

Contents

CHAPTER 1 INTRODUCTION

1.1	OVERVIEW	1-1
1.1.1	Functional Units	1-1
1.1.2	Memory And System Interface	1-3
1.1.3	Instruction Set	1-4
1.1.4	DSP Performance	1-4
1.2	CORE ARCHITECTURE	1-5
1.2.1	Computational Units	1-6
1.2.2	Address Generators & Program Sequencer	1-7
1.2.3	Buses	1-8
1.3	ON-CHIP PERIPHERALS	1-8
1.3.1	Serial Ports	1-8
1.3.2	Timer	1-9
1.3.3	Host Interface Port	1-9
1.3.4	DMA Ports	1-9
1.3.5	Analog Interface	1-10
1.4	ADSP-2100 FAMILY DEVELOPMENT TOOLS	1-10
1.5	ORGANIZATION OF THIS MANUAL	1-11

CHAPTER 2 COMPUTATIONAL UNITS

2.1	OVERVIEW	2-1
2.1.1	Binary String	2-1
2.1.2	Unsigned	2-1
2.1.3	Signed Numbers: Twos-Complement	2-1
2.1.4	Fractional Representation: 1.15	2-2
2.1.5	ALU Arithmetic	2-2
2.1.6	MAC Arithmetic	2-3
2.1.7	Shifter Arithmetic	2-3
2.1.8	Summary	2-4
2.2	ARITHMETIC/LOGIC UNIT (ALU)	2-5
2.2.1	ALU Block Diagram Discussion	2-5
2.2.2	Standard Functions	2-7
2.2.3	ALU Input/Output Registers	2-8
2.2.4	Multiprecision Capability	2-8
2.2.5	ALU Saturation Mode	2-8
2.2.6	ALU Overflow Latch Mode	2-9

Contents

2.2.7	Division	2-9
2.2.8	ALU Status	2-13
2.3	MULTIPLIER/ ACCUMULATOR (MAC)	2-13
2.3.1	MAC Block Diagram Discussion	2-13
2.3.2	MAC Operations	2-16
2.3.2.1	Standard Functions	2-16
2.3.2.2	Input Formats	2-18
2.3.2.3	MAC Input/Output Registers	2-18
2.3.2.4	MR Register Operation	2-18
2.3.2.5	MAC Overflow And Saturation	2-19
2.3.2.6	Rounding Mode	2-20
2.3.2.7	Biased Rounding (ADSP-217x/218x/21msp5x)	2-21
2.4	BARREL SHIFTER	2-22
2.4.1	Shifter Block Diagram Discussion	2-22
2.4.2	Shifter Operations	2-28
2.4.2.1	Shifter Input/Output Registers	2-28
2.4.2.2	Derive Block Exponent	2-29
2.4.2.3	Immediate Shifts	2-30
2.4.2.4	Denormalize	2-31
2.4.2.5	Normalize	2-33

CHAPTER 3 PROGRAM CONTROL

3.1	OVERVIEW	3-1
3.2	PROGRAM SEQUENCER	3-1
3.2.1	Next Address Select Logic	3-3
3.2.2	Program Counter & PC Stack	3-4
3.2.3	Loop Counter & Stack	3-4
3.2.4	Loop Comparator & Stack	3-5
3.3	PROGRAM CONTROL INSTRUCTIONS	3-8
3.3.1	JUMP Instruction	3-8
3.3.1.1	Register Indirect JUMPs	3-8
3.3.2	CALL Instruction	3-9
3.3.3	DO UNTIL Loops	3-9
3.3.4	IDLE Instruction	3-10
3.3.4.1	Slow IDLE	3-10
3.4	INTERRUPTS	3-11
3.4.1	Interrupt Servicing Sequence	3-14
3.4.2	Configuring Interrupts	3-14
3.4.2.1	Interrupt Control Register (ICNTL)	3-15
3.4.2.2	Interrupt Mask Register (IMASK)	3-16
3.4.2.3	Global Enable/Disable For Interrupts	3-17
3.4.2.4	Interrupt Force & Clear Register (IFC)	3-18
3.4.3	Interrupt Latency	3-18
3.4.3.1	Timer Interrupt Latency (ADSP-2101/2105/2111/2115)	3-19

Contents

3.5	STATUS REGISTERS & STATUS STACK	3-20
3.5.1	Arithmetic Status Register (ASTAT)	3-20
3.5.2	Stack Status Register (SSTAT)	3-21
3.5.3	Mode Status Register (MSTAT)	3-22
3.6	CONDITIONAL INSTRUCTIONS	3-24
3.7	TOPPCSTACK	3-25
3.7.1	TOPPCSTACK Restrictions	3-27

CHAPTER 4 DATA TRANSFER

4.1	OVERVIEW	4-1
4.2	DATA ADDRESS GENERATORS (DAGS)	4-1
4.2.1	DAG Registers	4-1
4.2.2	Indirect Addressing	4-3
4.2.2.1	Initialize L Registers To 0 For Non-Circular Addressing	4-3
4.2.3	Modulo Addressing (Circular Buffers)	4-4
4.2.4	Calculating The Base Address	4-5
4.2.4.1	Circular Buffer Base Address Example 1	4-5
4.2.4.2	Circular Buffer Base Address Example 2	4-5
4.2.4.3	Circular Buffer Operation Example 1	4-5
4.2.4.4	Circular Buffer Operation Example 2	4-6
4.2.5	Bit-Reverse Addressing	4-6
4.3	PROGRAMMING DATA ACCESSES	4-7
4.3.1	Variables & Arrays	4-7
4.3.2	Circular Buffers	4-8
4.4	PMD-DMD BUS EXCHANGE	4-9
4.4.1	PMD-DMD Block Diagram Discussion	4-9

CHAPTER 5 SERIAL PORTS

5.1	OVERVIEW	5-1
5.2	BASIC SPORT DESCRIPTION	5-1
5.2.1	Interrupts	5-4
5.2.2	SPORT Operation	5-4
5.3	SPORT PROGRAMMING	5-4
5.3.1	SPORT Configuration	5-5
5.3.2	Receiving And Transmitting Data	5-6
5.4	SPORT ENABLE	5-7
5.5	SERIAL CLOCKS	5-8
5.6	WORD LENGTH	5-9
5.7	WORD FRAMING OPTIONS	5-10
5.7.1	Frame Synchronization	5-10
5.7.2	Frame Sync Signal Source	5-11
5.7.3	Normal And Alternate Framing Modes	5-13
5.7.4	Active High Or Active Low	5-14

Contents

5.8	CONFIGURATION EXAMPLE	5-15
5.9	TIMING EXAMPLES	5-16
5.10	COMPANDING AND DATA FORMAT	5-23
5.10.1	Companding Operation Example	5-24
5.10.2	Contention For Companding Hardware	5-25
5.10.3	Companding Internal Data	5-25
5.11	AUTOBUFFERING	5-26
5.11.1	Autobuffering Control Register	5-27
5.11.2	Autobuffering Example	5-28
5.12	MULTICHANNEL FUNCTION	5-30
5.12.1	Multichannel Setup	5-30
5.12.2	Multichannel Operation	5-32
5.13	SPORT TIMING CONSIDERATIONS	5-34
5.13.1	Companding Delay	5-34
5.13.2	Clock Synchronization Delay	5-34
5.13.2.1	Startup Timing	5-34
5.13.3	Internally Generated Frame Sync Timing	5-34
5.13.4	Transmit Interrupt Timing	5-36
5.13.5	Receive Interrupt Timing	5-36
5.13.6	Interrupt And Autobuffer Synchronization	5-38
5.13.7	Instruction Completion Latencies	5-38
5.13.8	Interrupt And Autobuffer Service Example	5-39
5.13.9	Receive Companding Latency	5-40
5.13.10	Interrupts With Autobuffering Enabled	5-41
5.13.11	Unusual Complications	5-42

CHAPTER 6 TIMER

6.1	OVERVIEW	6-1
6.2	TIMER ARCHITECTURE	6-1
6.3	RESOLUTION	6-3
6.4	TIMER OPERATION	6-3

Contents

CHAPTER 7 HOST INTERFACE PORT

7.1	OVERVIEW	7-1
7.2	HIP PIN SUMMARY	7-2
7.3	HIP FUNCTIONAL DESCRIPTION	7-4
7.4	HIP OPERATION	7-6
7.4.1	Polled Operation	7-7
7.4.1.1	HIP Status Synchronization	7-8
7.4.2	Interrupt-Driven Operation	7-9
7.4.3	HDR Overwrite Mode	7-9
7.4.4	Software Reset	7-10
7.5	HIP INTERRUPTS	7-10
7.6	HOST INTERFACE TIMING	7-11
7.7	BOOT LOADING THROUGH THE HIP	7-16

CHAPTER 8 ANALOG INTERFACE

8.1	OVERVIEW	8-1
8.2	A/D CONVERSION	8-2
8.2.1	Analog Input	8-2
8.2.2	ADC	8-3
8.2.2.1	Decimation Filter	8-4
8.2.2.2	High Pass Filter	8-5
8.3	D/A CONVERSION	8-6
8.3.1	DAC	8-6
8.3.1.1	High Pass Filter	8-6
8.3.1.2	Interpolation Filter	8-7
8.3.1.3	Analog Smoothing Filter & Programmable Gain Amp. ..	8-8
8.3.2	Differential Output Amplifier	8-8
8.4	OPERATING THE ANALOG INTERFACE	8-9
8.4.1	Memory-Mapped Control Registers	8-9
8.4.1.1	Analog Control Register	8-9
8.4.1.2	Analog Autobuffer/Powerdown Register	8-10
8.4.2	Memory-Mapped Data Registers	8-11
8.4.3	ADC & DAC Interrupts	8-12
8.4.3.1	Autobuffering Disabled	8-12
8.4.3.2	Autobuffering Enabled	8-13
8.5	CIRCUIT DESIGN CONSIDERATIONS	8-16
8.5.1	Analog Signal Input	8-16
8.5.2	Analog Signal Output	8-18
8.5.3	Voltage Reference Filter Capacitance	8-19

Contents

CHAPTER 9 SYSTEM INTERFACE

9.1	OVERVIEW	9-1
9.2	CLOCK SIGNALS.....	9-3
9.2.1	Synchronization Delay	9-3
9.2.2	1x & 1/2x Clock Considerations	9-4
9.3	RESET	9-4
9.4	SOFTWARE-FORCED REBOOTING	9-4
9.4.1	ADSP-2181 Register Values For BDMA Booting	9-13
9.5	EXTERNAL INTERRUPTS.....	9-14
9.5.1	Interrupt Sensitivity	9-14
9.6	FLAG PINS	9-15
9.7	POWERDOWN	9-17
9.7.1	Powerdown Control	9-18
9.7.2	Entering Powerdown	9-19
9.7.3	Exiting Powerdown	9-20
9.7.3.1	Ending Powerdown With The $\overline{\text{PWD}}$ Pin	9-20
9.7.3.2	Ending Powerdown With The $\overline{\text{RESET}}$ Pin	9-21
9.7.4	Startup Time After Powerdown	9-21
9.7.4.1	Systems Using An External TTL/CMOS Clock	9-21
9.7.4.2	Systems Using A Crystal/Internal Oscillator	9-22
9.7.5	Operation During Powerdown	9-23
9.7.5.1	Interrupts & Flags	9-23
9.7.5.2	SPORTS	9-23
9.7.5.3	HIP During Powerdown	9-24
9.7.5.4	IDMA Port During Powerdown (ADSP-2181)	9-25
9.7.5.5	BDMA Port During Powerdown (ADSP-2181)	9-26
9.7.5.6	Analog Interface (ADSP-21msp5x)	9-26
9.7.6	Conditions For Lowest Power Consumption	9-26
9.7.7	PWDACK Pin	9-29
9.7.8	Using Powerdown As A Non-Maskable Interrupt	9-30

CHAPTER 10 MEMORY INTERFACE

10.1	OVERVIEW	10-1
10.2	PROGRAM MEMORY INTERFACE	10-3
10.2.1	External Program Memory Read/Write	10-3
10.2.2	Program Memory Maps.....	10-5
10.2.3	ROM Program Memory Maps	10-6
10.3	DATA MEMORY INTERFACE	10-10
10.3.1	External Data Memory Read/Write	10-10
10.3.2	Data Memory Maps	10-11
10.3.3	Memory-Mapped Peripherals.....	10-14

Contents

10.4	BOOT MEMORY INTERFACE	10-15
10.4.1	Boot Pages	10-15
10.4.2	Powerup Boot & Software Reboot	10-16
10.4.3	Boot Memory Access	10-17
10.4.4	Boot Loading Sequence	10-17
10.5	BUS REQUEST/GRANT	10-21
10.6	ADSP-2181 MEMORY INTERFACES	10-23
10.6.1	ADSP-2181 Program Memory Interface	10-25
10.6.2	ADSP-2181 Data Memory Interface	10-30
10.6.3	ADSP-2181 Byte Memory Interface	10-32
10.6.4	ADSP-2181 I/O Memory Space	10-32
10.6.5	ADSP-2181 Composite Memory Select	10-35
10.6.6	External Memory Read – Overlays & I/O Memory	10-36
10.6.7	External Memory Write – Overlays & I/O Memory	10-37
10.7	MEMORY INTERFACE SUMMARY (ALL PROCESSORS) ...	10-37

CHAPTER 11 DMA PORTS

11.1	OVERVIEW	11-1
11.2	BDMA PORT	11-2
11.2.1	BDMA Port Functional Description	11-4
11.2.2	BDMA Control Registers	11-4
11.2.3	Byte Memory Word Formats	11-9
11.2.4	BDMA Booting	11-9
11.2.4.1	Development Software Features for BDMA Booting .	11-11
11.3	IDMA PORT	11-12
11.3.1	IDMA Port Pin Summary	11-12
11.3.2	IDMA Port Functional Description	11-14
11.3.3	Modifying Control Registers for IDMA	11-16
11.3.4	IDMA Timing	11-17
11.3.4.1	Address Latch Cycle	11-17
11.3.4.2	Long Read Cycle	11-18
11.3.4.3	Short Read Cycle	11-20
11.3.4.4	Long Write Cycle	11-21
11.3.4.5	Short Write Cycle	11-23
11.3.5	Boot Loading Through The IDMA Port	11-24
11.3.6	DMA Cycle Stealing, DMA Hold Offs, and $\overline{\text{IACK}}$	11-25

Contents

CHAPTER 12 PROGRAMMING MODEL

12.1	OVERVIEW	12-1
12.1.1	Data Address Generators	12-2
12.1.1.1	Always Initialize L Registers	12-2
12.1.2	Program Sequencer	12-4
12.1.2.1	Interrupts	12-4
12.1.2.2	Loop Counts	12-4
12.1.2.3	Status And Mode Bits	12-5
12.1.2.4	Stacks	12-5
12.1.3	Computational Units	12-6
12.1.4	Bus Exchange	12-6
12.1.5	Timer	12-6
12.1.6	Serial Ports	12-7
12.1.7	Memory Interface & SPORT Enables	12-7
12.1.8	Host Interface	12-8
12.1.9	Analog Interface	12-8
12.2	PROGRAM EXAMPLE	12-8
12.2.1	Example Program: Setup Routine Discussion	12-10
12.2.2	Example Program: Interrupt Routine Discussion	12-11

CHAPTER 13 HARDWARE EXAMPLES

13.1	OVERVIEW	13-1
13.2	BOOT LOADING FROM HOST USING BUS REQUEST	13-2
13.3	SERIAL PORT TO CODEC INTERFACE	13-5
13.4	SERIAL PORT TO DAC INTERFACE	13-8
13.5	SERIAL PORT TO ADC INTERFACE	13-10
13.6	SERIAL PORT TO SERIAL PORT INTERFACE	13-12
13.7	80C51 INTERFACE TO HOST INTERFACE PORT	13-13

CHAPTER 14 SOFTWARE EXAMPLES

14.1	OVERVIEW	14-1
14.2	SYSTEM DEVELOPMENT PROCESS	14-2
14.3	SINGLE-PRECISION FIR TRANSVERSAL FILTER	14-4
14.4	CASCADED BIQUAD IIR FILTER	14-6
14.5	SINE APPROXIMATION	14-7
14.6	SINGLE-PRECISION MATRIX MULTIPLY	14-9
14.7	RADIX-2 DECIMATION-IN-TIME FFT	14-11
14.7.1	Main Module	14-11
14.7.2	DIT FFT Subroutine	14-13
14.7.3	Bit-Reverse Subroutine	14-18
14.7.4	Block Floating-Point Scaling Subroutine	14-19

Contents

CHAPTER 15 INSTRUCTION SET REFERENCE

15.1	QUICK LIST OF INSTRUCTIONS	15-1
15.2	OVERVIEW	15-2
15.3	INSTRUCTION TYPES & NOTATION CONVENTIONS	15-3
15.4	MULTIFUNCTION INSTRUCTIONS	15-4
15.4.1	ALU/MAC With Data & Program Memory Read	15-4
15.4.2	Data & Program Memory Read	15-6
15.4.3	Computation With Memory Read	15-6
15.4.4	Computation With Memory Write.....	15-6
15.4.5	Computation With Data Register Move	15-7
15.5	ALU, MAC & SHIFTER INSTRUCTIONS	15-9
15.5.1	ALU Group	15-9
15.5.2	MAC Group	15-10
15.5.3	Shifter Group	15-11
15.6	MOVE: READ & WRITE	15-12
15.7	PROGRAM FLOW CONTROL	15-14
15.8	MISCELLANEOUS INSTRUCTIONS	15-16
15.9	EXTRA CYCLE CONDITIONS	15-18
15.9.1	Multiple Off-Chip Memory Accesses	15-18
15.9.2	Wait States	15-18
15.9.3	SPORT Autobuffering & DMA	15-18
15.10	INSTRUCTION SET SYNTAX.....	15-19
15.10.1	Punctuation & Multifunction Instructions	15-19
15.10.2	Syntax Notation Example	15-19
15.10.3	Status Register Notation	15-20
ALU	Add/Add with Carry	15-23
	Subtract X-Y/Subtract X-Y with Borrow	15-25
	Subtract Y-X/Subtract Y-X with Borrow	15-27
	AND, OR, XOR	15-29
	Test Bit, Clear Bit, Set Bit, Toggle Bit	15-31
	Pass/Clear	15-33
	Negate	15-35
	NOT	15-36
	Absolute Value	15-37
	Increment	15-38
	Decrement	15-39
	Divide	15-40
	Generate ALU Status	15-42

Contents

MAC	Multiply	15-43
	Multiply / Accumulate	15-45
	Multiply / Subtract	15-47
	Clear	15-49
	Transfer MR	15-50
	Conditional MR Saturation	15-51
SHIFTER		
	Arithmetic Shift	15-52
	Logical Shift	15-54
	Normalize	15-56
	Derive Exponent	15-58
	Block Exponent Adjust	15-60
	Arithmetic Shift Immediate	15-62
	Logical Shift Immediate	15-64
MOVE		
	Register Move	15-65
	Load Register Immediate	15-67
	Data Memory Read (Direct Address)	15-69
	Data Memory Read (Indirect Address)	15-70
	Program Memory Read (Indirect Address)	15-71
	Data Memory Write (Direct Address)	15-72
	Data Memory Write (Indirect Address)	15-73
	Program Memory Write (Indirect Address)	15-75
	I/O Space Read / Write	15-76
PROGRAM FLOW		
	JUMP	15-77
	CALL	15-78
	JUMP or CALL on Flag In Pin	15-79
	Modify Flag Out Pin	15-80
	Return From Subroutine (RTS)	15-81
	Return From Interrupt (RTI)	15-82
	Do Until	15-83
	IDLE	15-85

Contents

MISC

Stack Control	15-86
Mode Control	15-89
Modify Address Register	15-91
NOP	15-92
Interrupt Enable/Disable	15-93

MULTIFUNCTION

ALU/MAC/SHIFT Operation with Memory Read	15-94
ALU/MAC/SHIFT Operation with Register to Register Move ..	15-98
ALU/MAC/SHIFT Operation with Memory Write	15-101
Data & Program Memory Read	15-105
ALU/MAC Operation with Data & Program Memory Read ...	15-106

APPENDIX A INSTRUCTION CODING

A.1	OPCODES	A-1
A.2	ABBREVIATION CODING	A-7

APPENDIX B DIVISION EXCEPTIONS

B.1	DIVISION FUNDAMENTALS	B-1
B.1.1	Signed Division	B-1
B.1.2	Unsigned Division	B-2
B.1.3	Output Formats	B-2
B.1.4	Integer Division	B-3
B.2	ERROR CONDITIONS	B-3
B.2.1	Negative Divisor Error	B-3
B.2.2	Unsigned Division Error	B-4
B.3	SOFTWARE SOLUTION	B-4

APPENDIX C NUMERIC FORMATS

C.1	OVERVIEW	C-1
C.2	UNSIGNED OR SIGNED: TWOS-COMPLEMENT FORMAT ..	C-1
C.3	INTEGER OR FRACTIONAL	C-1
C.4	BINARY MULTIPLICATION	C-3
C.4.1	Fractional Mode And Integer Mode	C-4
C.5	BLOCK FLOATING-POINT FORMAT	C-5

Contents

APPENDIX D INTERRUPT VECTOR ADDRESSES

D.1	INTERRUPT VECTOR ADDRESSES	D-1
-----	----------------------------------	-----

APPENDIX E CONTROL/STATUS REGISTERS

E.1	OVERVIEW	E-1
-----	----------------	-----

INDEX