

RK3026 BRIEF

Revision 1.1

Public Version
August 2013

Revision History

This document is now Production Data.

Date	Revision	Description
2013-08-28	1.0	Initial Release
2013-10-17	1.1	Update "512MB" to "1GB"

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chapter 1 Introduction

1.1 Overview

RK3026 is a low power, high performance processor solution for tablet, and other digital multimedia applications, and integrates Dual-core Cortex-A9 with separately Neon and FPU coprocessor ,and also with 256KB L2 Cache.

Many embedded powerful hardware engines provide optimized performance for high-end application. RK3026 supports almost full-format video decoder by 1080p@60fps, also support H.264/MVC/VP8 encoder by 1080p@30fps, high-quality JPEG encoder/decoder and special image preprocessor and postprocessor .

Embedded 3D GPU makes RK3026 completely compatible with OpenGL ES1.1 and 2.0, OpenVG 1.1 etc. Special 2D hardware engine with MMU will maximize display performance.

RK3026 has high-performance external memory interface(DDR3/LVDDR3) capable of sustaining demanding memory bandwidths, also provides a complete set of peripheral interface to support very flexible applications as follows :

- Support 8bits async Nand Flash, sync Toggle Nand Flash, LBA Nand Flash and sync ONFI Nand Flash, 4 banks,all embedded up to 60bits hardware ECC
- 2 ranks, 1GB Memory space, 16bits DDR3-1066, LVDDR3-1066
- Support 8bits eMMC
- One-channels SD/MMC interface to support 4bits MMC4.41, SD3.0 or SDIO3.0
- 4-layers TFT LCD Controller, 24bits data, 1920x1080 maximum display size
- 18/24 bits LVDS output, and comply with the Standard TIA/EIA-644-A LVDS
- One-channel, 8bits CCIR656 interface and 8bits Raw data interface
- One I2S/PCM interface
- One USB OTG 2.0 and one USB Host2.0 interface
- 3x I2C, 1xUART with hardware flow-control , 1x SPI , 2x PWM
- Audio Codec with Mono Microphone interface

1.2 Features

1.2.1 MicroProcessor

- Dual-core ARM Cortex-A9 processor is a high-performance, low-power, cached application processor
- Full implementation of the ARM architecture v7-A instruction set, ARM Neon Advanced SIMD (single instruction, multiple data) support for accelerated media and signal processing computation
- Superscalar, variable length, out-of-order pipeline with dynamic branch prediction, 8-stage pipeline
- Include VFPv3 hardware to support single and double-precision add, subtract, divide, multiply and accumulate, and square root operations
- Integrated timer and watchdog timer in CPU
- Integrated 32KB L1 instruction cache , 32KB L1 data cache, 4-way set associative
- 256KB unified L2 Cache
- coresight debug solution
 - Invasive debug
- One isolated voltage domain to support DVFS
- Maximum frequency can be up to 1.0GHz@1.1V, 25°C

1.2.2 Memory Organization

- Internal on-chip memory
 - 16KB BootRom
 - 8KB internal SRAM
- External off-chip memory[®]
 - DDR3-1066, 16bits data width, 2 ranks, 1GB(max) address space per rank
 - LVDDR3-1066, 16bits data width, 2 ranks, 1GB(max) address space per rank
 - Async/ Sync Toggle/ Sync ONFI Nand Flash(include LBA Nand), 8bits data width, 4 banks

1.2.3 Internal Memory

- Internal BootRom
 - Size : 16KB
 - Support system boot from the following device :
 - ◆ 8bits Async Nand Flash
 - ◆ SPI interface
 - ◆ eMMC interface
 - ◆ SDMMC interface
 - Support system code download by the following interface:
 - ◆ USB OTG
 - ◆ UART1
- Internal SRAM
 - Size : 8KB

1.2.4 External Memory or Storage device

- Dynamic Memory Interface (DDR3/LVDDR3)
 - Compatible with JEDEC standard DDR3/ LVDDR3 SDRAM
 - Data rates of up to 1066Mbps(533MHz) for DDR3/LVDDR3
 - Support up to 2 ranks (chip selects), maximum 1GB address space per rank
 - Advanced command reordering and scheduling to maximize bus utilization
 - Low power modes, such as power-down and self-refresh for DDR3/ LVDDR3 SDRAM;
 - Compensation for board delays and variable latencies through programmable pipelines
 - Programmable output and ODT impedance with dynamic PVT compensation
- Nand Flash Interface
 - Support 8bits async/toggle/syncnandflash, up to 4 banks
 - Support LBA nandflash
 - 16bits, 24bits, 40bits, 60bits hardware ECC
 - For DDR nandflash, support DLL bypass and 1/4 or 1/8 clock adjust, maximum clock rate is 66.5MHz
 - For async/togglenandflash, support configurable interface timing , maximum data rate is 16bit/cycle
 - Embedded AHB master interface to do data transfer by DMA method
 - Also support data transfer by AHB slave interface together with external DMAC
- eMMC Interface
 - Compatible with standard iNAND interface
 - Support MMC4.41 protocol
 - Provide eMMC boot sequence to receive boot data from external eMMC device
 - Support combined single FIFO(32x32bits) for both transmit and receive operations
 - Support FIFO over-run and under-run prevention by stopping card clock automatically
 - Support CRC generation and error detection

- Embedded clock frequency division control to provide programmable baud rate
- Support block size from 1 to 65535Bytes
- 8bits data bus width
- SD/MMC Interface
 - Compatible with SD2.0, MMC ver4.41
 - Support combined single FIFO(32x32bits) for both transmit and receive operations
 - Support FIFO over-run and under-run prevention by stopping card clock automatically
 - Support CRC generation and error detection
 - Embedded clock frequency division control to provide programmable baud rate
 - Support block size from 1 to 65535Bytes
 - Data bus width is 4bits

1.2.5 System Component

- CRU (clock & reset unit)
 - Support clock gating control for individual components inside RK3026
 - Support global soft-reset control for whole SOC, also individual soft-reset for every components
 - Support flexible clock solution, including clock source, clock mux, clock frequency division
 - One oscillator with 24MHz clock and 4 embedded PLLs
- Timer
 - On-chip 64bits Timers with interrupt-based operation
 - Provide two operation modes: free-running and user-defined count
 - Support timer work state checkable
 - 24MHz/PCLK clock input for operating domain, and PCLK input for bus interface domain.
- PWM
 - On-chip PWMs with interrupt-based operation
 - Programmable 4-bit pre-scalar from apb bus clock
 - Embedded 32-bit timer/counter facility
 - Support single-run or continuous-run PWM mode
 - Provides reference mode and output various duty-cycle waveform
- WatchDog
 - 32 bits watchdog counter width
 - Counter clock is from apb bus clock
 - Counter counts down from a preset value to 0 to indicate the occurrence of a timeout
 - WDT can perform two types of operations when timeout occurs:
 - ◆ Generate a system reset
 - ◆ First generate an interrupt and if this is not cleared by the service routine by the time a second timeout occurs then generate a system reset
 - Programmable reset pulse length
 - Totally 16 defined-ranges of main timeout period
- Bus Architecture
 - QoS function is supported to improve the utility of bus bandwidth
- Interrupt Controller
 - Support 3 PPI interrupt source and 96 SPI interrupt sources input from different components inside RK3026
 - Support 16 software-triggered interrupts
 - Input interrupt level is fixed , only high-level sensitive
 - Two interrupt output (nFIQ and nIRQ) to per Cortex-A9, both are low-level

sensitive

- Support different interrupt priority for each interrupt source, and they are always software-programmable

- DMAC

- Linked list DMA function is supported to complete scatter-gather transfer
- Support data transfer types with memory-to-memory, memory-to-peripheral, peripheral-to-memory
- Signals the occurrence of various DMA events using the interrupt output signals
- Mapping relationship between each channel and different interrupt outputs is software-programmable
- One embedded DMA controller in per system
- DMAC features:
 - ◆ 8 channels totally
 - ◆ 13 hardware request from peripherals
 - ◆ 2 interrupt output
 - ◆ Not support trustzone technology

1.2.6 Video CODEC

- Video Decoder

- Real-time video decoder of MPEG-1, MPEG-2, MPEG-4, H.263, H.264, VC-1, RV, VP6/VP8, Sorenson Spark
- Error detection and concealment support for all video formats
- Output data structure after decoder is YCbCr 4:2:0 semi-planar to have more efficient bus usage, For H.264, YCbCr 4:0:0 (monochrome) is also supported
- Minimum image size is 48x48 for all video formats
- H.264 up to HP level 4.2 : 1080p@60fps (1920x1080)[®]
- MPEG-4 up to ASP level 5 : 1080p@60fps (1920x1080)
- MPEG-2 up to MP : 1080p@60fps (1920x1080)
- MPEG-1 up to MP : 1080p@60fps (1920x1080)
- H.263 : 576p@60fps (720x576)
- Sorenson Spark : 1080p@60fps (1920x1080)
- VC-1 up to AP level 3 : 1080p@30fps (1920x1080)
- RV8/RV9/RV10 : 1080p@60fps (1920x1080)
- VP6/VP8 : 1080p@60fps (1920x1080)
- For H.264, Image cropping not supported
- For MPEG-4, GMC(global motion compensation) not supported
- For VC-1, upscaling and range mapping are supported in image post-processor
- For MPEG-4 SP/H.263/Sorenson spark, using a modified H.264 in-loop filter to implement deblocking filter in post-processor unit

- Video Encoder

- Encoder only for H.264 ([BP@level4.0](#), [MP@level4.0](#), [HP@level4.0](#)) standard
- Only support I and P slices, not B slices
- Entropy encoding is CAVLC in BP and CABAC in MP
- Support error resilience based on constrained intra prediction and slices
- Maximum MV length is +/- 14 pixels in vertical direction and +/-30 pixels in horizontal direction
- Motion vector pixel accuracy is up to 1/4 pixels in 720p resolution and 1/2 pixels in 1080p resolution
- 12 intra prediction modes
- Number of reference frames is 1
- Maximum number of slice groups is 1
- Input data format :
 - ◆ YCbCr 4:2:0 planar
 - ◆ YCbCr 4:2:0 semi-planar

- ◆ YCbYCr 4:2:2
- ◆ CbYCrY 4:2:2 interleaved
- ◆ RGB444 and BGR444
- ◆ RGB555 and BGR555
- ◆ RGB565 and BGR565
- ◆ RGB888 and BRG888
- ◆ RGB101010 and BRG101010
- Output data format : H.264 byte unit stream and H.264 NAL unit stream
- Image size is from 96x96 to 1920x1080(Full HD)
- Maximum frame rate is up to 30fps@1920x1080[®]
- Bit rate supported is from 10Kbps to 20Mbps

1.2.7 JPEG CODEC

- JPEG decoder
 - Input JPEG file : YCbCr 4:0:0, 4:2:0, 4:2:2, 4:4:0, 4:1:1 and 4:4:4 sampling formats
 - Output raw image : YCbCr 4:0:0, 4:2:0, 4:2:2, 4:4:0, 4:1:1 and 4:4:4 semi-planar
 - Decoder size is from 48x48 to 8176x8176(66.8Mpixels)
 - Maximum data rate is up to 76million pixels per second
- JPEG encoder
 - Input raw image :
 - ◆ YCbCr 4:2:0 planar
 - ◆ YCbCr 4:2:0 semi-planar
 - ◆ YCbYCr 4:2:2
 - ◆ CbYCrY 4:2:2 interleaved
 - ◆ RGB444 and BGR444
 - ◆ RGB555 and BGR555
 - ◆ RGB565 and BGR565
 - ◆ RGB888 and BRG888
 - ◆ RGB101010 and BRG101010
 - Output JPEG file : JFIF file format 1.02 or Non-progressive JPEG
 - Encoder image size up to 8192x8192(64million pixels) from 96x32
 - Maximum data rate[®] up to 90million pixels per second

1.2.8 Image Enhancement(inside video encoder/decoder in ON2)

- Image pre-processor(embedded inside video encoder)
 - Only used together with HD video encoder inside RK3026 , not support stand-alone mode
 - Provides RGB to YCbCr 4:2:0 color space conversion, compatible with BT.601 , BT.709 or user defined coefficients
 - Provides YCbCr4:2:2 to YCbCr4:2:0 color space conversion
 - Support cropping operation from 8192x8192 to any supported encoding size
 - Support rotation with 90 or 270 degrees
- Video stabilization(embedded inside video encoder)
 - Work in combined mode with HD video encoder inside RK30xx and stand-alone mode
 - Adaptive motion compensation filter
 - Support scene detection from video sequence, encodes key frame when scene change noticed
- Image post-processor(embedded inside video decoder)
 - Combined with HD video decoder and JPEG decoder, post-processor can read input data directly from decoder output to reduce bus bandwidth

- Also work as a stand-alone mode, its input data is from a camera interface or other image data stored in external memory
- Input data format :
 - ◆ any format generated by video decoder in combined mode
 - ◆ YCbCr 4:2:0 semi-planar
 - ◆ YCbCr 4:2:0 planar
 - ◆ YCbYCr 4:2:2
 - ◆ YCrYCb 4:2:2
 - ◆ CbYCrY 4:2:2
 - ◆ CrYCbY 4:2:2
- Output data format:
 - ◆ YCbCr 4:2:0 semi-planar
 - ◆ YCbYCr 4:2:2
 - ◆ YCrYCb 4:2:2
 - ◆ CbYCrY 4:2:2
 - ◆ CrYCbY 4:2:2
 - ◆ Fully configurable ARGB channel lengths and locations inside 32bits, such as ARGB8888, RGB565, ARGB4444 etc.
- Input image size:
 - ◆ Combined mode : from 48x48 to 8176x8176 (66.8Mpixels)
 - ◆ Stand-alone mode : width from 48 to 8176, height from 48 to 8176, and maximum size limited to 16.7Mpixels
 - ◆ Step size is 16 pixels
- Output image size: from 16x16 to 1920x1088 (horizontal step size 8, vertical step size 2)
- Support image up-scaling :
 - ◆ Bicubic polynomial interpolation with a four-tap horizontal kernel and a two-tap vertical kernel
 - ◆ Arbitrary non-integer scaling ratio separately for both dimensions
 - ◆ Maximum output width is 3x input width
 - ◆ Maximum output height is 3x input height
- Support image down-scaling:
 - ◆ Arbitrary non-integer scaling ratio separately for both dimensions
 - ◆ Unlimited down-scaling ratio
- Support YUV to RGB color conversion, compatible with BT.601-5, BT.709 and user definable conversion coefficient
- Support dithering (2x2 ordered spatial dithering for 4,5,6bit RGB channel precision)
- Support programmable alpha channel and alpha blending operation with the following overlay input formats:
 - ◆ 8bit alpha +YUV444, big endian channel order with AYUV8888
 - ◆ 8bit alpha +24bit RGB, big endian channel order with ARGB8888
- Support deinterlacing with conditional spatial deinterlace filtering, only compatible with YUV420 input format
- Support RGB image contrast / brightness / color saturation adjustment
- Support image cropping & digital zoom only for JPEG or stand-alone mode
- Support picture in picture
- Support image rotation (horizontal flip, vertical flip, rotation 90,180 or 270 degrees)

1.2.9 Image Enhancement(New IEP lite module)

- Image format support
 - Input data: XRGB/RGB565/YUV420/YUV422
 - Output data: ARGB/RGB565/YUV420/YUV422
 - ARGB/XRGB/RGB565/YUV swap
 - UV SP/P

- BT601_l/BT601_f/BT709_l/BT709_f color space conversion
- RGB dither up/down
- YUV up/down sampling
- Max source image resolution: 8192x8192
- Max scaled image resolution: 4096x4096
- YUV enhancement &denoise
 - Hue, Saturation, Brightness, Contrast adjustment
- RGB enhancement &denoise
 - Contrast enhancement
 - Color enhancement
 - Gamma adjustment
- High quality scale
 - Averaging filter down-scaling
 - Bi-cubic up-scaling
 - Arbitrary non-integer horizontal & vertical scaling ratio range from 1/16 to 16
- De-interlace
 - 3x5 Y motion detection matrix
 - Source width up to 1920
 - Configed high frequency de-interlace
 - I4O2 (Input 4 field,output 2 frame) /I4O1B/I4O1T/I2O1B/I2O1T mode
- Interface
 - Configed direct path to LCDC if source width no more than 1920
 - 32bit AHB bus slave
 - 64bit AXI bus master
 - Combined interrupt output

1.2.10 Graphics Engine

- 3D Graphics Engine :
 - High performance OpenGL ES1.1 and 2.0, OpenVG1.1 etc.
 - Embedded 4shader cores with shared hierarchical tiler
 - Separate vertex(geometry) and fragment(pixel) processing for maximum parallel throughput
 - Provide MMU and L2 Cache with 32KB size
 - Triangle rate : 30M triangles/s
 - Pixel rate: 300 pixels/s @ 150MHz
- 2D Graphics Engine(RGA module) :
 - Pixel rate: 300M pixel/s without scale, 150M pixel/s with bilinear scale, 66.5M pixel/s with bicubic scale.
 - Bit Blit with Strength Blit, Simple Blit and Filter Blit
 - Color fill with gradient fill, and pattern fill
 - Line drawing with anti-aliasing and specified width
 - High-performance stretch and shrink
 - Monochrome expansion for text rendering
 - ROP2, ROP3, ROP4 full alpha blending and transparency
 - Alpha blending modes including Java 2 Porter-Duff compositing blending rules , chroma key, and pattern mask
 - 8K x 8K raster 2D coordinate system
 - Arbitrary degrees rotation with anti-aliasing on every 2D primitive
 - Programmable bicubic filter to support image scaling
 - Blending, scaling and rotation are supported in one pass for stretch blit
 - Source formats :
 - ◆ ABGR8888, XBGR888, ARGB8888, XRGB888

- ◆ RGB888, RGB565
- ◆ RGBA5551, RGBA4444
- ◆ YUV420 planar, YUV420 semi-planar
- ◆ YUV422 planar, YUV422 semi-planar
- ◆ BPP8, BPP4, BPP2, BPP1
- Destination formats :
 - ◆ ABGR8888, XBGR888, ARGB8888, XRGB888
 - ◆ RGB888, RGB565
 - ◆ RGBA5551, RGBA4444
 - ◆ YUV420 planar, YUV420 semi-planar only in filter and pre-scale mode
 - ◆ YUV422 planar, YUV422 semi-planar only in filter and pre-scale mode

1.2.11 Video IN/OUT

- Camera Interface
 - Support up to 5M pixels
 - 8bits CCIR656(PAL/NTSC) interface
 - 8bits raw data interface
 - YUV422 data input format with adjustable YUV sequence
 - YUV422,YUV420 output format with separately Y and UV space
 - Support picture in picture (PIP)
 - Support image crop with arbitrary windows
- Display Interface
 - Support LCD or TFT interfaces up to 1920x1080
 - Parallel RGB LCD Interface :
RGB666(18bits) ,RGB565(15bits)
 - MCU LCD interface: i-8080, Hold/Auto/Bypass modes
 - TV Interface: ITU-R BT.656(8-bit, 480i/576i/1080i)
 - Max output resolution 1920x1080
 - 4 display layers :
 - ◆ One background layer with programmable 24bits color
 - ◆ One video layer (win0)
 - RGB888, ARGB888, RGB565, YCbCr422, YCbCr420, YCbCr444
 - maximum resolution is 1920x1080,support virtual display
 - 1/8 to 8 scaling up/down engine with arbitrary non-integer ratio
 - 256 level alpha blending
 - Support transparency color key
 - 3D display support
 - Direct path support
 - ◆ One video layer (win1)
 - RGB888, ARGB888, RGB565, 1/2/4/8bpp
 - Support virtual display
 - 256 level alpha blending (pre-multiplied alpha support)
 - Support transparency color key
 - Direct path support
 - ◆ Hardware cursor(win3)
 - 2BPP , two transparent modes
 - Support two size: 32x32 and 64x64
 - 16 level alpha blending
 - Win0 and Win1 layer overlay exchangeable
 - 3 x 256 x 8 bits display LUTs
 - Support color space conversion :
YUV2RGB(rec601-mpeg/rec601-jpeg/rec709) and RGB2YUV
 - Deflicker support for interlace output
 - Support replication(16bits to 24bits) and dithering(24bits to 16bits/ 18bits) operation

- Blank and blank display
- Standby mode
- Support non-scaler and scaler output(max up to 1024x768)
- LVDS interface
 - 135MHz clock support
 - 28:4 data sub_channel compression at data rates up to 945 Mbps per channel
 - Support VGA,SVGA,XGA and single pixel SXGA
 - PLL requires no external components
 - Comply with the Standard TIA/EIA-644-A LVDS standard
 - Support alternative LVDS output or LVTTTL output

1.2.12 Audio Interface

- I2S/PCM
 - Audio resolution from 16bits to 32bits
 - Sample rate up to 192KHz
 - Provides master and slave work mode, software configurable
 - Support 3 I2S formats (normal , left-justified , right-justified)
 - Support 4 PCM formats(early , late1 , late2 , late3)
 - I2S and PCM cannot be used at the same time
- Audio Codec
 - 18 to 24 bit High Order Sigma-Delta modulation for DAC for >93 dB SNR configurable
 - 16 to 18 bit High Order Sigma-Delta modulation for ADC for >90 dB SNR configurable
 - Digital interpolation and decimation filter integrated
 - Microphone in and Speaker out Interface
 - On-Chip Analog Post Filter and digital filters
 - Single-ended or differential Input and Output
 - Sampling Rate of 8kHz/12kHz/16kHz/ 24kHz/32kHz /48kHz/44.1K/96KHz
 - Support 16ohm to 32ohm Head Phone and Speaker Phone Output
 - Mono, Stereochannel supported
 - Optional Fractional PLL available that support 6Mhz to 20Mhz clock input to any clockoutput that meets 8kHz/12kHz/16kHz/ 24kHz/32kHz /48kHz/44.1K/96KHz and 128 time oversampling ratio.

1.2.13 Connectivity

- SDIO interface
 - Compatible with SDIO 2.0 protocol
 - Support FIFO over-run and under-run prevention by stopping card clock automatically
 - 4bits data bus width
- SPI Controller
 - Support serial-master and serial-slave mode, software-configurable
 - DMA-based or interrupt-based operation
 - Embedded two 32x16bits FIFO for TX and RX operation respectively
 - Support 2 chip-selects output in serial-master mode
- UartController
 - DMA-based or interrupt-based operation
 - UART0 Embeddeds two 64Bytes FIFO for TX and RX operation respectively
 - UART1/UART2 Embeddeds two 32Bytes FIFO for TX and RX operation respectively
 - Support 5bit,6bit,7bit,8bit serial data transmit or receive
 - Standard asynchronous communication bits such as start,stop and parity

- Support different input clock for uart operation to get up to 4Mbps or other special baud rate
- Support non-integer clock divides for baud clock generation
- Support auto flow control mode
- I2C controller
 - Multi-master I2C operation
 - Support 7bits and 10bits address mode
 - Software programmable clock frequency and transfer rate up to 400Kbit/s in the fast mode
 - Serial 8bits oriented and bidirectional data transfers can be made at up to 100Kbit/s in the standard mode
- GPIO
 - All of GPIOs can be used to generate interrupt to Cortex-A9
 - All of pullup GPIOs are software-programmable for pullup resistor or not
 - All of pulldown GPIOs are software-programmable for pulldown resistor or not
 - All of GPIOs are always in input direction in default after power-on-reset
- USB Host2.0
 - Compatible with usb host2.0 specification
 - Supports high-speed(480Mbps), full-speed(12Mbps) and low-speed(1.5Mbps) mode
 - Provides 16 host mode channels
 - Support periodic out channel in host mode
- USB OTG2.0
 - Compatible with usb otg2.0 specification
 - Supports high-speed(480Mbps), full-speed(12Mbps) and low-speed(1.5Mbps) mode
 - Support up to 9 device mode endpoints in addition to control endpoint 0
 - Support up to 6 device mode IN endpoints including control endpoint 0
 - Endpoints 1/3/5/7 can be used only as data IN endpoint
 - Endpoints 2/4/6 can be used only as data OUT endpoint
 - Endpoints 8/9 can be used as data OUT and IN endpoint
 - Provides 9 host mode channels

1.2.14 Others

- SAR-ADC(Successive Approximation Register)
 - 10-bit SAR analog-to-digital converter
 - Sample rate F_s is 200KHz
 - SAR-ADC clock must be large than $11 \cdot F_s$, recommend is $11 \cdot F_s$
 - DNL less than 1 LSB , INL less than 2.0 LSB
 - Power supply is 3.3V ($\pm 10\%$) for analog interface, power dissipation is less than 900uW
- eFuse
 - two 256bits (32x8) high-density electrical Fuse
 - Programming condition : VP must be 2.5V($\pm 10\%$)
 - Program time is 10us.
 - Read condition : VP must be 2.5V($\pm 10\%$)
 - Provide inactive mode

Notes : ① : DDR3/LVDDR3 are not used simultaneously as well as async and sync ddrnand flash

②: Actual maximum frame rate will depend on the clock frequency and system bus performance

③: Actual maximum data rate will depend on the clock frequency and JPEG compression rate

1.3 Block Diagram

The following diagram shows the basic block diagram for RK3026.

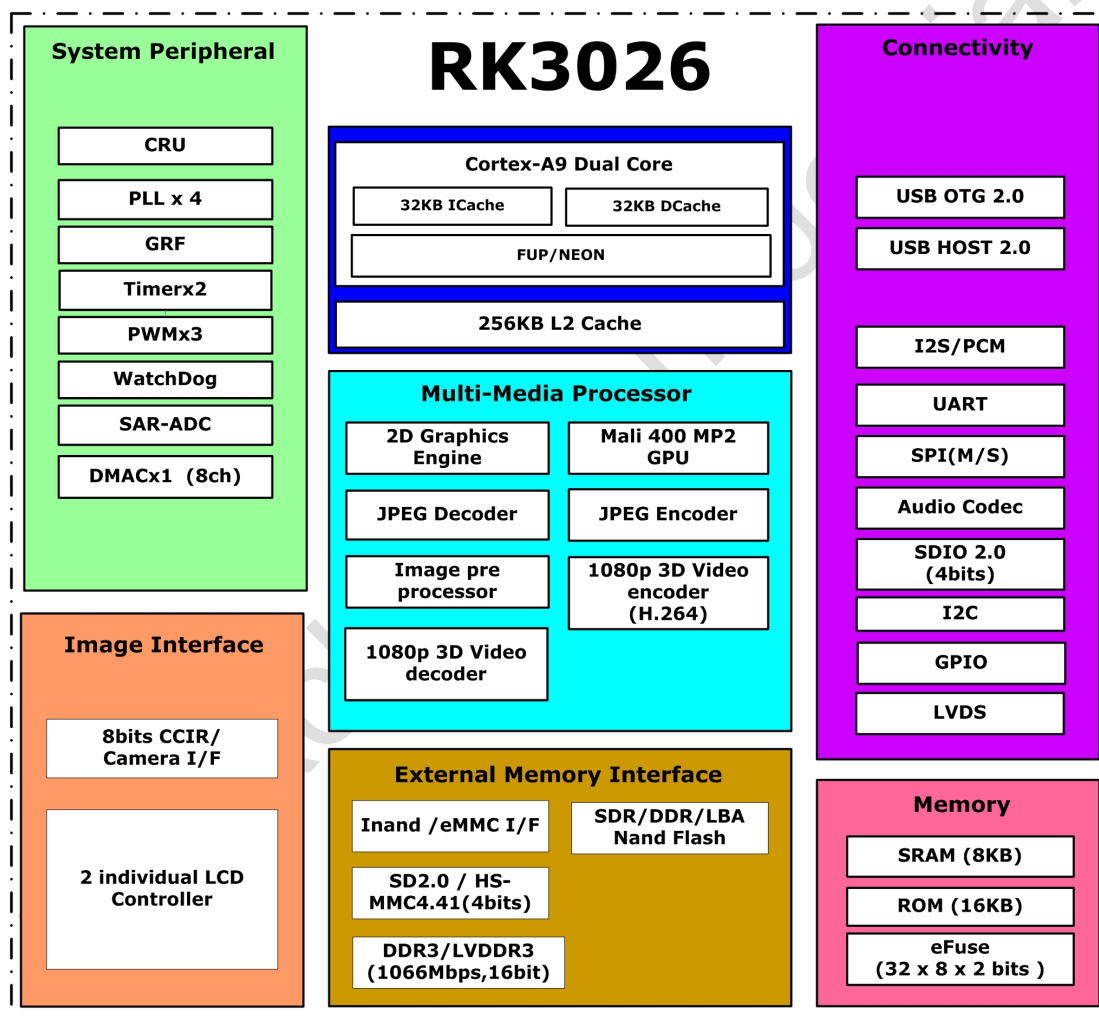


Fig.1- 1 RK3026 Block Diagram