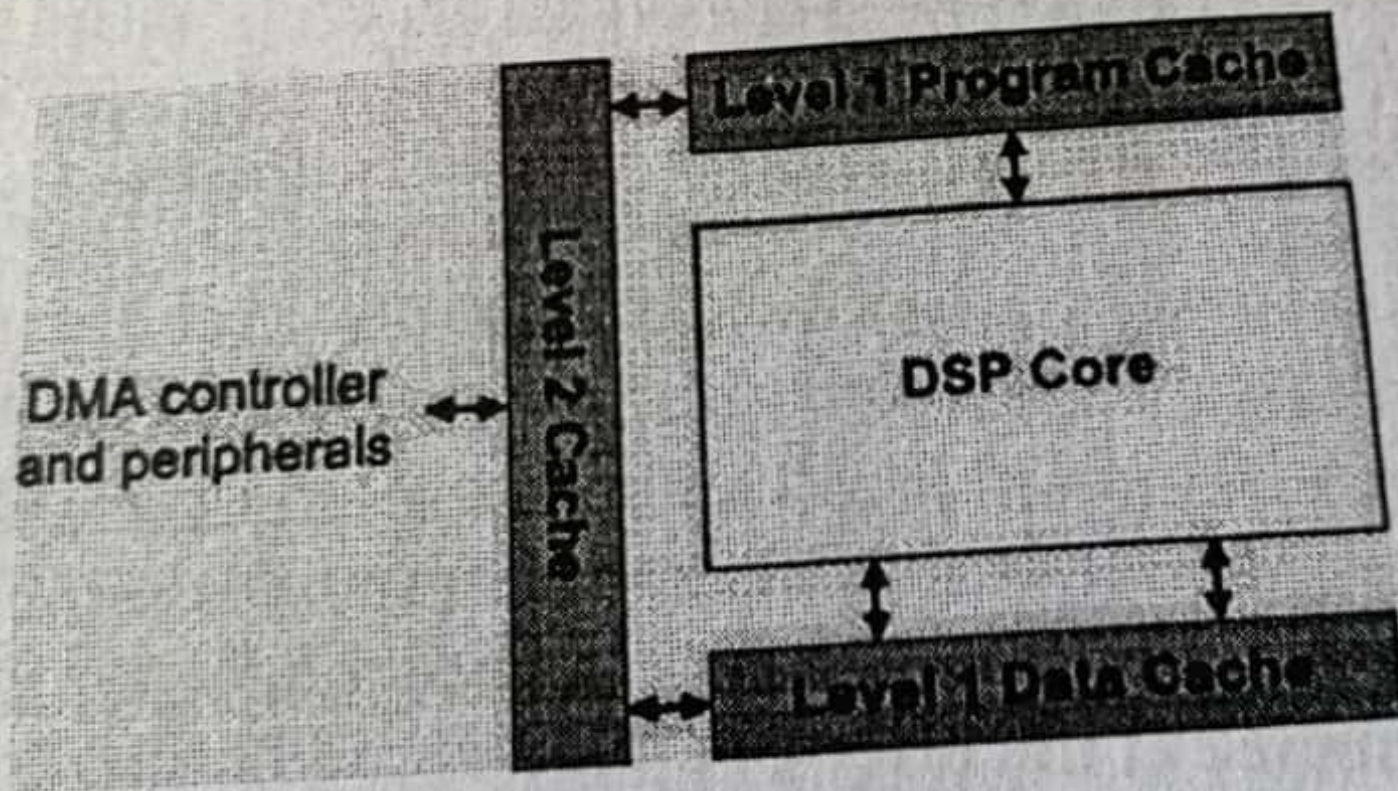


program and data cache. There are two L1 cache comprises 8 kbyte of memory divided into 4 Kbyte of program cache. The L2 cache comprises 256 kbyte of memory divided into 192 kbyte of program memory and 64 kbyte dual cache memory. The latter can be configured as a combination of the two.



20C67xx family two-level cache architecture

ne memories improve the average system performance. However, due to the lack of

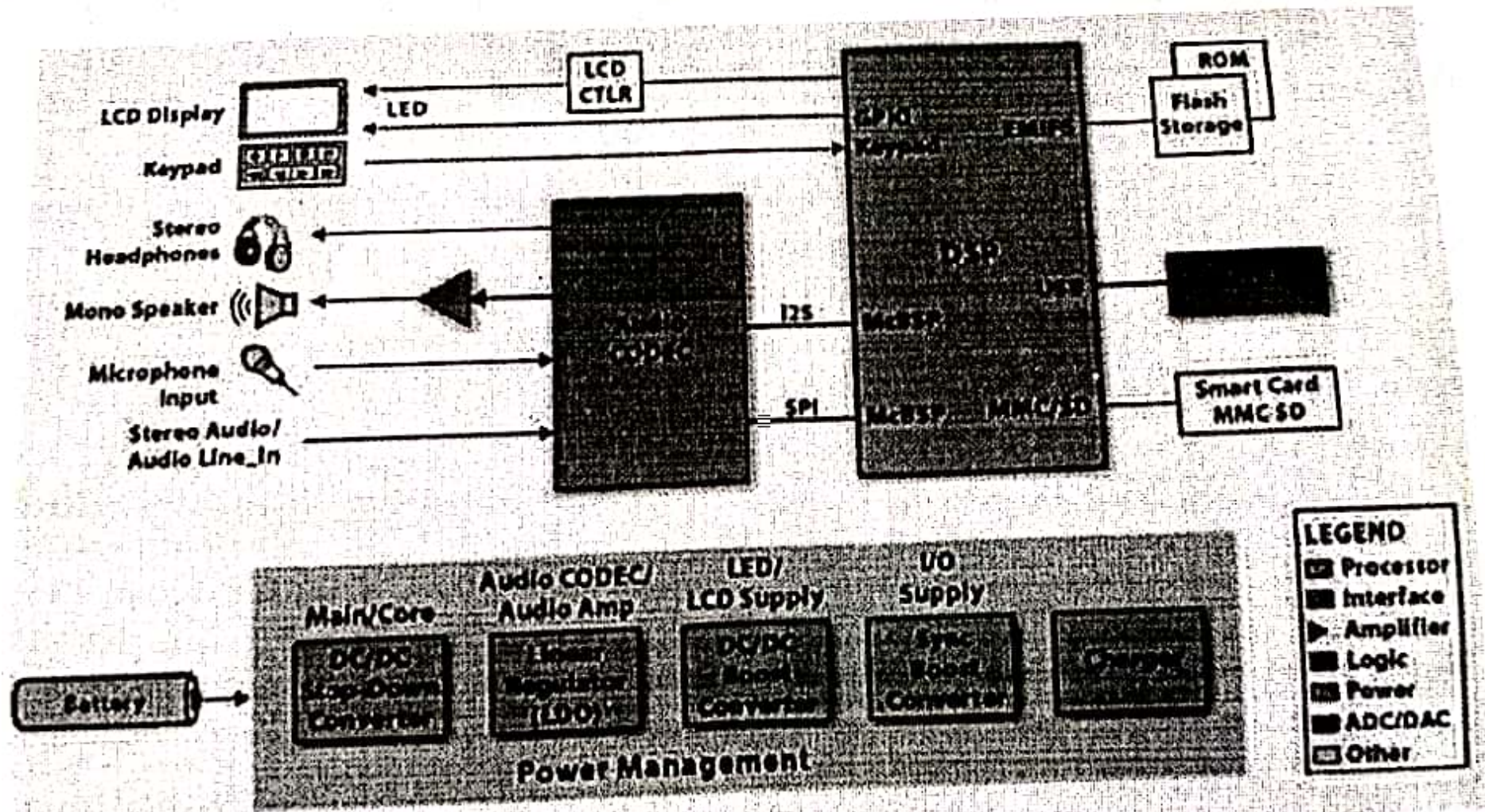


Fig. 2: Use of Texas Instruments DSP in a MP3 player/recorder system. Picture courtesy of Texas Instruments.

To illustrate this concept, the diagram above shows how a DSP is used in an MP3 player. During operation, analog audio is input through a receiver or other source. This analog signal

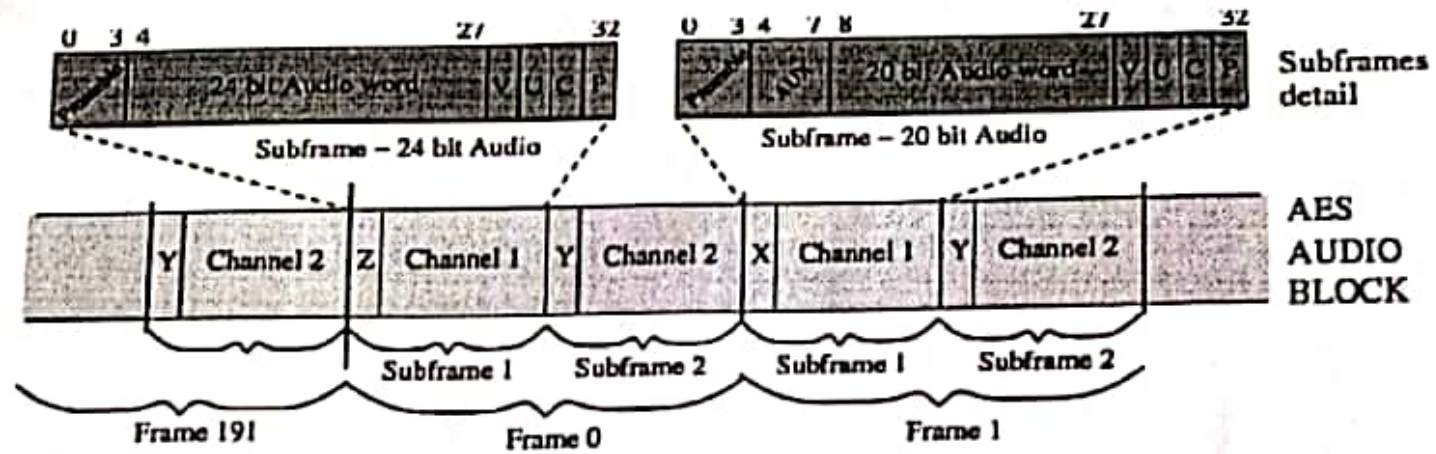


Fig.

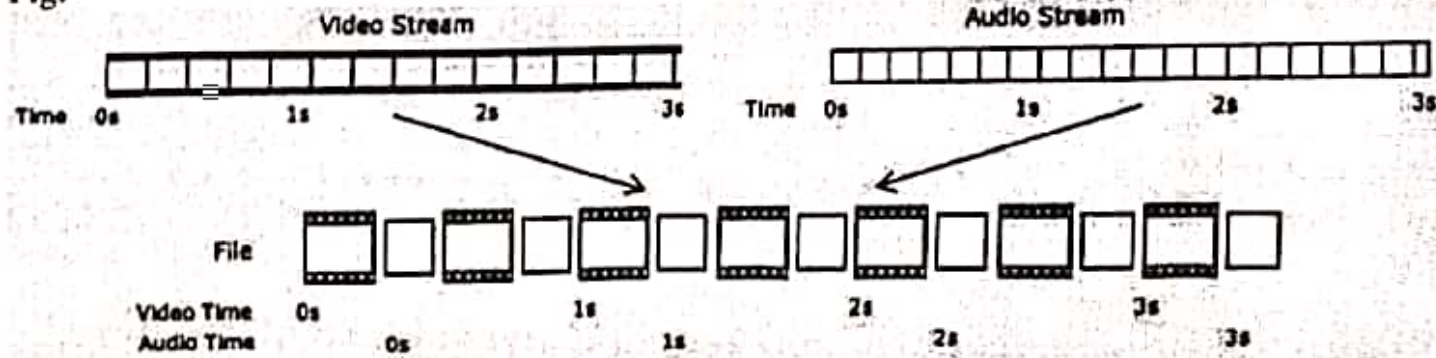


Fig.

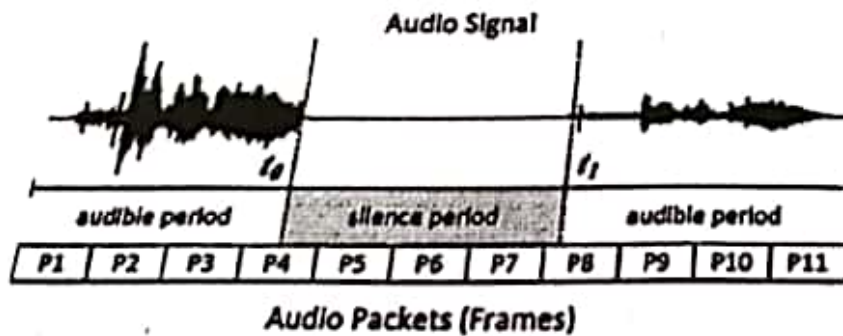


Fig.

Sample-Based Processing



Frame-Based Processing

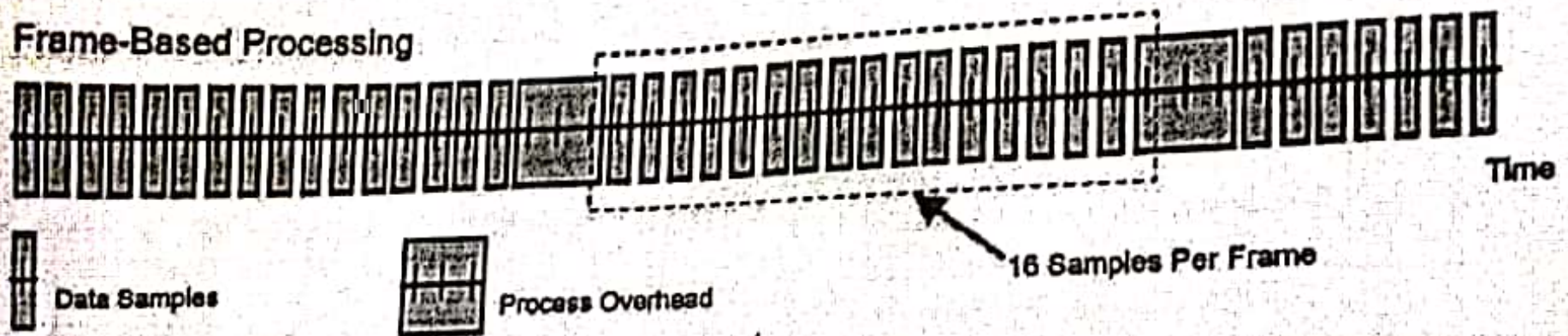


Fig.9

For an audio sampling rate of 48KHz, a processor working on a frame of 1042 samples have a frame acquisition interval of 21.22ms (ie 1024×20.833 microseconds). Here, the DSP has 21.33ms to complete all the required processing task for that frame of data. If the system handles signals in real time, it must not lose data; so, while the DSP is processing the first frame, it must also be acquiring the second frame.