

BIT-SLICE IMPLEMENTATION OF A LINEAR PREDICTIVE VOCODER

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A digital 16-bit high-speed general-purpose signal-processor is shown. The main objective has been the implementation of a linear predictive vocoder for obtaining real-time speech compression. For real-time digital speech processing, fast devices and special procedure designs are needed. Thus, in obtaining high speed processors, multi-data paths, parallel and pipeline architectures have been adopted.

1. INTRODUCTION. GENERAL DESCRIPTION

Nowadays, digital signal processing method developments demand high-speed machines for implementing final algorithms.

In the last years, many mono-chip signal processors have appeared, but they all require inflexible configurations. In order to solve this limitation, it can be used bit-slice technique.

For increasing the speed of a processor, we can adopt some specialized architectures, but it supposes a high dependence between the efficiency or effective speed and the running algorithm.

Harvard structure has been adopted instead of the habitual Von Newman. So, data memory and microprogram memory are not shared, letting microinstructions fetching and data read/write operations be made parallely.

The design is based on the 2900 AMD bit-slice family. The final result is a 16-bit two-complement device with a 120 nseg minimum cycle time and a microprogram memory capability of 4K-48 bits-microinstructions.

The processor structure corresponds to a general-purpose two data/address bus one. A third address-only bus is used for microprogram memory addressing, but it's not user accessible.

For high frequency working, noise and wire coupling immunity must be cared for. Special configurations have been adopted.

This work has been supported by CIRIT, Generalitat de Catalunya.

They were based on level-transparent registers and without edge-triggered devices.

It's well known that in LPC, fixed-point arithmetic truncations can produce instability. For ensuring that LPC synthesis filter is going to be stable, Lattice analysis has been chosen (Itakura and Burg expressions). This election supposes an increase in the number of products in an order of four respect classic Levinson-Durbin algorithm.

Before microprogramming, LPC computer simulation was made and a cross microassembler developed.

It provide a syntax analysis of the microprogram source text and a microprogram object code generation if no syntax error exits.

2. ARCHITECTURE

A simplified approach of the processor structure is shown below.

In the right side, figure I shows the processor control unit. It corresponds to a two-level pipeline architecture. With this structure the processor can obtain the greatest speed without the use of fast memories (i.e. PROM-S) that suppose high power dissipation. In this design the slow EPROM memories ($t_{acc} > 200$ useg) have been used, but the working clock frequency could be maintained at 5 MHz (200 useg microinstruction cycle time).

The control unit is based on the AMD 2910 microprogram sequencer. The two level pipeline architecture needs some additional logic, named 'cycle suppressor circuit', for controlling sequence-ruptures. When it detects some microinstruction that

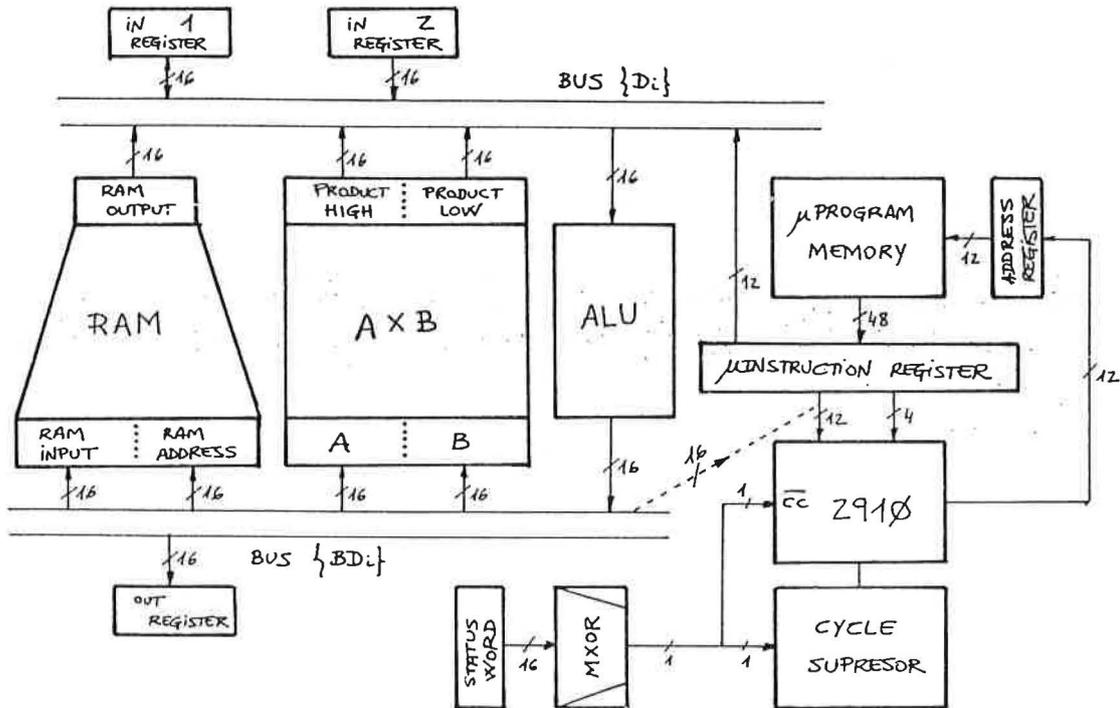


Fig. 1 General Block Diagram

supposes a sequence-rupture, it cancels, automatically, a clock cycle for letting all sequence registers to be re-written with the new rupture address and memory content.

Obviously, this mechanism supposes an efficiency-loss and the programmer must consider this point.

The suppressor mechanism is not activated in counter controlled curls. In these cases, the programmer must write the curl control sentences one microinstruction before the executing for pipeline effects avoiding.

In the left side of figure I, it's shown the data memory. It's designed with pipeline mechanisms, too. The read/write processes have been cared for carefully for reducing the time spend in them. With the structure used a RAM memory reading, a logic/arithmetic operation and a RAM memory writing can be made in only one clock cycle. A maximum 64 K words could be addressed.

Referring again to figure I, the processor has an ALU based on four AMD 2900 devices and a TRW multiplier with a 200 nseg multiplication time.

3. PROCESSOR MICROPROGRAMING

After the LPC computer simulation Levinson, Itakwa and Burg algorithms were adopted and their microassembler routines written. The pitch algorithms proved have been Gold-Rabiner and autocorrelation 'clipping'.

Like no-one microassembler was available, it was necessary to develop one. It's a cross microassembler written in PASCAL. The microcode is generated in a 13 field microinstruction format with a total 48 bit per microinstruction:

bits 0 to 1: control bits of ALU multiplexors.

bits 2 to 4: ALU source operands.

bits 5 to 7: ALU logic-arithmetic operation.

bits 8 to 10: internal ALU destination result.

bit 11: not used.

bits 12 to 15: internal ALU @ A
bits 16 to 19: internal ALU @ B
bit 20: ALU carry bit.
bits 21 to 23: external ALU operand
 source.
bits 24 to 27: external ALU result
 destination.
bits 28 to 31: status-word bit pointed
 by the conditional rupture
 sequence microinstruction.
bits 32 to 35: sequencer control bits.
bits 36 to 47: immediate microinstruction
 datas/addresses.

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