PSG32

Table of Contents

[Overview 3](#_Toc200130970)

[Features 3](#_Toc200130971)

[Core Hierarchy 4](#_Toc200130972)

[Clocks 5](#_Toc200130973)

[Computing Frequency Resolution 5](#_Toc200130974)

[Maximum Frequency Generated 5](#_Toc200130975)

[Example Tone Frequency Calc. 5](#_Toc200130976)

[Registers 6](#_Toc200130977)

[Frequency Register 8](#_Toc200130978)

[Pulse Width Register 8](#_Toc200130979)

[Control Register 8](#_Toc200130980)

[ADSR Register 9](#_Toc200130981)

[Wave Table Base Address 11](#_Toc200130982)

[Global Registers 11](#_Toc200130983)

[Interrupt Enable 11](#_Toc200130984)

[Interrupt Occurred 12](#_Toc200130985)

[Playback Ended Status 12](#_Toc200130986)

[I/O Ports 12](#_Toc200130987)

[Operation: 14](#_Toc200130988)

[Frequency Synthesis 14](#_Toc200130989)

[Wave Table 14](#_Toc200130990)

[Filter 14](#_Toc200130991)

[Filter Sample Frequency 14](#_Toc200130992)

[Taps 14](#_Toc200130993)

[Filter Coefficients 14](#_Toc200130994)

[Filter Output 15](#_Toc200130995)

[Software Sample 16](#_Toc200130996)

[WISHBONE Compatibility Datasheet 17](#_Toc200130997)

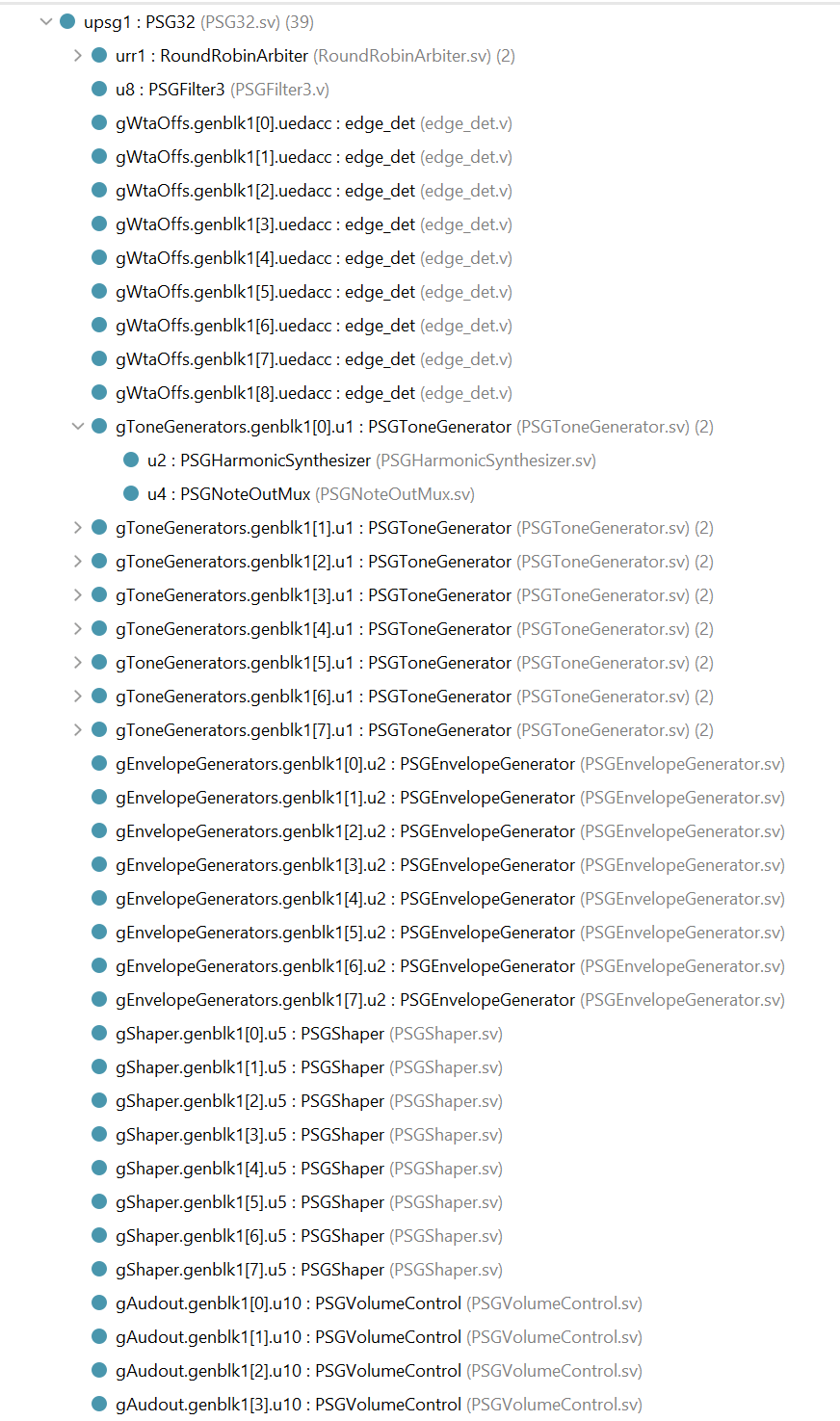
# Overview

PSG32 is an audio interface circuit (sound interface device) for use within a programmable system to interface the system to an audio output. It supports eight ADSR audio output channels with a wavetable option and a single input channel. The wave table option allows arbitrary waveforms to be played.

# Features

* eight ADSR / wave table channels (“voices”)
* programmable frequency and pulse width control
* 0.02328 Hz frequency resolution (with 100.0MHz reference clock)
* attack, decay, sustain and release
* test, ringmod, sync and gate controls
* six voice types: triangle, sawtooth, pulse, noise and wave
* frequency modulation
* digital exponential decay and release modelling (2\*\*n)
* 31 tap digital FIR filter

# Core Hierarchy



# Clocks

The PSG32 core uses two clocks. The first of which is the system bus clock. The second clock is a 100MHz timing reference clock. The 100MHz reference clock is used during tone and the envelope generation. In order to have consistent values for frequency settings and envelope settings between systems a 100MHz reference clock should be used.

## Computing Frequency Resolution

The frequency resolution depends on the reference clock used. 32-bit harmonic synthesizers are used as frequency generators. The minimum frequency resolution is then the clock frequency divided by 2^32. For a 100MHz clock this would be 100MHz/(2^32) = 0.02328 Hz.

## Maximum Frequency Generated

The maximum frequency that can be generated is 2^20 \* the minimum frequency resolution. For a 100MHz clock this would be 24.4kHz.

## Example Tone Frequency Calc.

For a tone of 1kHz with a 100MHz clock, the value needed in the frequency control register is 1kHz/0.02328 = 42950.

# Registers

Registers are selected with the s\_cs\_i input port. A 512 byte register range is required. All register read / write operations are 32 bit. A block of eight registers is used for each channel.

|  |  |
| --- | --- |
| Registers | Channel |
| 00 to 1C | Output channel 0 |
| 20 to 3C | Output channel 1 |
| 40 to 5C | Output channel 2 |
| 60 to 7C | Output channel 3 |
| 80 to 9C | Output channel 4 |
| A0 to BC | Output channel 5 |
| C0 to DC | Output channel 6 |
| E0 to FC | Output channel 7 |
| 100 to 11C | Input Channel |
| 120 to 13C | Global control regs |
| 140 to 17C | reserved |
| 180 to 1FC | Filter coefficients |

There are two views of the channel registers depending on whether the ADSR generator or a wave sample table is used. This is controlled by the voice type – the control register is in common between the views.

ADSR view

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| reg | Bits | | | | | | R/W | Brief |  |
| 00 | ~10 | | | Frequency22 | | | R/W | tone frequency |  |
| 04 | ~10 | | | Pulse Width22 | | | R/W | pulse width |  |
| 08 | R------- ----oooo trsgFef- vvvvvv-a | | | | | | R/W | Control |  |
| 0C | ~3 | | Attack29 | | | | R/W | Attack |  |
| 10 | ~2 | Decay30 | | | | | R/W | Decay |  |
| 14 | ~24 | | | | Sustain8 | | R/W | **s**ustain |  |
| 18 | ~8 | | | Release24 | | | R/W | release |  |
| 1C | ~31…5 | | | | | 05 | R/W | Not used |  |

Wave Table View

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| reg | Bits | | | | | | R/W | Brief |  |
| 00 | ~10 | | | Frequency22 | | | R/W | playback rate |  |
| 04 | ~10 | | | ~22 | | | R/W | Not used |  |
| 08 | R------- ----oooo trsgFef- 000001-- | | | | | | R/W | control |  |
| 0C | ~3 | | ~29 | | | | R/W | Not used |  |
| 10 | ~2 | ~30 | | | | | R/W | Not used |  |
| 14 | ~24 | | | | Volume8 | | R/W | volume |  |
| 18 | Length32 | | | | | | R/W | Sample length |  |
| 1C | Address31…5 | | | | | 05 | R/W | Sample base address |  |

Global Registers

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 120 | -------- -------- -------- ----mmmm | R/W | master volume |  |
| 124 | nnnnnnnn nnnnnnnn nnnnnnnn nnnnnnnn | R | Osc7 oscillator 7 output |  |
| 128 | ----------- nnnnnnnn | R | Env7 envelope 7 output |  |
| 12C | -sss-sss-sss-sss -sss-sss-sss-sss | R | envelope state |  |
| 130 | ----oooo -------- RRRRRRRR RRRRRRR | R/W | filter control, sample rate divider |  |
| 134 | -------- -------- -------i oooooooo | R/W | Interrupt enable |  |
| 138 | -------- -------- -------i oooooooo | R/W | Interrupt occurred |  |
| 13C | -------- -------- -------i oooooooo | R/W | Playback ended |  |

Filter Co-efficients

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 180-1F8 | -------- -------- s---kkkk kkkkkkkk | | | W | filter coefficients | |  |
|  |  |  |  | | |  | |

## Frequency Register

This register sets the tone frequency for the voice or the audio playback frequency for samples. To set the frequency specify a value that is a multiple of the base frequency step. For example, for an 800 Hz tone with a 100MHz clock, 800/0.02328 = 34360 would need to be specified.

For 22kHz audio playback, 947040 would be specified (22.050e6/0.02328).

## Pulse Width Register

This register controls the pulse-width when the pulse output waveform is selected. Pulse frequency is controlled by the frequency register.

## Control Register

‘R’ bit is a software reset bit for the envelope generator, automatically clears

‘o’ bits enable the output for the voice. Each channel may be routed to any output.

‘F’ bit enables frequency modulation by the output of the previous voice.

‘e’ bit when set routes the tone generator through the envelope generator. When clear the raw tone generator is used without an envelope. This is primarily for debugging.

‘f’ bit tells the sound generator to route the voice’s output to the filter

‘vvvvvv’ sets the output voice type

101000 = reverse sawtooth

010000 = triangle wave

001000 = sawtooth wave

000100 = pulse (or possibly square)

000010 = noise

000001 = wave

‘g’ bit ‘gates’ the envelop generator which when set causes it to begin generating the envelope for the voice. When the gate is turned off, the envelope generator enters the release phase.

## ADSR Register

‘a’ - Attack

The attack code controls the attack rate of the sound envelope. The attack slope is triggered when the gate signal is activated. The envelope travels from a zero level to it’s peak during the attack phase.

The value required in the rate register can be calculated as:

reg value = 1/((1/clock frequency)/desired time)

Example: reg value = 1/((1/100e6) / 2e-3)

= 200000

Some typical attack values:

|  |  |
| --- | --- |
| Rate Divider | Attack Time |
| 200000 | 2 ms |
| 800000 | 8 ms |
| 1600000 | 16 ms |
| 2400000 | 24 ms |
|  | 38 ms |
|  | 56 ms |
|  | 68 ms |
|  | 80 ms |
|  | 100 ms |
|  | 239 ms |
|  | 500 ms |
| 80000000 | 800 ms |
|  | 1 s |
|  | 3.2 s |
|  | 5.3 s |
| 800000000 | 8 s |

‘d’ = Decay

The decay code controls the decay rate of the sound envelope just after the peak has been reached from the attack phase. The envelop decays from it’s peak value down to the value set by the sustain code.

The value required in the rate register can be calculated as:

reg value = 1/((1/clock frequency)/desired time)/256

Example: reg value = 1/((1/100e6) / 2e-3)/256

= 390.625

|  |  |
| --- | --- |
| Rate Divider | Decay/Release Time |
| 2344 | 6 ms |
| 9376 | 24 ms |
|  | 48 ms |
|  | 72 ms |
|  | 114 ms |
|  | 168 ms |
|  | 204 ms |
|  | 240 ms |
|  | 300 ms |
|  | 750 ms |
|  | 1.5 s |
|  | 2.4 s |
|  | 3.0 s |
|  | 9.0 s |
|  | 15.0 s |
| 9375000 | 24.0 s |

‘s’ = Sustain

Sustain sets the signal level at which the signal is ‘sustained’ relative to it’s peak value. There are 255 sustain levels from 0x0 to 0xFF with 0x0 being the lowest and 0xFF the maximum.

‘r’ = Release

The release code controls the rate at which the signal is ‘released’ after the gate is turned off. When the gate signal is made inactive, the release phase of the ADSR envelope begins. This is an exponential of 2 release.

|  |  |
| --- | --- |
| Rate Divider | Decay/Release Time |
|  | 6 ms |
|  | 24 ms |
|  | 48 ms |
|  | 72 ms |
|  | 114 ms |
|  | 168 ms |
|  | 204 ms |
|  | 240 ms |
|  | 300 ms |
|  | 750 ms |
|  | 1.5 s |
|  | 2.4 s |
|  | 3.0 s |
|  | 9.0 s |
|  | 15.0 s |
|  | 24.0 s |

## Wave Table Base Address

This register sets the beginning address for the wave table scan. When this register is set, an internal address counter is reset to zero. The address counter will increment every time the accumulator crosses zero when generating the playback frequency. If the ‘a’ bit of the control register is set, then playback will automatically repeat when the sample length is reached.

## Global Registers

120h – VOL – master volume.

12Ch - ES – reflects the envelope state for each of the four envelope generators.

|  |  |
| --- | --- |
| SSS | Envelope State |
| 0 | IDLE |
| 1 | ATTACK |
| 2 | DECAY |
| 3 | SUSTAIN |
| 4 | RELEASE |
| 5-7 | reserved |

### Interrupt Enable

‘o’ enables an interrupt for the channel when the audio playback is finished.

‘i’ enables an interrupt for when the audio input buffer is full.

### Interrupt Occurred

This register shows which interrupts occurred.

### Playback Ended Status

This register indicates the channels for which playback has ended. The bit is set automatically but must be cleared programmatically.

# I/O Ports

I/O is via a standard WISHBONE slave port with the addition of a circuit select line. An additional WISHBONE master port is used to access the wave table memory. All register accesses are 32 bit word wide accesses. The master port is 256-bits wide.

Reading the PSG has a three cycle latency before the core responds with an ack. Writing the PSG is single cycle.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Wid | I/O | Description |  |
| rst\_i | 1 | I | This is the active high reset signal |  |
| clk\_i | 1 | I | system bus clock |  |
| clk100\_i | 1 | I | 100MHz timing reference clock |  |
| s\_cs\_i | 1 | I | circuit select |  |
| s\_cyc\_i | 1 | I | cycle active |  |
| s\_stb\_i | 1 | I | data strobe |  |
| s\_ack\_o | 1 | O | data transfer acknowledge |  |
| s\_we\_i | 1 | I | write cycle |  |
| s\_adr\_i | 9 | I | decode / register address, the two LSB’s are not used in the core but must still be supplied. |  |
| s\_dat\_i | 32 | I | data input |  |
| s\_dat\_o | 32 | O | data output |  |
|  |  |  |  |  |
| m\_cyc\_o | 1 | O | Cycle active |  |
| m\_stb\_o | 1 | O | Data strobe |  |
| m\_ack\_i | 1 | I | Data transfer acknowledge |  |
| m\_we\_o | 1 | O | Write cycle |  |
| m\_sel\_o | 32 | O | Byte lane selects |  |
| m\_adr\_o | 32 | O | master address for wave table memory |  |
| m\_dat\_i | 256 | I | master data input from wave table memory |  |
| m\_dat\_o | 256 | O | Master data output to wave table |  |
|  |  |  |  |  |
| aud0\_o | 16 | O | 16 bit audio output |  |
| aud1\_o | 16 | O |  |  |
| aud2\_o | 16 | O |  |  |
| aud3\_o | 16 | O |  |  |
| aud\_i | 16 | I |  |  |

# Operation:

## Frequency Synthesis

The PSG uses a harmonic frequency synthesizer with a 32 bit accumulator. This gives the generator a base frequency step of 0.02328Hz. (100e6 / 2^32). The upper bits of the accumulator are used as a source for audio waves.

## Wave Table

The wave table may be located in main memory.

The PSG uses the tone generator accumulator to set the playback frequency at which to read.

## Filter

The filter is a time domain multiplexed (TDM) filter in order to conserve resources. A digital FIR (finite impulse response) filter is used.

### Filter Sample Frequency

The filter’s sampling frequency is one of the characteristics controlling filter output. The sampling frequency factors into the calculations for the filter coefficients.

The sample frequency of the filter may be set using a sixteen-bit control register which contains a clock divider value. This register is provided to make it easier to use the same filter coefficients in systems with different clock rates. The filter sample rate should be set to a rate substantially higher than the highest frequency to be filtered. For example 100kHz. To get a 100kHz sample rate from a 100MHz reference clock the clock needs to be divided by 1000. So the clock rate divider (CRD) register should be set to 1000.

### Taps

The filter contains a number of taps, which are points at which filter coefficients are applied to the input signal. The filter has a fixed number of 31 taps. Filter coefficients must be supplied for each tap.

### Filter Coefficients

The filter coefficients control the resulting type of filter (low pass, band pass, high pass, band stop) and the frequency response of the filter. The filter coefficients are 12 fractional bits plus a sign bit. Filter coefficients range in value from -.9999 to +.9999

### Filter Output

The output channel filtered audio appears on can be set with the ‘oooo’ bits of the filter control register.

# Software Sample

|  |
| --- |
| ;----------------------------------------------------------------------------  ; Beep: a 800Hz tone for 1 sec.  ; Using a 37.5MHz bus clock.  ;----------------------------------------------------------------------------  beep:  tgt  mark1  ldi r5,#$FFD50000  lea r1,$B0[r5]  ldi r1,#$FF  stt r1,$B0[r5] ; set volume to 100%  ldi r1,#91626 ; 800Hz  stt r1,$00[r5] ; frequency 0  ldi r1,#200 ; attack  stt r1,$0C[r5]  ldi r1,#100 ; decay  stt r1,$10[r5]  ldi r1,#$80 ; 128 sustain level  stt r1,$14[r5] ;  ldi r1,#500 ; release  stt r1,$18[r5]  ldi r1,#$1504 ; gate, output, triangle wave  stt r1,$008[r5]  csrrw r2,#2,r0 ; get tick  add r1,r2,#37500000  .ipsg1:  csrrw r2,#2,r0  bltu r2,r1,.ipsg1  ldi r1,#$0000  stt r1,$008[r5] ; turn off gate  ret |

# WISHBONE Compatibility Datasheet

The PSG core may be directly interfaced to a WISHBONE compatible bus.

|  |  |  |
| --- | --- | --- |
| WISHBONE Datasheet  WISHBONE SoC Architecture Specification, Revision B.3 | | |
|  |  | |
| Description: | Specifications: | |
| General Description: | PSG32 – programmable ADSR sound generator | |
| Supported Cycles: | SLAVE, READ / WRITE  SLAVE, BLOCK READ / WRITE  SLAVE, RMW | |
| Data port, size:  Data port, granularity:  Data port, maximum operand size:  Data transfer ordering:  Data transfer sequencing | 32 bit  32 bit  32 bit  Little Endian  any (undefined) | |
| Clock frequency constraints: | 16 MHz minimum to 300 MHz maximum | |
| Supported signal list and cross reference to equivalent WISHBONE signals | Signal Name:  ack\_o  adr\_i(7:0)  clk\_i  dat\_i(31:0)  dat\_o(31:0)  cyc\_i  stb\_i  we\_i | WISHBONE Equiv.  ACK\_O  ADR\_I()  CLK\_I  DAT\_I()  DAT\_O()  CYC\_I  STB\_I  WE\_I |
| Special Requirements: |  | |