

Contents

CHAPTER 1 INTRODUCTION

1.1	OVERVIEW	1-1
1.2	ADSP-21000 FAMILY FEATURES & BENEFITS	1-5
1.2.1	System-Level Enhancements	1-6
1.2.2	Why Floating-Point DSP?	1-7
1.3	ADSP-2106X ARCHITECTURE	1-8
1.3.1	Core Processor	1-8
1.3.1.1	Computation Units	1-8
1.3.1.2	Data Register File	1-8
1.3.1.3	Program Sequencer & Data Address Generators	1-9
1.3.1.4	Instruction Cache	1-10
1.3.1.5	Interrupts	1-10
1.3.1.6	Timer	1-10
1.3.1.7	Core Processor Buses	1-10
1.3.1.8	Internal Data Transfers	1-11
1.3.1.9	Context Switching	1-11
1.3.1.10	Instruction Set	1-12
1.3.2	Dual-Ported Internal Memory	1-12
1.3.3	External Memory & Peripherals Interface	1-13
1.3.4	Host Processor Interface	1-13
1.3.5	Multiprocessing	1-14
1.3.6	I/O Processor	1-14
1.3.6.1	Serial Ports	1-14
1.3.6.2	Link Ports	1-15
1.3.6.3	DMA Controller	1-15
1.3.6.4	Bootting	1-16
1.4	DEVELOPMENT TOOLS	1-16
1.5	MESH MULTIPROCESSING	1-18
1.6	ADDITIONAL LITERATURE	1-18

CHAPTER 2 COMPUTATION UNITS

2.1	OVERVIEW	2-1
2.2	IEEE FLOATING-POINT OPERATIONS	2-2
2.2.1	Extended Floating-Point Precision	2-3
2.2.2	Short Word Floating-Point Format	2-3
2.2.3	Floating-Point Exceptions	2-4
2.3	FIXED-POINT OPERATIONS	2-4
2.4	ROUNDING	2-4

Contents

2.5	ALU	2-5
2.5.1	ALU Operation	2-6
2.5.2	ALU Operating Modes	2-6
2.5.2.1	Saturation Mode	2-7
2.5.2.2	Floating-Point Rounding Modes	2-7
2.5.2.3	Floating-Point Rounding Boundary	2-7
2.5.3	ALU Status Flags	2-7
2.5.3.1	ALU Zero Flag (AZ)	2-8
2.5.3.2	ALU Underflow Flag (AZ, AUS)	2-8
2.5.3.3	ALU Negative Flag (AN)	2-8
2.5.3.4	ALU Overflow Flag (AV, AOS, AVS)	2-8
2.5.3.5	ALU Fixed-Point Carry Flag (AC)	2-9
2.5.3.6	ALU Sign Flag (AS)	2-9
2.5.3.7	ALU Invalid Flag (AI)	2-9
2.5.3.8	ALU Floating-Point Flag (AF)	2-9
2.5.3.9	Compare Accumulation	2-9
2.5.4	ALU Instruction Summary	2-10
2.6	MULTIPLIER	2-11
2.6.1	Multiplier Operation	2-11
2.6.2	Fixed-Point Results	2-12
2.6.2.1	MR Registers	2-12
2.6.3	Fixed-Point Operations	2-13
2.6.3.1	Clear MR Register	2-13
2.6.3.2	Round MR Register	2-14
2.6.3.3	Saturate MR Register On Overflow	2-14
2.6.4	Floating-Point Operating Modes	2-15
2.6.4.1	Floating-Point Rounding Modes	2-15
2.6.4.2	Floating-Point Rounding Boundary	2-15
2.6.5	Multiplier Status Flags	2-15
2.6.5.1	Multiplier Underflow Flag (MU)	2-16
2.6.5.2	Multiplier Negative Flag (MN)	2-17
2.6.5.3	Multiplier Overflow Flag (MV)	2-17
2.6.5.4	Multiplier Invalid Flag (MI)	2-17
2.6.6	Multiplier Instruction Summary	2-18
2.7	SHIFTER	2-19
2.7.1	Shifter Operation	2-19
2.7.2	Bit Field Deposit & Extract Instructions	2-20
2.7.3	Shifter Status Flags	2-24
2.7.3.1	Shifter Zero Flag (SZ)	2-24
2.7.3.2	Shifter Overflow Flag (SV)	2-24
2.7.3.3	Shifter Sign Flag (SS)	2-24
2.7.4	Shifter Instruction Summary	2-25

Contents

2.8	MULTIFUNCTION COMPUTATIONS	2-26
2.9	REGISTER FILE	2-27
2.9.1	Alternate (Secondary) Registers	2-28

CHAPTER 3 PROGRAM SEQUENCING

3.1	OVERVIEW	3-1
3.1.1	Instruction Cycle	3-2
3.1.2	Program Sequencer Architecture	3-3
3.1.2.1	Program Sequencer Registers & System Registers	3-5
3.2	PROGRAM SEQUENCER OPERATIONS	3-6
3.2.1	Sequential Instruction Flow	3-6
3.2.2	Program Memory Data Accesses	3-6
3.2.3	Branches	3-6
3.2.4	Loops	3-6
3.3	CONDITIONAL INSTRUCTION EXECUTION	3-7
3.4	BRANCHES (CALL, JUMP, RTS, RTI)	3-9
3.4.1	Delayed & Nondelayed Branches	3-10
3.4.2	PC Stack	3-12
3.5	LOOPS (DO UNTIL)	3-13
3.5.1	Restrictions & Short Loops	3-14
3.5.1.1	General Restrictions	3-14
3.5.1.2	Counter-Based Loops	3-15
3.5.1.3	Non-Counter-Based Loops	3-16
3.5.2	Loop Address Stack	3-18
3.5.3	Loop Counters And Stack	3-19
3.5.3.1	CURLCNTR	3-19
3.5.3.2	LCNTR	3-20
3.6	INTERRUPTS	3-21
3.6.1	Interrupt Latency	3-22
3.6.2	Interrupt Vector Table	3-24
3.6.3	Interrupt Latch Register (IRPTL)	3-26
3.6.4	Interrupt Priority	3-27
3.6.5	Interrupt Masking & Control	3-27
3.6.5.1	Interrupt Mask Register (IMASK)	3-27
3.6.5.2	Interrupt Nesting & IMASKP	3-28
3.6.6	Status Stack Save & Restore	3-29
3.6.7	Software Interrupts	3-29
3.6.8	Clearing The Current Interrupt For Reuse	3-30
3.6.9	External Interrupt Timing & Sensitivity	3-31

Contents

3.6.9.1	Asynchronous External Interrupts	3-32
3.6.10	Multiprocessor Vector Interrupts (VIRPT)	3-32
3.7	TIMER	3-33
3.7.1	Timer Enable/Disable	3-34
3.7.2	Timer Interrupts	3-35
3.7.3	Timer Registers	3-36
3.8	STACK FLAGS	3-36
3.9	IDLE & IDLE16	3-37
3.10	INSTRUCTION CACHE	3-38
3.10.1	Cache Architecture	3-38
3.10.2	Cache Efficiency	3-39
3.10.3	Cache Disable & Cache Freeze	3-41

CHAPTER 4 DATA ADDRESSING

4.1	OVERVIEW	4-1
4.2	DAG REGISTERS	4-1
4.2.1	Alternate DAG Registers	4-3
4.3	DAG OPERATION	4-4
4.3.1	Address Output & Modification	4-4
4.3.1.1	DAG Modify Instructions	4-5
4.3.1.2	Immediate Modifiers	4-6
4.3.2	Circular Buffer Addressing	4-6
4.3.2.1	Circular Buffer Operation	4-7
4.3.2.2	Circular Buffer Registers	4-8
4.3.2.3	Circular Buffer Overflow Interrupts	4-8
4.3.3	Bit-Reversal	4-10
4.3.3.1	Bit-Reverse Mode	4-10
4.3.3.2	Bit-Reverse Instruction	4-10
4.4	DAG REGISTER TRANSFERS	4-11
4.4.1	DAG Register Transfer Restrictions	4-12

CHAPTER 5 MEMORY

5.1	OVERVIEW	5-1
5.1.1	Dual Data Accesses	5-3
5.1.2	Instruction Cache & PM Bus Data Accesses	5-4
5.1.3	On-Chip Memory Buses & Address Generation	5-5
5.1.4	Bus Exchange (PX Registers)	5-6
5.1.5	Memory Block Accesses & Conflicts	5-8

Contents

5.2	ADSP-2106X MEMORY MAP	5-9
5.2.1	ADSP-21060 Internal Memory Space	5-11
5.2.2	ADSP-21062 Internal Memory Space	5-14
5.2.3	ADSP-21061 Internal Memory Space	5-16
5.2.4	Porting Code from ADSP-21060 to ADSP-21062 or ADSP-21061	5-18
5.2.5	Multiprocessor Memory Space	5-18
5.2.6	External Memory Space	5-19
5.2.7	Memory Space Access Restrictions	5-19
5.3	INTERNAL MEMORY ORGANIZATION & WORD SIZE	5-20
5.3.1	32-Bit Words & 48-Bit Words	5-20
5.3.2	Mixing 32-Bit & 48-Bit Words In One Memory Block	5-23
5.3.3	Basic Examples Of Mixed 32-Bit & 48-Bit Words	5-24
5.3.4	16-Bit Short Words	5-27
5.3.5	Mixing 32-Bit & 48-Bit Words With Finer Granularity	5-28
5.3.5.1	Low-Level Physical Mapping Of Memory Blocks	5-29
5.3.5.2	Placement Restrictions For Mixed 32-Bit & 48-Bit Words	5-30
5.3.5.3	Shadow Write FIFO	5-33
5.3.6	Configuring Memory For 32-Bit or 40-Bit Data	5-34
5.4	EXTERNAL MEMORY INTERFACING	5-35
5.4.1	External Memory Banks	5-38
5.4.2	Unbanked Memory	5-38
5.4.3	Boot Memory Select (BMS)	5-39
5.4.4	Wait States & Acknowledge	5-39
5.4.4.1	WAIT Register	5-40
5.4.4.2	Multiprocessor Memory Space Wait States & Acknowledge	5-44
5.4.5	DRAM Page Boundary Detection	5-44
5.4.5.1	Suspend Bus Tristate (SBTS)	5-47
5.4.5.2	Normal SBTS Operation: HBR Not Asserted	5-47
5.5	EXTERNAL MEMORY ACCESS TIMING	5-48
5.5.1	External Memory	5-48
5.5.1.1	External Memory Read – Bus Master	5-48
5.5.1.2	External Memory Write – Bus Master	5-49
5.5.2	Multiprocessor Memory	5-50
CHAPTER 6 DMA		
6.1	OVERVIEW	6-1
6.1.1	DMA Controller Features	6-5
6.1.2	Setting Up DMA Transfers	6-6
6.2	DMA CONTROL REGISTERS	6-7

Contents

6.2.1	External Port DMA Control Registers	6-9
6.2.2	Serial Port DMA Control	6-14
6.2.3	Link Port DMA Control	6-15
6.2.4	Port Selection For Shared DMA Channels	6-17
6.2.5	DMA Channel Status Register (DMASTAT)	6-18
6.3	DMA CONTROLLER OPERATION	6-20
6.3.1	DMA Channel Parameter Registers	6-21
6.3.2	Internal Request & Grant	6-24
6.3.3	DMA Channel Prioritization	6-25
6.3.3.1	Rotating Priority For Ext. Port Channels	6-26
6.3.4	DMA Chaining	6-28
6.3.4.1	Transfer Control Blocks & Chain Loading	6-30
6.3.4.2	Setting Up & Starting The Chain	6-31
6.3.4.3	Chain Insertion	6-32
6.3.5	DMA Interrupts	6-33
6.3.6	Starting & Stopping DMA Sequences	6-35
6.4	EXTERNAL PORT DMA	6-36
6.4.1	External Port FIFO Buffers (EPBx)	6-36
6.4.1.1	External Port DMA Data Packing	6-36
6.4.1.2	Packing Status	6-38
6.4.2	Internal & External Address Generation	6-38
6.4.3	External Port DMA Modes	6-38
6.4.3.1	Master Mode	6-40
6.4.3.2	Paced Master Mode	6-40
6.4.3.3	Slave Mode	6-40
6.4.3.4	Handshake Mode	6-42
6.4.3.5	External Handshake Mode	6-46
6.4.4	System Configurations For ADSP-2106x Interprocessor DMA	6-47
6.4.5	DMA Hardware Interfacing	6-47
6.5	DMA THROUGHPUT	6-48
6.6	TWO-DIMENSIONAL DMA	6-52
6.6.1	2-D DMA Channel Organization	6-52
6.6.2	2-D DMA Operation	6-53

CHAPTER 7 MULTIPROCESSING

7.1	OVERVIEW	7-1
7.2	MULTIPROCESSING SYSTEM ARCHITECTURES	7-4
7.2.1	Data Flow Multiprocessing	7-4
7.2.2	Cluster Multiprocessing	7-5

Contents

7.2.2.1	Link Port Data Transfers In A Cluster	7-7
7.2.3	SIMD Multiprocessing	7-8
7.3	MULTIPROCESSOR BUS ARBITRATION	7-9
7.3.1	Bus Arbitration Protocol	7-10
7.3.2	Bus Arbitration Priority (RPBA)	7-14
7.3.3	Bus Mastership Timeout	7-15
7.3.4	Core Priority Access	7-16
7.3.5	Bus Synchronization After Reset	7-19
7.4	SLAVE DIRECT READS & WRITES	7-21
7.4.1	Direct Writes	7-22
7.4.1.1	Direct Write Latency	7-22
7.4.2	Direct Reads	7-23
7.4.3	Broadcast Writes	7-23
7.4.4	Shadow Write FIFO	7-25
7.5	DATA TRANSFERS THROUGH THE EPBX BUFFERS	7-26
7.5.1	Single-Word Transfers	7-26
7.5.1.1	Interrupts For Single-Word Transfers	7-27
7.5.2	DMA Transfers	7-28
7.5.2.1	DMA Transfers To Internal Memory	7-28
7.5.2.2	DMA Transfers To External Memory	7-29
7.6	BUS LOCK & SEMAPHORES	7-29
7.6.1	Example: Sharing A DMA Channel With Reflective Semaphores	7-31
7.7	INTERPROCESSOR MESSAGES & VECTOR INTERRUPTS	7-32
7.7.1	Message Passing (MSGRx)	7-32
7.7.2	Vector Interrupts (VIRPT)	7-33
7.8	SYSTAT REGISTER STATUS BITS	7-34

CHAPTER 8 HOST INTERFACE

8.1	OVERVIEW	8-1
8.2	HOST PROCESSOR CONTROL OF THE ADSP-2106X	8-5
8.2.1	Acquiring The Bus	8-6
8.2.2	Asynchronous Transfers	8-8
8.2.2.1	Asynchronous Transfer Timing	8-10
8.2.3	Synchronous Transfers	8-12
8.2.4	Host Interface Deadlock Resolution With SBTS	8-13
8.3	SLAVE DIRECT READS & WRITES	8-13
8.3.1	Direct Writes	8-14
8.3.1.1	Direct Write Latency	8-14
8.3.2	Direct Reads	8-15
8.3.3	Broadcast Writes	8-15

Contents

8.3.4	Shadow Write FIFO	8-17
8.4	DATA TRANSFERS THROUGH THE EPBX BUFFERS	8-18
8.4.1	Single-Word Transfers	8-18
8.4.1.1	Interrupts For Single-Word Transfers	8-19
8.4.2	DMA Transfers	8-20
8.4.2.1	DMA Transfers To Internal Memory	8-20
8.4.2.2	DMA Transfers To External Memory	8-21
8.5	DATA PACKING	8-21
8.5.1	Packing Control Bits In SYSCON	8-21
8.5.2	Data Bus Lines Used For Different Packing Modes	8-25
8.5.3	32-Bit Data Packing	8-26
8.5.4	48-Bit Instruction Packing	8-28
8.6	SYSTAT REGISTER STATUS BITS	8-29
8.7	INTERPROCESSOR MESSAGES & VECTOR INTERRUPTS	8-31
8.7.1	Message Passing (MSGRx)	8-32
8.7.2	Host Vector Interrupts (VIRPT)	8-33
8.8	SYSTEM BUS INTERFACING	8-34
8.8.1	Access To The ADSP-2106x Bus—Slave ADSP-2106x	8-34
8.8.2	Access To The System Bus—Master ADSP-2106x	8-36
8.8.2.1	Core Processor Access To System Bus	8-36
8.8.2.2	Deadlock Resolution	8-38
8.8.2.3	ADSP-2106x DMA Access To System Bus	8-39
8.8.3	Multiprocessing With Local Memory	8-40
8.8.4	ADSP-2106x To Microprocessor Interface	8-41

CHAPTER 9 LINK PORTS

9.1	OVERVIEW	9-1
9.1.1	Link Port To Link Buffer Assignment	9-3
9.1.2	Link Port DMA Channels	9-4
9.1.3	Link Port Interrupts	9-5
9.1.4	Link Port Booting	9-5
9.2	LINK PORT CONTROL REGISTERS	9-5
9.2.1	Link Buffer Control Register (LCTL)	9-6
9.2.2	Link Common Control Register (LCOM)	9-9
9.2.3	Link Assignment Register (LAR)	9-12
9.3	HANDSHAKE CONTROL SIGNALS	9-13
9.4	LINK BUFFERS	9-15
9.4.1	Core Processor Access To Link Buffers	9-16
9.4.2	Host Processor Access To Link Buffers	9-16
9.5	LINK PORT DMA CHANNELS	9-16

Contents

9.5.1	DMA Chaining For Link Ports	9-18
9.6	LINK PORT INTERRUPTS	9-18
9.6.1	Link Port Interrupts With DMA Disabled	9-18
9.6.2	Link Port Interrupts With DMA Enabled	9-19
9.6.3	Link Port Service Request Interrupts (LSRQ)	9-19
9.7	TRANSMISSION ERROR DETECTION	9-23
9.8	TOKEN PASSING	9-23
9.9	LINK TRANSMISSION LINES	9-26
9.10	SYSTEM DESIGN EXAMPLE: LOCAL DRAM INTERFACE	9-27
9.11	PROGRAMMING EXAMPLES	9-28
9.11.1	Core-Driven Single-Word Transfers	9-28
9.11.2	DMA Transfers	9-28

CHAPTER 10 SERIAL PORTS

10.1	OVERVIEW	10-1
10.1.1	SPORT Interrupts	10-4
10.2	SPORT RESET	10-4
10.3	SPORT CONTROL REGISTERS & DATA BUFFERS	10-5
10.3.1	Register Writes & Effect Latency	10-6
10.3.2	Transmit & Receive Data Buffers (TX, RX)	10-7
10.3.2.1	Reading & Writing RX, TX	10-8
10.3.3	Transmit & Receive Control Registers (STCTL, SRCTL)	10-8
10.3.4	Clock & Frame Sync Frequencies (TDIV, RDIV)	10-13
10.3.4.1	Maximum Clock Rate Restrictions	10-15
10.4	DATA WORD FORMATS	10-16
10.4.1	Word Length	10-16
10.4.2	Endian Format	10-16
10.4.3	Data Packing & Unpacking	10-16
10.4.4	Data Type	10-17
10.4.5	Companding	10-18
10.5	CLOCK SIGNAL OPTIONS	10-19
10.5.1	Internal vs. External Clocks	10-19
10.6	FRAME SYNC OPTIONS	10-20
10.6.1	Framed vs. Unframed	10-20
10.6.2	Internal vs. External Frame Syncs	10-21
10.6.3	Active Low vs. Active High Frame Syncs	10-22
10.6.4	Sampling Edge For Data & Frame Syncs	10-22
10.6.5	Early vs. Late Frame Syncs	10-23
10.6.6	Data-Independent Transmit Frame Sync	10-24
10.7	MULTICHANNEL OPERATION	10-25

Contents

10.7.1	Frame Syncs In Multichannel Mode	10-26
10.7.2	Multichannel Control Bits In STCTL, SRCTL	10-27
10.7.2.1	Multichannel Enable	10-27
10.7.2.2	Number Of Channels	10-27
10.7.2.3	Current Channel Indicator	10-27
10.7.2.4	Multichannel Frame Delay	10-28
10.7.3	Channel Selection Registers	10-28
10.7.4	SPORT Receive Comparison Registers	10-29
10.8	TRANSFERRING DATA BETWEEN SPORTS AND MEMORY	10-31
10.8.1	DMA Block Transfers	10-32
10.8.1.1	SPORT DMA Channel Setup	10-33
10.8.1.2	SPORT DMA Parameter Registers	10-33
10.8.1.3	SPORT DMA Chaining	10-35
10.8.2	Single-Word Transfers	10-36
10.9	SPORT LOOPBACK	10-36
10.10	SPORT PIN DRIVER CONCERNS	10-37
10.11	SPORT PROGRAMMING EXAMPLES	10-37
10.11.1	Single-Word Transfers Without Interrupts	10-37
10.11.2	Single-Word Transfers With Interrupts	10-39
10.11.3	DMA Transfers With Interrupts	10-41

CHAPTER 11 SYSTEM DESIGN

11.1	OVERVIEW	11-1
11.2	ADSP-2106X PINS	11-1
11.2.1	Pin Definitions	11-2
11.2.2	Pin States At Reset	11-9
11.2.3	RESET & CLKIN	11-10
11.2.3.1	Input Synchronization Delay	11-11
11.2.4	Interrupt & Timer Pins	11-11
11.2.5	Flag Pins	11-11
11.2.5.1	Flag Inputs	11-12
11.2.5.2	Flag Outputs	11-13
11.2.6	JTAG Interface Pins	11-13
11.3	EZ-ICE EMULATOR	11-14
11.3.1	Target Board Connector For EZ-ICE Probe	11-14
11.4	INPUT SIGNAL CONDITIONING	11-17
11.4.1	Glitch Rejection Circuits	11-17
11.4.2	Link Port Input Filter Circuits	11-17
11.4.3	RESET Input Hysteresis	11-18
11.5	HIGH FREQUENCY DESIGN CONSIDERATIONS	11-18

Contents

11.5.1	Clock Specifications & Jitter	11-19
11.5.2	Clock Distribution	11-19
11.5.3	Point-To-Point Connections	11-21
11.5.4	Signal Integrity	11-22
11.5.5	Other Recommendations & Suggestions	11-24
11.5.6	Decoupling Capacitors & Ground Planes	11-25
11.5.7	Oscilloscope Probes	11-26
11.5.8	Recommended Reading	11-26
11.6	BOOTING	11-27
11.6.1	Selecting The Booting Mode	11-27
11.6.2	EPROM Booting	11-29
11.6.2.1	Bootstrapping (256 Instructions)	11-29
11.6.2.2	Loading The Remaining EPROM Data	11-31
11.6.2.3	Writing to BMS Memory Space	11-32
11.6.3	Host Booting	11-32
11.6.4	Link Port Booting	11-34
11.6.5	Multiprocessor Booting	11-35
11.6.5.1	Multiprocessor Host Booting	11-35
11.6.5.2	Multiprocessor EPROM Booting	11-35
11.6.5.3	Multiprocessor Link Port Booting	11-37
11.6.5.4	Multiprocessor Booting From External Memory	11-37
11.6.6	“No Boot” Mode	11-37
11.6.7	Interrupt Vector Table Location	11-37
11.7	IMPORTANT PROGRAMMING REMINDERS	11-38
11.7.1	Extra Cycle Conditions	11-38
11.7.1.1	Nondelayed Branches	11-38
11.7.1.2	Program Memory Data Access With Cache Miss	11-38
11.7.1.3	Program Memory Data Access In Loops	11-39
11.7.1.4	One- & Two-Instruction Loops	11-40
11.7.1.5	DAG Register Writes	11-40
11.7.1.6	Wait States	11-40
11.7.2	Delayed Branch Restrictions	11-40
11.7.3	Circular Buffer Initialization	11-41
11.7.4	Disallowed DAG Register Transfers	11-41
11.7.5	Two Writes To Register File	11-42
11.7.6	Computation Units	11-42
11.7.7	Memory Space Access Restrictions	11-42
11.7.8	Mixing 32-Bit & 48-Bit Words In A Memory Block	11-43
11.7.9	16-Bit Short Words	11-43
11.7.10	Dual Data Accesses	11-43
11.8	DATA DELAYS, LATENCIES, & THROUGHPUT	11-44
11.9	EXECUTION STALLS	11-44

Contents

APPENDIX A INSTRUCTION SET REFERENCE

A.1	OVERVIEW.....	A-1
A.2	INSTRUCTION SET SUMMARY	A-2
A.3	OPCODE NOTATION	A-8
A.4	UNIVERSAL REGISTER CODES	A-12
GROUP I. COMPUTE AND MOVE INSTRUCTIONS		A-15
Compute / dreg±DM / dreg±PM		A-16
Compute		A-17
Compute / ureg±DM PM , register modify		A-18
Compute / dreg±DM PM , immediate modify		A-20
Compute / ureg±ureg		A-22
Immediate shift / dreg±DM PM.....		A-24
Compute / modify		A-26
GROUP II. PROGRAM FLOW CONTROL		A-27
Direct jump call		A-28
Indirect jump call / compute		A-30
Indirect jump or compute / dreg±DM		A-32
Return from subroutine interrupt / compute		A-34
Do until counter expired		A-36
Do until		A-38
GROUP III. IMMEDIATE MOVE		A-39
ureg±DM PM (direct addressing)		A-40
ureg±DM PM (indirect addressing)		A-41
Immediate data ' DM PM		A-42
Immediate data ' ureg		A-43
GROUP IV. MISCELLANEOUS		A-45
System register bit manipulation		A-46
I register modify / bit-reverse		A-48
Push Pop stacks /flush cache		A-50
nop		A-51
idle		A-52
idle16		A-53
cjump / rframe		A-54

Contents

APPENDIX B COMPUTE OPERATION REFERENCE

B.1	OVERVIEW.....	B-1
B.2	SINGLE-FUNCTION OPERATIONS.....	B-1
B.2.1	ALU Operations	B-2
	$Rn = Rx + Ry$	B-4
	$Rn = Rx - Ry$	B-5
	$Rn = Rx + Ry + Ci$	B-6
	$Rn = Rx - Ry + Ci - 1$	B-7
	$Rn = (Rx + Ry)/2$	B-8
	COMP(Rx, Ry)	B-9
	$Rn = Rx + Ci$	B-10
	$Rn = Rx + Ci - 1$	B-11
	$Rn = Rx + 1$	B-12
	$Rn = Rx - 1$	B-13
	$Rn = -Rx$	B-14
	$Rn = ABS Rx$	B-15
	$Rn = PASS Rx$	B-16
	$Rn = Rx AND Ry$	B-17
	$Rn = Rx OR Ry$	B-18
	$Rn = Rx XOR Ry$	B-19
	$Rn = NOT Rx$	B-20
	$Rn = MIN(Rx, Ry)$	B-21
	$Rn = MAX(Rx, Ry)$	B-22
	$Rn = CLIP Rx BY Ry$	B-23
	$Fn = Fx + Fy$	B-24
	$Fn = Fx - Fy$	B-25
	$Fn = ABS (Fx + Fy)$	B-26
	$Fn = ABS (Fx - Fy)$	B-27
	$Fn = (Fx + Fy)/2$	B-28
	COMP(Fx, Fy)	B-29
	$Fn = -Fx$	B-30
	$Fn = ABS Fx$	B-31
	$Fn = PASS Fx$	B-32
	$Fn = RND Fx$	B-33
	$Fn = SCALB Fx BY Ry$	B-34
	$Rn = MANT Fx$	B-35
	$Rn = LOGB Fx$	B-36
	$Rn = FIX Fx BY Ry / Rn = FIX Fx$	B-37

Contents

	Rn = TRUNC Fx BY Ry / Rn = TRUNC Fx.....	B-37
	Fn = FLOAT Rx BY Ry / Fn = FLOAT Rx.....	B-38
	Fn = RECIPS Fx.....	B-39
	Fn = RSQRTS Fx.....	B-40
	Fn = Fx COPYSIGN Fy.....	B-41
	Fn = MIN(Fx, Fy).....	B-42
	Fn = MAX(Fx, Fy).....	B-43
	Fn = CLIP Fx BY Fy.....	B-44
B.2.2	Multiplier Operations.....	B-45
	Rn MR = Rx , Ry.....	B-47
	Rn MR = MR + Rx , Ry.....	B-48
	Rn MR = MR - Rx , Ry.....	B-49
	Rn MR = SAT MR.....	B-50
	Rn MR = RND MR.....	B-51
	MR = 0.....	B-52
	MR=Rn / Rn=MR.....	B-52
	Fn = Fx , Fy.....	B-53
B.2.3	Shifter Operations.....	B-54
	Rn = LSHIFT Rx BY Ry <data8>.....	B-55
	Rn = Rn OR LSHIFT Rx BY Ry <data8>.....	B-56
	Rn = ASHIFT Rx BY Ry <data8>.....	B-57
	Rn = Rn OR ASHIFT Rx BY Ry <data8>.....	B-58
	Rn = ROT Rx BY Ry <data8>.....	B-59
	Rn = BCLR Rx BY Ry <data8>.....	B-60
	Rn = BSET Rx BY Ry <data8>.....	B-61
	Rn = BTGL Rx BY Ry <data8>.....	B-62
	BTST Rx BY Ry <data8>.....	B-63
	Rn = FDEP Rx BY Ry <bit6>:<len6>.....	B-64
	Rn = Rn OR FDEP Rx BY Ry <bit6>:<len6>.....	B-65
	Rn = FDEP Rx BY Ry <bit6>:<len6> (SE).....	B-66
	Rn = Rn OR FDEP Rx BY Ry <bit6>:<len6> (SE).....	B-67
	Rn = FEXT Rx BY Ry <bit6>:<len6>.....	B-68
	Rn = FEXT Rx BY Ry <bit6>:<len6> (SE).....	B-69
	Rn = EXP Rx.....	B-70
	Rn = EXP Rx (EX).....	B-71
	Rn = LEFTZ Rx.....	B-72
	Rn = LEFTO Rx.....	B-73
	Rn = FPACK Fx.....	B-74
	Fn = FUNPACK Rx.....	B-75

Contents

B.3	MULTIFUNCTION COMPUTATIONS	B-76
	Dual Add/Subtract (Fixed-Pt.)	B-77
	Dual Add/Subtract (Floating-Pt.)	B-78
	Parallel Multiplier & ALU (Fixed-Pt.)	B-79
	Parallel Multiplier & ALU (Floating-Pt.)	B-80
	Parallel Multiplier & Dual Add/Subtract	B-82

APPENDIX C NUMERIC FORMATS

C.1	OVERVIEW	C-1
C.2	IEEE SINGLE-PRECISION FLOATING-POINT DATA FORMAT	C-1
C.3	EXTENDED PRECISION FLOATING-POINT FORMAT	C-2
C.4	SHORT WORD FLOATING-POINT FORMAT	C-3
C.5	FIXED-POINT FORMATS	C-5

APPENDIX D JTAG TEST ACCESS PORT

D.1	OVERVIEW	D-1
D.2	TEST ACCESS PORT	D-2
D.3	INSTRUCTION REGISTER	D-3
D.4	BOUNDARY REGISTER	D-5
D.5	DEVICE IDENTIFICATION REGISTER	D-13
D.6	BUILT-IN SELF-TEST OPERATION (BIST)	D-13
D.7	PRIVATE INSTRUCTIONS	D-13
D.8	REFERENCES	D-13

APPENDIX E CONTROL/STATUS REGISTERS

E.1	OVERVIEW	E-1
E.2	SYSTEM REGISTERS (CORE PROCESSOR)	E-2
E.2.1	Effect Latency & Read Latency	E-2
E.2.2	System Register Bit Operations	E-3
E.2.2.1	Bit Test Flag	E-3
E.2.3	User-Defined Status Registers	E-3
E.3	IOP REGISTERS (I/O PROCESSOR)	E-4
E.3.1	IOP Registers Summary	E-4
E.3.2	IOP Register Access Restrictions	E-8
E.3.3	IOP Register Group Access Contention	E-8
E.3.4	IOP Register Write Latencies	E-9

Contents

E.4	MODE1 REGISTER	E-14
E.5	MODE2 REGISTER	E-16
E.6	ARITHMETIC STATUS (ASTAT)	E-18
E.7	STICKY STATUS (STKY)	E-20
E.8	INTERRUPT LATCH (IRPTL) & INTERRUPT MASK (IMASK)	E-22
E.9	SYSTEM CONFIGURATION (SYSCON)	E-24
E.10	SYSTEM STATUS (SYSTAT)	E-30
E.11	EXTERNAL MEMORY WAIT STATE CONTROL (WAIT)	E-32
E.12	EXTERNAL PORT DMA CONTROL (DMAC6-DMAC9)	E-34
E.13	DMA CHANNEL STATUS (DMASTAT)	E-38
E.14	LINK BUFFER CONTROL (LCTL)	E-41
E.15	LINK BUFFER COMMON CONTROL (LCOM)	E-43
E.16	LINK ASSIGNMENT REGISTER (LAR)	E-46
E.17	LINK SERVICE REQUEST (LSRQ)	E-47
E.18	SPORT TRANSMIT CONTROL (STCTL0, STCTL1)	E-49
E.19	SPORT RECEIVE CONTROL (SRCTL0, SRCTL1)	E-51
E.20	SPORT DIVISORS (TDIV, RDIV)	E-53
E.21	SYMBOL DEFINITIONS FILE (DEF21060.H)	E-54

APPENDIX F INTERRUPT VECTOR TABLE

APPENDIX G SHARC GLOSSARY

INDEX

FIGURES

Figure 1.1	Super Harvard Architecture	1-2
Figure 1.2	ADSP-2106x SHARC Block Diagram	1-3
Figure 1.3	ADSP-2106x System	1-4
Figure 1.4	System Design and Development Process	1-17
Figure 2.1	Computation Units	2-2
Figure 2.2	Multiplier Fixed-Point Result Placement	2-12
Figure 2.3	MR Transfer Formats	2-13

Contents

Figure 2.4	Register File Fields For Shifter Instructions	2-20
Figure 2.5	Register File Fields For FDEP, FEXT Instructions	2-20
Figure 2.6	Bit Field Deposit Instruction	2-21
Figure 2.7	Bit Field Deposit Example	2-22
Figure 2.8	Bit Field Extract Example	2-23
Figure 2.9	Input Registers For Multifunction Computations (ALU & Multiplier)	2-27
Figure 3.1	Program Flow Variations	3-2
Figure 3.2	Pipelined Execution Cycles	3-3
Figure 3.3	Program Sequencer Block Diagram	3-4
Figure 3.4	Nondelayed Branches	3-10
Figure 3.5	Delayed Branches	3-11
Figure 3.6	Loop Operation	3-14
Figure 3.7	One-Instruction Counter-Based Loops	3-16
Figure 3.8	Two-Instruction Counter-Based Loops	3-17
Figure 3.9	Pushing The Loop Counter Stack For Nested Loops	3-20
Figure 3.10	Interrupt Handling	3-23
Figure 3.11	Timer Block Diagram	3-33
Figure 3.12	TIMEXP Signal	3-34
Figure 3.13	Timer Enable & Disable	3-35
Figure 3.14	Timer Interrupt Timing	3-36
Figure 3.15	Instruction Cache Architecture	3-39
Figure 3.16	Cache-Inefficient Code	3-40
Figure 4.1	Data Address Generator Block Diagram	4-2
Figure 4.2	Alternate DAG Registers	4-3
Figure 4.3	Pre-Modify & Post-Modify Operations	4-5
Figure 4.4	Circular Data Buffers	4-7
Figure 4.5	DAG Register Transfers	4-11
Figure 5.1	ADSP-2106x Block Diagram	5-2
Figure 5.2	PX Register	5-6
Figure 5.3	PX Register Transfers	5-7
Figure 5.4	Memory Addresses (E = external, M = Multiprocessor, S = Internal)	5-9
Figure 5.5	ADSP-2106x Memory Map	5-10
Figure 5.6	ADSP-21060 Internal Memory Space	5-12
Figure 5.7a	ADSP-21062 Internal Memory Space	5-15
Figure 5.7b	ADSP-21061 Internal Memory Space	5-17
Figure 5.8	Memory Organization vs. Address (ADSP-21060)	5-22
Figure 5.9a	Memory Organization vs. Address (ADSP-21062)	5-22
Figure 5.9b	Memory Organization vs. Address (ADSP-21061)	5-23
Figure 5.10	Basic Examples of Mixed Instructions & Data In A Memory Block	5-25

Contents

Figure 5.11	Short Word Addresses	5-28
Figure 5.12	Preprocessing of 16-Bit Short Word Addresses.....	5-29
Figure 5.13	48-Bit Words & 32-Bit Words Mixed In A Memory Block (ADSP-21060)	5-31
Figure 5.14	48-Bit Words & 32-Bit Words Mixed In A Memory Block (ADSP-21062 or ADSP-21061).....	5-32
Figure 5.a	External Port Data Alignment.....	5-35
Figure 5.15	WAIT Register	5-42
Figure 5.16	Bus Idle Cycle, Hold Time Cycle, Page Idle Cycle.....	5-43
Figure 5.17	Example DRAM Interface.....	5-46
Figure 5.18	External Memory Access Timing.....	5-49
Figure 5.19	Multiprocessor Memory Access Timing	5-51
Figure 6.1	ADSP-2106x Block Diagram	6-2
Figure 6.2	DMA Data Paths & Control	6-3
Figure 6.3	DMACx Registers	6-9
Figure 6.4	DMA Address Generation	6-24
Figure 6.5	Rotating Priority Example (ADSP-21060 & ADSP-21062)	6-27
Figure 6.6	Chain Pointer Register & PCI Bit	6-29
Figure 6.7	TCB Setup In Memory (For External Port DMA Channel).....	6-31
Figure 6.8	DMA Handshake Timing With Asynchronous Requests	6-45
Figure 6.9	DMARx Delay After Enabling Handshake DMA	6-47
Figure 6.10	System Configurations For ADSP-2106x-To-ADSP-2106x DMA	6-49
Figure 6.11	Example DMA Hardware Interface.....	6-50
Figure 6.12	DMARx/DMAGx Timing	6-51
Figure 7.1	ADSP-2106x Multiprocessor System	7-2
Figure 7.2	Data Flow Multiprocessing	7-4
Figure 7.3	Cluster Multiprocessing	7-5
Figure 7.4	Two-Dimensional SIMD Mesh Multiprocessing	7-8
Figure 7.5	Bus Arbitration Timing	7-12
Figure 7.6	Bus Request & Read/Write Timing	7-13
Figure 7.7	Core Priority Access Timing	7-18
Figure 7.8	Broadcast Write Timing Example	7-24
Figure 7.9	SYSTAT Register	7-35
Figure 8.1	External Port & Host Interface	8-2
Figure 8.2	Example Timing For Bus Acquisition	8-7
Figure 8.3	Example Timing For Host Read & Write Cycles	8-11
Figure 8.4	SYSCON Register.....	8-22
Figure 8.a	External Port Data Alignment.....	8-26
Figure 8.5	Example Timing For Host Interface Data Packing	8-27

Contents

Figure 8.6	SYSTAT Register	8-30
Figure 8.7	Basic System Bus Interface	8-35
Figure 8.8	Bidirectional System Bus Interface.....	8-37
Figure 8.9	ADSP-2106x Subsystems On A System Bus	8-41
Figure 9.a	Link Port Pin Connections	9-2
Figure 9.b	Link Port Communication Examples	9-3
Figure 9.1	Link Ports & Buffers	9-4
Figure 9.2	LCTL Register	9-8
Figure 9.3	LCOM Register	9-11
Figure 9.4	LAR Register	9-13
Figure 9.5	Link Port Handshake Timing	9-14
Figure 9.5a	Logic For Link Port Interrupts	9-20
Figure 9.6	LSRQ Register	9-22
Figure 9.7	Token Passing Flow Chart	9-24
Figure 9.8	Local DRAM With Link Ports	9-27
Figure 10.1	Serial Port Block Diagram	10-3
Figure 10.2	STCTL0, STCTL1 Transmit Control Registers	10-10
Figure 10.3	SRCTL0, SRCTL1 Receive Control Registers	10-12
Figure 10.4	TDIV0, TDIV1 Transmit Divisor Registers	10-13
Figure 10.5	RDIV0, RDIV1 Receive Divisor Registers	10-14
Figure 10.6	Framed vs. Unframed Data	10-21
Figure 10.7	Normal vs. Alternate Framing	10-24
Figure 10.8	Multichannel Operation	10-26
Figure 11.1	Basic ADSP-2106x System	11-1
Figure 11.a	External Port Data Alignment	11-9
Figure 11.2	Flag Output Timing	11-13
Figure 11.3	Target Board Connector For ADSP-2106x EZ-ICE Emulator (Jumpers In Place)	11-15
Figure 11.4	JTAG Scan Path Connections For Multiprocessor ADSP-2106x Systems	11-16
Figure 11.5	Not Recommended Clock Distribution Method (End-Of-Line Termination)	11-20
Figure 11.6	Recommended Clock Distribution Method (Source Termination)	11-21
Figure 11.7	Source Termination For Long-Distance Point-To-Point Connections	11-22
Figure 11.8	Star Connection Damping Resistors	11-23
Figure 11.9	Single Damping Resistor Between Processor Groups	11-23
Figure 11.10	Single Transmission Line Terminated At Both Ends	11-24
Figure 11.11	Bypass Capacitor Placement	11-25

Contents

Figure 11.12	Multiple SHARCs Booting From One EPROM, Processors-Take-Turns	11-36
Figure 11.13	Multiple SHARCs Booting From One EPROM, One-Boots-Others	11-36
Figure A.1	Map 1 Universal Register Codes	A-12
Figure A.2	Map 2 Universal Register Codes	A-13
Figure B.1	Allowed Input Registers For Multifunction Computations	B-76
Figure C.1	IEEE 32-Bit Single-Precision Floating-Point Format	C-1
Figure C.2	40-Bit Extended-Precision Floating-Point Format	C-2
Figure C.3	16-Bit Floating-Point Format	C-3
Figure C.4	32-Bit Fixed-Point Formats	C-6
Figure C.5	64-Bit Unsigned Fixed-Point Product	C-7
Figure C.6	64-Bit Signed Fixed-Point Product	C-8
Figure D.1	Serial Scan Paths	D-4

TABLES

Table 3.1	Program Sequencer Registers & System Registers	3-5
Table 3.2	Condition & Loop Termination Codes	3-8
Table 3.3	Interrupt Vectors & Priority	3-25
Table 5.1	ADSP-21060 Internal Memory Addresses	5-13
Table 5.2a	ADSP-21062 Internal Memory Addresses	5-14
Table 5.2b	ADSP-21061 Internal Memory Addresses	5-16
Table 5.3	Address Ranges For Instructions & Data (ADSP-21060)	5-26
Table 5.4	Address Ranges For Instructions & Data (ADSP-21062)	5-26
Table 5.5	Starting Address for Contiguous 32-Bit Data (ADSP-21060)	5-30
Table 5.6	Starting Address for Contiguous 32-Bit Data (ADSP-21062 or ADSP-21061)	5-33
Table 5.7	External Memory Interface Signals	5-36
Table 5.8	WAIT Register Bit Definitions	5-41
Table 6.1a	ADSP-2106x DMA Channels & Data Buffers	6-4
Table 6.1b	ADSP-2106x DMA Channels & Data Buffers	6-4
Table 6.2	DMA Control, Buffer, & Parameter Registers	6-8
Table 6.3	External Port DMA Control Registers (DMACx)	6-10
Table 6.4	Serial Port DMA Channels	6-14

Contents

Table 6.5	STCTLx/SRCTLx Control Bits For Serial Port DMA	6-14
Table 6.6	SPORT DMA Interrupts	6-15
Table 6.7	Link Port DMA Channels	6-15
Table 6.8	LCTL Control Bits For Link Port DMA	6-16
Table 6.9	Link Buffer DMA Interrupts	6-17
Table 6.10	DMASTAT Register	6-19
Table 6.11	DMA Parameter Registers	6-23
Table 6.12	Parameter Registers For Each DMA Channel	6-23
Table 6.13	Internal Memory I/O Bus Access Priority	6-25
Table 6.14	TCB Chain Loading Sequence	6-30
Table 6.15	DMA Interrupt Vectors & Priority	6-33
Table 6.16	2-D Register Mapping	6-52
Table 7.1	Pin Connections For Cluster Multiprocessor System	7-1
Table 7.2	ADSP-2106x Multiprocessor Signals	7-9
Table 7.3	Rotating Priority Arbitration Example	7-14
Table 7.4	SYSTAT Status Bits	7-34
Table 8.1	Host Interface Signals	8-3
Table 8.2	Address Bits To Be Driven During Asynchronous Host Accesses	8-8
Table 8.3	SYSCON Control Bits For Host Interface Packing	8-21
Table 8.4	Data Bus Lines Used For Different Host Packing Modes	8-25
Table 8.5	SYSTAT Status Bits	8-29
Table 9.1	Link Port Pins	9-2
Table 9.2	Link Control Register (LCTL)	9-6
Table 9.3	Link Common Control Register (LCOM)	9-9
Table 9.4	Link Assignment Register (LAR)	9-12
Table 9.5	Link Service Request Register (LSRQ)	9-21
Table 10.1	Serial Port Pins	10-2
Table 10.2	SPORT Interrupts	10-4
Table 10.3	SPORT Register Addresses & Initialization	10-6
Table 10.4	STCTLx Transmit Control Register Bits	10-9
Table 10.5	SRCTLx Receive Control Register Bits	10-11
Table 10.6	Transmit Divisor Register Bit Fields	10-13
Table 10.7	Receive Divisor Register Bit Fields	10-13
Table 10.8	Parameter Registers For Each SPORT DMA Channel	10-34
Table 10.9	SPORT DMA Parameter Registers	10-35
Table 11.1	ADSP-2106x Pin States At RESET	11-9
Table 11.2	Boot Mode Selection Pins	11-28

Contents

Table 11.3	DMA Channel 6 Parameter Register Initialization For EPROM Booting	11-30
Table 11.4	Ext. Port DMA Channel 6 Parameter Register Initialization For Host Booting	11-33
Table 11.5	Data Delays & Throughputs	11-46
Table 11.6	Latencies & Throughputs	11-47
Table B.1	Fixed-Point ALU Operations	B-2
Table B.2	Floating-Point ALU Operations	B-3
Table B.3	Multiplier Operations	B-45
Table B.4	Multiplier Mod2 Options	B-46
Table B.5	Multiplier Mod1 Options	B-46
Table B.6	Shifter Operations	B-54
Table B.7	Parallel Multiplier/ALU Computations	B-81
Table C.1	IEEE Single-Precision Floating-Point Data Types	C-2
Table D.1	Test Instructions	D-3
Table E.1	System Registers (Core Registers)	E-1
Table E.2	IOP Registers (I/O Processor)	E-1
Table E.3	IOP Registers (System Control)	E-5
Table E.4	IOP Registers (DMA)	E-6
Table E.5	IOP Registers (Link Ports)	E-7
Table E.6	IOP Registers (Serial Ports)	E-7
Table E.7	IOP Register Addresses, RESET Initialization, & Grouping	E-11
LISTINGS		
Listing 9.1	Core-Driven Example	9-28
Listing 9.2	DMA Transfer Example	9-39
Listing 9.3	Link Token Passing Example	9-31
Listing 10.1	Non-Interrupt-Driven SPORT Control (Single-Word Transfers)	10-38
Listing 10.2	Interrupt-Driven SPORT Control (Single-Word Transfers)	10-40
Listing 10.3	SPORT DMA Example	10-42

