location is taken at the package top center.

Thermal Information

| | | |
|---|---|---|
| Thermal Resistance (Typical) | θ_{JA} ($^\circ\text{C}/\text{W}$) | θ_{JC} ($^\circ\text{C}/\text{W}$) |
| 356 Ld HBGA (Notes 1, 2) | 24 | 13.1 |
| Maximum Die Temperature | +125°C | |
| Storage Temperature | -65°C to +150°C | |
| Pb-free reflow profile | see link below | |
| http://www.intersil.com/pbfree/Pb-FreeReflow.asp | | |

DC Electrical Specifications $V_S = 5\text{V}$, $R_L = 150\Omega$ unless otherwise noted.

| PARAMETER | DESCRIPTION | CONDITION | MIN (Note 3) | TYP | MAX (Note 3) | UNIT |
|-----------|---|--|--------------|------|--------------|---------------|
| V_S | Power Supply Voltage | | 4.5 | | 5.5 | V |
| V_{SDO} | Power Supply for SDO output pin | Establishes serial data output high level | 1.2 | | 5.5 | V |
| A_V | Gain | $A_V = 1$ | 0.98 | 1 | 1.02 | V/V |
| | | $A_V = 2$ | 1.96 | 2 | 2.04 | V/V |
| GM | Gain Matching (to average of all other outputs) | $A_V = 1$ | -1.5 | | +1.5 | % |
| | | $A_V = 2$ | -1.5 | | +1.5 | % |
| V_{IN} | Video Input Voltage Range | $A_V = 1$ | 0 | | 3.5 | V |
| V_{OUT} | Video Output Voltage Range | $A_V = 2$ | 0.1 | | 3.8 | V |
| I_B | Input Bias Current | Clamp function disabled (DC coupled inputs) | -10 | -5 | 1 | μA |
| | | Clamp function enabled, $V_{IN} = V_{REF} + 0.5\text{V}$ | 0.5 | 2 | 10 | μA |
| I_{REF} | V_{REF} Input Current | Clamp function enabled | | -110 | | μA |
| V_{OS} | Output Offset Voltage | $A_V = 1$ | -20 | 8 | 35 | mV |
| | | $A_V = 2$ | -100 | -24 | 40 | mV |
| I_{OUT} | Output Current | Sourcing, $R_L = 10\Omega$ to GND | 60 | 108 | | mA |
| | | Sinking, $R_L = 10\Omega$ to 2.5V | 24 | 31 | | mA |
| PSRR | Power Supply Rejection Ratio | $A_V = 2$ | 50 | 70 | | dB |
| I_S | Supply Current | Enabled, all outputs enabled, no load current | 560 | 640 | 720 | mA |
| | | Enabled, all outputs disabled, no load current | 280 | 320 | 360 | mA |
| | | Disabled | 1.2 | 1.8 | 2.4 | mA |

AC Electrical Specifications $V_S = 5\text{V}$, $R_L = 150\Omega$ unless otherwise noted.

| PARAMETER | DESCRIPTION | CONDITION | MIN (Note 3) | TYP | MAX (Note 3) | UNIT |
|-----------------|----------------------------|--|--------------|-------|--------------|------------------|
| BW -3dB | 3dB Bandwidth | $V_{OUT} = 200\text{mV}_{P-P}$, $A_V = 2$ | | 300 | | MHz |
| BW 0.1dB | 0.1dB Bandwidth | $V_{OUT} = 200\text{mV}_{P-P}$, $A_V = 2$ | | 50 | | MHz |
| SR | Slew Rate | $V_{OUT} = 2\text{V}_{P-P}$, $A_V = 2$ | 300 | 520 | 740 | V/ μs |
| t_S | Settling Time to 0.1% | $V_{OUT} = 2\text{V}_{P-P}$, $A_V = 2$ | | 12 | | ns |
| Glitch | Switching Glitch, Peak | $A_V = 1$ | | 40 | | mV |
| t_{over} | Overlay Delay Time | From OVER rising edge to output transition | | 6 | | ns |
| dG | Diff Gain | $A_V = 2$, $R_L = 150\Omega$ | | 0.025 | | % |
| dP | Diff Phase | $A_V = 2$, $R_L = 150\Omega$ | | 0.05 | | $^\circ$ |
| $X_{TADJACENT}$ | Adjacent Channel Crosstalk | 6MHz, $A_V = 1$ | | -90 | | dB |
| $X_{THOSTILE}$ | Hostile Crosstalk | 6MHz, $A_V = 1$ | | -72 | | dB |

AC Electrical Specifications $V_S = 5V, R_L = 150\Omega$ unless otherwise noted. (Continued)

| PARAMETER | DESCRIPTION | CONDITION | MIN (Note 3) | TYP | MAX (Note 3) | UNIT |
|-----------|------------------------------|-----------|--------------|-----|--------------|------------------------|
| V_N | Input Referred Noise Voltage | | | 18 | | nV/ $\sqrt{\text{Hz}}$ |

NOTE:

- Compliance to datasheet limits is assured by one or more methods: production test, characterization and/or design.

Pin Descriptions

| NAME | NUMBER | DESCRIPTION |
|------|--------|------------------------|
| IN0 | Y8 | Crosspoint Video Input |
| IN1 | Y7 | Crosspoint Video Input |
| IN2 | Y6 | Crosspoint Video Input |
| IN3 | Y5 | Crosspoint Video Input |
| IN4 | Y4 | Crosspoint Video Input |
| IN5 | Y3 | Crosspoint Video Input |
| IN6 | Y2 | Crosspoint Video Input |
| IN7 | Y1 | Crosspoint Video Input |
| IN8 | V1 | Crosspoint Video Input |
| IN9 | U1 | Crosspoint Video Input |
| IN10 | T1 | Crosspoint Video Input |
| IN11 | R1 | Crosspoint Video Input |
| IN12 | P1 | Crosspoint Video Input |
| IN13 | N1 | Crosspoint Video Input |
| IN14 | M1 | Crosspoint Video Input |
| IN15 | L1 | Crosspoint Video Input |
| IN16 | K1 | Crosspoint Video Input |
| IN17 | J1 | Crosspoint Video Input |
| IN18 | H1 | Crosspoint Video Input |
| IN19 | G1 | Crosspoint Video Input |
| IN20 | F1 | Crosspoint Video Input |
| IN21 | E1 | Crosspoint Video Input |
| IN22 | D1 | Crosspoint Video Input |
| IN23 | C1 | Crosspoint Video Input |
| IN24 | A1 | Crosspoint Video Input |
| IN25 | A2 | Crosspoint Video Input |
| IN26 | A3 | Crosspoint Video Input |
| IN27 | A4 | Crosspoint Video Input |
| IN28 | A5 | Crosspoint Video Input |
| IN29 | A6 | Crosspoint Video Input |
| IN30 | A7 | Crosspoint Video Input |
| IN31 | A8 | Crosspoint Video Input |

Pin Descriptions (Continued)

| NAME | NUMBER | DESCRIPTION |
|-------|--------|--|
| OUT0 | Y10 | Crosspoint Video Output |
| OUT1 | Y11 | Crosspoint Video Output |
| OUT2 | Y12 | Crosspoint Video Output |
| OUT3 | Y13 | Crosspoint Video Output |
| OUT4 | W14 | Crosspoint Video Output |
| OUT5 | W15 | Crosspoint Video Output |
| OUT6 | W16 | Crosspoint Video Output |
| OUT7 | W17 | Crosspoint Video Output |
| OUT8 | V20 | Crosspoint Video Output |
| OUT9 | U20 | Crosspoint Video Output |
| OUT10 | T20 | Crosspoint Video Output |
| OUT11 | R20 | Crosspoint Video Output |
| OUT12 | P19 | Crosspoint Video Output |
| OUT13 | N19 | Crosspoint Video Output |
| OUT14 | M19 | Crosspoint Video Output |
| OUT15 | L19 | Crosspoint Video Output |
| OUT16 | K20 | Crosspoint Video Output |
| OUT17 | J20 | Crosspoint Video Output |
| OUT18 | H20 | Crosspoint Video Output |
| OUT19 | G20 | Crosspoint Video Output |
| OUT20 | F19 | Crosspoint Video Output |
| OUT21 | E19 | Crosspoint Video Output |
| OUT22 | D19 | Crosspoint Video Output |
| OUT23 | C19 | Crosspoint Video Output |
| OUT24 | A17 | Crosspoint Video Output |
| OUT25 | A16 | Crosspoint Video Output |
| OUT26 | A15 | Crosspoint Video Output |
| OUT27 | A14 | Crosspoint Video Output |
| OUT28 | B13 | Crosspoint Video Output |
| OUT29 | B12 | Crosspoint Video Output |
| OUT30 | B11 | Crosspoint Video Output |
| OUT31 | B10 | Crosspoint Video Output |
| OVER0 | W10 | Overlay Logic Control (with pull-down) |

Pin Descriptions (Continued)

| NAME | NUMBER | DESCRIPTION |
|--------|--------|--|
| OVER1 | W11 | Overlay Logic Control (with pull-down) |
| OVER2 | W12 | Overlay Logic Control (with pull-down) |
| OVER3 | W13 | Overlay Logic Control (with pull-down) |
| OVER4 | Y14 | Overlay Logic Control (with pull-down) |
| OVER5 | Y15 | Overlay Logic Control (with pull-down) |
| OVER6 | Y16 | Overlay Logic Control (with pull-down) |
| OVER7 | Y17 | Overlay Logic Control (with pull-down) |
| OVER8 | V19 | Overlay Logic Control (with pull-down) |
| OVER9 | U19 | Overlay Logic Control (with pull-down) |
| OVER10 | T19 | Overlay Logic Control (with pull-down) |
| OVER11 | R19 | Overlay Logic Control (with pull-down) |
| OVER12 | P20 | Overlay Logic Control (with pull-down) |
| OVER13 | N20 | Overlay Logic Control (with pull-down) |
| OVER14 | M20 | Overlay Logic Control (with pull-down) |
| OVER15 | L20 | Overlay Logic Control (with pull-down) |
| OVER16 | K19 | Overlay Logic Control (with pull-down) |
| OVER17 | J19 | Overlay Logic Control (with pull-down) |
| OVER18 | H19 | Overlay Logic Control (with pull-down) |
| OVER19 | G19 | Overlay Logic Control (with pull-down) |
| OVER20 | F20 | Overlay Logic Control (with pull-down) |
| OVER21 | E20 | Overlay Logic Control (with pull-down) |
| OVER22 | D20 | Overlay Logic Control (with pull-down) |
| OVER23 | C20 | Overlay Logic Control (with pull-down) |
| OVER24 | B17 | Overlay Logic Control (with pull-down) |
| OVER25 | B16 | Overlay Logic Control (with pull-down) |
| OVER26 | B15 | Overlay Logic Control (with pull-down) |
| OVER27 | B14 | Overlay Logic Control (with pull-down) |
| OVER28 | A13 | Overlay Logic Control (with pull-down) |
| OVER29 | A12 | Overlay Logic Control (with pull-down) |
| OVER30 | A11 | Overlay Logic Control (with pull-down) |
| OVER31 | A10 | Overlay Logic Control (with pull-down) |
| VOVER0 | V10 | Overlay Video Input |
| VOVER1 | V11 | Overlay Video Input |
| VOVER2 | V12 | Overlay Video Input |
| VOVER3 | V13 | Overlay Video Input |
| VOVER4 | V14 | Overlay Video Input |
| VOVER5 | V15 | Overlay Video Input |
| VOVER6 | V16 | Overlay Video Input |

Pin Descriptions (Continued)

| NAME | NUMBER | DESCRIPTION |
|------------------|--------|---|
| VOVER7 | V17 | Overlay Video Input |
| VOVER8 | V18 | Overlay Video Input |
| VOVER9 | U18 | Overlay Video Input |
| VOVER10 | T18 | Overlay Video Input |
| VOVER11 | R18 | Overlay Video Input |
| VOVER12 | P18 | Overlay Video Input |
| VOVER13 | N18 | Overlay Video Input |
| VOVER14 | M18 | Overlay Video Input |
| VOVER15 | L18 | Overlay Video Input |
| VOVER16 | K18 | Overlay Video Input |
| VOVER17 | J18 | Overlay Video Input |
| VOVER18 | H18 | Overlay Video Input |
| VOVER19 | G18 | Overlay Video Input |
| VOVER20 | F18 | Overlay Video Input |
| VOVER21 | E18 | Overlay Video Input |
| VOVER22 | D18 | Overlay Video Input |
| VOVER23 | C18 | Overlay Video Input |
| VOVER24 | C17 | Overlay Video Input |
| VOVER25 | C16 | Overlay Video Input |
| VOVER26 | C15 | Overlay Video Input |
| VOVER27 | C14 | Overlay Video Input |
| VOVER28 | C13 | Overlay Video Input |
| VOVER29 | C12 | Overlay Video Input |
| VOVER30 | C11 | Overlay Video Input |
| VOVER31 | C10 | Overlay Video Input |
| V _{REF} | M3 | DC-restore clamp reference input. In an AC-coupled configuration (DC-Restore clamp enabled), the sync tip of composite video inputs will be restored to this level. Set to 0.3 to 0.7V for optimum performance. In an DC-coupled configuration (DC-Restore clamp disabled), this pin should be tied to ground. Do not let the V_{REF} pin float! A floating V _{REF} pin drifts high and, if the clamp function is enabled, will cause all of the outputs to simultaneously try to drive ~4V DC into their 150Ω loads. |
| SLATCH | J3 | Serial Latch. Serial data is latched into ISL59532 on rising edge of SLATCH. |
| SCLK | K3 | Serial data clock |

Pin Descriptions (Continued)

| NAME | NUMBER | DESCRIPTION |
|------------------|--------|--|
| SDI | L3 | Serial data input |
| SDO | G3 | Serial data output. Can be tied to SDI of another ISL59532 to enable daisy-chaining of multiple devices. |
| RESET | H3 | Reset input. Pull high then low to reset device, but not needed in normal operation. Tie to ground in final application. |
| V _{SDO} | D3 | Power supply for SDO pin. Tie to +5V for a 0 to 5V SDO output signal swing. |
| V _S | | +5V power supply |
| GND | | Ground |
| NC | | No Connect - <i>Do not electrically connect to anything, including ground.</i> |

Typical Performance Curves

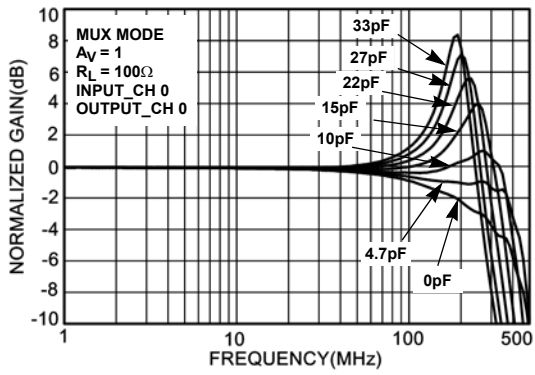


FIGURE 1. FREQUENCY RESPONSE - VARIOUS C_L , $A_V = 1$, MUX MODE

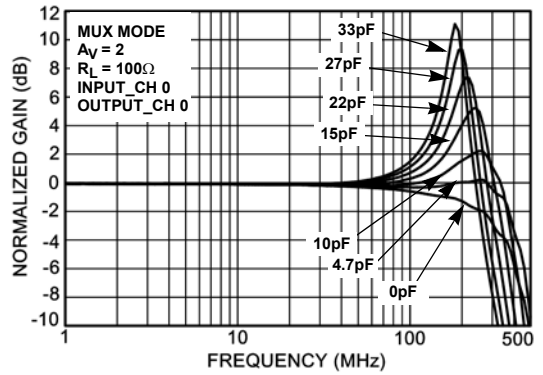


FIGURE 2. FREQUENCY RESPONSE - VARIOUS C_L , $A_V = 2$, MUX MODE

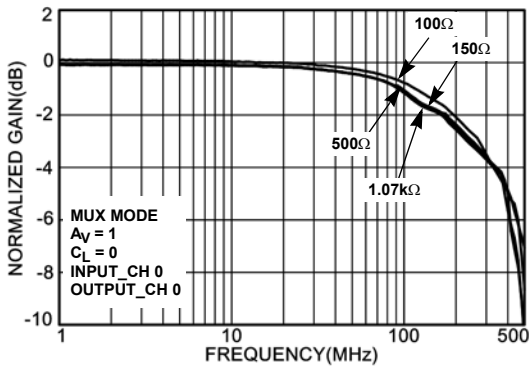


FIGURE 3. FREQUENCY RESPONSE - VARIOUS R_L , $A_V = 1$, MUX MODE

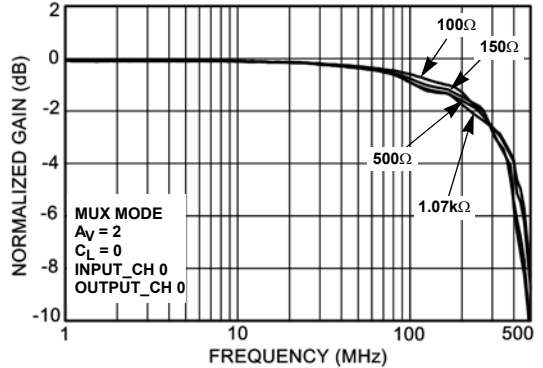


FIGURE 4. FREQUENCY RESPONSE - VARIOUS R_L , $A_V = 2$, MUX MODE

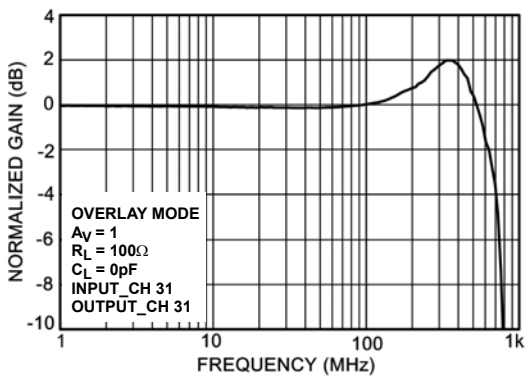


FIGURE 5. FREQUENCY RESPONSE - OVERLAY INPUT, $A_V = 1$

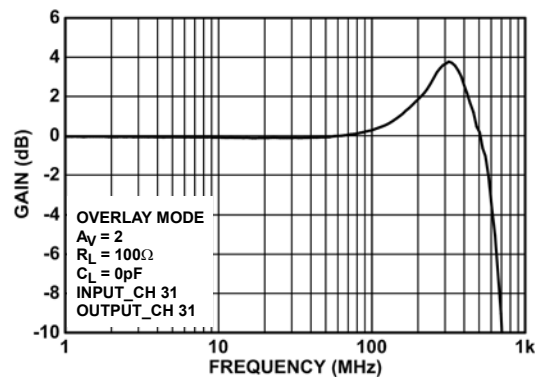


FIGURE 6. FREQUENCY RESPONSE - OVERLAY INPUT, $A_V = 2$

Typical Performance Curves (Continued)

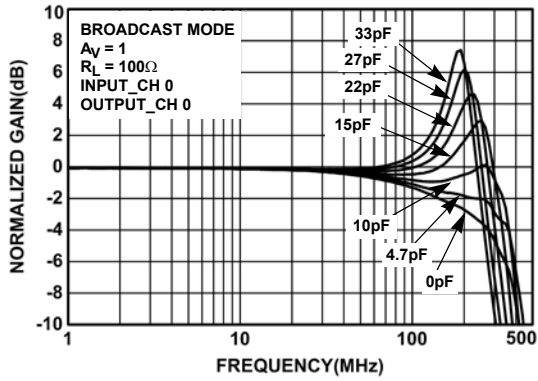


FIGURE 7. FREQUENCY RESPONSE - VARIOUS C_L , $A_v = 1$, BROADCAST MODE

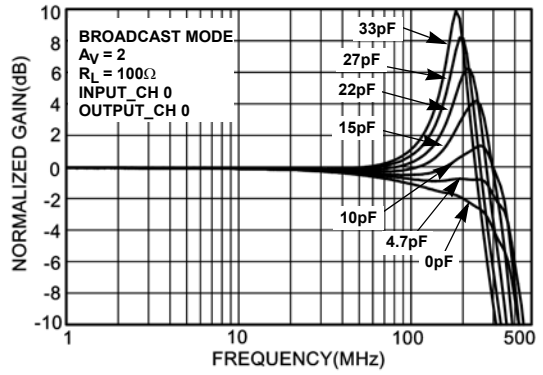


FIGURE 8. FREQUENCY RESPONSE - VARIOUS C_L , $A_v = 2$, BROADCAST MODE

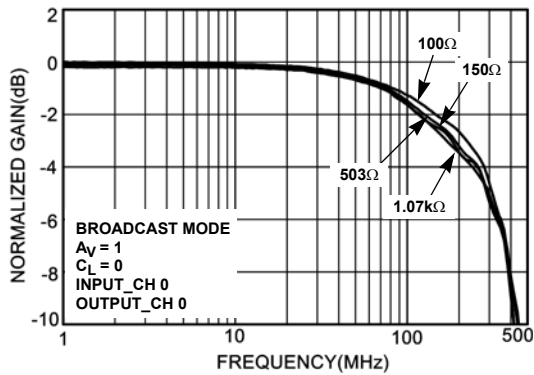


FIGURE 9A. FREQUENCY RESPONSE - VARIOUS R_L , $A_v = 1$, BROADCAST MODE

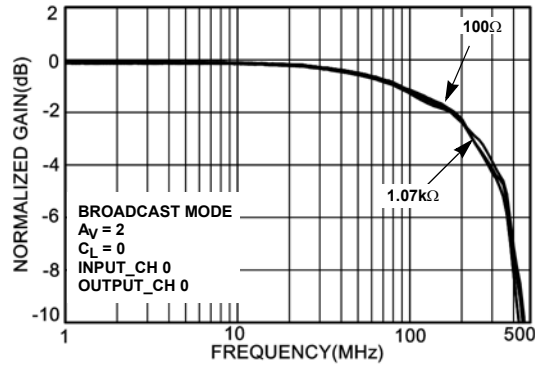


FIGURE 10. FREQUENCY RESPONSE - VARIOUS R_L , $A_v = 2$, BROADCAST MODE

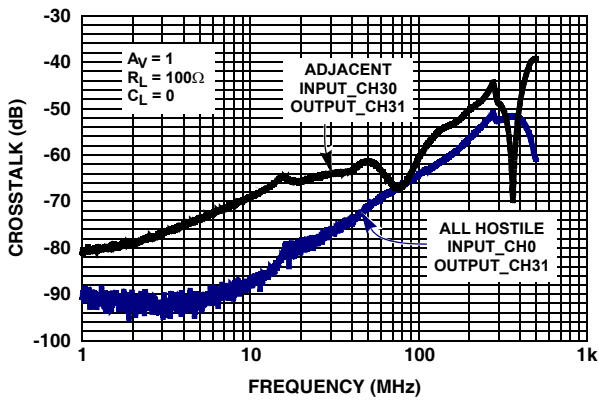


FIGURE 11. CROSSTALK - $A_v = 1$

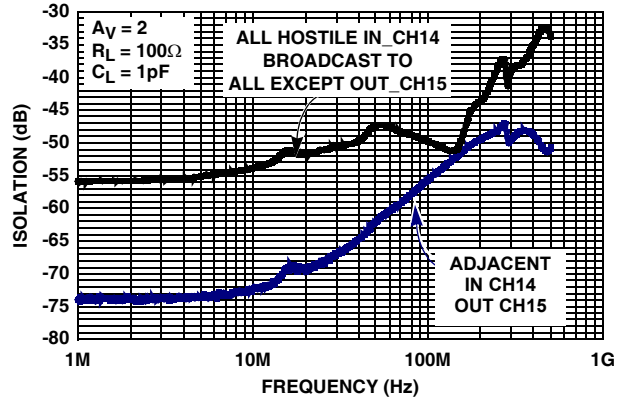


FIGURE 12. CROSSTALK - $A_v = 2$

Typical Performance Curves (Continued)

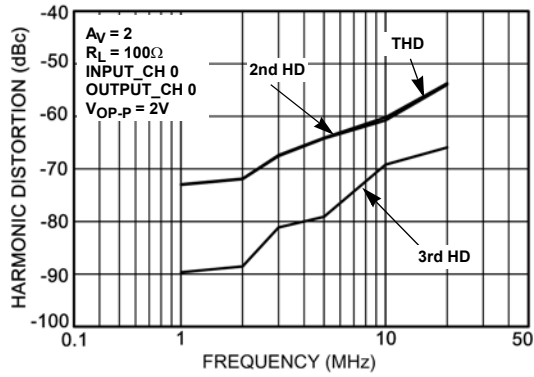


FIGURE 13. HARMONIC DISTORTION vs FREQUENCY

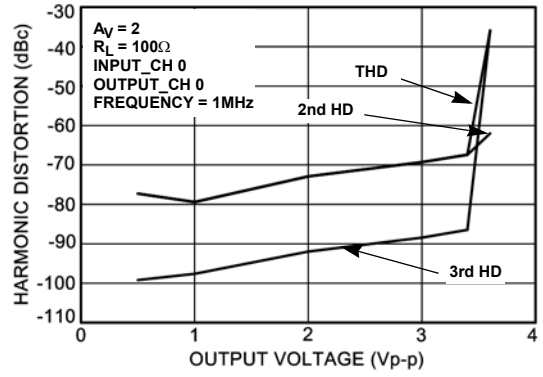


FIGURE 14. HARMONIC DISTORTION vs V_{OUT_P-P}

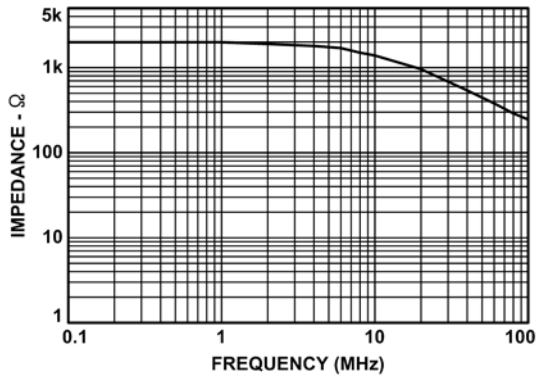


FIGURE 15. DISABLED OUTPUT IMPEDANCE

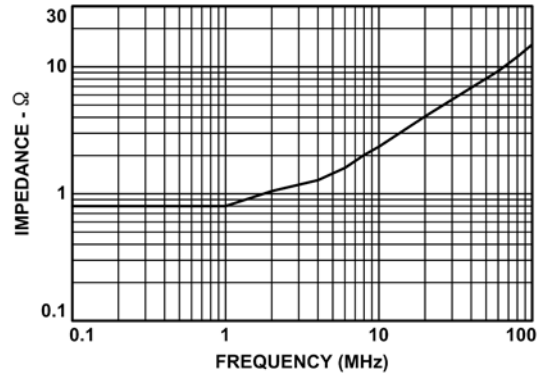


FIGURE 16. ENABLED OUTPUT IMPEDANCE

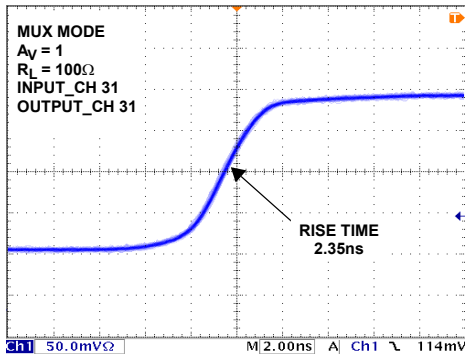


FIGURE 17. RISE TIME - $A_v = 1$

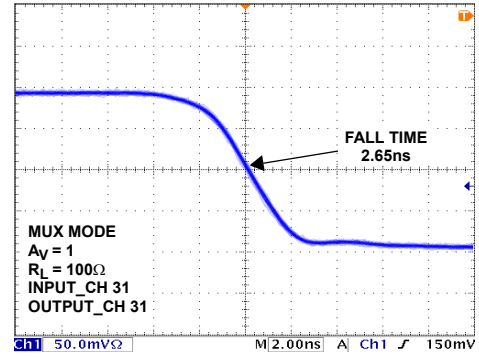


FIGURE 18. FALL TIME - $A_v = 1$

Typical Performance Curves (Continued)

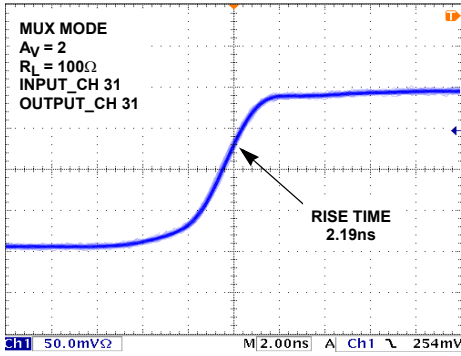


FIGURE 19. RISE TIME - $A_V = 2$

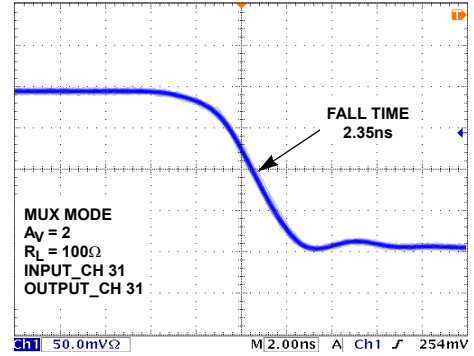


FIGURE 20. FALL TIME - $A_V = 2$

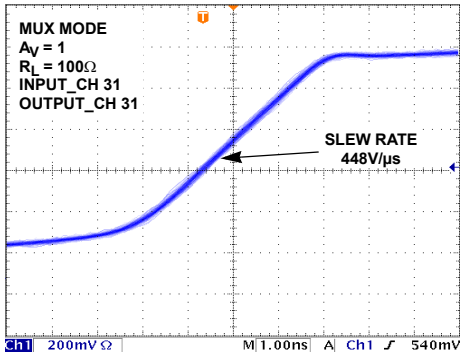


FIGURE 21. RISING SLEW RATE - $A_V = 1$

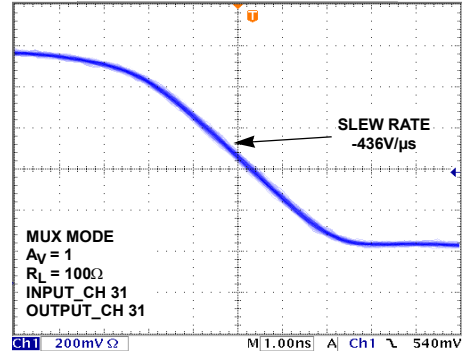


FIGURE 22. FALLING SLEW RATE - $A_V = 1$

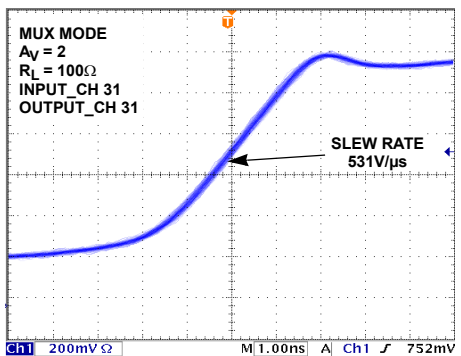


FIGURE 23. RISING SLEW RATE - $A_V = 2$

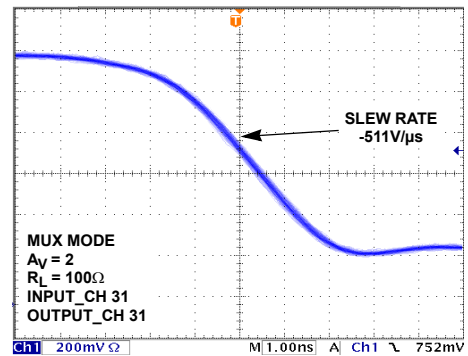


FIGURE 24. FALLING SLEW RATE - $A_V = 2$

Typical Performance Curves (Continued)

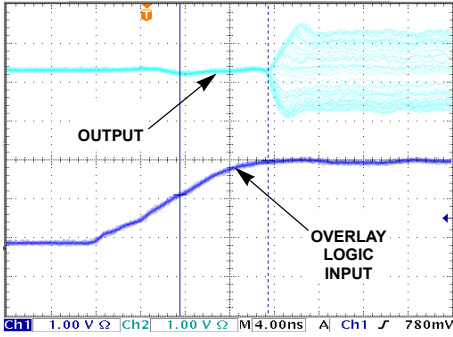


FIGURE 25. OVERLAY SWITCH TURN-ON DELAY TIME

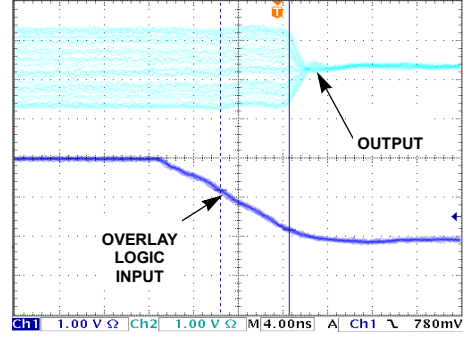


FIGURE 26. OVERLAY SWITCH TURN-OFF DELAY TIME

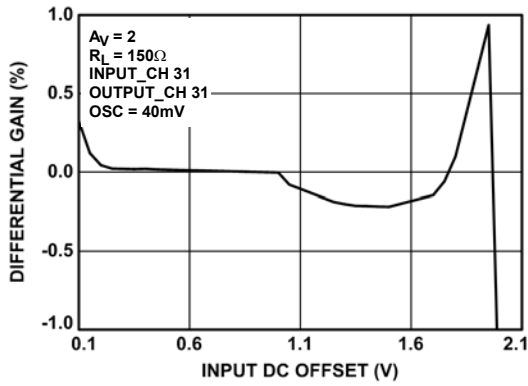


FIGURE 27. DIFFERENTIAL GAIN, $A_V = 2$

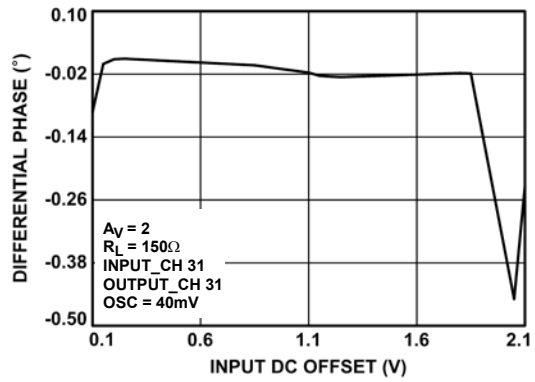


FIGURE 28. DIFFERENTIAL PHASE, $A_V = 2$

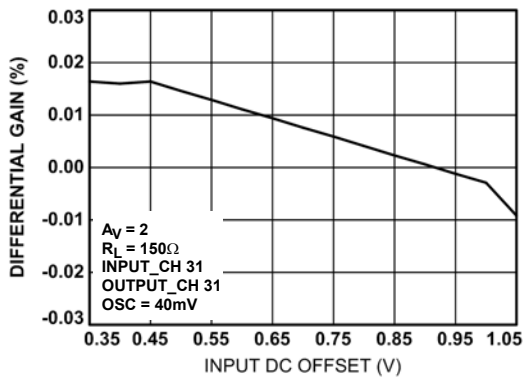


FIGURE 29. DIFFERENTIAL GAIN, $A_V = 2$

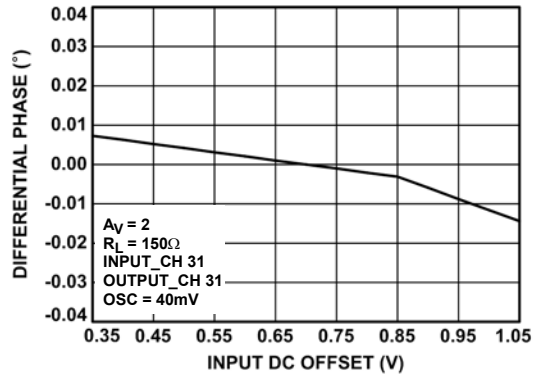


FIGURE 30. DIFFERENTIAL PHASE, $A_V = 2$

Typical Performance Curves (Continued)

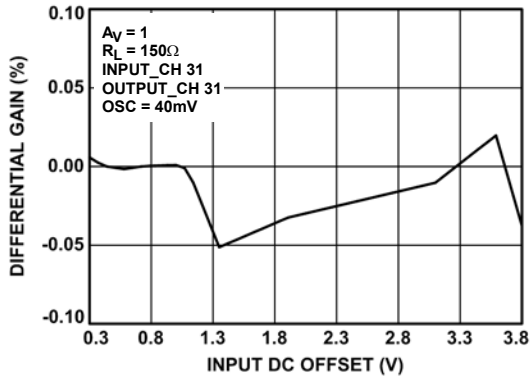


FIGURE 31. DIFFERENTIAL GAIN, $A_V = 1$

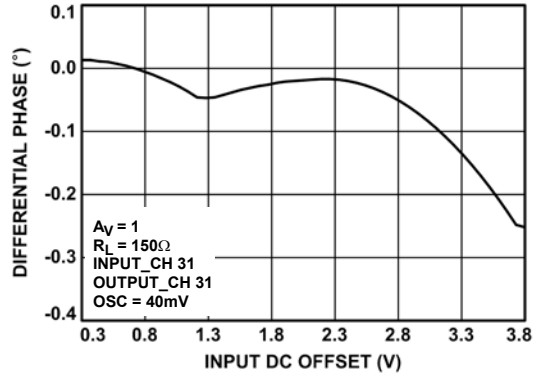


FIGURE 32. DIFFERENTIAL PHASE, $A_V = 1$

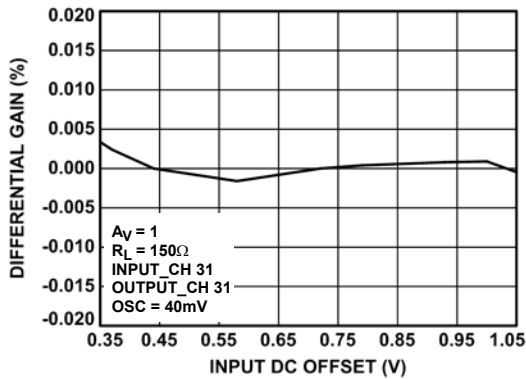


FIGURE 33. DIFFERENTIAL GAIN, $A_V = 1$

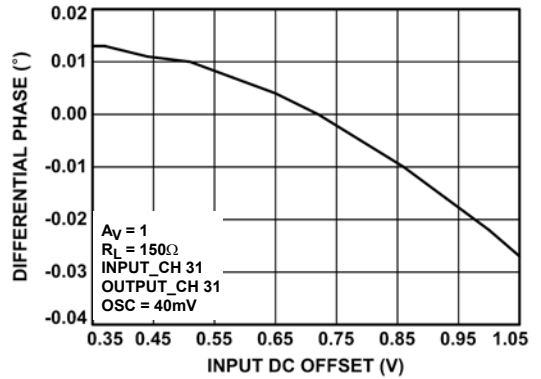


FIGURE 34. DIFFERENTIAL PHASE, $A_V = 1$

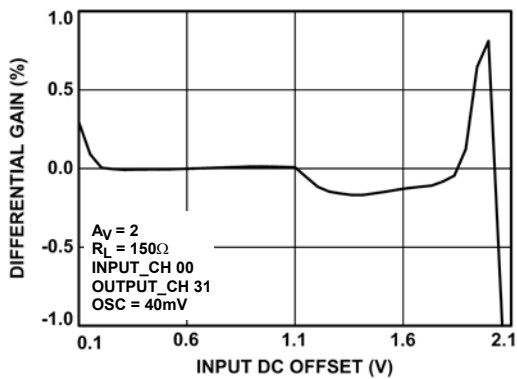


FIGURE 35. DIFFERENTIAL GAIN, $A_V = 2$

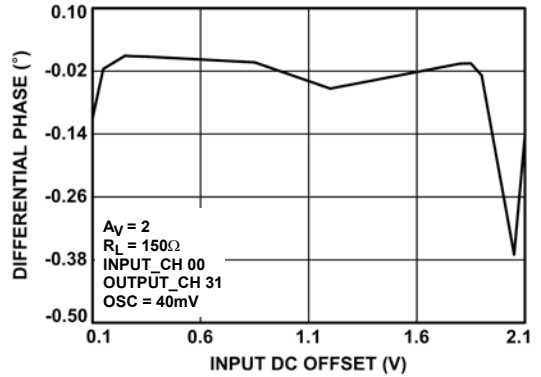


FIGURE 36. DIFFERENTIAL PHASE, $A_V = 2$

Typical Performance Curves (Continued)

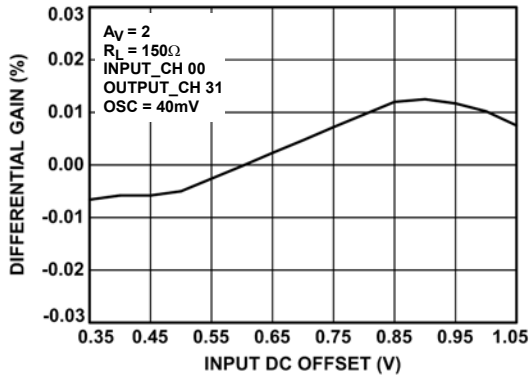


FIGURE 37. DIFFERENTIAL GAIN, $A_V = 2$

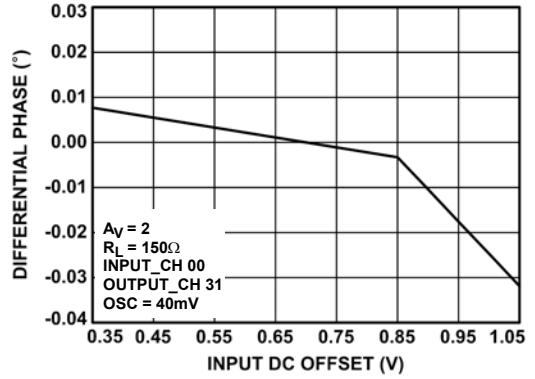


FIGURE 38. DIFFERENTIAL PHASE, $A_V = 2$

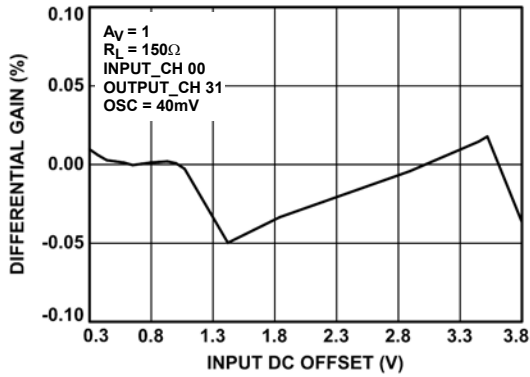


FIGURE 39. DIFFERENTIAL GAIN, $A_V = 1$

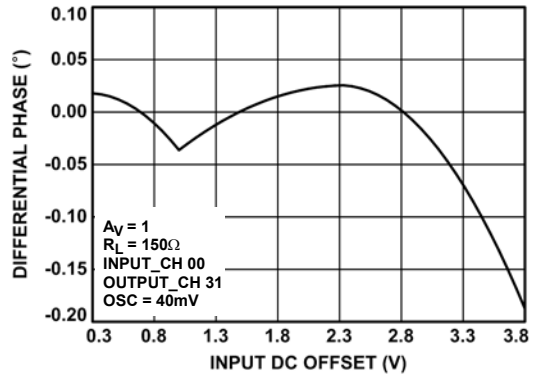


FIGURE 40. DIFFERENTIAL PHASE, $A_V = 1$

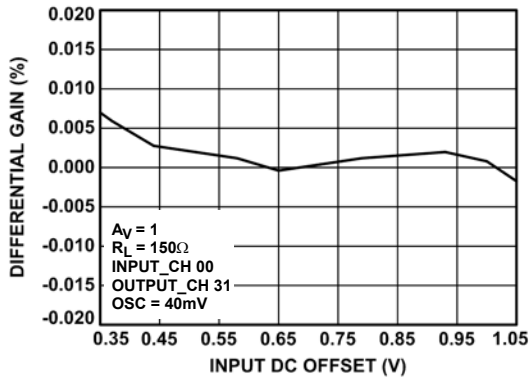


FIGURE 41. DIFFERENTIAL GAIN, $A_V = 1$

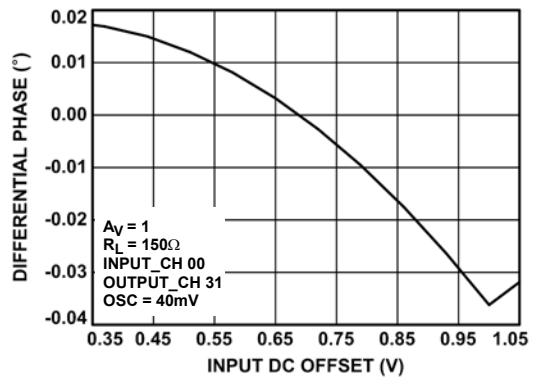


FIGURE 42. DIFFERENTIAL PHASE, $A_V = 1$

Typical Performance Curves (Continued)

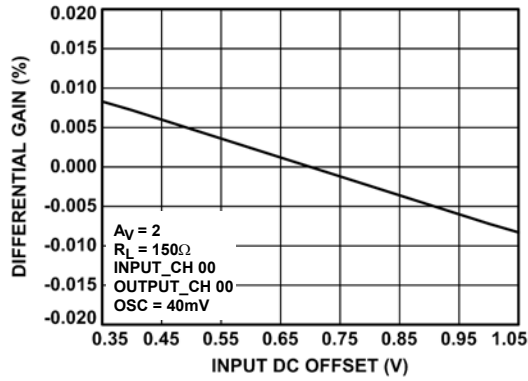


FIGURE 43. DIFFERENTIAL GAIN, OVERLAY, $A_V = 2$

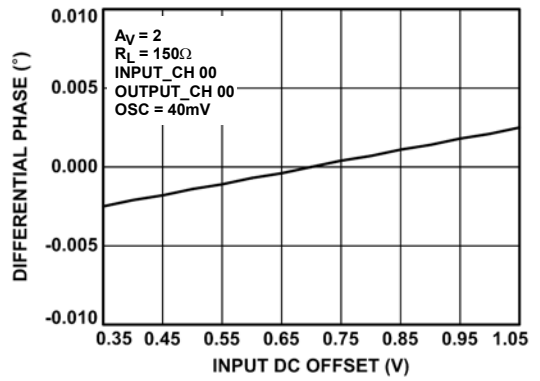


FIGURE 44. DIFFERENTIAL PHASE, OVERLAY, $A_V = 2$

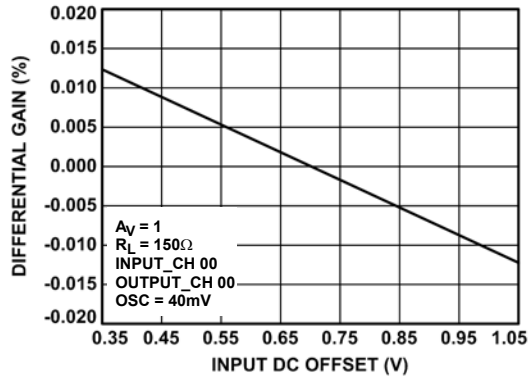


FIGURE 45. DIFFERENTIAL GAIN, OVERLAY, $A_V = 1$

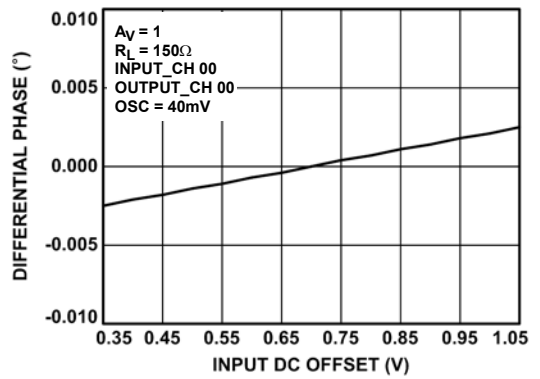


FIGURE 46. DIFFERENTIAL PHASE, OVERLAY, $A_V = 1$

3dB Bandwidth, Broadcast Mode, $A_V = 1$, $R_L = 100\Omega$ [MHz]

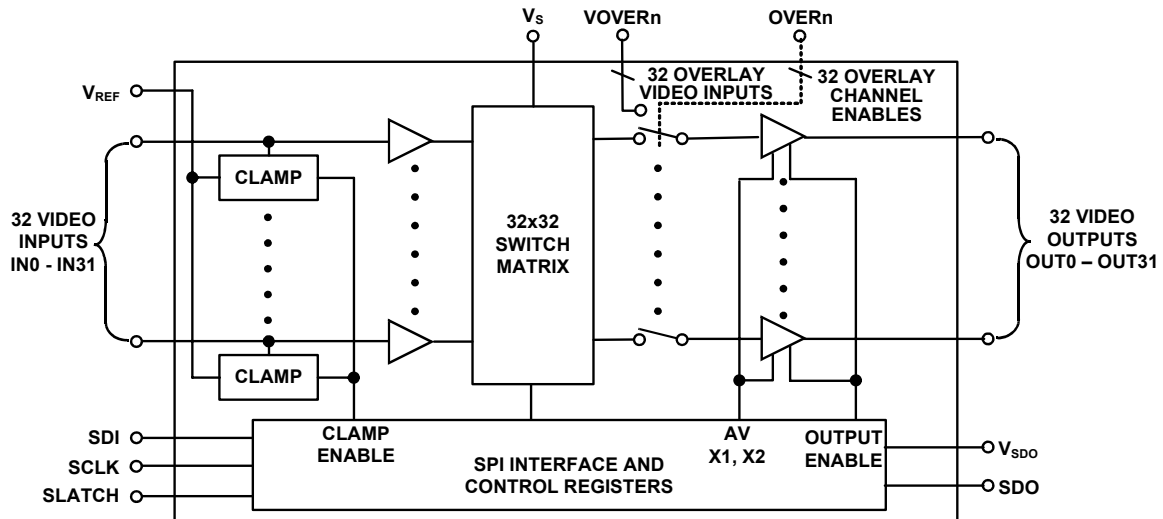
| | | INPUT CHANNELS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----|-----|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | | |
| 0 | 196 | 204 | 193 | 175 | 154 | 154 | 158 | 161 | 169 | 157 | 155 | 146 | 125 | 121 | 115 | 109 | 81 | 81 | 79 | 80 | 85 | 85 | 86 | 86 | 83 | 82 | 82 | 77 | 80 | 82 | 85 | 86 | | |
| 1 | 185 | 189 | | | | | | | | | | | | | | 104 | | | | | | | | | | | | | | | 85 | 87 | | |
| 2 | 172 | | 163 | | | | | | | | | | | | | 104 | | | | | | | | | | | | | | 85 | | 87 | | |
| 3 | 161 | | | 138 | | | | | | | | | | | | 99 | | | | | | | | | | | | | | 81 | | 87 | | |
| 4 | 165 | | | | 128 | | | | | | | | | | | 99 | | | | | | | | | | | | | 79 | | | 89 | | |
| 5 | 160 | | | | | 126 | | | | | | | | | | 97 | | | | | | | | | | | | 82 | | | | 89 | | |
| 6 | 152 | | | | | | 123 | | | | | | | | | 95 | | | | | | | | | | | 81 | | | | | 89 | | |
| 7 | 141 | | | | | | | 119 | | | | | | | | 91 | | | | | | | | | | 84 | | | | | | 89 | | |
| 8 | 133 | | | | | | | | 113 | | | | | | | 86 | | | | | | | | | 82 | | | | | | | 89 | | |
| 9 | 133 | | | | | | | | | 113 | | | | | | 90 | | | | | | | | 85 | | | | | | | | 90 | | |
| 10 | 132 | | | | | | | | | | 113 | | | | | 91 | | | | | | | 88 | | | | | | | | | 92 | | |
| 11 | 130 | | | | | | | | | | | 107 | | | | 90 | | | | | | 90 | | | | | | | | | | 93 | | |
| 12 | 125 | | | | | | | | | | | | 94 | | | 87 | | | | | | 81 | | | | | | | | | | 92 | | |
| 13 | 125 | | | | | | | | | | | | | 91 | | 88 | | | 84 | | | | | | | | | | | | | 95 | | |
| 14 | 127 | | | | | | | | | | | | | | 90 | 88 | | 85 | | | | | | | | | | | | | | 97 | | |
| 15 | 125 | 129 | 124 | 118 | 109 | 109 | 110 | 112 | 113 | 110 | 107 | 106 | 95 | 93 | 91 | 89 | 88 | 88 | 88 | 88 | 95 | 94 | 96 | 97 | 93 | 92 | 89 | 86 | 91 | 93 | 95 | 98 | | |
| 16 | 124 | | | | | | | | | | | | | | | 89 | 88 | | | | | | | | | | | | | | | | 100 | |
| 17 | 119 | | | | | | | | | | | | | | 85 | 85 | | 86 | | | | | | | | | | | | | | | 100 | |
| 18 | 116 | | | | | | | | | | | | | 88 | | 84 | | | 87 | | | | | | | | | | | | | | 100 | |
| 19 | 113 | | | | | | | | | | | | 89 | | | 82 | | | | 88 | | | | | | | | | | | | | 100 | |
| 20 | 114 | | | | | | | | | | | 97 | | | | 84 | | | | | | 98 | | | | | | | | | | | 102 | |
| 21 | 112 | | | | | | | | | | 99 | | | | | 82 | | | | | | | 98 | | | | | | | | | | 103 | |
| 22 | 108 | | | | | | | | 94 | | | | | | | 80 | | | | | | | 100 | | | | | | | | | | 102 | |
| 23 | 107 | | | | | | | | | 96 | | | | | | 78 | | | | | | | | 100 | | | | | | | | | 104 | |
| 24 | 106 | | | | | | | | | | 96 | | | | | 79 | | | | | | | | | 99 | | | | | | | | 106 | |
| 25 | 107 | | | | | | | 96 | | | | | | | | 80 | | | | | | | | | | 99 | | | | | | | 110 | |
| 26 | 108 | | | | | | 96 | | | | | | | | | 81 | | | | | | | | | | | 98 | | | | | | 114 | |
| 27 | 107 | | | | 97 | | | | | | | | | | | 81 | | | | | | | | | | | | | 99 | | | | 123 | |
| 28 | 104 | | | 98 | | | | | | | | | | | | 78 | | | | | | | | | | | | | | 105 | | | 115 | |
| 29 | 104 | | 102 | | | | | | | | | | | | | 80 | | | | | | | | | | | | | | | 106 | | 119 | |
| 30 | 105 | 106 | | | | | | | | | | | | | | 80 | | | | | | | | | | | | | | | | | 118 | 125 |
| 31 | 107 | 110 | 108 | 103 | 98 | 98 | 98 | 99 | 101 | 99 | 97 | 95 | 87 | 86 | 84 | 81 | 113 | 112 | 112 | 114 | 126 | 126 | 128 | 129 | 124 | 118 | 114 | 111 | 120 | 122 | 129 | 131 | | |

OUTPUT CHANNELS

3dB Bandwidth, Broadcast Mode, $A_V = 2$, $R_L = 100\Omega$ [MHz]

| | | INPUT CHANNELS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----|-----|----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | | |
| 0 | 270 | 277 | 268 | 247 | 213 | 216 | 227 | 244 | 258 | 223 | 208 | 196 | 147 | 142 | 132 | 123 | 85 | 85 | 85 | 86 | 91 | 91 | 92 | 93 | 90 | 88 | 86 | 85 | 89 | 90 | 92 | 94 | | |
| 1 | 256 | 261 | | | | | | | | | | | | | 117 | | | | | | | | | | | | | | | 93 | 93 | | | |
| 2 | 240 | | 223 | | | | | | | | | | | | 112 | | | | | | | | | | | | | | | 88 | | 92 | | |
| 3 | 219 | | | 189 | | | | | | | | | | | 106 | | | | | | | | | | | | | | | 86 | | 92 | | |
| 4 | 233 | | | | 158 | | | | | | | | | | 108 | | | | | | | | | | | | | | 83 | | | 95 | | |
| 5 | 225 | | | | | 152 | | | | | | | | | 106 | | | | | | | | | | | | | 86 | | | | 95 | | |
| 6 | 204 | | | | | | 146 | | | | | | | | 105 | | | | | | | | | | | | 88 | | | | | 95 | | |
| 7 | 187 | | | | | | | 137 | | | | | | | 99 | | | | | | | | | | | 89 | | | | | | 94 | | |
| 8 | 172 | | | | | | | | 128 | | | | | | 92 | | | | | | | | | | 85 | | | | | | | 94 | | |
| 9 | 171 | | | | | | | | | 128 | | | | | 96 | | | | | | | | | 93 | | | | | | | | 96 | | |
| 10 | 170 | | | | | | | | | | 126 | | | | 97 | | | | | | | | 94 | | | | | | | | | 98 | | |
| 11 | 167 | | | | | | | | | | | 119 | | | 97 | | | | | | | 96 | | | | | | | | | | 101 | | |
| 12 | 152 | | | | | | | | | | | | 103 | | 93 | | | | | | | 89 | | | | | | | | | | 99 | | |
| 13 | 153 | | | | | | | | | | | | | 99 | 93 | | | | 88 | | | | | | | | | | | | | 103 | | |
| 14 | 155 | | | | | | | | | | | | | | 96 | 94 | | 89 | | | | | | | | | | | | | | | 105 | |
| 15 | 151 | 155 | 146 | 134 | 123 | 125 | 126 | 126 | 128 | 123 | 123 | 114 | 103 | 99 | 97 | 94 | 94 | 92 | 92 | 93 | 102 | 102 | 102 | 102 | 99 | 99 | 93 | 93 | 98 | 99 | 102 | 104 | | |
| 16 | 146 | | | | | | | | | | | | | | 93 | 94 | | | | | | | | | | | | | | | | | 109 | |
| 17 | 138 | | | | | | | | | | | | | | 91 | 91 | | 92 | | | | | | | | | | | | | | | 109 | |
| 18 | 133 | | | | | | | | | | | | | 94 | 90 | | | | 93 | | | | | | | | | | | | | | 109 | |
| 19 | 127 | | | | | | | | | | | | 95 | | 90 | | | | | 94 | | | | | | | | | | | | | 109 | |
| 20 | 129 | | | | | | | | | | | 106 | | | 89 | | | | | | 106 | | | | | | | | | | | | 113 | |
| 21 | 126 | | | | | | | | | | | 106 | | | 86 | | | | | | | | 105 | | | | | | | | | | 114 | |
| 22 | 119 | | | | | | | | | 102 | | | | | 84 | | | | | | | | | 107 | | | | | | | | | 112 | |
| 23 | 118 | | | | | | | | | | 105 | | | | 83 | | | | | | | | | 106 | | | | | | | | | 114 | |
| 24 | 116 | | | | | | | | | | | 103 | | | 83 | | | | | | | | | | 107 | | | | | | | | 117 | |
| 25 | 118 | | | | | | | | | | 103 | | | | 84 | | | | | | | | | | | 107 | | | | | | | 125 | |
| 26 | 120 | | | | | | | | | | 103 | | | | 84 | | | | | | | | | | | | 108 | | | | | | 135 | |
| 27 | 118 | | | | | | | | | | 103 | | | | 85 | | | | | | | | | | | | | | | | | 108 | 142 | |
| 28 | 113 | | | | | | | | | | 106 | | | | 82 | | | | | | | | | | | | | | | | | 113 | 133 | |
| 29 | 114 | | | | | | | | | | 110 | | | | 81 | | | | | | | | | | | | | | | | | 123 | 143 | |
| 30 | 115 | 116 | | | | | | | | | | | | | 82 | | | | | | | | | | | | | | | | | | 138 | 155 |
| 31 | 117 | 121 | 118 | 112 | 105 | 105 | 106 | 108 | 110 | 107 | 104 | 101 | 93 | 91 | 88 | 85 | 130 | 127 | 127 | 130 | 153 | 150 | 158 | 163 | 149 | 140 | 133 | 126 | 140 | 146 | 161 | 164 | | |

Block Diagram



General Description

The ISL59532 is a 32x32 integrated video crosspoint switch matrix with input and output buffers and On-Screen Display (OSD) insertion. This device operates from a single +5V supply. Any output can be generated from any of the 32 input video signal sources, and each output can have OSD information inserted through a dedicated, fast 2:1 mux located before the output buffer. There is also a Broadcast mode allowing any one input to be broadcast to all 32 outputs. A DC restore clamp function enables the ISL59532 to AC-couple incoming video.

The ISL59532 offers a -3dB signal bandwidth of 300MHz. Differential gain and differential phase of 0.025% and 0.05° respectively, along with 0.1dB flatness out to 50MHz make this ideal for multiplexing composite NTSC and PAL signals. The switch matrix configuration and output buffer gain are programmed through an SPI/QSPI™-compatible, three-wire serial interface. The ISL59532 interface is designed to facilitate both fast initialization and configuration changes. On power-up, all outputs are initialized to the disabled state to avoid output conflicts in the user's system.

Digital Interface

The ISL59532 uses a serial interface to program the configuration registers. The serial interface uses three signals (SCLK, SDI, and SLATCH) for programming the ISL59532, while a fourth signal (SDO) enables optional daisy-chaining of multiple devices. The serial clock can run at up to 5MHz (5Mbits/s).

Serial Interface

The ISL59532 is programmed through a simple serial interface. Data on the SDI (serial data input) pin is shifted into a 16-bit shift register on the rising edge of the SCLK (serial clock) signal. (This is continuously done regardless of the state of the SLATCH signal.) The LSB (bit 0) is loaded first and the MSB (bit 15) is loaded last (see the Serial Timing Diagram). After all 16 bits of data have been loaded into the shift register, the rising edge of SLATCH updates the internal registers.

While the ISL59532 has an SDO (Serial Data Out) pin, it does not have a register readback feature. The data on the SDO pin is an exact replica of the incoming data on the SDI pin, delayed by 15.5 SCLKs (an input bit is latched on the rising edge of SCLK, and is output on SDO on the falling edge of SCLK 15.5 SCLKs later). Multiple ISL59532's can be daisy-chained by connecting the SDO of one to the SDI of the other, with SCLK and SLATCH common to all the daisy-chained parts. After all the serial data is transmitted (16 bits * n devices = 16*n SCLKs), the rising edge of SLATCH will update the configuration registers of all n devices simultaneously.

The Serial Timing Diagram and Serial Timing Parameters table on page 20 show the timing requirements for the serial interface.

Serial Timing Diagram

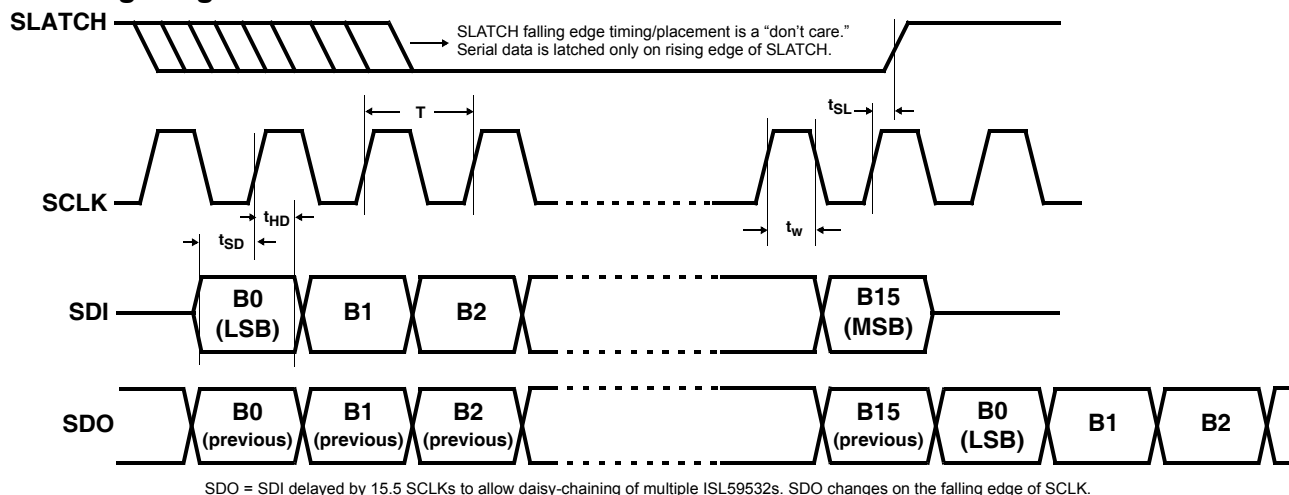


TABLE 1. SERIAL TIMING PARAMETERS

| PARAMETER | RECOMMENDED OPERATING RANGE | DESCRIPTION |
|-----------------|-----------------------------|---|
| T | ≥200ns | SCLK period |
| t _w | 0.50 * T | Clock Pulse Width |
| t _{SD} | ≥20ns | Data Setup Time |
| t _{HD} | ≥20ns | Data Hold Time |
| t _{SL} | ≥20ns | Final SCLK rising edge (latching B15) to SLATCH rising edge |

Programming Model

The ISL59532 is configured by a series of 16-bit serial control words. The three MSBs (B15-13) of each serial word determine the basic command:

TABLE 2. COMMAND FORMAT

| B15 | B14 | B13 | COMMAND | NUMBER OF WRITES |
|-----|-----|-----|--|--------------------------|
| 0 | 0 | 0 | INPUT/OUTPUT: Maps input channels to output channels | 32 (1 channel per write) |
| 0 | 0 | 1 | OUTPUT ENABLE: Output enable for individual channels | 4 (8 channels per write) |
| 0 | 1 | 0 | GAIN SET: Gain (x1 or x2) for each channel | 4 (8 channels per write) |
| 0 | 1 | 1 | BROADCAST: Enables broadcast mode and selects the input channel to be broadcast to all output channels | 1 |
| 1 | 1 | 1 | CONTROL: Clamp on/off, operational/standby mode, and global output enable/disable | 1 |

Mapping Inputs to Outputs

Inputs are mapped to their desired outputs using the input/output control word. Its format is:

TABLE 3. INPUT/OUTPUT WORD

| B15 | B14 | B13 | B12 | B11 | B10 | B9 | B8 | B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
|-----|-----|-----|----------------|----------------|----------------|----------------|----------------|----|----|----|----------------|----------------|----------------|----------------|----------------|
| 0 | 0 | 0 | I ₄ | I ₃ | I ₂ | I ₁ | I ₀ | - | - | - | O ₄ | O ₃ | O ₂ | O ₁ | O ₀ |

I₄:I₀ form the 5 bit word indicating the input channel (0 to 31), and O₄:O₀ determine the output channel which that input channel will map to. One input can be mapped to one or multiple outputs. To fully program the ISL59532, 32 INPUT/OUTPUT words must be transmitted - one for each input channel.

Note: Broadcast Mode must be disabled when configuring input/output mapping. INPUT/OUTPUT words transmitted while in Broadcast Mode will not be processed correctly and result in corrupt channel mapping when Broadcast Mode is disabled.

Enabling Outputs

The output enable control word is used to enable individual outputs. There are 32 channels to configure, so this is accomplished by writing 4 serial words, each controlling a bank of eight outputs at a time. The bank is selected by bits B9 and B8. The output enable control word format is:

TABLE 4. OUTPUT ENABLE FORMAT

| B15 | B14 | B13 | B12 | B11 | B10 | B9 | B8 | B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
|-----|-----|-----|-----|-----|-----|----|----|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | O ₇ | O ₆ | O ₅ | O ₄ | O ₃ | O ₂ | O ₁ | O ₀ |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | O ₁₅ | O ₁₄ | O ₁₃ | O ₁₂ | O ₁₁ | O ₁₀ | O ₉ | O ₈ |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | O ₂₃ | O ₂₂ | O ₂₁ | O ₂₀ | O ₁₉ | O ₁₈ | O ₁₇ | O ₁₆ |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | O ₃₁ | O ₃₀ | O ₂₉ | O ₂₈ | O ₂₇ | O ₂₆ | O ₂₅ | O ₂₄ |

Setting the O_N bit = 0 tri-states the output. Setting the O_N bit = 1 enables the output if the Global Output Enable bit is also set (the individual output enable bits are ANDed with the Global Output Enable bit before they are sent to the output stage).

Setting the Gain

The gain of each output may be set to x1 or x2 using the Gain Set word. It is in the same format as the output enable control word:

TABLE 5. GAIN SET FORMAT

| B15 | B14 | B13 | B12 | B11 | B10 | B9 | B8 | B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
|-----|-----|-----|-----|-----|-----|----|----|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | G ₇ | G ₆ | G ₅ | G ₄ | G ₃ | G ₂ | G ₁ | G ₀ |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | G ₁₅ | G ₁₄ | G ₁₃ | G ₁₂ | G ₁₁ | G ₁₀ | G ₉ | G ₈ |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | G ₂₃ | G ₂₂ | G ₂₁ | G ₂₀ | G ₁₉ | G ₁₈ | G ₁₇ | G ₁₆ |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | G ₃₁ | G ₃₀ | G ₂₉ | G ₂₈ | G ₂₇ | G ₂₆ | G ₂₅ | G ₂₄ |

Set G_N = 0 for a gain of x1 or 1 for a gain of x2.

Broadcast Mode

The Broadcast Mode routes one input to all 32 outputs. The broadcast control word is:

TABLE 6. BROADCAST FORMAT

| B15 | B14 | B13 | B12 | B11 | B10 | B9 | B8 | B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
|-----|-----|-----|----------------|----------------|----------------|----------------|----------------|----|----|----|----|----|----|----|---|
| 0 | 1 | 1 | I ₄ | I ₃ | I ₂ | I ₁ | I ₀ | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Enable Broadcast 0: Broadcast Mode Disabled 1: Broadcast Mode Enabled |

I₄:I₀ form the 5-bit word indicating the input channel (0 to 31) to be sent to all 32 outputs. Set the Enable Broadcast bit (B0) = 1 to enable Broadcast Mode, or to 0 to disable Broadcast Mode. When Broadcast Mode is disabled, the previous channel assignments are restored.

Control Word

The ISL59532's power-on reset disables all outputs and places the part in a low-power standby mode. To enable the device, the following control word should be sent:

TABLE 7. CONTROL WORD FORMAT

| B15 | B14 | B13 | B12 | B11 | B10 | B9 | B8 | B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
|-----|-----|-----|-----|-----|-----|--|----|----|----|----|----|----|----|---------------------------------------|--|
| 1 | 1 | 1 | 0 | 0 | 0 | Clamp 0: Clamp Disabled 1: Clamp Enabled | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Power 0: Standby 1: Operational | Global Output Enable 0: All outputs tristated 1: Individual Output Enable bits control outputs |

The Clamp bit enables the input clamp function, forcing the AC-coupled signal's most negative point to be equal to V_{REF}.

Note: The Clamp bit turns the DC-Restore clamp function on or off for *all* channels - there is no DC-Restore on/off control for individual channels. The DC-Restore function only works with signals with sync tips (composite video). Signals that do not have sync tips (the Chroma/C signal in s-video and the Pb, Pr signals in Component video), will be severely distorted if run through a DC-Restore/clamp function.

For this reason, the ISL59532 must be in DC-coupled mode (Clamp Disabled) to be compatible with s-video and component video signals.

Bandwidth Considerations

Wide frequency response (high bandwidth) in a video system means better video resolution. Four sets of frequency response curves are shown in Figure 47. Depending on the switch configurations, and the routing (the path from the input to the output), bandwidth can vary between 100MHz and 350MHz. A short discussion of the trade-offs — including matrix configuration, output buffer gain selection, channel selection, and loading — follows.

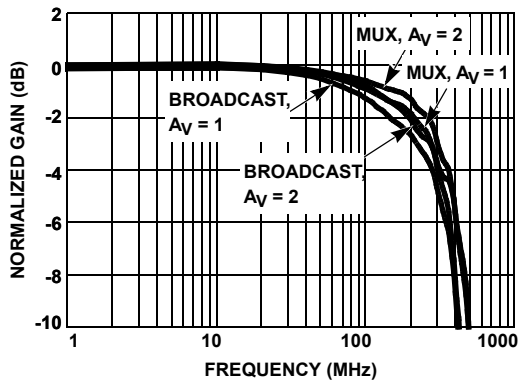


FIGURE 47. FREQUENCY RESPONSE FOR VARIOUS MODES

In multiplexer mode, one input typically drives one output channel, while in broadcast mode, one input drives all 32 outputs. As the number of outputs driven increases, the parasitic loading on that input increases. Broadcast Mode is the worst-case, where the capacitance of all 32 channels loads one input, reducing the overall bandwidth. In addition, due to internal device compensation, an output buffer gain of x2 has higher bandwidth than a gain of x1. Therefore, the highest bandwidth configuration is multiplexer mode (with each input mapped to only one output) and an output buffer gain of x2.

The relative locations of the input and output channels also have significant impact on the device bandwidth (due to the layout of the ISL59530 silicon). When the input and output channels are further away, there are additional parasitics as a result of the additional routing, resulting in lower bandwidth.

The bandwidth does not change significantly with resistive loading as shown in the typical performance curves. However several of the curves demonstrate that frequency response is sensitive to capacitance loading. This is most significant when laying out the PCB. If the PCB trace length between the output of the crosspoint switch and the back-termination resistor is not minimized, the additional parasitic capacitance will result in some peaking and eventually a reduction in overall bandwidth.

Linear Operating Region

In addition to bandwidth optimization, to get the best linearity the ISL59532 should be configured to operate in its most linear operating region. Figure 48 shows the differential gain curve. The ISL59532 is a single supply 5V design with its most linear region between 0.1 and 2V. This range is fine for most video signals whose nominal signal amplitude is 1V. The most negative input level (the sync tip for composite video) should be maintained at 0.3V or above for best operation.

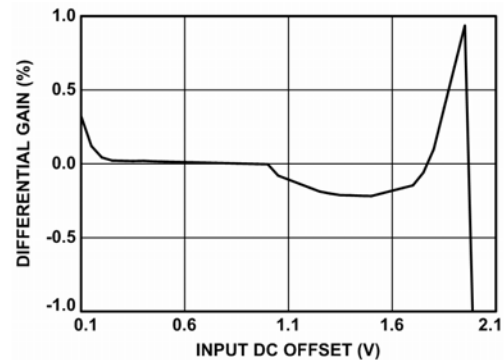


FIGURE 48. DIFFERENTIAL GAIN RESPONSE

In a DC-coupled application, it is the system designer's responsibility to ensure that the video signal is always in the optimum range.

When AC coupling, the ISL59532's Clamp (also called "DC restore") function automatically and continuously adjusts the DC level so that the most negative portion of the video is always equal to V_{REF} .

A discussion of the benefits of the DC restoration function begins by understanding the Clamp circuit shown in Figure 49. The incoming video signal is typically terminated into 75Ω , then AC coupled through C_1 , at which point it is connected to the base of the buffer's diff pair. These components form the video path.

The Clamp function consists of Q_1 , D_1 , Q_2 , D_2 , the two current sources, and the 3 switches controlled by the Clamp Enable signal. The V_{REF} voltage is level-shifted up two diode drops (Q_1 and D_1) to the base of Q_2 . If the voltage at the cathode of D_2 goes below V_{REF} , Q_2 and D_2 will turn on, keeping the IN_x voltage at V_{REF} . If the voltage at IN_x is greater than V_{REF} , Q_2 and D_2 are off and the IN_x node is high impedance. This is how the clamp function forces the lowest portion of the video signal (the sync tip) to always be equal to or greater than V_{REF} .

To make sure that the sync tip is always *equal to* (not equal to or greater than) V_{REF} , i_1 is constantly sinking $\sim 2\mu A$ of current from C_1 . This causes each sync tip to be slightly lower voltage than the previous sync tip, causing Q_2 and D_2 to turn on at each sync tip and raise the voltage to V_{REF} . The $2\mu A$ pull-down with a $0.1\mu F$ capacitor and a $15kHz$ HSYNC frequency results in $1.3mV$ of "droop" across every line, or

0.2% of the video signal. Because 1.3mV is only 0.2% of a 0.7V video signal, this droop is imperceptible to the human eye.

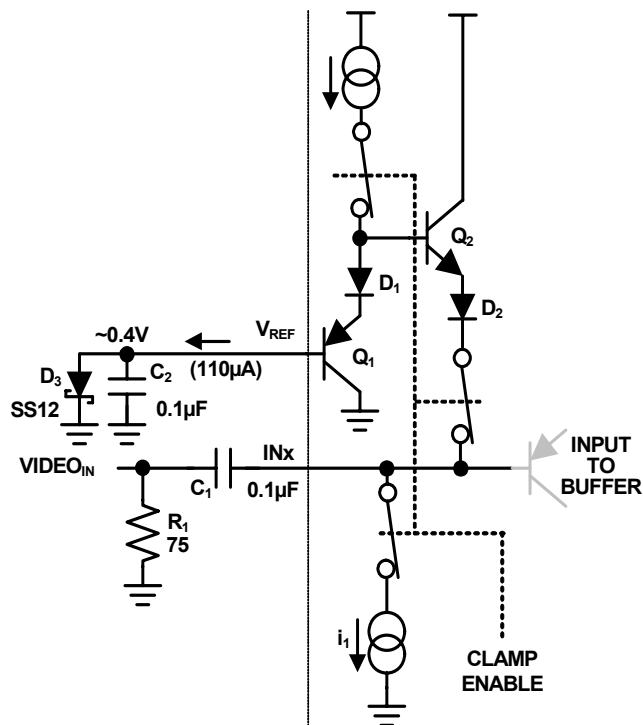


FIGURE 49. DC RESTORE BLOCK DIAGRAM

This is how the video is “DC-restored” after being AC coupled into the ISL59532. The sync tip voltage will be equal to V_{REF} on the right side of C_1 , regardless of the DC level of the video on the left side of C_1 . Due to various sources of offset in the actual clamp function, the actual sync tip level is typically about 75mV higher than V_{REF} (for $V_{REF} = 0.4V$).

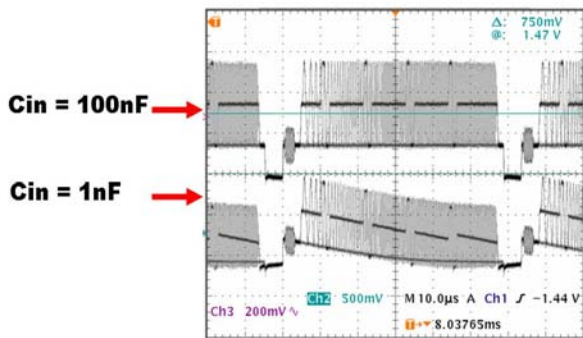


FIGURE 50. DC RESTORE VIDEO WAVEFORMS

It is important to choose the correct value for C_{IN} . Too small a value will generate too much droop, and the image will be visibly darker on the right than on the left. A C_{IN} value that is too large may cause the clamp to fail to converge. The droop rate (dV/dt) is i_1/C_{IN} volts/second. In general, the droop voltage should be limited to <1 IRE over a period of one line of video; so for $1 \text{ IRE} = 7mV$, $I_B = 10\mu A$ maximum, and an NTSC waveform we will set $C_{IN} > 10\mu A * 60\mu s / 7mV =$

$0.086\mu F$. Figure 50 shows the result of $C_{IN} = 0.1\mu F$ delivering acceptable droop and $C_{IN} = 0.001\mu F$ producing excessive droop

When the clamp function is disabled in the CONTROL register (Clamp = 0) to allow DC-coupled operation, the I_{CLAMP} current sinks/sources are disabled and the input passes through the DC Restore block unaffected. In this application V_{REF} may be tied to GND.

Overlay Operation

The ISL59532 features an overlay feature, that allows an external video signal or DC level to be inserted in place of that output channel’s video. When the $OVER_N$ signal is taken high, the output signal on the OUT_N pin is replaced with the signal on the $VOVER_N$ pin.

There are several ways the overlay feature can be used. Toggling the $OVER_N$ signal at the frame rate or slower will replace the video frame(s) on the OUT_N pin with the video supplied on the $VOVER_N$ pin.

Another option (for OSD displays, for example), is to put a DC level on the $VOVER_N$ line and toggle the $OVER_N$ signal at the pixel rate to create a monocolour image “overlaid” on channel N’s output signal.

Finally, by enabling the $OVER_N$ signal for some portion of each line over a certain amount of lines, a picture-in-picture function can be constructed.

It’s important to note that the overlay inputs do not have the DC Restore function previously described - the overlay signal is DC coupled into the output. It is the system designer’s responsibility to ensure that the video levels are in the ISL59532’s linear region and matching the output channel’s offset and amplitude. One easy way to do this is to run the video to be overlaid through one of the ISL59532’s unused channels and then into the $VOVER_N$ input.

The $OVER_N$ pins all have weak pull-downs, so if they are unused, they can either be left unconnected or tied to GND.

Power Dissipation and Thermal Resistance

With a large number of switches, it is possible to exceed the $+150^\circ C$ absolute maximum junction temperature under certain load current conditions. Therefore, it is important to calculate the maximum junction temperature for an application to determine if load conditions or package types need to be modified to assure operation of the crosspoint switch in a safe operating area.

The maximum power dissipation allowed in a package is determined according to Equation 1:

$$PD_{MAX} = \frac{T_{JMAX} - T_{AMAX}}{\Theta_{JA}} \quad (EQ. 1)$$

Where:

- T_{JMAX} = Maximum junction temperature = +125°C
- T_{AMAX} = Maximum ambient temperature = +85°C
- θ_{JA} = Thermal resistance of the package

The maximum power dissipation actually produced by an IC is the total quiescent supply current times the total power supply voltage, plus the power in the IC due to the load, or:

$$PD_{MAX} = V_S \times I_{SMAX} + \sum_{i=1}^n (V_S - V_{OUTi}) \times \frac{V_{OUTi}}{R_{Li}} \quad (\text{EQ. 2})$$

Where:

- V_S = Supply voltage = 5V
- I_{SMAX} = Maximum quiescent supply current = 700mA
- V_{OUT} = Maximum output voltage of the application = 2V
- R_{LOAD} = Load resistance tied to ground = 150
- n = 1 to 32 channels

$$PD_{MAX} = V_S \times I_{SMAX} + \sum_{i=1}^n (V_S - V_{OUTi}) \times \frac{V_{OUTi}}{R_{Li}} = 4.8W \quad (\text{EQ. 3})$$

The required θ_{JA} to dissipate 4.8W is:

$$\theta_{JA} = \frac{T_{JMAX} - T_{AMAX}}{PD_{MAX}} = 8.33(^{\circ}C/W) \quad (\text{EQ. 4})$$

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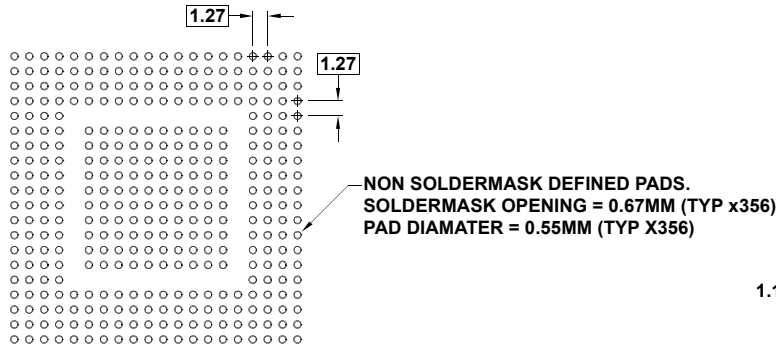
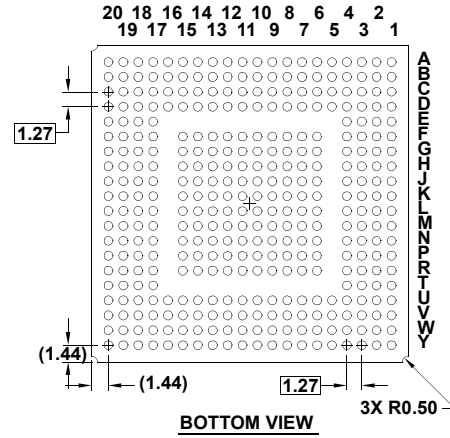
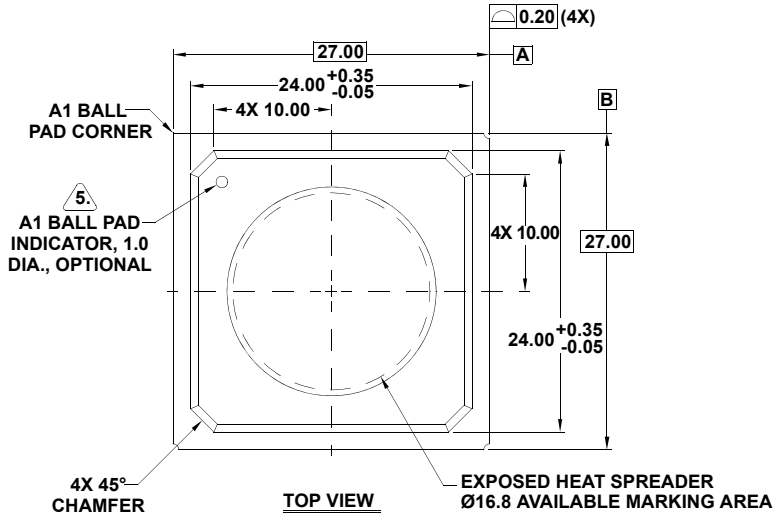
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Package Outline Drawing

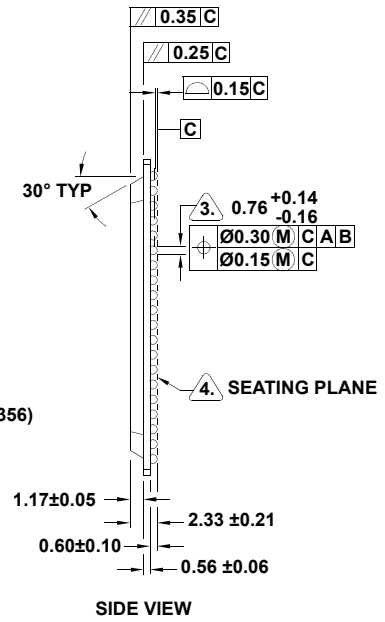
V356.27x27C

356 BALL HEATSINK PLASTIC BALL GRID ARRAY PACKAGE (HPBGA)

Rev 1, 6/10



TYPICAL RECOMMENDED LAND PATTERN



SIDE VIEW

NOTES:

1. All dimensions and tolerances conform to ASME Y14.5m-1994.
2. Dimensions are in millimeters.
3. Dimension is measured at the maximum solder ball diameter, parallel to primary datum C.
4. Primary datum C and seating plane are defined by the spherical crowns of the solder balls.
5. A1 ball pad corner I.D. for plate mold: To be marked by ink. Auto mold: Dimple to be formed by mold cap.
6. Reference specifications: This drawing conforms to JEDEC registered outline MS-034/A variation BAL-2.