

# Audio Serial Interface Configurations for Audio Codecs

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## ABSTRACT

An audio serial interface (ASI) provides a means to transfer non-buffered audio data between processors and/or audio converters. These data are typically encoded in PCM two's complement format, although other format variations may be possible to achieve companding for lower data rate transfers. Audio converters based on the delta-sigma ( $\Delta\Sigma$ ) architecture require an internal master clock that operates at a much faster rate than the target sample rate. Although there are several means to obtain this master clock, care must be taken to ensure that this clock does not drift with respect to the ASI. This report discusses several configurations that prevent such situations.

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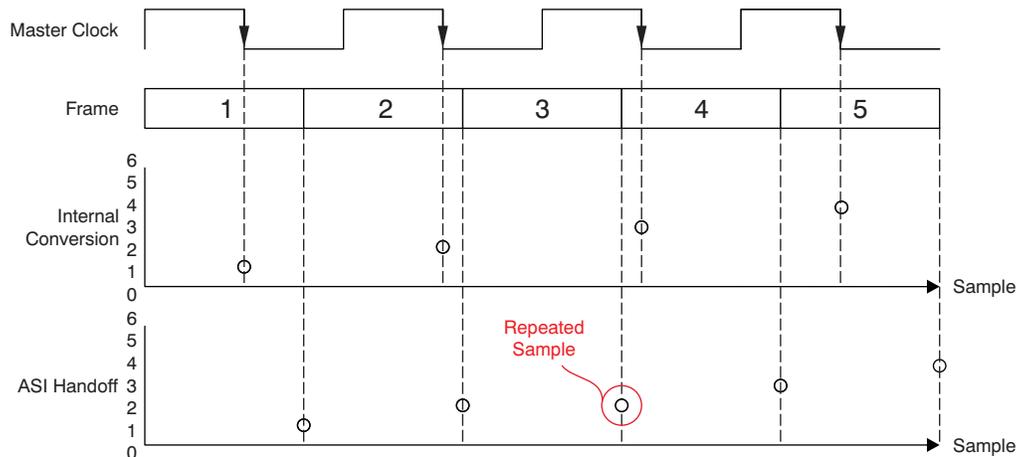
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## 1 Introduction

Each system has different requirements when it comes to interfacing to an audio codec ASI. The most common configurations are the master and slave modes. When the audio codec ASI is configured in master mode, its bit clock (BCLK) and word clock (WCLK) pins are output. In slave mode, BCLK and WCLK are inputs to the codec ASI. This relationship might seem straightforward. However, care must be taken when the ASI is configured in slave mode to ensure that the oversampled data that are decimated always fall within the correct target rate time slot.

If a master clock is a free-running clock and it is fed to a converter, it will not be frequency-locked to the frame clock (WCLK) of an independent ASI. Any deviation from the ideal will eventually result in a skipped or repeated sample (assuming that the architecture repeats samples). For example, if a host processor provides an ideal 48-kHz WCLK with respect to absolute time, its respective ideal master clock could be exactly  $(128 \bullet \text{WCLK}) = 6.144 \text{ MHz}$ . If a master clock from a non-ideal crystal is provided directly to the converter modulator with a 0.001% error, this clock could result in 6.14393856 MHz. Eventually this slower clock will result in a repeated sample out of the ASI bus. Of course, there is no such thing as an ideal master or ASI clocks.

Figure 1 illustrates a simplified case in which a hypothetical analog-to-digital converter (ADC) operating at Nyquist frequency (for simplification purposes) results in a duplicated sample on the ASI bus. In this example, the hypothetical converter ideally hands over its data on the middle of a frame on the falling edge of the master clock. These data should then be ready to be transferred in the beginning of the next frame. As shown in Figure 1, the master clock is actually slower than the ideal. This configuration will eventually drift the clock enough (with respect to the ASI frame) such that there will be a frame that will not receive new data (as shown at the end of frame #3).



**Figure 1. Repeated Sample (Master Clock Slower than Ideal)**

If the master clock is faster than the ideal, then two ADC samples may be written within a single frame resulting in a skipped sample through the ASI bus. For DAC data received from the ASI bus, a faster modulator clock than the ideal will result in duplicate samples and a slower modulator clock will result in skipped samples at the modulator output.

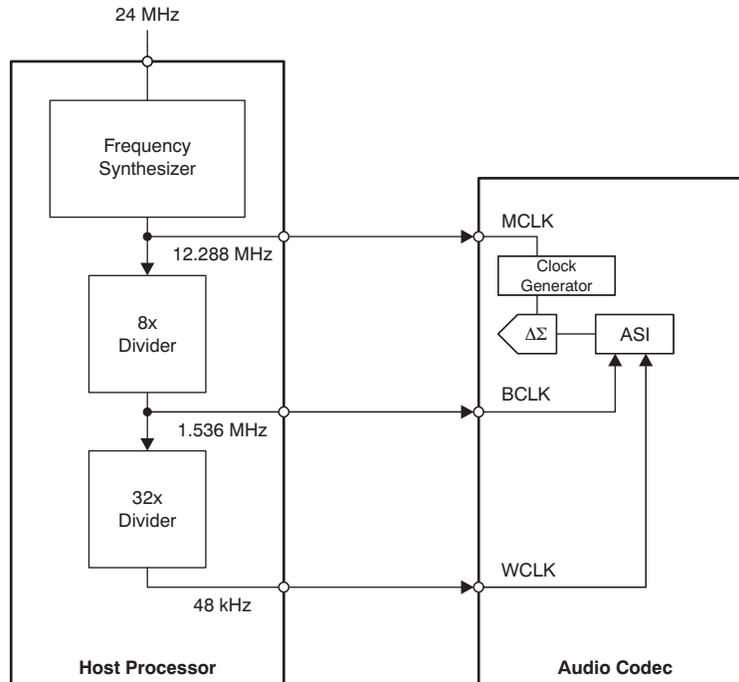
## 2 ASI Configurations

As a general requirement, the internal master clock of a converter must be frequency-locked with the ASI frame clock (typically available through WCLK pin). This condition does not mean that the master clock and the ASI frame need to be phase-locked. What is important is that these clocks do not drift over time with respect to each other.

In TI's AIC family of devices, the ASI is composed of a bit clock, word clock, data in, and data out. The bit clock (typically the BCLK pin) clocks DOUT (ADC) data, and latches DIN (DAC) data for each word clock (WCLK) frame. The ASI bus has timing requirements itself (which can be found in the respective device data sheet). However, these are not related to the MCLK, only to the ASI itself.

## 2.1 ASI Slave Mode

In slave mode, the host processor generates the bit clock and word clock from a system clock. To obtain an audio clock, the system clock is often synthesized to a number divisible by 44.1 kHz or 48 kHz. [Figure 2](#) shows such example. This configuration ensures that the frame clock (accessible at the codec WCLK pin) will not drift with respect to the master clock generated by the frequency synthesizer.



**Figure 2. ASI Slave Mode**

For cases where a master clock output is not available, obtaining the audio codec MCLK directly from the frequency synthesizer source (for example, 24-MHz clock shown in [Figure 2](#)) may or may not be suitable in some applications. Some hosts may receive another clock, such as a USB start of frame (SOF) tick, as a reference which may continually change the phase of the ASI bus relative to the external clock.

Figure 3 shows a configuration that should be avoided. Because the crystal and the frame clock are independent of each other, they will eventually drift and cause skipped and/or repeated samples.

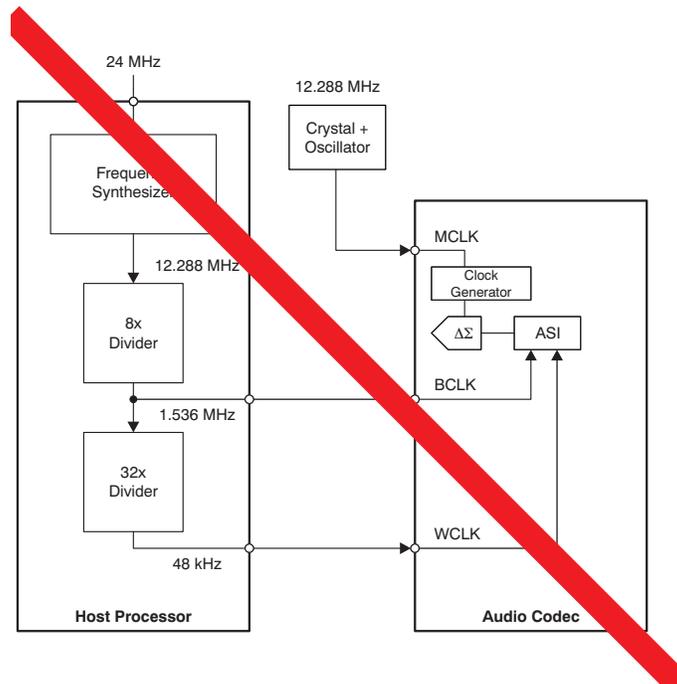


Figure 3. ASI Slave Mode (Independent Master Clock)

Some audio codecs, such as the [TLV320AIC3254](#) and [TLV320AIC36](#), are capable of deriving the internal master clock from an external BCLK, as shown in Figure 4. However, BCLK must be fast enough to be within the codec PLL input frequency specification. For low WCLK frequencies, this condition can be solved by increasing the number of BCLK cycles per WCLK frame enough to satisfy these requirements.

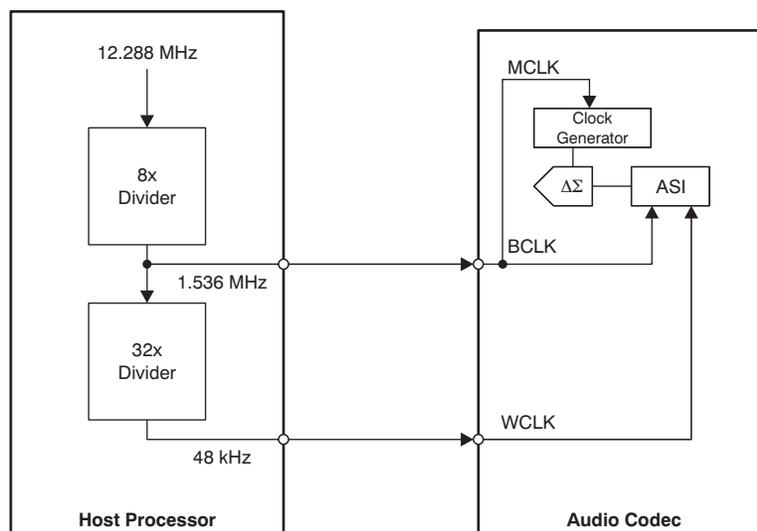


Figure 4. ASI Slave Mode (Generating Master Clock from BCLK)

## 2.2 ASI Master Mode

In master mode, the BCLK and WCLK are outputs from the audio codec. These clocks are derived from an external master clock, such as an oscillator, as shown in Figure 5. The ASI bus is derived from the codec master clock input which prevents drift between both.

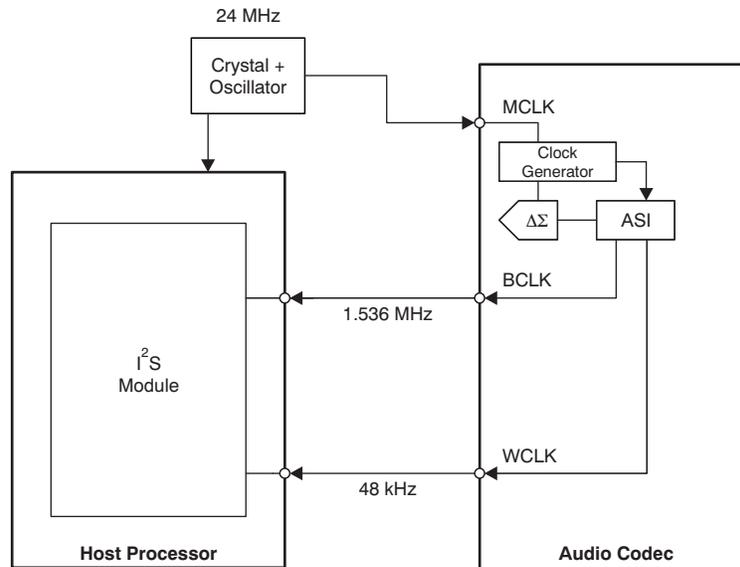


Figure 5. ASI Master Mode

## 2.3 ASI Hybrid Modes

Two additional modes are possible in most AIC family devices:

- **BCLK is output and WCLK is input.**

In this case, BCLK is internally derived from MCLK and sent to the host processor, which in turn should generate a WCLK that conforms to the ASI specification of the codec. BCLK does not drift with respect to MCLK; thus, the generated WCLK will also not drift.

Additional information about this configuration can be found in Application Report [SLAA413](#), *Configuring I<sup>2</sup>S to Generate BCLK from Codec Devices and WCLK from McBSP Port*, available for download at [www.ti.com](http://www.ti.com).

- **BCLK is input and WCLK is output.**

This mode has similar constraints to the ones mentioned in Section 2.1. In this mode, the audio codec monitors the BCLK pin to keep the WCLK output timing within the ASI bus specification. BCLK must not drift with respect to the master clock to ensure that the generated WCLK will not drift with respect to MCLK.

The internal master clock could also be generated from the BCLK (similar to Figure 4, but with WCLK as an output).

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