CS 152
Computer Architecture and Engineering

Introduction to Architectures for Digital Signal Processing

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Processor Applications

• General Purpose - high performance
  – Pentiums, Alpha’s, SPARC
  – Used for general purpose software
  – Heavy weight OS - UNIX, NT
  – Workstations, PC’s

• Embedded processors and processor cores
  – ARM, 486SX, Hitachi SH7000, NEC V800
  – Single program
  – Lightweight, often realtime OS
  – DSP support
  – Cellular phones, consumer electronics (e.g. CD players)

• Microcontrollers
  – Extremely cost sensitive
  – Small word size - 8 bit common
  – Highest volume processors by far
  – Automobiles, toasters, thermostats, ...
The Processor Design Space

- **Microprocessors**: Performance is everything & Software rules
- **Embedded processors**: Application specific architectures for performance
- **Microcontrollers**: Cost is everything
World’s Cellular Subscribers

Millions

Year

Digital

Analog

Will provide a ubiquitous infrastructure for wireless data as well as voice

Source: Ericsson Radio Systems, Inc.
Embedded applications

E.g. Multimedia terminal electronics

- Future chips will be a mix of processors, memory and dedicated hardware for specific algorithms and I/O
Requirements of the Embedded Processors

- Optimized for a single program - code often in on-chip ROM or off chip EPROM
- Minimum code size (one of the motivations initially for Java)
- Performance obtained by optimizing datapath
- Low cost
  - Lowest possible area
  - Technology behind the leading edge
  - High level of integration of peripherals (reduces system cost)
- Fast time to market
  - Compatible architectures (e.g. ARM) allows reuseable code
  - Customizable core
- Low power if application requires portability
Area of processor cores = Cost

- Intel 386: 27
- Motorola CPU32+: 16.9
- LSI R3000: 15.0
- NEC V810: 12.4
- Hitachi SH-2: 9.1
- ARM6: 7.1
- ARM7: 6.0
- Piranha-32: 4.5
- Piranha-16: 3.0

Nintendo processor  Cellular phones
Another figure of merit
Computation per unit area

MIPS/mm²

Intel 386 0.16
Motorola CPU32+ 0.53
NEC V8 1.41
LSI R3000 1.67
ARM6 2.0
Hitachi SH-2 2.4
ARM7 3.75
Piranha-32 4.6
Piranha-16 5.23

???
Nintendo processor
Cellular phones
National Semiconductor - Embedded Processor Family

- Simple architecture
- 3 stage pipeline - fetch - decode - execute
- Minimum power and size
  - Short pipeline avoids branch prediction and bypass
  - Versions range from 8-64 bit - choose minimum that meets requirements
Code size

- If a majority of the chip is the program stored in ROM, then code size is a critical issue
- The Piranha has 3 sized instructions - basic 2 byte, and 2 byte plus 16 or 32 bit immediate
Example application (single chip system)
The DSP Module (DSPM)

• Vector instructions directly supported
• Pipelined datapath supports single cycle: Multiply, Add, Shift, Load/Store and Pointer adjustment
• Operates in parallel to processor core
• Saturation, overflow and rounding for ALU operations
• Automatic support for cyclic buffers (modulo arithmetic)
The National DSP Module Architecture

Single cycle MAC support is typical for DSP acceleration.

Zero overhead repeat.

Three simultaneous addresses.

Single cycle MAC support is typical for DSP acceleration.
The 486 “Embedded Processor”
Look familiar???
The “Embedded” Features of the 486 GX

- Said to be designed “for embedded battery-operated and hand-held applications” (???)
- Fully static design (clock can stop and all state is kept)
- “Auto Clock Freeze” stops circuits which are not being used in a given instruction (gated clocks)
- Stop Clock (60 μW), Stop Grant - clock runs but no program execution (40-85 mW)
- Split power supply - 2.0-3.3 Volt core, 3.3V. I/O,
Power = C V^2 f_{\text{clock}}

Table 17. Active $I_{CC}$ Values
$T_{\text{CASE}}=0 \, ^\circ\text{C to } +85 \, ^\circ\text{C}$

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Parameter</th>
<th>Frequency</th>
<th>Supply Voltage</th>
<th>Typical $I_{CC}$</th>
<th>Max. $I_{CC}$</th>
<th>Power</th>
</tr>
</thead>
<tbody>
<tr>
<td>$I_{CC1}$</td>
<td>$I_{CC}$ Active ($V_{CC}$ pins)</td>
<td>16 MHz</td>
<td>$V_{CC} = 2.0 \pm 0.2 , \text{V}$</td>
<td>65 mA</td>
<td>105 mA</td>
<td>130 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>$V_{CC} = 3.3 \pm 0.3 , \text{V}$</td>
<td>105 mA</td>
<td>170 mA</td>
<td>350 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td>20 MHz</td>
<td>$V_{CC} = 2.2 \pm 0.2 , \text{V}$</td>
<td>85 mA</td>
<td>140 mA</td>
<td>190 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>$V_{CC} = 3.3 \pm 0.3 , \text{V}$</td>
<td>130 mA</td>
<td>210 mA</td>
<td>430 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td>25 MHz</td>
<td>$V_{CC} = 2.4 \pm 0.2 , \text{V}$</td>
<td>120 mA</td>
<td>195 mA</td>
<td>290 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>$V_{CC} = 3.3 \pm 0.3 , \text{V}$</td>
<td>165 mA</td>
<td>260 mA</td>
<td>540 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td>33 MHz</td>
<td>$V_{CC} = 2.7 \pm 0.2 , \text{V}$</td>
<td>180 mA</td>
<td>280 mA</td>
<td>490 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>$V_{CC} = 3.3 \pm 0.3 , \text{V}$</td>
<td>220 mA</td>
<td>345 mA</td>
<td>730 mW</td>
</tr>
<tr>
<td>$I_{CC2}$</td>
<td>$I_{CC}$ Active ($V_{CCP}$ pins)</td>
<td>16 MHz</td>
<td>$V_{CCP} = 3.3 \pm 0.3 , \text{V}$</td>
<td>5 mA</td>
<td>16 mA</td>
<td>17 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td>20 MHz</td>
<td>$V_{CCP} = 3.3 \pm 0.3 , \text{V}$</td>
<td>6 mA</td>
<td>20 mA</td>
<td>20 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td>25 MHz</td>
<td>$V_{CCP} = 3.3 \pm 0.3 , \text{V}$</td>
<td>7 mA</td>
<td>25 mA</td>
<td>23 mW</td>
</tr>
<tr>
<td></td>
<td></td>
<td>33 MHz</td>
<td>$V_{CCP} = 3.3 \pm 0.3 , \text{V}$</td>
<td>9 mA</td>
<td>32 mA</td>
<td>30 mW</td>
</tr>
</tbody>
</table>

**Note the clock rates**

1. These parameters are for $C_L = 50 \, \text{pF}$
Characterizing programs for their energy consumption

<table>
<thead>
<tr>
<th>Process Subframe</th>
<th>330μW</th>
</tr>
</thead>
<tbody>
<tr>
<td>ComputeLag</td>
<td>107μW</td>
</tr>
<tr>
<td>IFiltreCodebook</td>
<td>63μW</td>
</tr>
<tr>
<td>QuantizeGains</td>
<td>46μW</td>
</tr>
<tr>
<td>CodebookSearch</td>
<td>44μW</td>
</tr>
<tr>
<td>UpdateFilterState</td>
<td>8μW</td>
</tr>
<tr>
<td>OrthogonalizeCodebook</td>
<td>6μW</td>
</tr>
<tr>
<td>ComputeWeightedInput</td>
<td>22μW</td>
</tr>
<tr>
<td>ThetaToCodeword</td>
<td>8μW</td>
</tr>
</tbody>
</table>

Top four functions account for 90% of the power
65% of power dissipation in dot-vector products
(data obtained from profiling of C++ code, weighted with estimated instruction energy costs)
An architecture optimized for multiply-accumulate

**Energy/Flexibility Tradeoff’s**

- Arm 6 core (5V, 20 MHz): 0.02 MIPS/mW
- ZSP DSP Superscaler (3V, 200 MHz): 0.3 MOPS/mW
- Reconfigurable Dot-Vector Processor (1.5V, 30 MHz): 5.9 MIPS/mW

* MOPS = millions of operations/sec  
  = millions of MACS/sec
DSP Application - equalization

- The audio data streams from the source (computer) through the digital analysis and synthesis
- Hard realtime requirement - the processing must be done at the sample rate
Common DSP algorithms and applications

- **Applications**
  - Instrumentation and measurement
  - Communications
  - Audio and video processing
  - Graphics, image enhancement, 3-D rendering
  - Navigation, radar, GPS
  - Control - robotics, machine vision, guidance

- **Algorithms**
  - Frequency domain filtering - FIR and IIR
  - Frequency-time transformations - FFT
  - Correlation
Sampled data processing

This RC low pass filter takes this time waveform (signal) and turns it into this filtered version.

This analog circuit really is just an solution of the differential equation calculated using the physics of electric fields and currents:

\[ RC \frac{dV_{out}}{dt} + V_{out}(t) = V_{in}(t) \]

To implement this digitally we need to convert this expression to discrete time. First we need to convert from a continuous time representation of the signal to discrete time sequences: \( V_{out}(t) \Rightarrow Y_1 Y_2 Y_3 \ldots Y_n \) and \( V_{in}(t) \Rightarrow X_1 X_2 X_3 \ldots X_n \)
Discrete time representation

The sampled version of $V_{in}(t)$ is a sequence of numbers $6,8,4,12,\ldots$. This then provides the input to the digital signal processing algorithm.

Now what is the processing that goes on to implement the filtering?

Using a discrete approximation to the derivative we obtain the discrete time equivalent of the continuous time differential equation:

$$RC\left(\frac{Y_n - Y_{n-1}}{\Delta t}\right) + Y_{n-1} = X_{n-1}$$
This can be rewritten as:

\[ Y_n = \left(1 - \frac{\Delta t}{RC}\right)Y_{n-1} + \left(\frac{\Delta t}{RC}\right)X_{n-1} = \alpha Y_{n-1} + \beta X_n \]

since the new sample is only a function of past samples it can be computed using the following procedure:
Direct mapping architecture

- These calculations need to be finished after every sample period, since $Y_n$ depends on $Y_{n-1}$ and new data is continuously coming => hard real time requirement
- In each sample period there are 2 multiply adds and one accumulate.
- We could directly map this structure into hardware and then the delay becomes a pipeline register and we would need two multipliers and an adder - this is the most direct approach, almost no control, but also no flexibility
Filter structures

Figure 3.5 A canonic realization structure

Figure 3.7 Some canonic realizations of the biquadratic section
The critical hardware unit in a DSP is the multiplier - much of the architecture is organized around allowing use of the multiplier on every cycle.

This means providing two operands on every cycle, through multiple data and address busses, multiple address units and local accumulator feedback.
IIR and FIR filters

- Infinite Impulse Response (IIR) filter - has a feedback loop and the response to an impulse goes on forever.

\[
\begin{align*}
X \rightarrow \Sigma \rightarrow Y_n \\
\beta \alpha Y_{n-1} \rightarrow X \rightarrow D \\
\alpha
\end{align*}
\]

- The impulse response completely characterizes the filter response, so a more direct (purely digital) approach is the finite impulse response filter or FIR.

\[
y(n) = h_1 x_n + h_2 x_{n-1} + h_3 x_{n-2} + h_4 x_{n-3} + h_5 x_{n-4}
\]
FIR filter frequency response

- FIR filters are a very general structure and form the base of much more sophisticated processing, e.g. adaptive filters which make possible 56 kbit modems
Transformations result in different critical paths for direct map architectures.

**Critical path = 4 adders + multiply**

**Critical path = 1 adder + multiply**
Delay Lines

- Shift register
  - Very inefficient in area and power
    - since shift register cells are much larger than RAM
    - ALL data must move every cycle

- Delay using circular buffers - use of modulo arithmetic

\[ \text{Write address} = (N \mod 5) - 1 \]
\[ \text{Read address} = N \mod 5 \]

\[ \begin{align*}
  N=4 & \\
  0 & [X_1] \\
  1 & [X_2] \\
  2 & [X_3] \\
  3 & [X_4] \\
  4 & \text{?} \\
\end{align*} \]

\[ \begin{align*}
  N=5 & \\
  0 & [X_1] \\
  1 & [X_2] \\
  2 & [X_3] \\
  3 & [X_4] \\
  4 & [X_5] \\
\end{align*} \]

\[ \begin{align*}
  N=6 & \\
  0 & [X_6] \\
  1 & [X_2] \\
  2 & [X_3] \\
  3 & [X_4] \\
  4 & [X_5] \\
\end{align*} \]

\[ \begin{align*}
  N=7 & \\
  0 & [X_6] \\
  1 & [X_7] \\
  2 & [X_3] \\
  3 & [X_4] \\
  4 & [X_5] \\
\end{align*} \]
FFT support

- “Flow diagram” of FFT algorithm - again based on multiply adds

\[ A \times (x_0 + x_4) \]

Bit reversed addressing - what is the pattern?

- 000 000
- 001 010
- 010 100
- 011 110
Address calculation unit for DSP

- Supports modulo and bit reversal arithmetic
- Often duplicated to calculate multiple addresses per cycle
Lets look at an application -
Supporting the Road Warrior of 1999

GSM
IS-54
IS-96
DCS1800
PCS-1900
DECT
PHS
PDC
etc
<table>
<thead>
<tr>
<th>Parameter</th>
<th>AMPS</th>
<th>IS54</th>
<th>GSM</th>
<th>JCP</th>
<th>DECT</th>
<th>CT2</th>
<th>PHP</th>
<th>802.11FH</th>
</tr>
</thead>
<tbody>
<tr>
<td>Origin</td>
<td>EIA/TIA</td>
<td>EIA/TIA</td>
<td>ETSI</td>
<td>ETSI</td>
<td>UK</td>
<td>Japan</td>
<td>IEEE</td>
<td></td>
</tr>
<tr>
<td>Access</td>
<td>FDD</td>
<td>FDD/FDD/TDM</td>
<td>FDM/TDM</td>
<td>FDM/TDM</td>
<td>FDM/TDD</td>
<td>TDM/TDD</td>
<td>FHFD</td>
<td></td>
</tr>
<tr>
<td>Modulation</td>
<td>FM</td>
<td>pi/4QPSK</td>
<td>GMSK, diff</td>
<td>pi/4QPSK</td>
<td>GFSK</td>
<td>GFSK</td>
<td>pi/4-DQPSK</td>
<td>(G)FSK</td>
</tr>
<tr>
<td>Baseband filter</td>
<td>Root raised cosine</td>
<td>Root raised cosine</td>
<td>Root raised cosine</td>
<td>Gaussian</td>
<td>Gaussian</td>
<td>Root Nyquist</td>
<td>Root Nyquist</td>
<td></td>
</tr>
<tr>
<td>Data rate per RF channel</td>
<td>NA</td>
<td>48kb/sec (2bits/symbol)</td>
<td>270.8kb/sec</td>
<td>42kb/sec (2bits/symbol)</td>
<td>1.152Mb/sec</td>
<td>72kb/sec</td>
<td>384kb/sec</td>
<td>1Mb/sec/2Mb/sec</td>
</tr>
<tr>
<td>FM Deviation</td>
<td>3kHz</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>288kHz</td>
<td>14.4-25.2kHz</td>
<td>NA</td>
<td>~150kHz</td>
</tr>
<tr>
<td>RF Channel frequencies</td>
<td>824.04-848.97(X)</td>
<td>824.04-848.97(X)</td>
<td>890-915(X)</td>
<td>0:1897.344MHz</td>
<td>1.864.15MHz</td>
<td>1895-1911MHz</td>
<td>2.4-2.5GHz</td>
<td></td>
</tr>
<tr>
<td>No of RF Channels</td>
<td>833</td>
<td>833</td>
<td>124</td>
<td>1600</td>
<td>10</td>
<td>40</td>
<td>52</td>
<td>75</td>
</tr>
<tr>
<td>Channel Spacing</td>
<td>30kHz</td>
<td>30kHz</td>
<td>200kHz</td>
<td>1.728MHz</td>
<td>10kHz</td>
<td>300kHz</td>
<td>1MHz</td>
<td>several us</td>
</tr>
<tr>
<td>Synthesizer switching speed</td>
<td>slow</td>
<td>slow</td>
<td>30us(BS)</td>
<td>450us(HS)</td>
<td>1ms(ch-ch)</td>
<td>2ms</td>
<td>30us(BS)</td>
<td>1.5ms(HS)</td>
</tr>
<tr>
<td>Frequency Accuracy</td>
<td>2.5ppm</td>
<td>200Hz</td>
<td>50kHz</td>
<td>10kHz</td>
<td>3ppm</td>
<td>3ppm</td>
<td>3ppm</td>
<td>3ppm</td>
</tr>
<tr>
<td>Speech channels per RF Channel (full/half rt)</td>
<td>1</td>
<td>3</td>
<td>8/16</td>
<td>3/6</td>
<td>12/24</td>
<td>1/1</td>
<td>4/8</td>
<td>NA</td>
</tr>
<tr>
<td>Speech coding</td>
<td>VCELP</td>
<td>VCELP</td>
<td>VCELP</td>
<td>VCELP</td>
<td>ADPCM</td>
<td>ADPCM</td>
<td>ADPCM</td>
<td>NA</td>
</tr>
<tr>
<td>Frame Length</td>
<td>NA</td>
<td>40ms</td>
<td>10ms (12Tx+12Rx)</td>
<td>2ms (1Rx+1Rx)</td>
<td>5ms (4Tx+4Rx)</td>
<td>250mW</td>
<td>10mW</td>
<td>1Watt?</td>
</tr>
<tr>
<td>Peak Power:</td>
<td>3W(6max)</td>
<td>3W(6max)</td>
<td>3W(20max)</td>
<td>10WmW</td>
<td>100mW</td>
<td>1Watt?</td>
<td>1Watt</td>
<td>1Watt</td>
</tr>
<tr>
<td>Power Control reqmt</td>
<td>7 steps</td>
<td>7 steps</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>no</td>
<td>no</td>
</tr>
</tbody>
</table>
Software radio solution?

BATTERY
(40+ lbs)
How to implement a software radio

- Convert to digital representation as close to the antenna as possible
- Determine the best architecture to perform the DSP (FFT’s, filters, correlators, …)
Example of the digital processing - Direct sequence spread spectrum (CDMA)

- Modulator (transmit side)
  - Data Input
  - Spread output data
  - Spreading code
  - $t_{\text{chip}}$

- Demodulator (transmit side) - a correlator is needed to decode the data
  - $t_{\text{chip}}$
  - $t_{\text{bit}}$
  - Acc

Again we have a MAC requirement, accumulations are performed at the chip rate
Efficiency of direct mapping - CDMA digital baseband architecture

~1000 Mops using 27 mW at 1.5 volts - 30Mops/mW

Adjacent Cell Scan

Channel Estimator

128 MHz

64 MHz

1 MHz
(Bits Out)

Data Recovery

Timing Recovery (Delay Locked Loop)
Summary

How is DSP different?

• Essentially infinite streams of data which need to be processed in real time
• Relatively small programs and data storage requirements
• Intensive arithmetic processing with low amount of control and branching (in the critical loops)
• High amount of I/O with analog interface
• Loosely coupled multiprocessor operation
Summary

How are DSP μP’s different

• Single cycle multiply accumulate (multiple busses and array multipliers)
• Complex instructions for standard DSP functions (IIR and FIR filters, convolvers)
• Specialized memory addressing
  – Bit reversal (FFT)
  – Modular arithmetic for circular buffers (delay lines)
• Zero overhead loops and repeat instructions
• I/O support
  – Serial and parallel ports
  – DMA
  – A/D and D/A interface
• Limited use of data and instruction caches
• Compiler support for hazard elimination
Tradeoff off between high performance μP and DSP’s

• Advantages of General Purpose μP’s
  – High volume production advantages
  – High level language and tool support
  – Efficient implementation of non-DSP tasks
  – Higher clock rates and more advanced technology

• Advantages of DSP μP’s
  – Software and development support for signal processing applications (filters, FFT’s, etc.)
  – Real Time OS and application libraries
  – Minimal support chips
  – Variety of versions allow cost/performance/power tradeoffs
  – Low cost