

## Embedded digital systems architecture



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## Why not just use a RISC chip?

What is RISC?

**“Any microprocessor architecture designed after 1986.”**

- Load/store architecture
- 32, 64b IEEE fp add, multiply, **divide, sqrt**
- Elaborate exception handling
- MMU for memory hierarchy
- TLB for virtual memory (also protection)
- “Low power” means about 2 watts (vs. 10)

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## Why use Programmable DSPs?

What is a programmable DSP?

“Any microcomputer still programmed in assembly language”

- Can be small, cheap.
- “Marching band” timing.
- Little or no memory hierarchy
- Low power means 50mW
- Low system cost.



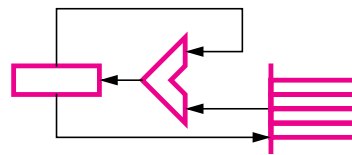
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## Fixed-point vs floating-point

“Generation gap”

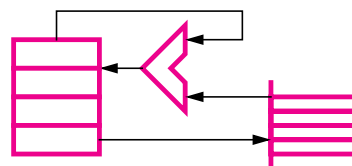
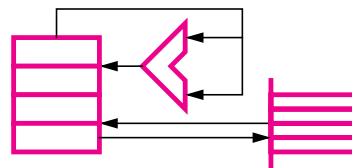
### Fixed-point

- Accumulator architecture
- Fewer registers
- 16 or 24-bit integer data
- Cheaper



### Floating-point

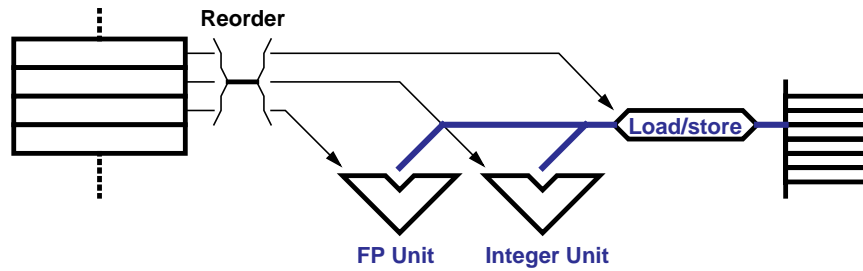
- Load/store or memory-register architecture
- More registers
- 32-bit integer or floating point (IEEE or native) data
- More expensive
- Good compilers (C, C++, Ada)



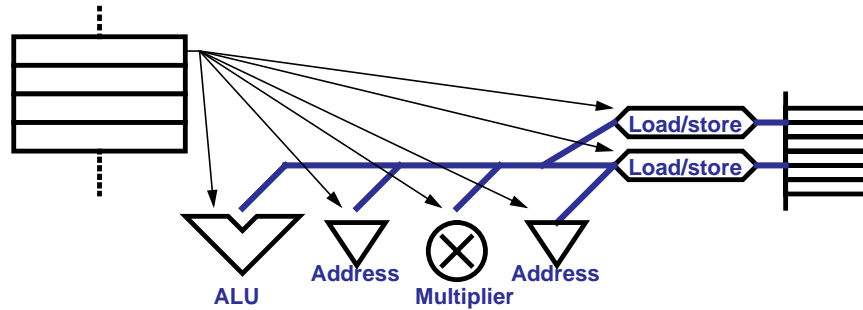
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## RISC vs DSP: Instruction encoding

### RISC: Super-scalar



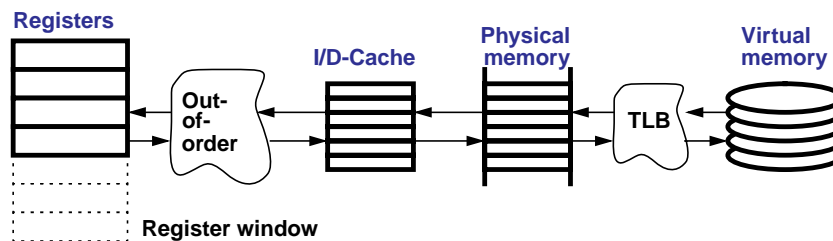
### DSP: Horizontal microcode



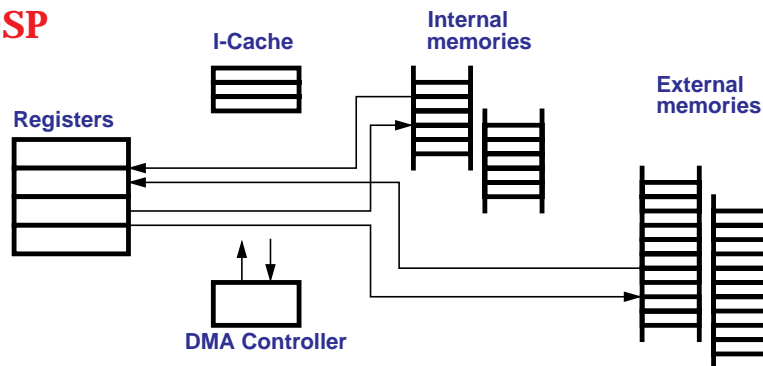
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## RISC vs DSP: Memory hierarchy

### RISC

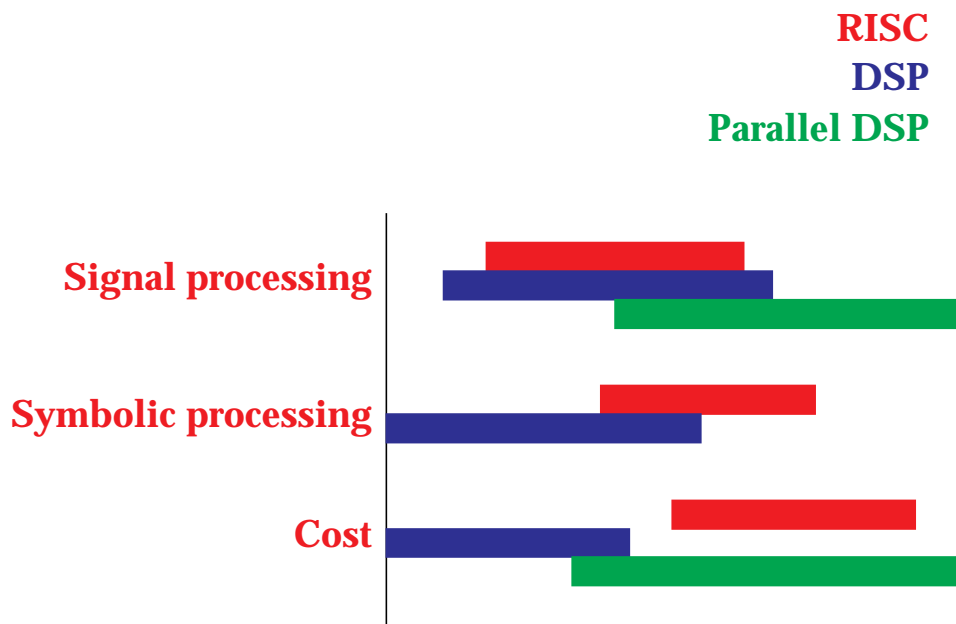


### DSP



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## RISC vs DSP: Performance and cost



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## Addressing Modes

	TMS320C50	TMS320C30
<ul style="list-style-type: none"> <li>• <b>immediate</b> <ul style="list-style-type: none"> <li>• The operand is part of the instruction</li> </ul> </li> </ul>	<b>ADD #0FFh</b>	<b>addi 32,r0</b>
<ul style="list-style-type: none"> <li>• <b>register</b> <ul style="list-style-type: none"> <li>• The operand is in a specified register</li> </ul> </li> </ul>	<b>(implied)</b>	<b>addi r1,r0</b>
<ul style="list-style-type: none"> <li>• <b>direct</b> <ul style="list-style-type: none"> <li>• The address of the operand is part of the instruction (added to implied memory page)</li> </ul> </li> </ul>	<b>ADD 010h</b>	<b>addi @count,r0</b>
<ul style="list-style-type: none"> <li>• <b>indirect</b> <ul style="list-style-type: none"> <li>• The address of the operand is stored in a register</li> <li>• Often used with indexing or pre-/post-decrement</li> </ul> </li> </ul>	<b>ADD *</b>	<b>addi *+ar2(7),r0</b> <b>addi *ar2++,r0</b>

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## Fixed-point arithmetic

<b>Decimal:</b>	$\begin{array}{r} 99.999 \\ + 9.99 \\ \hline = 109.989 \end{array}$	$\begin{array}{r} 99.999 \\ \times 9.99 \\ \hline = 998.99001 \end{array}$	
<b>Binary:</b>	$\begin{array}{r} 0.111 \\ + 0.111 \\ \hline = 1.110 \end{array}$	$\begin{array}{r} 0.111 \\ \times 0.111 \\ \hline = 00.110001 \end{array}$	<div style="display: flex; flex-direction: column; align-items: center; gap: 5px;"> <span>7/8</span> <span>7/8</span> <span>49/64</span> </div>
		$\begin{array}{r} 0.111 \\ \times 1.000 \\ \hline = 11.111000 \end{array}$	<div style="display: flex; flex-direction: column; align-items: center; gap: 5px;"> <span>7/8</span> <span>-8/8</span> <span>-56/64</span> </div>
		$\begin{array}{r} 1.000 \\ \times 1.000 \\ \hline = 01.000000 \end{array}$	<div style="display: flex; flex-direction: column; align-items: center; gap: 5px;"> <span>-8/8</span> <span>-8/8</span> <span>64/64</span> </div>

Except for **one special case**, the **sign** and **integer** bit are always the same, so a **fix-point multiply** means:

- Multiply two N-bit words
- Shift 2N-bit product left one bit
- Take high-order N bits

## Some examples of products with prog. DSPs

Company	Product	Description	DSP
Digicom	Various Modems	V.32, V.32bis, V.22bis, Fax	ADSP-21xx
Ericsson	Hotline GH197	GSM digital cellular phone	ADSP-2102
E-mu	Proteus MPS	Music effects	ADSP-2105
Intel	ActionMedia II	DVI product series	ADSP-2105
Peavy Electr.	Spectrum Bass Tone Module	Sound synthesis	ADSP-2105
Peavy Electr.	IDL 1000	Digital delay for audio	ADSP-2105
Sharp	JY-7500 MOD Drive	Magneto optical disk drive (servo loop)	ADSP-2101
Siemens	NNSR	Neural net speech recognizer	ADSP-2111
Xing	VT-Compress	JPEG/MPEG image compression	ADSP-2105