

DSP3210 Digital Signal Processor The Multimedia Solution





September 1991

**AT&T DSP3210
Digital Signal Processor
Information Manual**

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Foreword

This manual contains detailed information regarding the design and applications of the AT&T DSP3210 Digital Signal Processor that is essential to engineers designing systems using this device. The AT&T DSP3210 Support Software Tools, AT&T DSP3210 C-Compiler, and the AT&T DSP3210 Application Library are available to aid in developing software for the devices and integrating them into system environments.

Additional information on the digital signal processor product line is available in the form of manuals, data sheets, and application notes.

AT&T DSP3210 DIGITAL SIGNAL PROCESSOR

INFORMATION MANUAL

TABLE OF CONTENTS

CHAPTER 1. INTRODUCTION

1. INTRODUCTION	1-1
1.1 Digital Signal Processing With The DSP3210	1-1
1.2 The AT&T Floating-Point Digital Signal Processor Family.....	1-3
1.2.1 The AT&T DSP32 Digital Signal Processor.....	1-4
1.2.2 The AT&T DSP32C Digital Signal Processor	1-4
1.2.3 The AT&T DSP3210 Digital Signal Processor.....	1-5
1.3 Support Software Tools	1-6
1.4 Other Applicable Documentation	1-7
1.5 Assistance	1-7

CHAPTER 2. APPLICATIONS

2. APPLICATIONS.....	2-1
2.1 PC/Workstation Multimedia Applications	2-2
2.2 3-D Graphics Applications	2-3

CHAPTER 3. DSP3210 ARCHITECTURE

3. DSP3210 ARCHITECTURE	3-1
3.1 Functional Units	3-3
3.1.1 Control Arithmetic Unit (CAU).....	3-3
3.1.2 Data Arithmetic Unit (DAU).....	3-3
3.1.3 On-Chip Memory	3-3
3.1.4 Bus Interface.....	3-4
3.1.4 Serial I/O (SIO)	3-4
3.1.5 DMA Controller (DMAC)	3-4
3.1.6 Timer.....	3-5
3.1.6 Bit I/O (BIO)	3-5
3.2 Processor Control Features.....	3-5
3.2.1 Serial I/O DMA.....	3-5
3.2.2 Exception Processing	3-5
3.2.3 Wait-for-Interrupt.....	3-6
3.3 Data Types	3-6
3.3.1 32-bit 2's Complement Data Type	3-6
3.3.2 16-bit 2's Complement Data Type	3-7
3.3.3 32-bit Floating-Point Data Type	3-7
3.4 Memory Organization	3-8
3.5 Addressing Modes	3-11
3.5.1 Short Immediate	3-12
3.5.2 24-bit Immediate	3-12
3.5.3 CAU Register (rN) Direct	3-12
3.5.4 IO Register (iorN) Direct	3-12
3.5.5 DAU Register (aN) Direct	3-12
3.5.6 Memory Direct.....	3-12
3.5.7 Register Indirect.....	3-13
3.5.8 Register Indirect with Postmodification.....	3-13
3.5.9 Other Addressing Modes	3-13
3.6 IO Registers.....	3-14

CHAPTER 4. INSTRUCTION SET

4. INSTRUCTION SET	4-1
4.1 Flags	4-3
4.2 DA Instructions	4-4
4.2.1 DA Instructions - Multiply/Accumulate	4-4
4.2.2 DA Instructions - Special Functions.....	4-5
4.3 CA Instructions	4-6
4.3.1 CA Instructions - Control.....	4-6
4.3.2 CA Instructions - Arithmetic/Logic.....	4-8
4.3.3 CA Instructions - Data Move	4-10
4.4 DSP3210 Programming	4-12
4.4.1 Restrictions.....	4-12
4.4.1.1 Restriction 1 - Z-Field Pointer.....	4-12
4.4.1.2 Restriction 2 - CAU and IO Register Store	4-12
4.4.1.3 Restriction 3 - CAU Register Load.....	4-13
4.4.2 Latency Effects	4-13
4.4.2.1 Latency 1 - DA Instruction - Memory Writes	4-14
4.4.2.2 Latency 2 - Accumulator as Multiplier Input.....	4-14
4.4.2.3 Latency 3 - Branching.....	4-14
4.4.2.4 Latency 4 - Conditional Branching on DA Conditions	4-15
4.4.3 Common Programming Techniques	4-15
4.4.3.1 Subroutine Nesting	4-15
4.4.3.2 Passing Parameters	4-16
4.4.3.3 Quick Interrupt Facility	4-17
4.5 Common Signal Processing Functions.....	4-17
4.5.1 Standard Signal Processing Functions.....	4-17
4.5.2 Nonlinear Functions	4-18
4.6 Detailed Description of Instruction Set.....	4-20

CHAPTER 5. SIGNAL DESCRIPTION

5. SIGNAL DESCRIPTION	5-1
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CHAPTER 6. BUS INTERFACE

6. BUS INTERFACE.....	6-1
6.1 Bus Interface Signal Descriptions	6-1
6.2 Processor Control Word	6-4
6.3 Standard Bus Cycles	6-6
6.3.1 Read Transaction (0-or-more waits)	6-7
6.3.2 Synchronous Write Transaction (0-or-more waits)	6-7
6.3.3 Read Transaction (1 to 3-or-more waits)	6-7
6.3.4 Write Transaction (1 to 3-or-more waits)	6-8
6.3.5 Idle State	6-8
6.4 Bus Error.....	6-8
6.4.1 Bus Error Operation.....	6-11
6.5 Bus Arbitration	6-12
6.5.1 Bus Arbitration Operation	6-12
6.5.2 DSP3210 BRN Functional Timing	6-13
6.6 Special Interface Capabilities	6-15
6.6.1 Page Break Detect Indicator	6-15
6.6.2 Interlocked Bus Cycle Indicator	6-15
6.6.3 Quad-word Block Move Indicators	6-16
6.6.4 Multiplexed Address and Data Bus	6-17
6.6.5 Use of the Data Latch Enable	6-18

CHAPTER 7. PROCESSOR STATES

7. PROCESSOR STATES.....	7-1
7.1 Normal Instruction Cycle.....	7-1
7.2 Wait-States	7-1
7.3 Direct Memory Access.....	7-2
7.4 Wait-for-Interrupt Mode	7-3
7.5 Instruction Sequencing Exceptions	7-3
7.5.1 Interrupt Exceptions.....	7-6
7.5.1.1 Quick Interrupt	7-8
7.5.2 Error Exceptions	7-8
7.5.2.1 Double Error Exceptions.....	7-9
7.5.3 Description of Error Exception Sources.....	7-10
7.5.3.1 Bus Error.....	7-10
7.5.3.2 Illegal Opcode.....	7-10
7.5.3.3 Address Error	7-10
7.5.3.4 DAU Underflow/Overflow.....	7-10
7.5.3.5 NAN	7-11
7.5.4 Reset	7-11
7.5.4.1 Reset Timing	7-12

CHAPTER 8. DATA PROCESSING FUNCTIONAL UNITS

8. DATA PROCESSING FUNCTIONAL UNITS	8-1
8.1 Control Arithmetic Unit (CAU).....	8-1
8.1.1 CAU Programming Model.....	8-1
8.1.2 CAU Functional Description.....	8-3
8.1.3 CAU Internal Operation.....	8-5
8.2 Data Arithmetic Unit (DAU).....	8-7
8.2.1 DAU Programming Model.....	8-7
8.2.2 DAU Functional Description.....	8-8
8.2.3 Floating-Point Arithmetic Precision.....	8-10
8.2.4 Data Type Conversions	8-12
8.2.4.1 IEEE Standard Floating-Point.....	8-12
8.2.4.2 Companded	8-13
8.2.4.3 8-bit Unsigned Integer	8-13
8.2.4.4 16-bit Integer	8-13
8.2.4.5 32-bit Integer	8-14
8.2.4.6 Reciprocal Seed	8-14
8.2.5 Rounding Modes.....	8-14
8.2.6 DAU Internal Operation.....	8-15

CHAPTER 9. PERIPHERAL FUNCTIONAL UNITS

9. PERIPHERAL FUNCTIONAL UNITS	9-1
9.1 Serial I/O.....	9-1
9.1.1 SIO Programming Model	9-1
9.1.2 Pin Descriptions	9-5
9.1.3 Serial Input Port	9-5
9.1.3.1 Configuring the Serial Input Port.....	9-6
9.1.3.2 Serial Input Timing Specifications	9-7
9.1.4 Serial Output Port	9-9
9.1.4.1 Configuring the Serial Output Port.....	9-10
9.1.4.2 Serial Output Timing Specifications	9-10
9.1.5 SIO On-Chip Clock Generator.....	9-12
9.1.5.1 Configuring the Clock Generator	9-12
9.1.5.2 Clock Generator Timing Specifications	9-12
9.1.5.3 Loss of Sanity	9-13

9.1.5.4 Loss of Sync	9-13
9.1.5.5 Frame Boundary Condition	9-14
9.1.6 Handling SIO activity	9-15
9.1.6.1 Program controlled SIO	9-15
9.1.6.2 Interrupt controlled SIO	9-16
9.1.6.3 DMA controlled SIO	9-17
9.2 DMA Controller (DMAC)	9-18
9.2.1 DMAC Programming Model	9-18
9.2.2 DMAC Functional Description	9-18
9.2.3 Serial Output DMA	9-19
9.2.4 Serial Input DMA	9-20
9.3 Timer	9-21
9.3.1 Timer Programming Model	9-21
9.3.2 Timer Functional Description	9-21
9.3.3 Timer Timing Specifications	9-24
9.4 Bit I/O (BIO)	9-24
9.4.1 BIO Programming Model	9-25
9.4.2 BIO Functional Description	9-26
9.4.3 BIO Timing Specifications	9-26

CHAPTER 10. INSTRUCTION SET ENCODINGS

10. INSTRUCTION AND REGISTER ENCODINGS	10-1
10.1 Instruction Set Encodings	10-1
10.2 Register Encodings	10-6

CHAPTER 11. PHYSICAL SPECIFICATIONS

11. PHYSICAL SPECIFICATIONS	11-1
11.1 Pin Assignments	11-2

CHAPTER 12. ELECTRICAL SPECIFICATIONS

12. ELECTRICAL AND TIMING SPECIFICATIONS	12-1
12.1 Electrical Specifications	12-1
12.1.1 Maximum Ratings	12-1
12.2 Timing Specifications	12-2

APPENDIX A

GLOSSARY

INDEX

DSP3210 PROGRAMMER'S REFERENCE CARD

LIST OF FIGURES

Figure 1-1 Dynamic Range of Fixed- and Floating-Point DSPs	1-2
Figure 1-2 Precision of Fixed- and Floating-Point DSPs	1-3
Figure 1-3 AT&T Floating-Point DSP Family Evolution	1-3
Figure 2-1 Typical PC Multimedia System Configuration	2-2
Figure 2-2 Typical 3-D Graphics System Configuration	2-3
Figure 3-1 DSP3210 Block Diagram	3-2
Figure 3-2 DSP32C Internal 32-bit Floating-Point Format	3-7
Figure 3-3 Memory Addressing	3-9
Figure 3-4 Memory Map	3-10
Figure 3-5 IO Memory Map	3-11

Figure 4-1 Register Programming Model.....	4-2
Figure 5-1 DSP3210 Signal Groups	5-1
Figure 6-1 External Memory Select Signaling and Write Data Duplication	6-2
Figure 6-2 PCW Register Encoding	6-5
Figure 6-3 Bus Interface State Diagram	6-6
Figure 6-4 Synchronous Bus Protocol (0-or-more wait-states)	6-9
Figure 6-5 Bus Protocol (1-or-more wait-states).....	6-9
Figure 6-6 Bus Protocol (2-or-more wait-states).....	6-10
Figure 6-7 Bus Protocol (3-or-more wait-states).....	6-10
Figure 6-8 Read Cycle Retry	6-11
Figure 6-9 Bus Arbitration Example.....	6-13
Figure 6-10 Quad-word Block Move Timing	6-17
Figure 6-11 Multiplexing the Address Bus and Data Bus	6-17
Figure 6-12 DLE Timing	6-18
Figure 7-1A Pipeline for a Single DA Instruction	7-1
Figure 7-1B Full Pipeline for Multiple DA Instructions	7-1
Figure 7-2 Instruction Cycle with Conflict and External Wait-States.....	7-2
Figure 7-3 DMA Cycle Timing	7-3
Figure 7-4 Processing Levels	7-4
Figure 7-5 Exception Vector Table	7-5
Figure 7-6 Interrupt Exception Timing	7-7
Figure 7-7 Example of Error Exception Process.....	7-9
Figure 7-8A Power-On Initiates the Reset Sequence.....	7-12
Figure 7-8B RESTN Initiates the Reset Sequence.....	7-13
Figure 8-1 CAU Programming Model	8-1
Figure 8-2 CAU Register Usage	8-2
Figure 8-3 Block Diagram of the CAU	8-4
Figure 8-4 CAU Internal Pipeline Timing - CA Instruction	8-6
Figure 8-5 CAU Internal Pipeline Timing - DA Instruction	8-6
Figure 8-6 DAU Programming Model	8-7
Figure 8-7 Block Diagram of the DAU	8-9
Figure 8-8 DAU Floating-Point Formats	8-10
Figure 8-9 Precision of DAU Operations (mantissas only)	8-11
Figure 8-10 IEEE Standard 32-bit Floating-Point Format	8-12
Figure 8-11 Floating-Point to Integer Mapping for All Rounding Modes.....	8-15
Figure 8-12 DAU Internal Pipeline Timing	8-17
Figure 9-1 SIO Block Diagram.....	9-3
Figure 9-2 Serial Input Port	9-7
Figure 9-3 Serial Input Protocols (IIC=0)	9-8
Figure 9-4 Serial Input Timing (IIC=0).....	9-8
Figure 9-5 Serial Output Port	9-9
Figure 9-6 Serial Output Protocol	9-10
Figure 9-7 Serial Output Timing.....	9-11
Figure 9-8 On-Chip Clock Generator.....	9-11
Figure 9-9 Clock Generator Signals	9-13
Figure 9-10 Clock Generation Timing (IIC=0).....	9-14
Figure 9-11 Frame Boundary Condition	9-15
Figure 9-12 DMAC Block Diagram	9-19
Figure 9-13 Timer Block Diagram.....	9-22
Figure 9-14 Timer Timing Specifications	9-24
Figure 9-15 Bit I/O Bit Slice Diagrams	9-26
Figure 9-16 BIO Timing Specifications	9-27
Figure 12-1 CKI Timing Specifications	12-3
Figure 12-2 Synchronous Bus Interface Timing	12-6
Figure 12-3 Asynchronous Bus Interface Timing	12-7
Figure 12-4 Bus Arbitration Timing	12-8
Figure 12-5 Serial Input Timing	12-9

Figure 12-6 Serial Output Timing	12-10
Figure 12-7 Serial Clock Generator Timing	12-12
Figure 12-8 Bit I/O Timing.....	12-13
Figure 12-9 Interrupt Timing	12-14
Figure 12-10 RESTN Test Load Circuit	12-15
Figure 12-11 Power-on Reset Timing	12-16
Figure 12-12 Externally Controlled Reset and ZN Timing	12-16

LIST OF TABLES

Table 1-1 DSP3210 Features	1-6
Table 3-1 DSP3210 Features/Benefits	3-1
Table 3-2 Addressing Modes Allowed in Each Instruction Type.....	3-12
Table 4-1 DSP3210 Flags	4-3
Table 4-2 DA Multiply/Accumulate Instructions	4-4
Table 4-3 Replacement for DA Multiply/Accumulate Instructions.....	4-5
Table 4-4 DA Special Function Instructions.....	4-5
Table 4-5 Replacement for DA Special Function Instructions	4-5
Table 4-6 CA Control Instructions.....	4-6
Table 4-7 Replacement for COND.....	4-7
Table 4-8 CA Arithmetic/Logic Instructions.....	4-9
Table 4-9 CA Data Move Group Instructions.....	4-11
Table 4-10 Replacement for CA Data Move Instructions	4-11
Table 5-1 Pin Summary	5-1
Table 5-2 Pin Descriptions	5-2
Table 5-3 Signal Summary	5-4
Table 6-1 BGN-BERRN-SRDYN Codes and Results.....	6-8
Table 7-1 Priority of Exception Processing.....	7-5
Table 7-2 emr Register Encoding	7-6
Table 7-3 Registers Affected by Error Exceptions Other Than Reset	7-9
Table 7-4 Registers Affected by Reset	7-11
Table 8-1 ps Register	8-2
Table 8-2 CAU Operations	8-3
Table 8-3 dauc Register	8-8
Table 8-4 ctr Register	8-8
Table 9-1 ioc Register.....	9-4
Table 9-2 Pin Descriptions	9-5
Table 9-3 DMAC Register Encoding.....	9-20
Table 9-4 TCON Register Encoding	9-23
Table 9-5 bioc Register Encoding.....	9-25
Table 9-6 BIO Register Encodings (Writing and Reading)	9-25
Table 10-1 Instruction Encodings	10-1
Table 10-2 CA Instruction Field Encodings	10-3
Table 10-3 DA Instruction Field Encodings	10-5
Table 10-4 ps Register Encoding	10-6
Table 10-5 dauc Register Encoding	10-6
Table 10-6 ctr Register Encoding	10-7
Table 10-7 emr Register Encoding	10-7
Table 10-8 pcw Register Encoding.....	10-7
Table 10-9 ioc Register Encoding.....	10-9
Table 10-10 dmac Register Encoding	10-10
Table 10-11 tcon Register Encoding	10-11
Table 10-12 bioc Register Encoding.....	10-12
Table 10-13 bio Register Encoding	10-12
Table 11-2 Pin Descriptions.....	11-2

Table 12-1 Electrical Requirements and Characteristics.....	12-1
Table 12-2 Timing Requirements for CKI	12-3
Table 12-3 Timing Requirements for Synchronous Bus Interface Inputs	12-3
Table 12-1 Electrical Requirements and Characteristics.....	12-1
Table 12-2 Timing Requirements for CKI	12-3
Table 12-3 Timing Requirements for Synchronous Bus Interface Inputs	12-3
Table 12-4 Timing Characteristics for Synchronous Bus Interface Outputs	12-4
Table 12-5 Timing Relationships for Synchronous Bus Interface Operation	12-5
Table 12-6 Timing Relationships for Asynchronous Bus Interface Operation	12-7
Table 12-7 Timing Characteristics for Bus Arbitration	12-8
Table 12-8 Timing Requirements for Serial Inputs	12-9
Table 12-9 Timing Requirements for Serial Outputs	12-10
Table 12-10 Timing Characteristics for Serial Outputs	12-10
Table 12-11 Timing Requirements for Serial Clock Generation	12-11
Table 12-12 Timing Characteristics for Serial Clock Generation.....	12-11
Table 12-13 Timing Requirements for Bit I/O	12-13
Table 12-14 Timing Characteristics for Bit I/O	12-13
Table 12-15 Timing Requirements for Interrupts	12-14
Table 12-16 Timing Characteristics for Interrupts.....	12-14
Table 12-17 Timing Requirements for Reset.....	12-15
Table 12-18 Timing Characteristics for Reset and ZN.....	12-15

LIST OF LISTINGS

Listing 9-1 SIO Interrupt Example.....	9-15
Listing 9-2 Input DMA Example	9-16

Chapter 1
Introduction

Chapter 1. Introduction

1. INTRODUCTION	1-1
1.1 Digital Signal Processing With The DSP3210	1-1
Figure 1-1 Dynamic Range of Fixed- and Floating-Point DSPs	1-2
Figure 1-2 Precision of Fixed- and Floating-Point DSPs.....	1-3
1.2 The AT&T Floating-Point Digital Signal Processor Family	1-3
Figure 1-3 AT&T Floating-Point DSP Family Evolution	1-3
1.2.1 The AT&T DSP32 Digital Signal Processor	1-4
1.2.2 The AT&T DSP32C Digital Signal Processor	1-4
1.2.3 The AT&T DSP3210 Digital Signal Processor.....	1-5
Table 1-1 DSP3210 Features	1-6
1.3 Support Software Tools	1-6
1.4 Other Applicable Documentation	1-7
1.5 Assistance	1-7

1. INTRODUCTION

The AT&T DSP3210 brings the power of floating-point signal processing to personal computers and workstations opening a wide range of multimedia applications. From its conception, the DSP3210 has been engineered with a single focus: enabling advanced multimedia functions on personal computers and workstations. Based on AT&T's very successful DSP32C architecture, the DSP3210 breaks new ground in its ability to be easily integrated into personal computer and workstation system designs. Particular attention was paid to primary bus interfacing; the DSP3210 is compatible with both Intel and Motorola microprocessor signalling. This allows designers to easily create low-cost systems using the DSP3210 as a bus-master device. A full bus-level *SmartModel** of the DSP3210 is offered by Logic Automation for system simulation of designs incorporating the DSP3210.

In addition to its optimizing C compiler and assembly language support tools, the DSP3210 features a powerful real-time operating system, the *AT&T Visible Caching Operating System™* (VCOS™), which supports both multi-tasking and multi-processing. The VCOS operating system is an open development environment that allows the DSP3210 to use existing system memory in PCs and workstations rather than requiring expensive dedicated SRAM. Complete real-time debugging tools are included with the VCOS operating system to speed both application and algorithm development. By separating the application and algorithm development phases of multimedia software development, development schedules are simplified and shortened. The VCOS operating system includes its own multimedia function library complete with speech processing, speech recognition, graphics, music processing, and modem functions. In addition to new application software, the DSP3210 has access to the large base of existing DSP32C application software.

This document is a reference guide for the DSP3210 device. It describes the architecture, instruction set, and interfacing specifications of the device. The information necessary to write programs for the DSP3210 is also given in this manual. Separate documents are available with detailed information on the software and hardware development tools. No previous experience with digital signal processors is necessary to use this document, but an understanding of digital signal processing concepts and assembly language programming on microprocessors or minicomputers is recommended.

1.1 Digital Signal Processing With The DSP3210

A key element shared by all DSP applications is a large number of repetitive mathematical operations combined with extreme memory bandwidth requirements. To perform floating-point arithmetic operations, conventional microprocessors and co-processors use software routines and/or microcode. Newer RISC- and CISC-based microprocessors offer much higher floating-point performance but lack the memory bandwidth and signal processing architecture required for DSP applications. Microprocessors also include many functions unnecessary for signal processing resulting in an unacceptable price/performance ratio for high-volume, low-cost signal processing applications.

The DSP3210 architecture combines a hardware floating-point arithmetic unit with an architecture that supports 4 memory accesses per instruction cycle, allowing the device to perform up to 33 million floating-point operations per second (with a clock rate of 66.7 MHz). This raw floating-point performance is combined with the DSP3210's signal processing architecture to enable real-time applications such as speech compression/recognition/synthesis, 3D graphics transformations, high-quality music coding/decoding, image processing, and real-time handwriting analysis/recognition. New functions can easily be added to DSP3210-based systems with the addition of application software. Multiple DSP3210s can be combined easily to increase system performance. (AT&T's VCOS real-time operating system directly supports multiple DSP3210 implementations.)

The use of floating-point arithmetic in the DSP3210 simplifies application development because it eliminates the effects of scaling, normalization, and overflow (which complicate development when using a fixed-point device). Also, many existing algorithms developed for use on large computers and array processors (using floating-point arithmetic) can be easily converted for use on the DSP3210. Program development is typically 3 to 10 times faster on the DSP3210 than similar program development on fixed-point processors. This is especially critical in multimedia applications where time-to market is a critical parameter, and a large percentage of application development is performed by third-party application developers. In addition to ease of program development, 32-bit floating-point is often required for advanced algorithm implementations.

* *SmartModel* is a registered trademark of Logic Automation.

Early in the development of a particular application, one must determine the dynamic range and precision requirements for the given algorithm. The following is a comparison of the dynamic range and precision attainable for various data word sizes. The floating-point representation of a number in the DSP3210 consists of a 24-bit mantissa and an 8-bit exponent. The magnitude of the mantissa is normalized to lie between 1 and 2. Thus, the range for the magnitude of a floating-point number N is approximately:

$$|N| = (1 \times 2^{-127}, 2 \times 2^{127}) \text{ or } (5.9 \times 10^{-39}, 3.4 \times 10^{38}),$$

providing an overall dynamic range in excess of 1500 dB.

Figure 1-1 shows the dynamic range for DSP3210 floating-point numbers as compared with the dynamic range of 16- and 24-bit fixed-point devices.

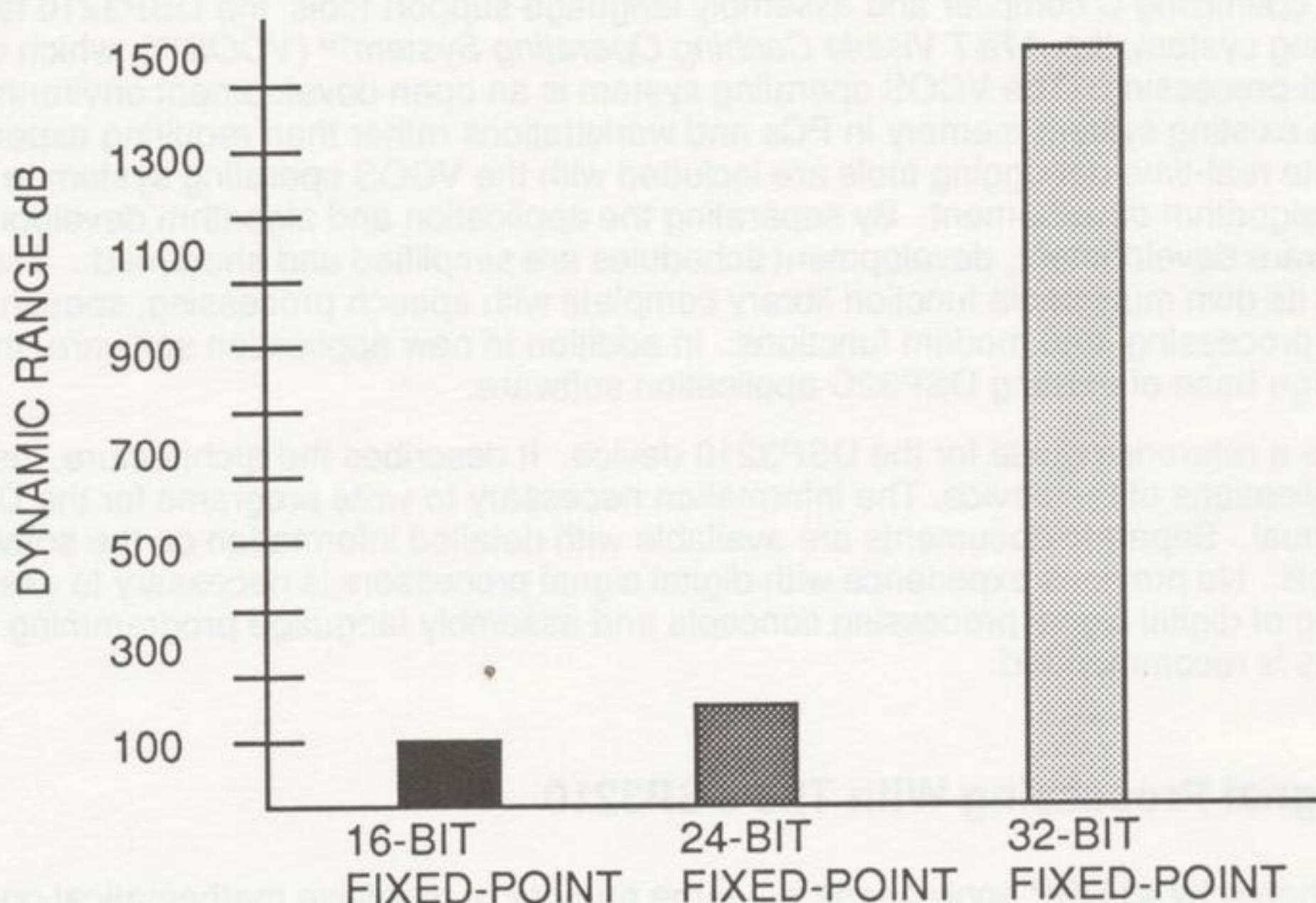


Figure 1-1 Dynamic Range of Fixed- and Floating-Point DSPs

The precision of a floating-point number is determined by the size of the mantissa. The DSP3210 floating-point format provides 24 bits of precision at all magnitudes within the range of numbers represented by the 24-bit mantissa and 8-bit exponent. (Note that the DSP3210 also has eight extra bits, the guard bits, in the mantissa of the 40-bit floating-point adder and accumulators. These guard bits provide added precision during accumulation operations). In contrast, the precision of a fixed-point format is a function of its word size and the magnitude of the given number. Figure 1-2 shows the bits of precision versus magnitude of a number for the DSP3210 floating-point format, as well as 16- and 24-bit fixed-point formats.

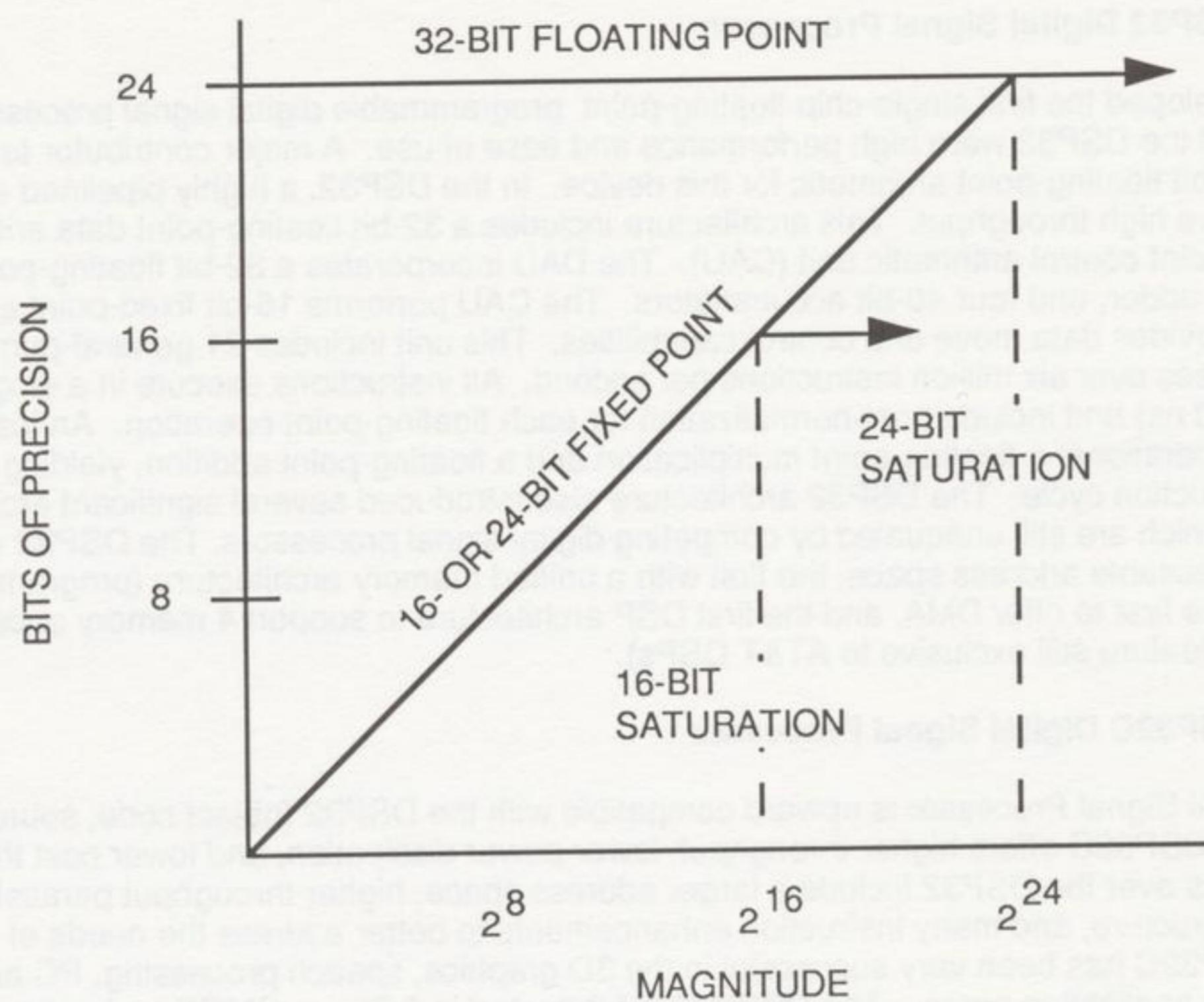


Figure 1-2 Precision of Fixed- and Floating-Point DSPs

1.2 The AT&T Floating-Point Digital Signal Processor Family

AT&T was the first to produce floating-point digital signal processors and has continued to play a leadership role in the floating-point marketplace. Figure 1-3 shows the evolution of the AT&T family of floating-point digital signal processors.

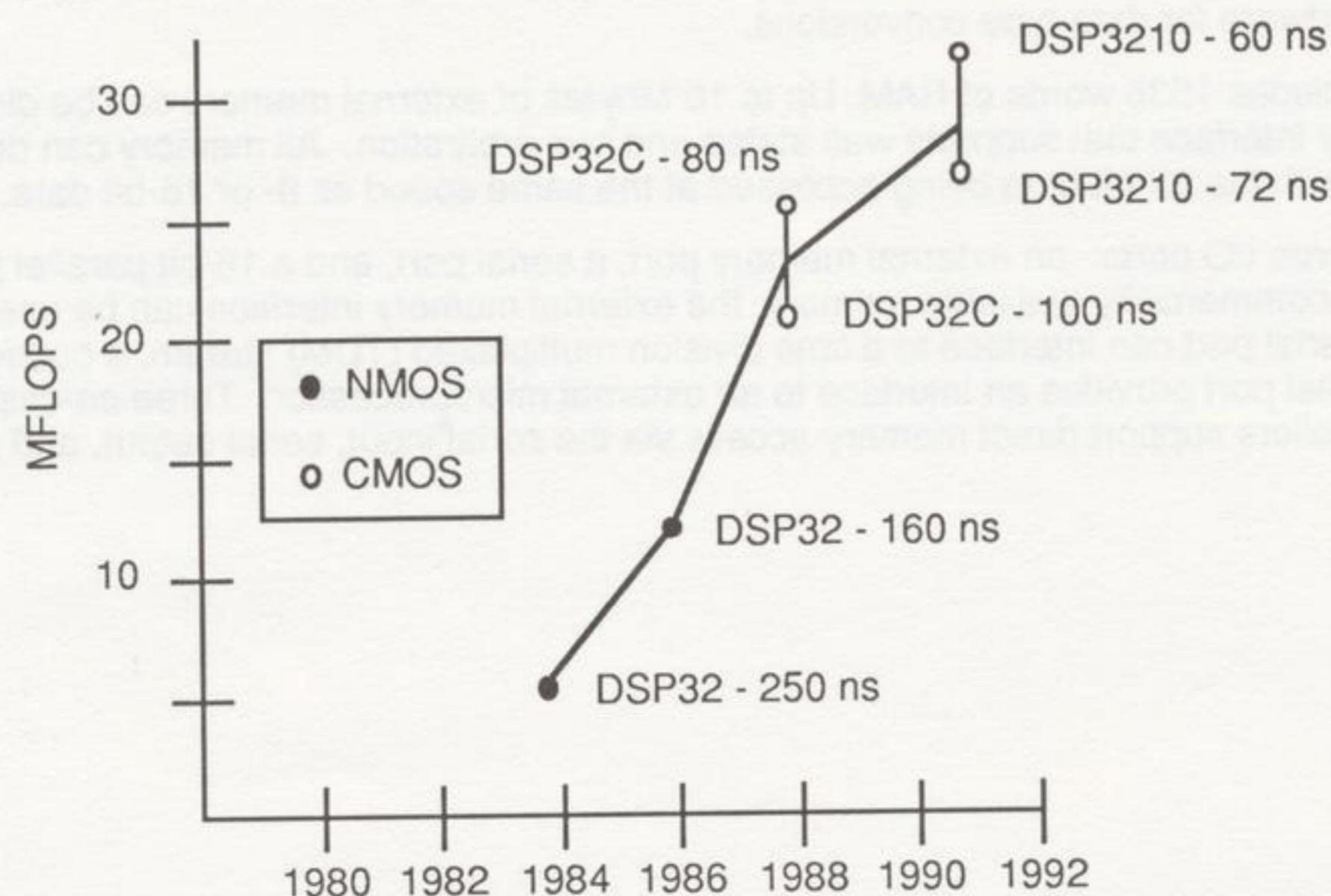


Figure 1-3 AT&T Floating-Point DSP Family Evolution

1.2.1 The AT&T DSP32 Digital Signal Processor

In 1984, AT&T developed the first single-chip floating-point programmable digital signal processor, the DSP32. The design goals of the DSP32 were high performance and ease of use. A major contributor to these goals was the selection of 32-bit floating-point arithmetic for this device. In the DSP32, a highly pipelined architecture allows the device to achieve high throughput. This architecture includes a 32-bit floating-point data arithmetic unit (DAU) and a 16-bit fixed-point control arithmetic unit (CAU). The DAU incorporates a 32-bit floating-point multiplier, a 40-bit floating-point adder, and four 40-bit accumulators. The CAU performs 16-bit fixed-point arithmetic and logic operations, and provides data move and control capabilities. This unit includes 21 general-purpose registers. The DSP32 processes over six million instructions per second. All instructions execute in a single cycle (four clock periods or 160 ns) and include post-normalization for each floating-point operation. An instruction may have two floating-point operations: a floating-point multiplication and a floating-point addition, yielding two floating-point operations per instruction cycle. The DSP32 architecture also introduced several significant architectural features, many of which are still unequaled by competing digital signal processors. The DSP32 was the first DSP to offer a byte-addressable address space, the first with a unified memory architecture (program and data share the same space), the first to offer DMA, and the first DSP architecture to support 4 memory accesses per instruction cycle (a feature still exclusive to AT&T DSPs).

1.2.2 The AT&T DSP32C Digital Signal Processor

The DSP32C Digital Signal Processor is upward compatible with the DSP32 (object code, source code, and pin compatibility). The DSP32C offers higher throughput, lower power dissipation, and lower cost than the DSP32. Major enhancements over the DSP32 include a larger address space, higher throughput parallel I/O, a fully vectored interrupt structure, and many instruction enhancements to better address the needs of DSP systems designers. The DSP32C has been very successful in the 3D graphics, speech processing, PC add-on card, and telecommunications application areas. The DSP32C is fabricated in 0.75 μm CMOS technology and is packaged in standard 164-pin and 68-pin (microcomputer version) plastic packages as well as a 133-pin ceramic PGA package.

The DSP32C's two execution units, the control arithmetic unit (CAU) and the data arithmetic unit (DAU), are used to achieve the high throughput of 12.5 million instructions per second. The CAU performs 16- or 24-bit integer arithmetic and logic operations, and provides data-move and control capabilities. This unit includes 22 general-purpose registers. The DAU performs 32-bit floating-point arithmetic for signal processing functions. It includes a 32-bit floating-point multiplier, a 40-bit floating-point adder, and four 40-bit accumulators. The multiplier and the adder work in parallel to perform 25 million floating-point computations per second. The DAU also incorporates special-purpose hardware for data-type conversions.

On-chip memory includes 1536 words of RAM. Up to 16 Mbytes of external memory can be directly addressed by the external memory interface that supports wait states and bus arbitration. All memory can be addressed as 8-, 16-, or 32-bit data, with the 32-bit data being accessed at the same speed as 8- or 16-bit data.

The DSP32C has three I/O ports: an external memory port, a serial port, and a 16-bit parallel port. In addition to providing access to commercially available memory, the external memory interface can be used for memory-mapped I/O. The serial port can interface to a time division multiplexed (TDM) stream, a codec, or another DSP32C. The parallel port provides an interface to an external microprocessor. Three on-chip direct-memory-access (DMA) controllers support direct memory access via the serial input, serial output, and parallel I/O ports.

A single-level interrupt facility can respond to four internal and two external, individually maskable sources. A relocatable vector table controls program flow based on the source of the interrupt.

The DSP32C has two general types of instructions that correspond to the two execution units: data arithmetic (DA) instructions and control arithmetic (CA) instructions. Primarily, DA instructions perform 32-bit floating-point multiply/accumulate operations for signal processing algorithms. Other DA instructions convert the DSP32C internal floating-point data to and from each of the following types: 8-, 16-, or 24-bit 2's complement integer, 8-bit μ -law, 8-bit A-law, or 32-bit single-precision IEEE standard floating-point. The CA instructions perform microprocessor operations such as 16- and 24-bit integer arithmetic and logic functions, conditional branching, and moving data.

In summary, some of the key features of the DSP32C are as follows:

- Full, 32-bit floating-point arithmetic
- Four memory accesses per instruction cycle
- Single, linear address space
- Byte addressable internal and external memory
- Up to 16 Mbytes of external memory
- 1536 words of on-chip RAM
- 16 Mbits/s serial I/O ports and 16-bit parallel I/O port with DMA options
- 8- or 16-bit microprocessor interface requiring no additional logic
- Single-precision, single-cycle, IEEE floating-point conversion capability
- Bit reverse addressing mode
- Four 40-bit accumulators
- Zero-overhead looping
- 16- and 24-bit integer operations
- Vectored Internal and external interrupts with hardware context save
- Low-power CMOS technology

The DSP32C also includes extensive hardware and software support from both AT&T and many third parties. A bus functional simulation model is offered by Logic Automation, a complete DSP32C hardware emulator is available from Hewlett-Packard (64773). For more information on the DSP32C, refer to the DSP32C Information Manual, DSP32C Data Sheet, or any of several software support documentation manuals available from your AT&T account manager.

1.2.3 The AT&T DSP3210 Digital Signal Processor

The DSP3210 Digital Signal Processor is the newest member of AT&T's Floating-Point DSP Family. The DSP3210 is an enhancement of the DSP32C architecture designed specifically to meet the needs of the PC/Workstation multimedia market. The DSP3210 is a three-part product composed of the DSP3210 device, the VCOS real-time OS, and the VCOS multimedia function library. The DSP3210 is a very low-cost systems solution (no local DSP RAM is required for systems solutions) with complete applications support and full, 32-bit floating-point processing power. The DSP3210 is source code compatible with the DSP32C via AT&T's DSP32C to DSP3210 source code translator. New features added to the DSP3210 are briefly outlined in Table 1-1.

Table 1-1 DSP3210 Features

Feature	Benefit
32-bit addressing	Compatible with host address space.
Barrel Shifter	Better bit manipulation.
2048 32-bit words of contiguous on-chip RAM	RAM easily traded between program and data.
Big or little endian byte ordering	Compatible with Motorola and Intel processors.
Compatibility with Motorola and Intel bus protocols (byte select of size/offset)	Simplifies hardware design.
Quad-word transfer capability	Increased system performance.
Programmable 32-bit timer	Reduces system cost.
Interruptible do-loops that can be used in interrupt routines	Improves software performance.
Powerdown mode (wait for interrupt)	Reduces power dissipation.
SIO with DMA transfer counters	Simplifies control of serial DMA channels.
Bit I/O Unit	Simplifies hardware design.
Memory mapped I/O	Expandable architecture.
Boot ROM	Flexible initialization, including EPROM boot routine.
Repeat facility for single instruction do loops (no re-fetching of instruction)	Speeds block move operations.
Page break detect signal for DRAMs	Improves memory system performance.
Support for signed characters and unsigned shorts	Improved compiler performance.
Packaged in a low cost 132 PQFP	Low cost, small footprint.

1.3 Support Software Tools

A variety of tools are available to aid in application program development for the DSP3210. These tools are initially offered under the *UNIX®*, *MS-DOS**, or *Macintosh II†* operating systems. In addition to Assembler/Simulator/Compiler support tools, the DSP3210 includes the AT&T VCOS real-time operating system complete with its multimedia function library as well as powerful debugging and testing tools.

AT&T DSP3210 Support Software Tools

Software tools used to create, test, and debug DSP3210 application programs at the assembly language level are packaged in the DSP3210 Support Software Tools package. An assembler, link editor, simulator, and other utilities are included. The simulator, which has capabilities such as single-stepping, breakpoints, and execution profiling, performs precise simulations of the device.

* *MS-DOS* is a registered trademark of Microsoft.

† *Macintosh II* is a registered trademark of Apple Inc.

AT&T DSP3210 Application Software Library

The DSP3210 Application Software Library is a collection of commonly-used signal processing and 3D graphics functions. Each function is carefully benchmarked to allow applications to easily be built from collections of assembly language functions while meeting real-time processing requirements. Many functions are offered in several implementations, giving the programmer flexibility in balancing speed and memory requirements.

AT&T DSP3210 C Language Compiler

The optimizing C Language compiler for the DSP3210 allows application programs to be written in a general, high-level language. In applications where preliminary program development is performed using the C-language on a minicomputer or supercomputer, the source code can be ported to the DSP3210 with a minimal amount of time and effort. A symbolic debugger and several libraries of commonly used arithmetic and signal processing functions are included with the compiler.

1.4 Other Applicable Documentation

The following documents provide specific information on the DSP3210 and its hardware and software development tools. When designing application hardware and software, it is important to have accurate information. Contact your local account representative for the latest issue of a document.

The *AT&T DSP3210 Digital Signal Processor Data Sheet* contains up-to-date timing requirements and specifications, electrical characteristics, and a summary of the instruction set and device architecture.

The *AT&T DSP3210 Support Software Tools User Manual* describes how to install and use the DSP3210 support software.

The *AT&T DSP3210 Application Software Library Reference Manual* contains information on the use and design of each assembly-language routine included in the DSP3210 Application Software Library.

The *AT&T DSP3210 C-Language Compiler User Manual* describes how to set up and use the DSP3210 C compiler.

The *AT&T DSP3210 C-Language Compiler Library Reference Manual* provides the information necessary to implement the C programming language with the DSP3210.

1.5 Assistance

Assistance is available throughout the life of the product. These services include:

- Technical documentation and product samples
- Information on determining and selecting the appropriate hardware and software

The AT&T DSP Bulletin Board provides the latest and most up-to-date information about AT&T DSP products and application assistance:

1200/2400 baud
7 data bits, 1 stop bit, even parity
215-778-4444

For technical assistance or further information including ordering information and part numbers, please contact the nearest office through the following phone numbers:

Domestic (USA & Canada)

Northeast Region 508-626-2161	Mid-Atlantic Region 215-768-2626	Southeast Region 404-446-4700
North Central Region 612-885-4300	South Central Region 214-869-2040	Southwest Region 602-244-1100
Rocky Mountain Region 303-850-5415	Pacific Northwest 408-522-5555	Southern California 714-220-6223

International

Europe (except Spain & Portugal)
+49 89 950 86 0
Telefax: +49 89 950 86 111

Spain and Portugal
+34 1 404 6012
Telefax: +34 1 404 6252

Japan
813-593-3301
Telex: J32562 ATTIJ
Telefax: 813-593-3307

Pacific Rim
65-225-5233
Telex: RS 42898
Telefax: 65-225-8725

Internal (AT&T Customers)

AT&T internal customers should contact their local AT&T Account Management Office.
If the Account Management telephone number is not known, call 1-800-372-2447 and ask for the telephone number of your account representative.

Chapter 2
Applications

CHAPTER 2. APPLICATIONS

2. APPLICATIONS.....	2-1
2.1 PC/Workstation Multimedia Applications.....	2-2
Figure 2-1 Typical PC Multimedia System Configuration.....	2-2
2.2 3-D Graphics Applications	2-3
Figure 2-2 Typical 3-D Graphics System Configuration.....	2-3

2. APPLICATIONS

The DSP3210 can be used in many different application areas including: telecommunications, speech processing, image processing, graphics, array processors, robotics, studio electronics, instrumentation, and military applications.

ELECTRONIC DATA PROCESSING

- | | |
|-----------------------|--|
| ■ Mass Memory | Disc controllers, high-precision servo control |
| ■ Workstations | Graphics, translations, rotations, shading, perspective scaling, inversion, multiplication, numeric accelerators, array processing |
| ■ Front-End Processor | Bit manipulation, encryption |

INDUSTRIAL

- | | |
|------------------------|--|
| ■ Robotics | High-precision servo control |
| ■ Image Processing | Restoration, pattern recognition, compression |
| ■ Process Control | Minicomputer functions |
| ■ Real-Time Simulators | Graphics, servo control, system modeling |
| ■ Instrumentation | Oscilloscopes, FFT, spectrum analysis, signal generators |

TELECOMMUNICATIONS

- | | |
|----------------|--|
| ■ PBX | Tone detection, tone generation, MF, DTMF |
| ■ Switches | Tone detection, tone generation, line testing |
| ■ Modems | Echo cancellation, filtering, error correction and detection |
| ■ Transmission | Multi-pulse LPC, ADPCM, transmultiplexing, encryption |

GOVERNMENT/MILITARY

- | | |
|------------------|----------------------------------|
| ■ Sonar | Beam forming, FFT |
| ■ ECM | FFT, adaptive filtering |
| ■ Airframe | Simulation |
| ■ Radar Tracking | Precision FFT, matrix inversions |

SPEECH

- | | |
|---------------|---|
| ■ Recognition | Feature extraction, spectrum analysis, pattern matching |
| ■ Synthesis | LPC, format synthesis |
| ■ Coding | ADPCM, LPC, multi-pulse LPC, vector quantization |

CONSUMER

- | | |
|----------------------|----------------------------------|
| ■ Studio Electronics | Digital audio |
| ■ Entertainment | High-end video (special effects) |
| ■ Educational | |

When the software required for a DSP application is being developed, it is often desirable to use some standard algorithms already in existence. Each application requires a somewhat different use of these algorithms, yet there are great similarities from the processing point of view. Many of the algorithms available are usable in a wide variety of physical problems. The driving force behind most of the algorithms has been an attempt to reduce the computational and data transfer requirements to accommodate the performance constraints of available hardware. Many of these algorithms have been coded in DSP3210 assembly language and are presented in the *AT&T DSP3210 Application Software Library Reference Manual*.

2.1 PC/Workstation Multimedia Applications

The DSP3210 is intended to be used in PC and workstation system architectures in which the DSP3210 is a parallel processor to a host processor. The DSP3210 maintains a 32-bit bus master interface to system memory (see Figure 2-1). The primary benefit of this system architecture is that the DSP is able to access program and data from system memory without host intervention, and expensive local SRAM is replaced by general purpose DRAM. Since the DSP3210 supports both big- and little-endian byte ordering, sharing both data and pointer values with any host microprocessor is easily accomplished. This is especially useful in multimedia applications where intimate communications between the host μ P and DSP are necessary. For real-time signal processing, on-chip SRAM is loaded with code and data from system memory before executing. Typically, applications are broken down into functions that are executed successively in this fashion.

This technique is also used to create low-cost EISA and MCA add-on cards. The DSP3210 acts as a bus master on the 32-bit bus to access system memory (rather than adding memory to the DSP3210 card). ISA 16-bit add-on cards typically employ local memory since their 16-bit width would present a memory bottleneck to the DSP3210. However, the visible caching technique employed by the VCOS operating system permits the use of slow, inexpensive DRAM for local memory with minimal impact on system performance. Applications are compatible across all implementations described here.

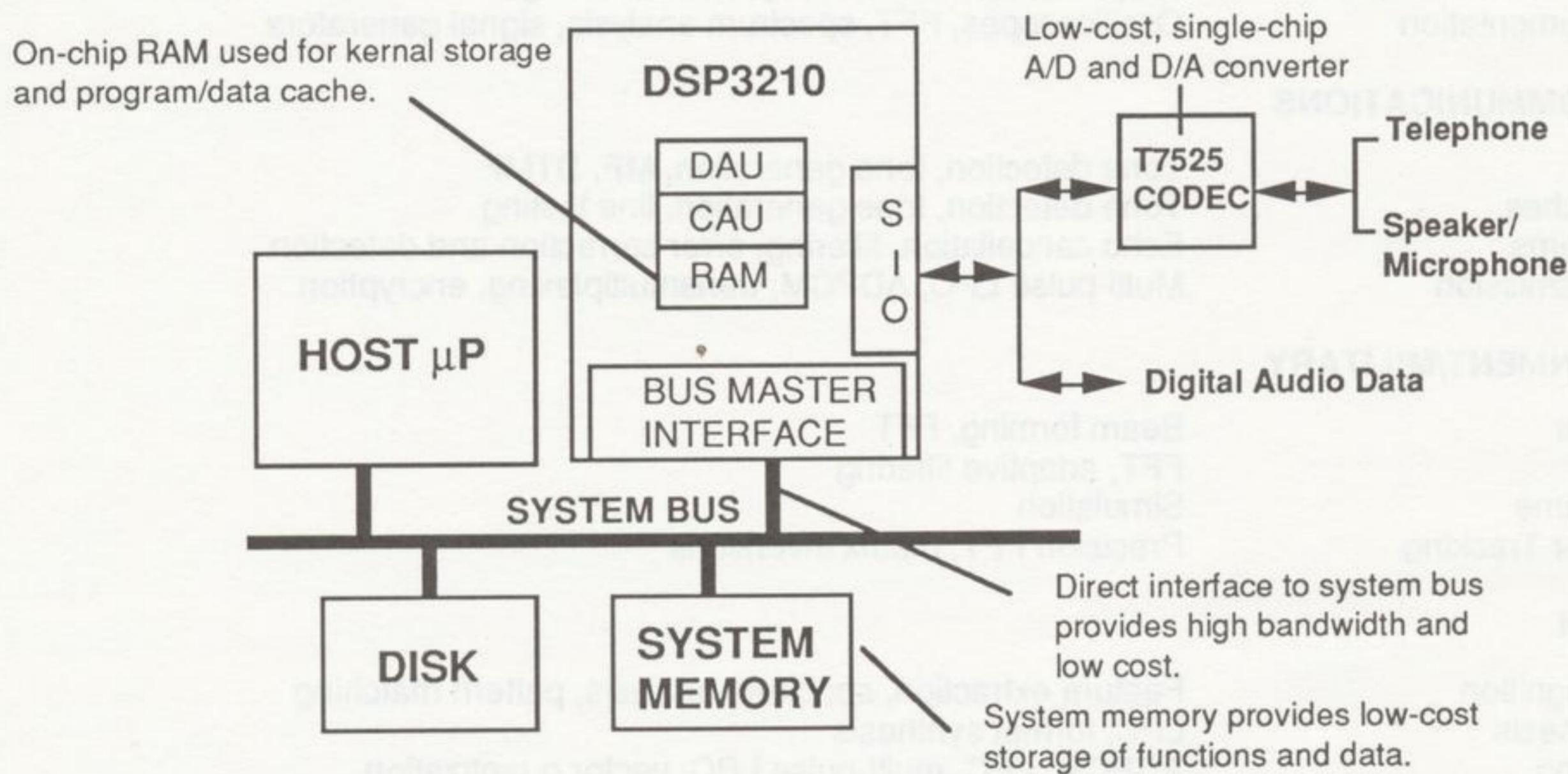


Figure 2-1 Typical PC Multimedia System Configuration

2.2 3-D Graphics Applications

Although the DSP3210 was primarily designed for personal computer/workstation multimedia applications, it is ideally suited to perform the floating-point, compute intensive calculations in a typical 3-D transformation pipeline. In fact, while performing graphics operations, the DSP3210 often outperforms far more costly processors which are touted for their graphics capabilities. These operations consist of matrix multiplies, divides, square root computations, comparisons, and integer conversions. In addition to its native floating-point performance, byte addressability, and large address space, the DSP3210 has on-chip hardware to improve the efficiency of many of these operations such as: reciprocal seed, 8-, 16-, and 32-bit integer to/from floating-point conversion, clip-test register, Z-buffering, etc. A typical graphics system will contain multiple DSP3210 processors that operate in parallel to render the image. The low cost of the DSP3210 makes multiple DSP graphics systems practical. Its page-break and quarter-cycle wait state features significantly reduce system costs while increasing system performance. Inexpensive DRAM can be used for local memory while still achieving the high throughput necessary for high-speed 3-D transformations. The DSP3210's flexible bus protocol also makes it possible for several DSP3210 devices to share the same command and output buffers with little or no performance degradation, further reducing system costs. Figure 2-2 shows a typical 3-D graphics subsystem architecture employing a common command buffer/output buffer configuration.

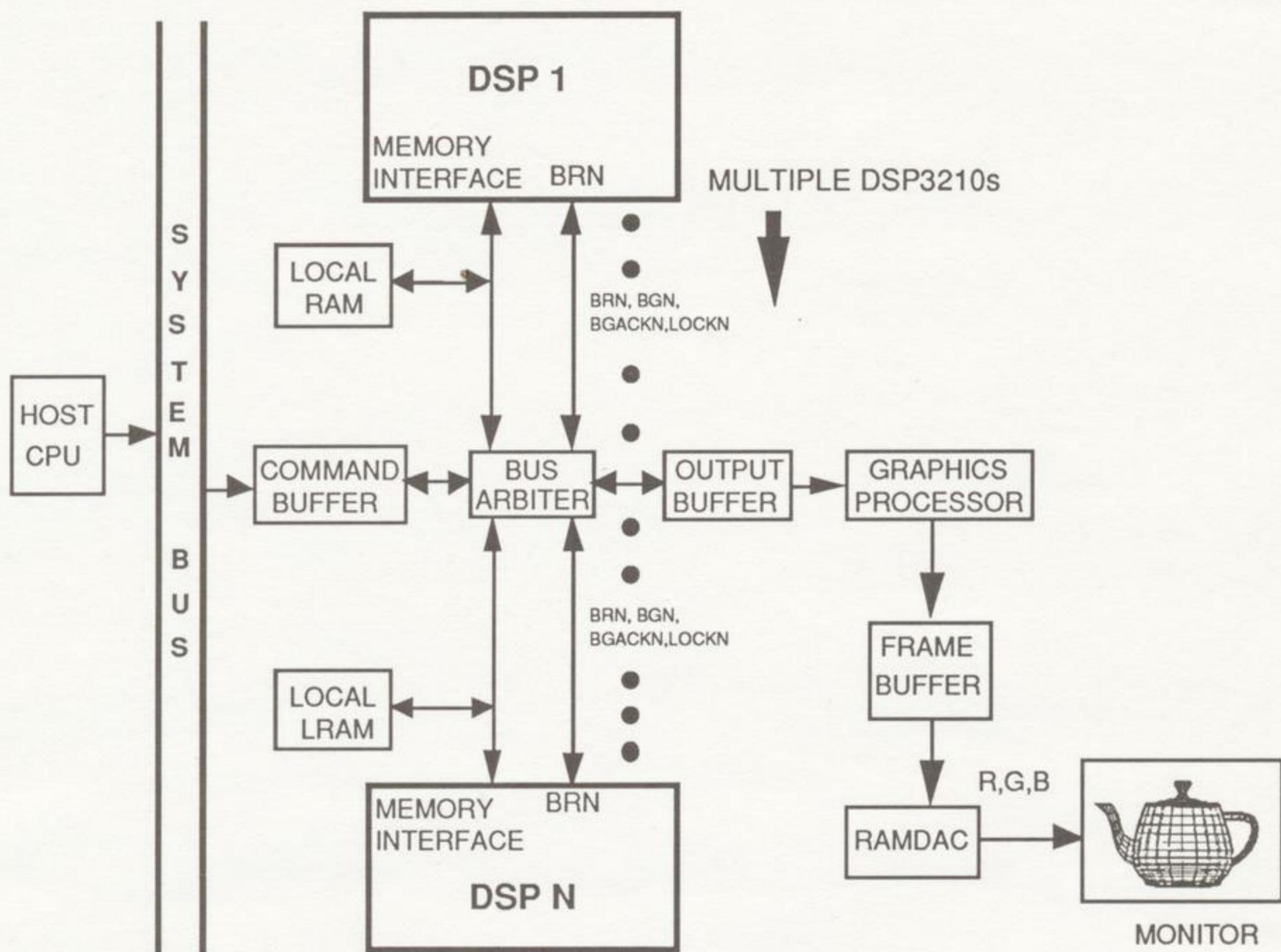


Figure 2-2 Typical 3-D Graphics System Configuration

Chapter 3

DSP3210 Architecture

CHAPTER 3. DSP3210 ARCHITECTURE

3. DSP3210 ARCHITECTURE	3-1
Table 3-1 DSP3210 Features/Benefits.....	3-1
Figure 3-1 DSP3210 Block Diagram	3-2
3.1 Functional Units	3-3
3.1.1 Control Arithmetic Unit (CAU).....	3-3
3.1.2 Data Arithmetic Unit (DAU).....	3-3
3.1.3 On-Chip Memory	3-3
3.1.4 Bus Interface.....	3-4
3.1.5 Serial I/O (SIO)	3-4
3.1.6 DMA Controller (DMAC)	3-4
3.1.7 Timer.....	3-5
3.1.8 Bit I/O (BIO)	3-5
3.2 Processor Control Features.....	3-5
3.2.1 Serial I/O DMA.....	3-5
3.2.2 Exception Processing	3-5
3.2.3 Wait-for-Interrupt.....	3-6
3.3 Data Types	3-6
3.3.1 32-bit 2's Complement Data Type	3-6
3.3.2 16-bit 2's Complement Data Type	3-7
3.3.3 32-bit Floating-Point Data Type	3-7
Figure 3-2 DSP32C Internal 32-bit Floating-Point Format	3-7
3.4 Memory Organization	3-8
Figure 3-3 Memory Addressing	3-9
Figure 3-4 Memory Map	3-10
Figure 3-5 IO Memory Map	3-11
3.5 Addressing Modes	3-11
Table 3-2 Addressing Modes Allowed in Each Instruction Type	3-12
3.5.1 Short Immediate	3-12
3.5.2 24-bit Immediate	3-12
3.5.3 CAU Register (rN) Direct	3-12
3.5.4 IO Register (iorN) Direct	3-12
3.5.5 DAU Register (aN) Direct	3-12
3.5.6 Memory Direct.....	3-12
3.5.7 Register Indirect.....	3-13
3.5.8 Register Indirect with Postmodification.....	3-13
3.5.9 Other Addressing Modes	3-13
3.6 IO Registers.....	3-14

3. DSP3210 ARCHITECTURE

The DSP3210 is a 32-bit, floating-point, programmable digital signal processor. It has been designed for use in numerically intensive applications requiring fast floating-point arithmetic, efficient compiler-generated code, low system cost, and low power dissipation. This has resulted in an architecture with two execution units, a 32-bit integer RISC controller and a 32-bit floating-point data processing unit. Also, two 1K x 32 bit parallel, on-chip memories and a high-bandwidth bus interface deliver operands and instructions to the execution units supporting up to four memory accesses per instruction cycle. On-chip peripherals including a serial interface port, bit I/O port, and timer reduce overall system cost. Table 3-1 summarizes key attributes of the DSP3210 architecture.

Table 3-1 DSP3210 Features/Benefits

Features	Benefits
Full 32-bit floating-point architecture: -Increased precision and dynamic range	Simplifies program development. Provides faster time to market. Much easier algorithm development. Opens up new application possibilities.
All instructions are single-cycle: -No multi-cycle branches	Allows more complex functions or a greater number of simultaneous functions to be performed.
Hardware data format conversions: -IEEE P754 Floating-Point -Integer conversion 8-bit unsigned 16-bit linear 32-bit linear μ-law/A-law	Eliminates lengthy software routines. Permits shared data with host processor or other platforms. Increased throughput in: Graphics and image processing Data communications High quality audio and control applications Telecom and speech applications
Fully vectored interrupt structure with hardware context save	Allows very fast interrupt processing (up to 2.6 million interrupts/sec).
Four memory accesses per instruction cycle	Eliminates memory accessing bottlenecks.
Configurable bus interface: -32-bit addressing -Support for relinquish/retry/bus error -Page break detect	Simplifies/reduces cost of memory controller. Compatible with μprocessor system busses. Improves performance in designs using DRAM.
Byte-addressable address space	Efficient storage of 8- and 16-bit data. Address pointer compatibility with microprocessors.
Flexible wait-state facility: -Each wait-state is 1/4 instruction cycle -Two independently configurable external memory speed partitions	Greater memory speed selection flexibility than conventional full cycle wait-states. Allows mixing of slow and fast memory. Optimizes system speed/cost requirements.
On-chip peripherals: -Serial I/O with DMA capability -32-bit timer	Low cost interface to external devices. Lowers system cost.

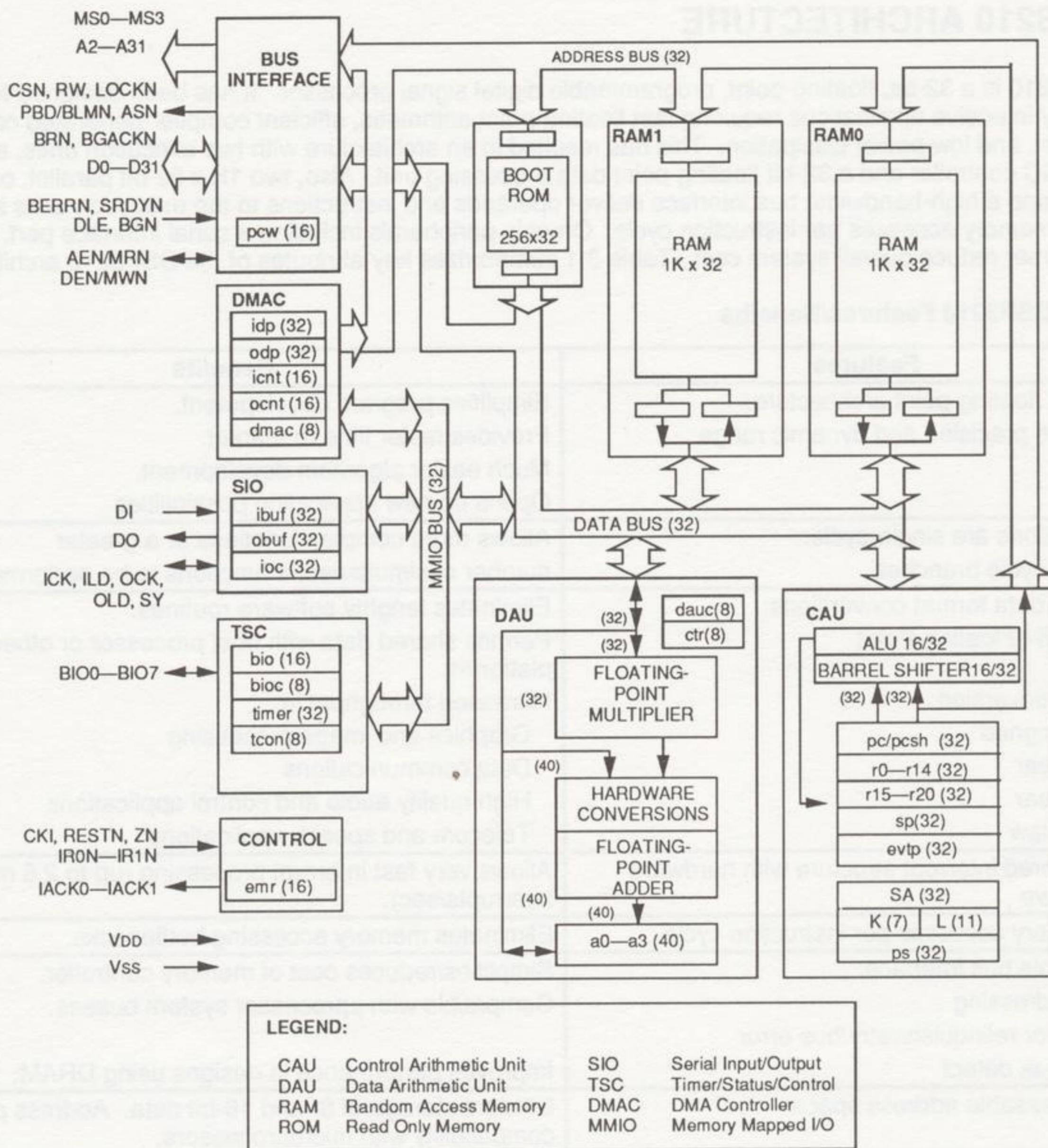


Figure 3-1 DSP3210 Block Diagram

3.1 Functional Units

The DSP3210 consists of seven functional units: Control Arithmetic Unit (CAU), Data Arithmetic Unit (DAU), On-chip Memory (RAM0, RAM1, Boot ROM), Bus Interface, Serial I/O (SIO), DMA Controller (DMAC), and Timer/Status/Control (TSC). Figure 3-1 is a block diagram of the DSP3210.

3.1.1 Control Arithmetic Unit (CAU)

The CAU is responsible for performing address calculations, branching control, and 16- or 32-bit integer arithmetic and logic operations. It is a RISC core consisting of a 32-bit arithmetic logic unit (ALU) that performs the integer arithmetic and logical operations, a 32-bit program counter (PC), and twenty-two 32-bit general-purpose registers. The CAU can execute 16.7 MIPS (Million Instructions Per Second).

The CAU performs two tasks: one executes integer, data move, and control instructions (CA instructions), and the other generates addresses for the operands of floating-point instructions (DA instructions). CA instructions perform load/store, branching control, and 16- and 32-bit integer arithmetic and logical operations. DA instructions can have up to four memory accesses per instruction, and the CAU is responsible for generating these addresses using the post-modified, register-indirect addressing mode—one address in each of the four states of an instruction cycle. For a more detailed description of the CAU, see Section 8.1 Control Arithmetic Unit.

3.1.2 Data Arithmetic Unit (DAU)

The DAU is the primary execution unit for signal processing algorithms. This unit contains a 32-bit floating-point multiplier, a 40-bit floating-point adder, four 40-bit accumulators, and two control registers (dauc and ctr). The multiplier and adder work in parallel to perform 16.7 million computations per second of the form $(a=b+c*d)$. The multiplier and adder each produce one result per instruction cycle. The DAU contains a four stage pipeline: operand load, multiply, accumulate, and result store. Thus, in any instruction cycle, the DAU may be processing four different instructions, each in a different stage of execution.

The DAU supports two floating-point formats, single precision (32-bit) and extended single precision (40-bit). Extended single precision provides 8 additional mantissa guard bits. Post-normalization logic transparently shifts binary points and adjusts exponents to prevent inaccurate rounding of bits when the floating-point numbers are added or multiplied, eliminating concerns like scaling and quantization error. All normalization is done automatically, so the result in the accumulator is fully normalized.

Single instruction, data type conversions are done in hardware in the DAU, reducing overhead required to do these conversions. The DAU performs data type conversions between the DSP3210 32-bit floating-point format and IEEE P754 standard 32-bit floating-point, 16- and 32-bit integer, 8-bit unsigned, u-law and A-law formats. The DAU also provides an instruction to convert a 32-bit floating-point operand to a 3-bit seed value used for reciprocal approximation in division operations. For a more detailed description of the DAU, see Section 8.2 - Data Arithmetic Unit.

3.1.3 On-Chip Memory

The DSP3210 provides on-chip memory for instructions and data. Instructions and data can arbitrarily reside in any location in the on-chip memory. The DSP3210 provides two 1K x 32 RAMs and a 256 x 32 Boot ROM. The memories operate in a parallel fashion to achieve high performance. The Boot ROM is preprogrammed with a routine that can load the internal RAM of the DSP from an external memory, such as an EPROM.

3.1.4 Bus Interface

The external address bus of the DSP3210 is 32-bits wide and fully byte-addressable, allowing the DSP3210 to directly address 4 Gbytes of memory or memory-mapped hardware. External memory is partitioned into two logical address spaces A and B. Each partition contains approximately 2 Gbytes of address space. The number of wait-states for external memory partitions A and B are independently configurable via the pcw register. Configured waits of 0-, 1-, 2-, or 3-or-more wait-states are programmable; this simplifies the interface to fast external memory. Unlike most digital signal processors (which employ full-cycle wait-states), the DSP3210 offers much greater flexibility by offering 1/4 cycle wait-states. Each wait-state is 1/4 of an instruction cycle, allowing much greater granularity in determining optimal speed/cost memory trade-offs. When waits are externally controlled, the DSP adds wait-states until the memory acknowledges the transaction via the SRDYN pin. The bus interface supports retry, relinquish/retry, and bus error exception handling. All signalling provided to the external system is configurable on reset to simplify the interface to a variety of microprocessor system buses.

Sharing the external memory interface is performed via a complete request/acknowledge protocol. System throughput is greatly enhanced by the DSP3210's ability to execute from internal memory while the DSP3210 does not have ownership of the bus. The DSP3210 continues to execute from internal memory until accesses to the external memory are needed. At that point, the DSP asserts the BRN signal and waits for BGN. The bus arbiter acknowledges the bus request by asserting the DSP3210's bus grant pin, BGN. The DSP3210 then acknowledges the grant by asserting the bus grant acknowledge, BGACKN, and drives the external memory interface pins. When BGN is negated, any on-going external memory transaction is completed before the DSP relinquishes the bus by placing the external memory interface bus in the high-impedance state and negating BGACKN. See Section 6 - Bus Interface.

The DSP3210 shares the external memory interface bus through a request/acknowledge protocol. The external memory interface bus consists of the address bus, A2—A31, the data bus, D0—D31, and associated control pins (See Section 6 - Bus Interface). The DSP is a default bus slave. When the DSP does not have ownership of the bus, it executes from internal memory until accesses to the external memory are needed, and at that point the DSP asserts the BRN and waits for BGN. The bus arbiter acknowledges the bus request by asserting the DSP's bus grant pin, BGN. The DSP acknowledges the grant by asserting the bus grant acknowledge, BGACKN and driving the external memory interface pins. When the BGN is negated, any on-going external memory transaction is completed before the DSP relinquishes the bus by placing the external memory interface bus in the high-impedance state and negating BGACKN. See Section 6 Bus Interface.

3.1.5 Serial I/O (SIO)

The SIO unit provides serial communications and synchronization with external devices. The external signals provided support a direct interface to a time-division-multiplexed (TDM) line, a zero-chip interface to codecs, and direct DSP-to-DSP transfers for multiprocessor applications. The SIO performs serial-to-parallel conversion of input data and parallel-to-serial conversion of output data, at a maximum rate of 25 Mbits/s. It is composed of a serial input port, a serial output port, and on-chip clock generators. Both ports are double buffered so that back-to-back transfers are possible. The SIO is configurable via the ioc register. The input buffer, ibuf, the output buffer, obuf, and the ioc register are accessible as MMIO (Memory-mapped Input/Output) registers in the instruction set.

The data sizes of the serial input and output can be selected independently. Input data lengths of 8, 16, and 32 bits, and output data lengths of 8, 16, 24, and 32 bits can be selected. The input and output data may be selected to be most significant bit first or least significant bit first independently.

SIO transfers can be made under program, interrupt, or DMA control. A program may test the input or output buffer status flags using conditional branch instructions. By configuring the exception mask register, emr, interrupt requests may be generated by the input and output buffer status flags. In DMA mode, transfers occur between ibuf, obuf, and memory without program intervention.

For a detailed description, see Section 9.1 Serial I/O.

3.1.6 DMA Controller (DMAC)

The DMA controller contains two DMA channels, one for input DMA and one for output DMA , that are used in conjunction with the serial I/O. By configuring the input DMA channel, data being shifted into the serial input port

can be buffered in memory without processor intervention. By configuring the output DMA channel, a buffer of data in memory can be supplied to the serial output, as necessary, without processor intervention. The registers to configure the DMA Controller are accessible as MMIO registers in the instruction set. By configuring the exception mask register, emr, interrupt requests may be generated when the memory buffer has been filled or emptied based on the size of the buffer requested.

For a detailed description see Section 9.2 DMA Controller.

3.1.7 Timer

The timer is a programmable 32-bit interval timer/counter that can be used for interval timing, rate generation, event counting, or waveform generation. The input to the timer can be derived from the DSP3210 clock, or it may come from an external source. The output of the timer can generate a maskable interrupt or be selected as an output of the chip to drive external hardware. The count-down timer can be configured to count to zero once, or to count continuously by automatically reloading the counter with its initial value when it reaches zero. The count value may be read or changed at any time during operation. The registers associated with the timer are accessible as MMIO registers in the instruction set. By configuring the exception mask register, emr, interrupt requests may be generated when the count reaches zero.

For a detailed description, see Section 9.3 Timer.

3.1.8 Bit I/O (BIO)

The BIO is a general purpose 8-bit input/output port. It includes features that make it suitable for board-level status signal generation and control signal testing by the DSP3210. The BIO interface consists of 8 I/O lines, which can be independently configured as an input or an output. Outputs can be written with a 1 or a 0, toggled, or left unchanged. Inputs can be directly read and loaded into a CAU register and then tested. The registers associated with the BIO are accessible as MMIO registers in the instruction set. Four of the BIO ports are used on reset to configure the memory map and bus interface. After reset, they can be used arbitrarily.

For a detailed description, see Section 9.4 Bit I/O.

3.2 Processor Control Features

The DSP3210 supports advanced control features that simplify system design and improve software performance. This section overviews serial I/O direct-memory access (DMA), exceptions, and the powerdown mode. A more detailed description of these control functions is presented in Section 7 Processor States.

3.2.1 Serial I/O Direct Memory Access (DMA)

External devices can access the on-chip RAM in the DSP3210, as well as external memory, using DMA. DMA transfers occur between the memory and the serial I/O ports without processor intervention, using cycle-stealing. Two on-chip DMA controllers support memory access via the serial input and serial output ports. See Section 7.1 Serial I/O and Section 7.2 DMA Controller.

3.2.2 Exception Processing

Normal instruction processing can be altered by the introduction of interrupt routines or error handling routines. Exception processing is the set of activities performed by the processor in preparing to execute a handler routine or in returning to the program that took the exception. Error exception and interrupt exceptions cause different activities to be performed. In particular, error exceptions abort the current instruction and can not resume processing. Interrupt exceptions shadow the current state of the processor before taking the interrupt exception; therefore, when the interrupt routine is complete the program can be reinstated and continued.

The error and interrupt exceptions are prioritized and some error sources in addition to all interrupt sources are individually maskable via the exception mask register, emr. A relocatable vector table controls program flow based on the source of the interrupt exception. In response to a given exception, the DSP branches to the corresponding address in the exception vector table which contains pairs of 32-bit words.

The DSP3210 provides a zero-overhead context save of the entire DAU (floating-point unit) for interrupt processing. Interrupt latency is only three instruction cycles for interrupt entry and one instruction cycle for an interrupt exit. Before servicing the interrupt, the DSP3210 automatically saves the state of the machine that is invisible to the programmer, as well as the DAU accumulators a0—a3 (including guards bits), all DAU flag status information, and the dauc register. Internal states that are visible to the programmer are saved and restored by the interrupt service routine. To return to the interrupted program, the interrupt service routine restores the user-visible state of the DSP3210 (that was saved) and then executes the **ireturn** instruction. This single-cycle interrupt return automatically restores the entire DAU state saved during interrupt entry. Quick interrupt entry/exit/context save is critical to real-time multimedia tasks.

For a detailed description of exception processing, see Section 7.4 Instruction Sequencing Exceptions.

3.2.3 Wait-for-Interrupt

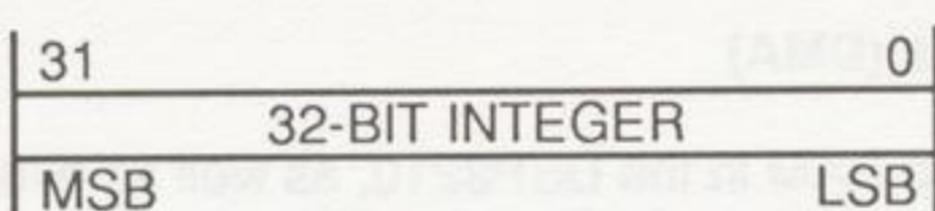
The DSP3210 is equipped with a wait-for-interrupt instruction that stops internal execution in the DAU and CAU. External memory and internal memory operations execute to completion and then wait. Bus arbitration logic remains active in this mode. The peripheral units (Serial I/O, DMA controller, Timer, and BIO) remain active during wait-for-interrupt to perform I/O events and the interrupt handler is active to sense an interrupt request. The DSP will exit the wait-for-interrupt mode when either an unmasked interrupt is requested or an error exception occurs.

3.3 Data Types

Internally, the DSP3210 fully supports three data type formats: 16- and 32-bit 2's complement integers and 32-bit, floating-point numbers. The control arithmetic unit (CAU) performs arithmetic and logical operations on the 16- and 32-bit integer formats. It also has the ability to load and store 8-bit signed and unsigned, and 16-bit unsigned data. The data arithmetic unit (DAU) performs multiply and accumulate operations on the 32-bit, floating-point data and local to the DAU supports a 40-bit extended precision format. The DAU also performs data type conversion between IEEE P754 single precision, 8-bit unsigned, μ -law and A-law, and 16- and 32-bit 2's complement.

3.3.1 32-bit 2's Complement Data Type

The CAU supports a 32-bit, 2's complement integer data type that can be used as 32-bit integer data or for memory pointers. The 32-bit integers range in value from -2^{31} to $2^{31} - 1$. Thirty-two bit arithmetic operations are the default type. All pointers must be 32-bit data types. The organization of 32-bit data in CAU registers is:



3.3.2 16-bit 2's Complement Data Type

The CAU supports a 16-bit, 2's complement integer data type that is used as 16-bit integer data. The 16-bit integers range in value from -2^{15} to $2^{15} - 1$. Because CAU registers are 32-bits wide, when a 16-bit integer operation is performed, data should be loaded into the lower 16-bits of the register (with a sign-extend of bit 15 into the upper 16 bits). A 16-bit operation performs 32-bit arithmetic with flags computed according to 16-bit operation flag rules (see Section 4.1 Flags). If the results are stored back to memory, the lower 16-bits of the result should be stored into a 16-bit memory location. The organization of 16-bit data in CAU registers is:

31	16	15	0
SIGN-EXTENDED	16-BIT INTEGER		
	MSB LSB		

3.3.3 32-bit Floating-Point Data Type

There are two floating-point formats used inside the DAU: a 32-bit format and a 40-bit format (32-bits, plus 8 mantissa guard bits). The latter format, used only inside the DAU, is not supported by the rest of the device. The DAU accumulators are 40-bits. The guard bits are not user-accessible. For more information about the 40-bit format, see Section 8.2 - Data Arithmetic Unit. The organization of floating-point data in DAU accumulators (a0—a3) is:

39	38	16	15	8	7	0
s	f		g			
	FRACTION		GUARD		EXPONENT	
s	MSB	LSB	MSB		MSB	LSB

The following is a description of the 32-bit floating-point format.

Format

The DSP3210 internal 32-bit floating-point format consists of a 24-bit, normalized, 2's complement mantissa and an 8-bit biased exponent. Figure 3-2 shows the DSP3210 32-bit floating-point format.

31	30	8	7	0
s	f		e	
s	FRACTION		EXPONENT	
	MSB	LSB	MSB	LSB

Figure 3-2 DSP3210 Internal 32-bit Floating-Point Format

where:
 s = the sign bit (0 for positive, 1 for negative)
 f = fractional part of the mantissa
 s,f = the mantissa
 e = the exponent

This floating-point quantity is represented in decimal as follows:

$$N = M \cdot 2^{(e-128)}$$

where: N = the decimal value

e = the exponent, the unsigned quantity "eeeeeeee" expressed in base 10.

M = mantissa, the 2's complement quantity " $s(\bar{s}).ffff...ffff$ " is equivalent to $(-2)^s + 0.ffff...ffff$ expressed in base 10.

* = multiplication

The magnitude of the mantissa is always normalized to lie between 1 and 2. So, the leading 1 (or leading 0 if a negative mantissa) does not appear explicitly in the floating-point word. This implicit bit is the s bar (\bar{s}) that appears above.

Zero

A floating-point value with $e=0$ is reserved to represent the number zero. Here, the sign and mantissa bits must also be zero. A zero exponent with a nonzero sign and/or mantissa is called a dirty zero, but is treated the same as zero. If a dirty zero is an operand, it is treated as a zero. Any dirty zero generated in the floating-point multiplier or adder is flushed to a valid zero before being written to the accumulators or memory.

Range

The 32-bit floating-point format used in the DSP3210 provides over 1500 dB of dynamic range. The range of nonzero positive floating-point numbers is:

$$N = [1 \cdot 2^{-127}, 2 - 2^{-23} \cdot 2^{127}] \text{ inclusive.}$$

The range of nonzero negative floating-point numbers is:

$$N = [-1 \cdot 2^{-127}, -2 + 2^{-23} \cdot 2^{127}] \text{ inclusive.}$$

The ranges of positive and negative nonzero numbers are almost identical, and the corresponding range for the magnitude of a floating-point number N , in decimal, is approximately:

$$|N| = [5.87747E-39, 3.40282E38]$$

3.4 Memory Organization

The memory space is byte addressable and can support both little endian and big endian byte orderings. The organization of bytes in a 32-bit word is based on the state of the B/LN bit in the pcw register. If B/LN = 0, the little endian mode is selected and byte 0 is the least significant byte of the 32-bit word. If B/LN = 1, the big endian mode is selected and byte 0 is the most significant byte of the 32-bit word. 8-bit data is referred to as a byte, 16-bit data is referred to as a half-word, and 32-bit data is referred to as a word. Each 32-bit word is organized as four bytes, two half-words, or one word. Data must be aligned on the same byte boundary as its operand size. Bytes can be arbitrarily aligned, half words must be aligned on bytes 0 or 2, and words must be aligned on byte 0. Figure 3-3 illustrates the addressing of data for both byte orderings.

Note: \$ indicates address

BigEndian (B/LN=1)					LittleEndian (B/LN=0)				
31	23	15	7	0	31	23	15	7	0
Word \$00000000					Word \$00000000				
Half-word \$00000000					Half-word \$00000002				
Byte \$00000000	Byte \$00000001	Byte \$00000002	Byte \$00000003		Byte \$00000003	Byte \$00000002	Byte \$00000001	Byte \$00000000	
Word \$00000004					Word \$00000004				
Half-word \$00000004					Half-word \$00000006				
Byte \$00000004	Byte \$00000005	Byte \$00000006	Byte \$00000007		Byte \$00000007	Byte \$00000006	Byte \$00000005	Byte \$00000004	
etc.					etc.				

Figure 3-3 Memory Addressing

The organization of memory in the DSP3210 address space is shown in Figure 3-4. One of the two memory maps is selectable with the C/PN bit of the pcw register. The memory map is divided into seven major sections: Boot ROM, MMIO (Memory-mapped Input/Output), on-chip RAM0, on-chip RAM1, Reserved (for future expansion of ROM and RAM), External Memory A and External Memory B. On-chip SRAM resources consist of two 1K x 32 banks. The Boot ROM consists of 256 words. The MMIO reserves 256 words. The reserved expansion region provides for future expansion of up to 15.5K words of on-chip memory. External Memory A and External Memory B are logical partitions in which a different number of wait-states may be configured for each. The number of wait-states is configured in the pcw register. See Section 6 Bus Interface.

The first address issued on reset is location 0x0 and is located in Boot ROM (if C/PN is initialized to a 1 on reset by BIO7) or external memory (if C/PN is initialized to a 0). The generic code provided in the ROM will allow redirection of the starting address to locations in external memory A or B. Also, the capability to load internal RAM from an external memory device, such as EPROM is provided. This simplifies the use of the DSP3210 in embedded applications. The ROM code is described in Appendix A.

The MMIO memory space reserves 256 words for accessing on-chip memory-mapped IO registers. The DSP3210 contains three peripheral units: SIO, TSC, and DMAC. The control and data registers for these peripherals are addressable in the memory space of the DSP3210 as shown in Figure 3-5 IO Memory Map. Each register occupies one word memory location. For registers smaller than 32-bits, Figure 3-5 shows the location of valid data in the register. MMIO registers are a fixed size and must be read and written using the corresponding size indicator. The address of the MMIO register is dependent on the byte ordering.

Note: Some IO registers have reserved bits for future definition. Those particular bits must be written as zeros for future compatibility.

Reset Address		Reset Address	
0x00000000	Boot ROM	0x00000000	External Memory A
0x000003FF		0x5002FFFF	
0x00000400	MMIO	0x50030000	Boot ROM
0x000007FF		0x500303FF	
0x00000800	Reserved	0x50030400	MMIO
0x0000DFFF		0x500307FF	
0x0000E000	RAM1	0x50030800	Reserved
0x0000EFFF		0x5003DFFF	
0x0000F000	RAM0	0x5003E000	RAM1
0x0000FFFF		0x5003EFFF	
0x00010000	External Memory A	0x5003F0000	RAM0
0x5FFFFFFF		0x5FFFFFFF	
0x60000000	External Memory B	0x50040000	External Memory A
0xFFFFFFFF		0x5FFFFFFF	
	C/PN = 1	0x60000000	External Memory B
		0xFFFFFFFF	
			C/PN = 0

Figure 3-4 Memory Map

16 LSBs of Address (Big Endian)	16 LSBs of Address (Little Endian)	Symbolic Name	Register Bits				
			31	23	15	7	0
0x0400	0x0400	Reserved	[Hatched]				
0x0404	0x0404	ibuf					
0x0408	0x0408	obuf					
0x040C	0x040C	ioc					
0x0413	0x0410	tcon	[Hatched]				
0x0414	0x0414	timer					
0x041B	0x0418	bioc	[Hatched]				
0x041E	0x041C	bio	[Hatched]				
0x0420	0x0420	idp					
0x0424	0x0424	odp					
0x042A	0x0428	icnt	[Hatched]				
0x042E	0x042C	ocnt	[Hatched]				
0x0433	0x0430	dmac	[Hatched]				
0x0434	0x0434	Reserved	[Hatched]				
0x07FC	0x07FC		[Hatched]				

■ Reserved Bits

R/W : Read/Write

W : Write Only

Figure 3-5 IO Memory Map

3.5 Addressing Modes

The DSP3210 supports several data access or addressing modes including immediate, memory-direct, register-direct, register-indirect, and register-indirect with postmodification. The addressing modes allowed for each type of instruction are shown in Table 3-2. CA data move instructions, which are used to load CAU registers, support the greatest number of addressing modes and therefore have the most flexibility. The remainder of the instruction types support fewer addressing modes are more tailored to the intended use of the instruction. See Section 4 Instruction Set for more information about each instruction. This section describes the DSP3210 addressing modes.

Table 3-2 Addressing Modes Allowed in Each Instruction Type

Addressing Mode	Instruction Type			
	CA Data Move Group (CAU Reg)	CA Data Move Group (I/O Reg)	CA Arithmetic/Logic Group	DA M/A and Special Func.
Short Immediate	Yes			
24-bit Immediate	Yes			
Memory Direct	Yes			
CAU Register Direct	Yes	Yes	Yes	
IO Register Direct	Yes			
DAU Register Direct				Yes
Register Indirect	Yes	Yes		Yes
Register Indirect with Postmodification	Yes	Yes		Yes

3.5.1 Short Immediate

Notation: **N** (16-bit)

In the short immediate addressing mode, the value **N**, a 16-bit 2's complement integer, is supplied by the instruction, and **N** is MSB-extended to 32-bits.

3.5.2 24-bit Immediate

Notation: **M** (24-bit)

In the 24-bit immediate addressing mode, the value **M**, a 24-bit unsigned integer, is supplied by the instruction, and **M** is zero-extended to 32-bits.

3.5.3 CAU Register (rN) Direct

Notation: **rN** (N=0-22)

In the CAU register direct mode, the operand is a CAU register specified by the instruction.

3.5.4 IO Register (iorN) Direct

Notation: **iorN** (N=1-15)

In the I/O register direct mode, the operand is an IO register specified by the instruction.

3.5.5 DAU Register (aN) Direct

Notation: **aN** (N=0-3)

In the DAU register direct mode, the operand is a DAU register specified by the instruction.

3.5.6 Memory Direct

Notation: ***L** (16-bit)

In the memory direct addressing mode, the value **L**, a 16-bit unsigned integer, is supplied by the instruction. The effective address is formed such that it always points to the 64K bytes of on-chip memory space. Therefore, when C/PN =1, the upper sixteen bits of the effective address are 0x0000, and when C/PN=1, the upper 16 bits of the effective address are 0x5003.

3.5.7 Register Indirect

Notation: *rP (P=0-22 for CA instructions,
P=1-14 for DA instructions)

In the register indirect addressing mode, the operand is in memory and the address of the operand is in the register specified by the instruction. This register is referred to as a pointer register. The set of registers that can be used for this addressing mode is dependent on the instruction type. For all CA Data Move instructions, CAU registers r0—r22 can be used as pointer registers. For all DA instructions, CAU registers r1—r14 can be used as pointer registers.

3.5.8 Register Indirect with Postmodification

Notation:	$*rP++$	post-increment
	$*rP--$	post-decrement
	$*rP++rl$	post-modify by value in register rl (P=0—22 and l=0—22 for CA instructions, P=1—14 and l=15—19 for DA instructions)

In the register indirect addressing mode with postmodification, the operand is in memory and the address of the operand is in the register specified by the instruction, rP. This register is referred to as a pointer register. After the operand address is used, it is modified by ± 1 , ± 2 , ± 4 , or the value in register rl. rl is referred to as an increment register. The post-increment mode modifies the pointer register by +1, +2, or +4 depending on the operand size: byte, half-word, or word. The post-decrement mode modifies the pointer register by -1, -2, or -4 depending on the operand size: byte, half-word, or word. The post-modify by register mode modifies the pointer register by the value in the increment register rl. rl is a 2's complement 32-bit integer. The set of registers, pointers, and increments that can be used for this addressing mode is dependent on the instruction type. For all CA Data Move instructions, CAU registers r0—r22 can be used as pointer registers or increment registers. For all DA instructions, CAU registers r1—r14 can be used as pointer registers, and CAU registers r15—19 can be used as increment registers. If the pointer register is the stack pointer, the operand size is always long word and the post-increment and post-decrement is always by 4 to keep the stack pointer aligned to a word boundary.

3.5.9 Other Addressing Modes

- The 32-bit immediate addressing mode is achieved by using the two instruction sequences:
 $rD = N$,
 $rD = rS \ll |N|$.
 - The indexed or base plus displacement mode is achieved by using the instruction $rD = rS + N$ and then performing register indirect addressing using rD.
 - The relative modes are achieved by using the program counter in the instruction $rD = pc + rS$ and then performing register-indirect addressing using rD. rS contains the offset from the pc.
 - The memory indirect mode is achieved using the instruction $rD = MEM$ and then performing register indirect addressing using rD.
 - The bit-reversed addressing mode is achieved by using the carry-reverse add function, $rD = rD \# rS$, and then performing register indirect addressing using rD.

—The modulo addressing mode is achieved by using a two instruction sequence following a postmodification by an increment value. Addresses for the beginning and end locations of the circular buffer are placed in registers.

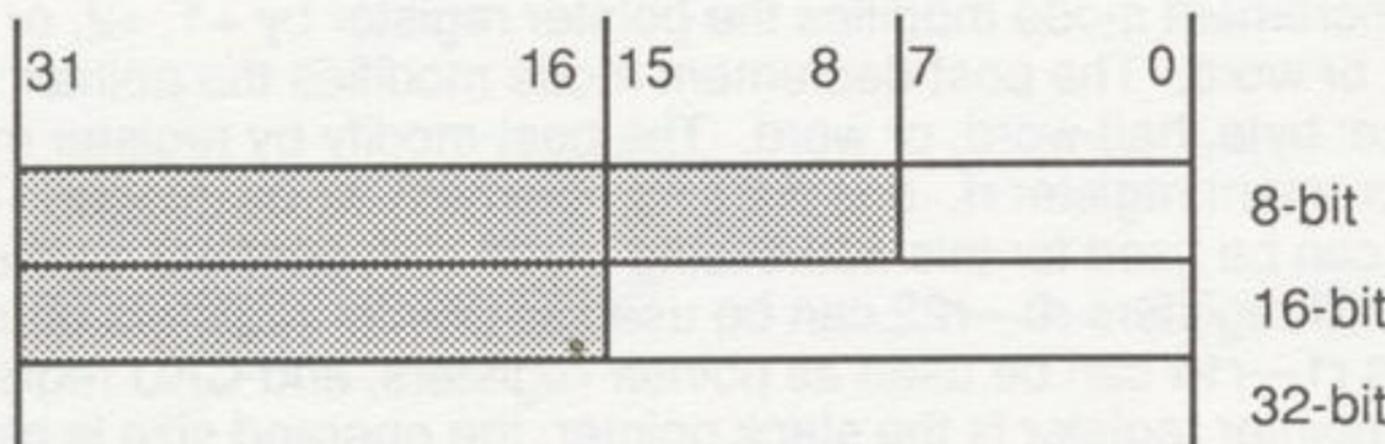
With:

r1=start_address
r2=end_address
r3=current pointer
r15=increment (step) value
r4=temporary register

Perform postmodification on r3 as usual: $a0 = *r3++ + r15$
Two instruction cycles for modulus operation: $r4 = r3 - r2$
 $\text{if}(pl) r3 = r1 + r4$

3.6 IO Registers

The IO register set includes control registers and data registers. IO registers vary in size according to their function. IO registers can be 8-bit, 16-bit, or 32-bit registers. The organization of data in the three sizes of registers is:



■ Reserved

In general, IO registers are a fixed size and must be read and written using the corresponding size indicator. The IO register set consists of:

IO#	Name	Size
ior0	ps	16-bit
ior8	emr	16-bit
ior12	pcw	16-bit
ior14	dauc	8-bit
ior15	ctr	8-bit

Note: Some IO registers have reserved bits for future definition. Those particular bits must be written as zeros for future compatibility.