### **Design of Digital Signal Processor**

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### **Objective:**

To design a Digital Signal Processor with reference processor as TMS320C25 in Verilog.

TMS320C25 is a 16 bit fixed point digital signal processor. TMS320C25 has on-chip RAM of 544 words (16 bit word), Program memory of 4K words. The TMS320 family optimizes speed by implementing functions in hardware that other processors implement through software or microcode. TMS320C25 is capable of executing 10 million instructions per second. It has 8 auxiliary registers, 8 level hardware stack and a bit-reversed indexing mode.

In this project, a digital signal based on TMS320C25 processor, with some modifications are implemented. Our Digital signal processor does not implement some features of TMS320C25 for simplification of the problem such as Serial port, On-chip timer, Synchronization input for synchronous multiprocessor configurations, and Global data memory interface.

### Architecture:

This DSP processor implements Harvard-type architecture that maximizes the processing power by maintaining two separate buses program and data which allows accessing both memories simultaneously for speed execution. Also, one of the advantages in TMS320C25 is that a block of memory can be configured as either program memory or data memory. This allows more flexibility in programming this DSP Processor.

### **On-chip Memory:**

The program memory has on-chip memory of 4K words (4096x16). Data memory has RAM blocks B0, B1 and B2 with 256, 256, 32 words of memory respectively. While the Processor access the on-chip memory, processor does not need wait states since on-chip memory is fast. In this processor, the external memory access in not considered. The RAM block B0 can be configured as program memory using CNFP instruction and configured as Data memory using CNFD instruction. Whenever it is configured as program memory, it cannot be accessed from Data bus and vice versa.

The memory is address using direct addressing (Instruction LSB 7-bits and Data page Pointer 9-bits) and indirect addressing using Auxiliary registers. Up to eight levels of hardware stack are provided for saving the contents of the program counter during interrupts and subroutine calls.

### Arithmetic and Logic Unit:

The processor has 32-bit ALU and 32-bit accumulator. The ALU can perform 32 bit 2's complement arithmetic operations, with one operand as 32-bit accumulator and other operand may be from T register, P register or Data memory. The result of the ALU operation is always stored in the accumulator. The 32-bit accumulator is split into two 16-bit registers (ACC high and ACC low).

### The functional block diagram of the TMS320C25 processor:



#### LEGEND:

ACCH Accumulator high =

ACCL Accumulator low

- ALU Arithmetic logic unit ARAU
- = Auxiliary register arithmetic unitMCS ARB Auxiliary register pointer buffer =
- ARP Auxiliary register pointer =
- DP =
- Data memory page pointer Serial port data receive registerTIM DRR =
- DXR Serial port data transmit register =
- Interrupt flag register = = Interrupt mask register
- Instruction register =

IFR

IMR

QIR

PR

=

TR

PRD

IR

=

- Microcall stack
- Queue instruction register =
- = Product register
- Period register for timer =
- ST0, ST1 Timer
- = Temporary register
- Program counter = = Prefetch counter
- Repeat instruction counter =
- Global memory allocation register
- = Serial port receive shift register
- = Serial port transmit shift register
  - Auxiliary registers
- Status registers =
- Carry bit
- =

=

PC

=

GREG

PFC

RSR

XSR

С

AR0-AR7

RPTC

### Multiplier:

A dedicated hardware multiplier is capable of multiplying two 16-bit signed numbers. The numbers can be in 2's complement form and the one of the operands is stored in T register. The other operand can be taken from either program memory or Data bus. The result of the product is stored in 32-bit PR product register. With multiply and accumulate instructions, the fast on-chip multiplier allows the device to perform efficiently the fundamental DSP operations such as convolution, correlation, and filtering.

### Shifters:

Apart from the shifter inside ALU, this processor has 3 different shifters. One of the shifter is next to 32bit PR product register in order to shift left the multiplied result by (-6,0,1,4) bits. Another Shifter is between Data bus and the ALU. This shifter shifts the data from data memory before it is taken as 32-bit operand to ALU. This shifter can shift the data left in range (0 to 16). There is one more shifter after ALU which shifts the 16 bit data from ACC high or ACC low before stored into the data memory.

### **Auxiliary Registers Unit:**

The processor contains 8 auxiliary registers of 16 bit width. These registers are indexed using ARP (Auxiliary Register pointer). This unit has a dedicated Arithmetic unit capable of doing Addition, Subtraction, increment, decrement and reverse carry propagated Addition. The reverse carry propagation is very useful for bit reverse addressing which is needed for FFT algorithms.

### **Instruction Set:**

TMS320C25 has following types of instructions.

- Accumulator and Memory reference instructions,
- Auxiliary Registers and Data Page pointer instructions.
- T register, P register, and Multiply instructions
- Branch/Call instructions
- I/O and data memory operations
- Control instructions

Out of above types of instructions, the I/O and data memory operations are not implemented in our DSP processor. The Arithmetic instruction has all the necessary functions such as Addition, Subtraction, Logical operations, for both in unsigned and signed mode with direct and indirect memory addressing. Status Register STO and ST1 provide a great deal of control flow using various control & Branch instructions. Multiply and Accumulate instructions such as MAC, MACD, MPYA, SQRA, SQRS, provide improved flexibility and speed for Digital filter applications.

### **References:**

- 1) TMS320C2x User Guide(SPRU014C), Texas instruments, October 1992.
- 2) TMS320C25 Digital signal processor Datasheet.
- 3) "Implementation of Texas Instruments TMS32010 DSP Processor on Altera FPGA," GSPx 2004, Santa Clara, CA, September 27-30, 2004.
- 4) John P. Hayes, "Computer Architecture and Organization", Third Edition, 1998

# Design of Simple DSP Processor

# DSP Architectures and Embedded systems

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## TMS320C25

- 16-bit fixed point DSP core
- Single-cycle multiply/accumulate instructions
- on-chip RAM blocks (Program, Data)
- eight auxiliary registers with a dedicated arithmetic unit
- 80 ns Instruction Cycle time
- Interrupts, serial IO, Hardware Timer, Multi-Processor Support (Not Implemented)

## **DSP** Architecture



## Central Arithmetic-Logic Unit

- 16-bit parallel shifter
- 32-bit arithmetic and logical operations
- 16 x 16 bit parallel multiplier with a 32-bit product
- 32-bit accumulator with output shifter
- Single-cycle Multiply-and-Accumulate instructions



## ARAU

- 8 16-bit registers for indirect addressing or temporary data storage
- 16-bit Auxiliary Register Arithmetic Unit including operations with reversed-carry propagation
- ARB during interrupt & function calls



## Memory Addressing

**Direct Addressing** 

Data Address (16 bits) = DP(9 bits) + 7 LSBs of IR

### Indirect addressing mode

both Address calculation and CALU Operation can be done in parallel. Increment, Decrement

- Addition/Subtraction
- **Reverse Carry** ٠ Addition/Subtraction Instruction Change ARP Direct Addressing Opcode dma DP 9 16 Operand Instruction Indirect Addressing Opcode ARP 3 16 AR (ARP) Operand Instruction Immediate Operand Opcode Operand PC Instruction or Operand PC+1

## **Memory Organization**



## Synthesis Results

Maximum Frequency: 217.014MHz Number of 4 input LUTs used: 20 out of 9312 4 cycles per instruction – 20 ns Instruction cycle (approx)

Hardware Invoked	count
single-port RAM	3(1024x16-bit , 4096x16-bit, 8x16-bit)
16x16-bit multiplier	1
Adders/Subtractors	10 (five 16-bit, five 32-bit)
3-bit updown counter	1
8-bit down counter	1
Comparators	4
Multiplexers	5
32-bit shifter	2
16-bit tristate buffer	2
32-bit xor2	1
Registers	318
	EE5030

<u>Control Unit - FSM</u> States 14 Transitions 63 Inputs 49 Outputs 11

## Conclusion

- Shifters before and after CALU is very useful in scaling & other arithmetic operations. ARAU acts as parallel arithmetic unit.
- Adders, Comparators can be re-used.
- Digital signal processing (adaptive filtering, FFT, DHT, & other transforms)
- Various embedded data-intensive systems

## **Future Work**

- o FPGA optimized Barrel Shifters, Adders, Multiplier
- o Interrupts
- Pipelining
- o Serial IO and Timer
- Multi-Processor Support
- Concurrent DMA using HOLD operation.

## References

- TMS320C2x User Guide (SPRU014.pdf)
- TMS320C25 Datasheet
- "Implementation of Texas Instruments TMS32010 DSP Processor on Altera FPGA," GSPx 2004, Santa Clara, CA, September 27-30, 2004.