

# DIGITAL DESIGN

SYSTEMS ARCHITECTURE, INTEGRATION AND APPLICATIONS

OCTOBER 1985

386-IT'S  
HERE!



## PCs GET TOUGH — CONTROLLERS GET SMART

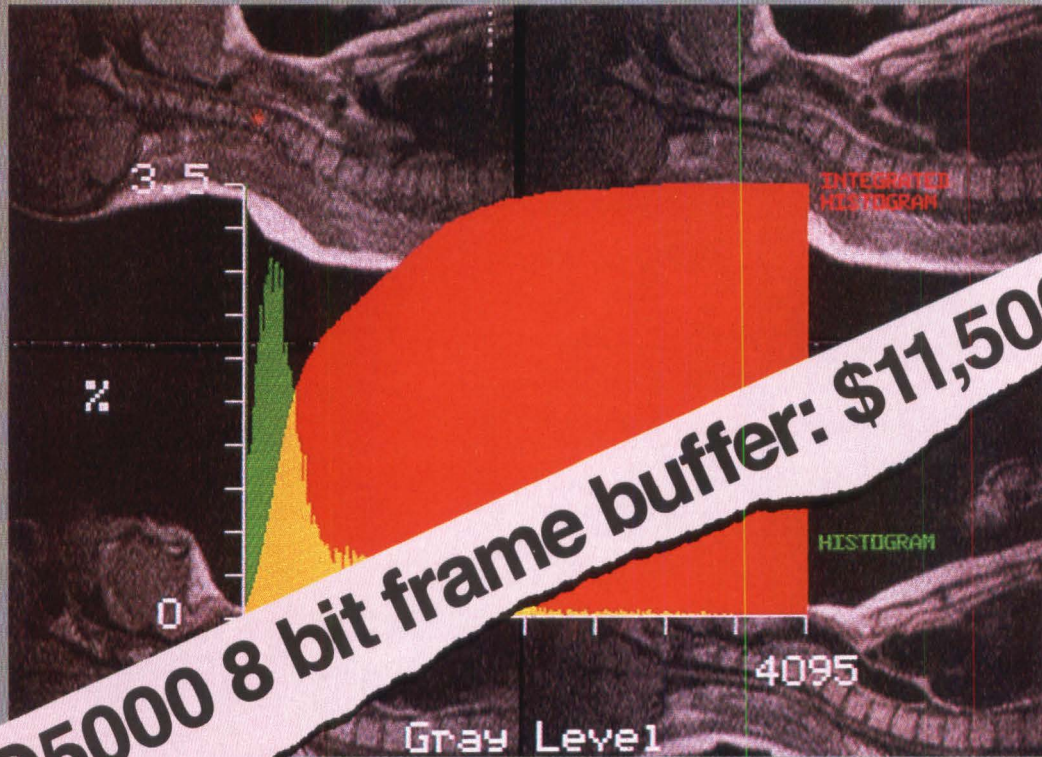
VME BUILDING BLOCKS  
MAKE IMAGE PROCESSING A SNAP

EDIF BREAKS CAE COMPATIBILITY BARRIER

HIGH-PERFORMANCE ICs FUEL UP WITH GaAs



Gould...Innovation and Quality in Image Processing.



Histogram of 12 bit magnetic resonance medical image with four (4) bit color overlay. Courtesy of Mallinckrodt, Institute of Radiology.

## Gould's FD5000 Image Processor Introduces a Whole New Idea:

## Performance and Economy.

An image processor can be expensive. Unless it's the FD5000. For \$11,500, you can purchase an 8 bit frame buffer with driver software. And the system doesn't stop there. As your needs expand, so will the FD5000 to a full

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Check these basic and optional features:

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### **60Hz Flicker-Free Display:**

Bright, flicker-free image display at 60Hz; 30Hz for image processing and real time input.

### **Feedback Processor:**

Five times faster than host-based operations for convolutions, digital filtering, interactive math, regions of interest, and recursive filtering.

### **1024<sup>2</sup> × 32 Bit Memory Arrays:**

Optional memory configuration provides user choice of image size and processing precision to display through 512<sup>2</sup> viewport.

### **MINI-LIPS Image Processing Software:**

Interactive keyboard control; prompts for filters, real-time math, Look-Up Tables, histograms, geometric operations, utilities, and image storage; demo programs include source code.

### **The Closer Look:**

The FD5000 will minimize the load on your host CPU and your processing staff. Peripheral or stand alone configurations are available.

### **Give Us A Call:**

We'll be happy to discuss your application needs and the FD5000 at your convenience.

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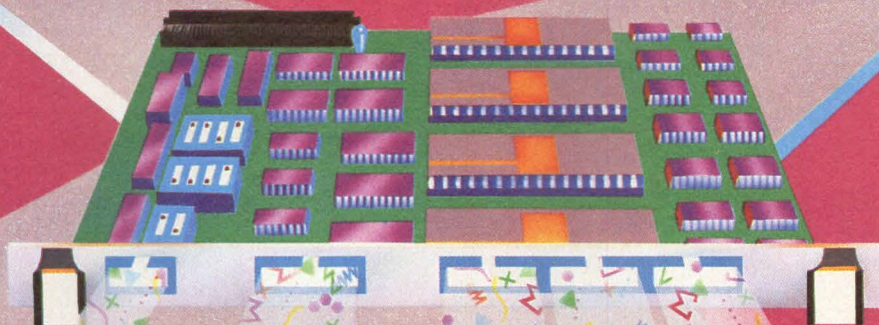
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Proven speed superior in benchmarks, the CPU-4 is ideal for high performance VMEbus applications. In fact, the "NO WAIT STATE" CPU-4 holds its own against 68020 CPU products operating with several wait states!

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**CPU-4 Series** Additional features to those already mentioned include, a 68450 DMAC, 1 serial port, 2 parallel ports, RTC, and a floppy disk controller option.

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The 1MByte DRAM master operates stand-alone or with multiple 3MByte slaves offering optimum performance in 32 bit data/32 bit address, Byte parity check environments. Typical access time is 65ns (write) and 240ns (read) with parity generation.

### CMC-1

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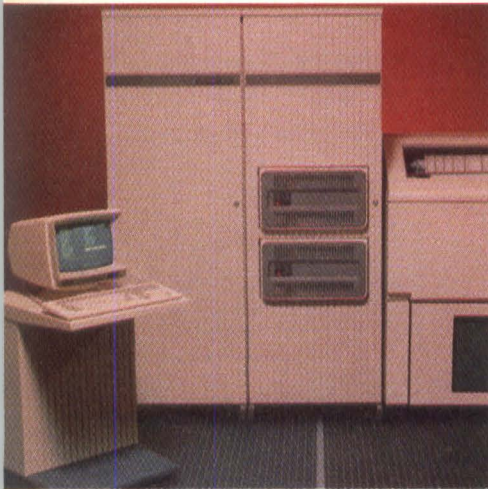
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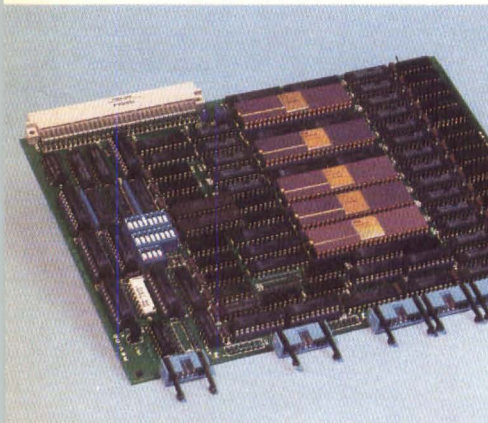
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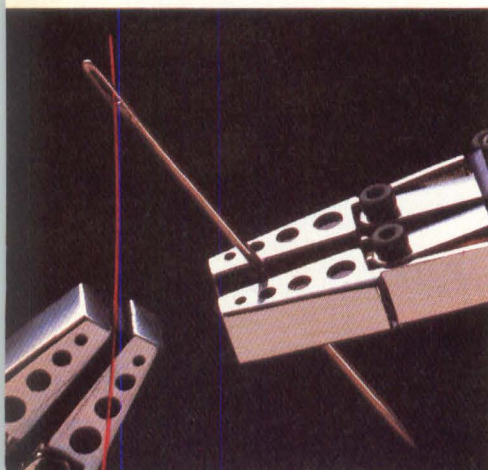
COURTESY PERKIN-ELMER

17 Multiprocessing Cruncher arrives



COURTESY DATACUBE

48 Image processing is a snap



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60 PCs vs. programmable controllers

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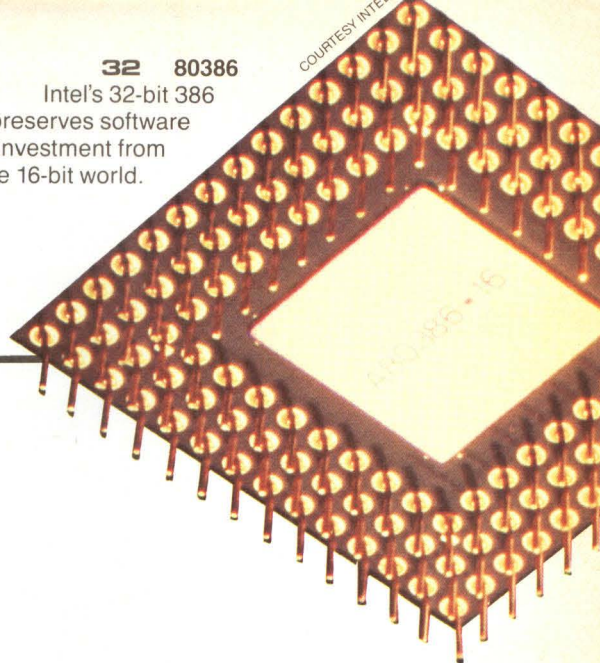
Intel's 80386 32-bit microprocessor provides an upgrade path from the entire family of 8086 products. Not only can an installed base of 16-bit software gain immediate access to this new processor, but PC DOS and UNIX programs can exist side by side. Packaged in a 132-pin pin-grid array, the 386 is designed to operate at 12 MHz and 16 MHz and dissipate between 1.5 to 3 watts. Photo courtesy Intel Corp.

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**32 80386**  
Intel's 32-bit 386  
preserves software  
investment from  
the 16-bit world.

COURTESY INTEL



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by Paul Wells

The 80386 32-bit microprocessor is the latest microprocessor from Intel Corp. and provides access to the 32-bit world: 32-bit registers, 32-bit data bus, 32-bit address bus and 8-, and 16-, and 32-bit data types.

##### **41 High-Performance ICs Fuel Up With GaAs**

by Dave Wilson

Offering four to six times the speed of silicon-based ECL parts and as much as ten times the speed of silicon CMOS parts, gallium arsenide (GaAs) devices are carving an ever-widening market niche with each process improvement.

#### IMAGING AND GRAPHICS

##### **48 VME Building Blocks Make Image Processing A Snap**

by Shep Siegel

Users of board-level image processors have to meet a range of performance requirements and functional needs. By providing modules, the task of adding new functions and performance requirements can be reduced dramatically.

##### **55 Video Filters Process Pictures Precisely**

by Vince Emmerson

Electronic images in robotics, television broadcasting, computer graphics, diagnostic medical equipment, fiber optic transmission equipment and similar applications are nearly all subjected to some form of digital processing.

#### SYSTEMS ARCHITECTURE

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by Brita Meng

The migration of the personal computer from the office to the factory floor raises new questions for system integrators designing industrial computer systems.

#### DESIGN TECHNOLOGY

##### **69 EDIF Breaks CAE/CAD Compatibility Barrier**

by Lisa Hampton

EDIF—Electronic Design Interchange Format—a new standard format for the transmission of design data allows designers to select from a wider variety of gate array and CAE vendors. Otherwise, designers must wait until the gate array vendor and the workstation vendor develop new libraries.



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| 2    | 2        | --   |                | iSBC MEM/312 512 Kbyte Mem board                |
| 3    | 4        | --   |                | iSBC MEM/310 1 Mbyte Mem board                  |
| 4    | 2        | --   |                | iSBC MEM/320 2 Mbyte Mem board                  |
| 5    | 2        | --   |                | iSBC MEM/340 4 Mbyte Mem board                  |
| 6    | 10       | --   |                | iSBC CSM/001 Cent. Serv. Module                 |
| 7    | 1        | --   |                | iRMX 86II R.0 RMX86 MBII R-t OS                 |
| 8    | 5        | --   |                | iSBC PKG/609 9 slot cardcage &<br>PSB backplane |
| 9    | 5        | --   |                | iSBC PKG/903 3 slot iLBXII<br>backplane         |
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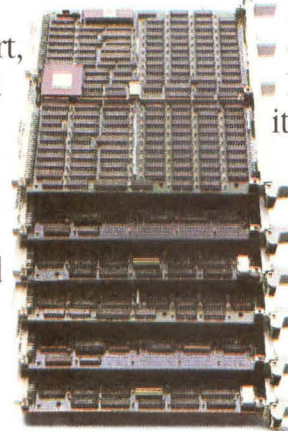
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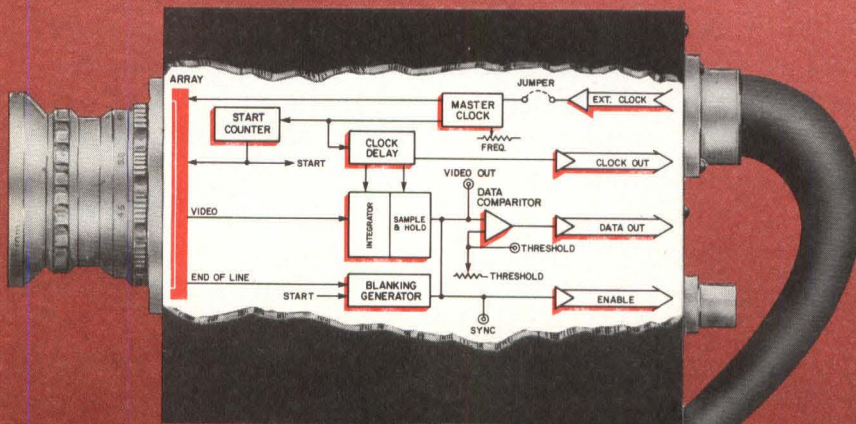
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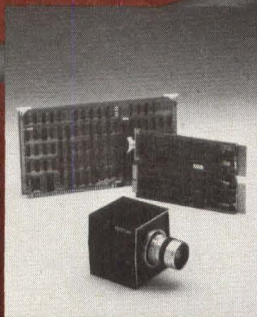
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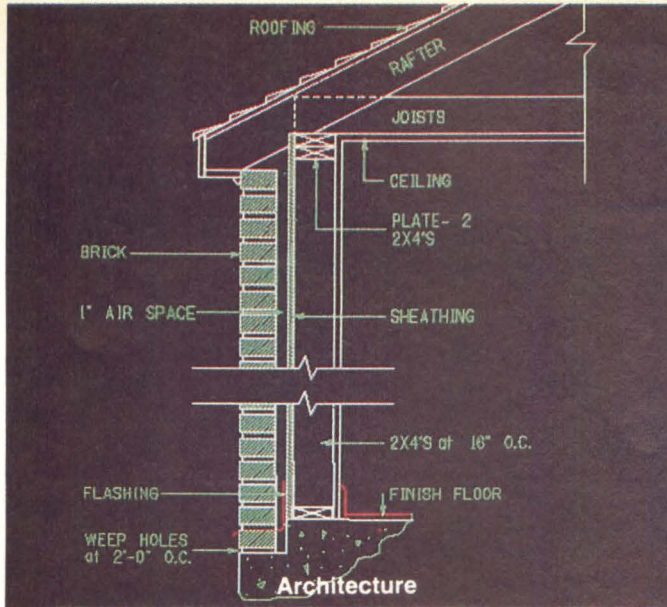
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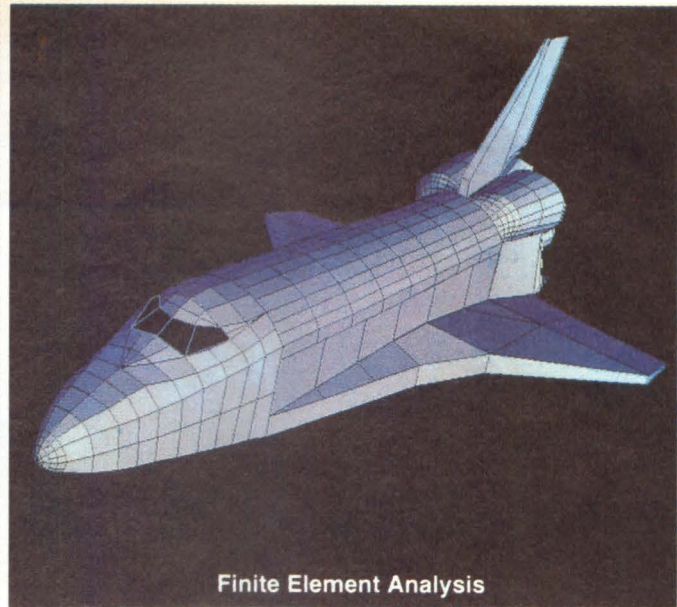
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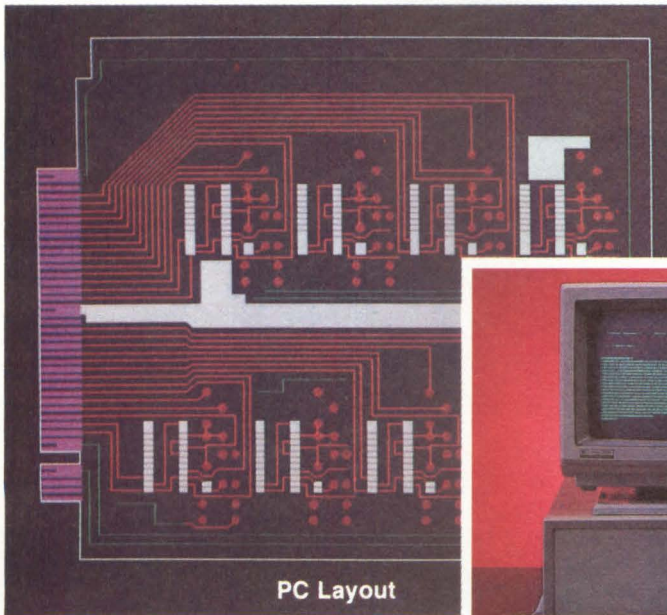




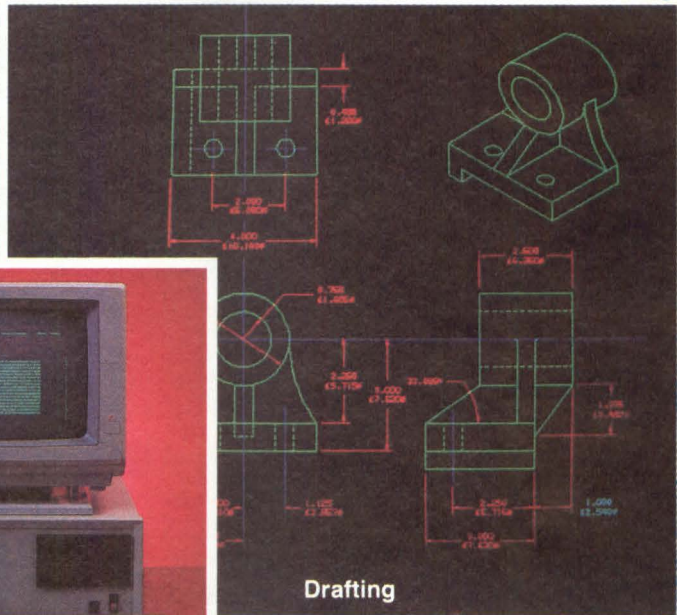
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PC Layout



Drafting



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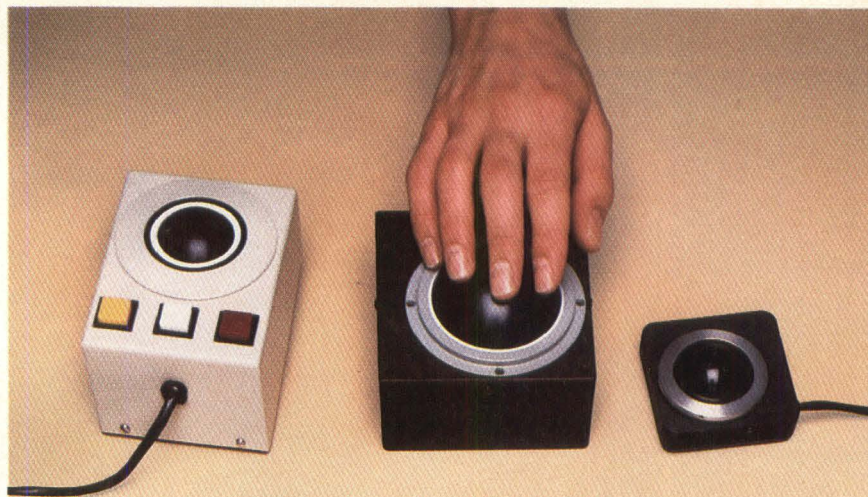
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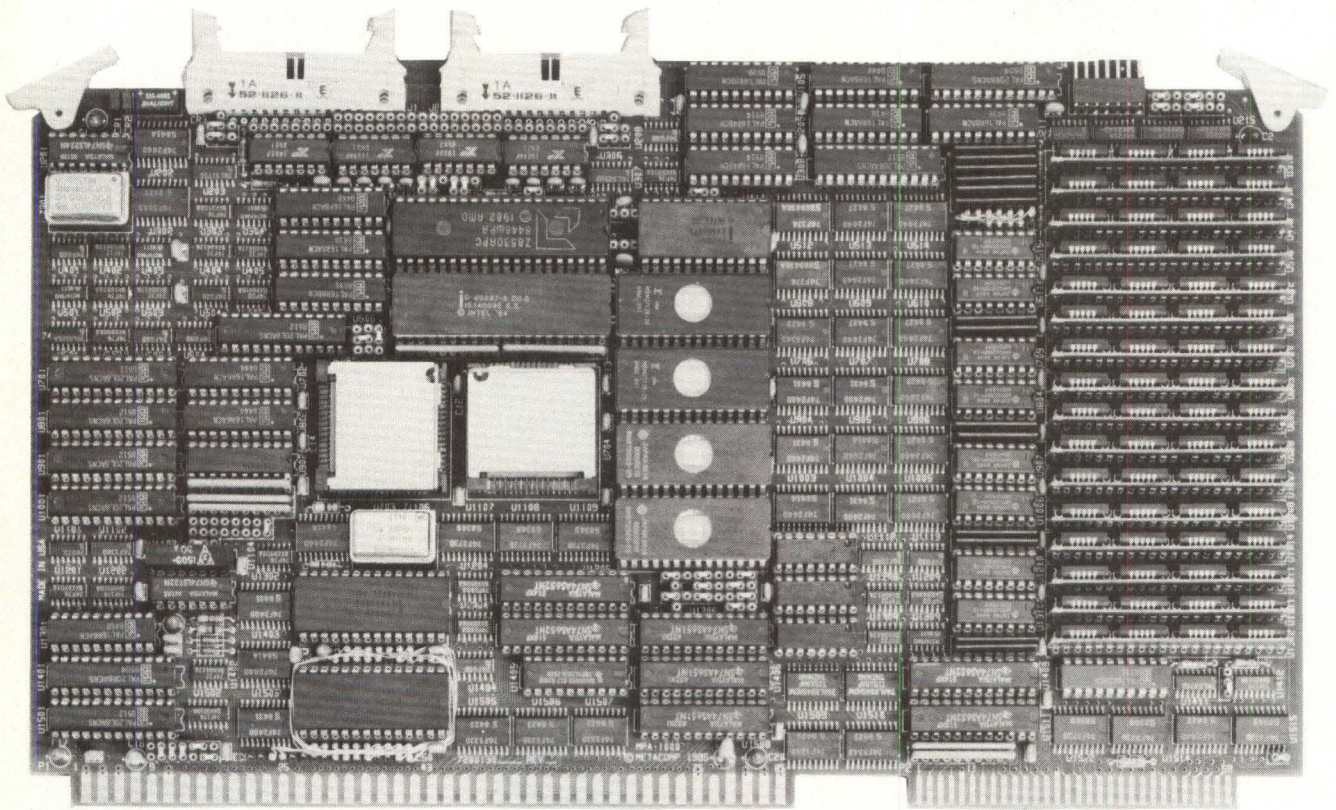
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## EDITOR'S COMMENT

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### More Ink On Japan Inc.

Recent cutting of 64K DRAM prices by the Japanese have led to charges of dumping. This is just another example of "dirty tricks" according to journalists, congressmen, business executives and almost everyone else. In this instance they may be right—and there are laws on the books to deal with that—if the government has the fortitude to apply the law quickly and forcefully.

We shouldn't get too righteous about it, however. Despite such occasional lapses into illegal or unfair competition, the Japanese have beaten us in the trade wars because they outperformed us in quality, manufacturing efficiency and marketing. We were once a world leader in all of those areas, and I am old enough to remember when "made in Japan" was synonymous with junk. What happened? An overpopulated island nation with very limited natural resources decided that it must trade to survive. To trade successfully, Japanese companies had to pay attention to basics and had to use technology to make themselves more efficient every step of the way. They had to gradually immerse themselves in foreign markets and make high quality, inexpensive products that customers wanted.

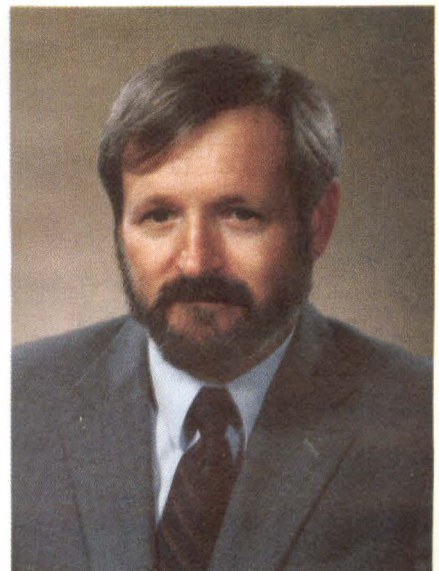
They didn't do it overnight. The 1968 Japanese car I owned, quite frankly, wasn't as good as most American cars. But it was a small car and it was cheap. It met a market need. Today, the quality problems have been resolved and it is American manufacturers who must catch up. Generally, this is the approach that Japanese companies follow: Find a market niche that is not well served. Establish a reputation based on quality and price. Expand into other segments of the market. There's nothing magic about it. It takes long-range vision and hard work.

While the Japanese were learning how to compete in international markets, the Americans were handing over their companies to managers with financial backgrounds. These managers, often adorned with MBA degrees, performed as might be expected—emphasizing short-term profits at the expense of the long-range good of the company. Since they had little experience with engineering, manufacturing and marketing, such vital functions got short shrift compared to financial considerations. That is beginning to change in our larger companies and indeed in small entrepreneurial companies we have always had engineers and marketers in charge. As a result, smaller companies have been more innovative than large companies although they may not have the clout to compete internationally.

Many large American companies do compete successfully in Japan. In computers and semiconductors, IBM and TI are notable for their strong positions within the Japanese market. Motorola and Tektronix are successfully challenging the Japanese on several fronts. And many other companies are gearing up to do battle.

The Japanese are not as invincible as they seem. Manufacturing is their strong point, but even so, they are competitive on the world market in only a handful of mass production industries that employ less than 15% of Japanese workers. The second tier of Japanese companies, uncompetitive by international standards, competes fiercely for domestic markets. Bankruptcies and layoffs are the price they often pay. Only the large, successful companies can afford lifetime employment. Out of that crucible have come those few Japanese companies that the US electronics industry must compete with internationally. They are tough, worthy competitors who can teach us something. They didn't do all that with company songs and trade barriers.

— John Bond, Editor in Chief



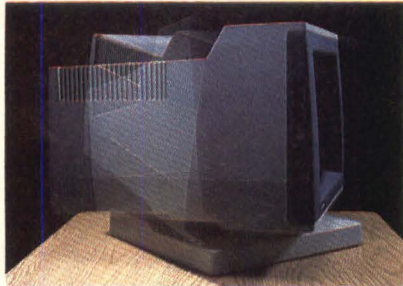


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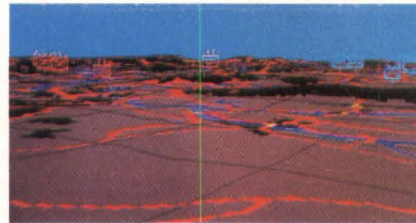
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Computer-driven command and control battle simulators are using Lexidata graphics systems to display 3-D terrain appreciation maps. (Courtesy of The Singer Company, Link Simulation Systems Division)



Students at the Royal College of Art in Kensington, England, use Lexidata's SOLIDVIEW to create designs such as these first-class passenger train seats.



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## HOTLINE

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**PC-ON-A-CHIP AVAILABLE SOONER THAN LATER**—NEC (Mountain View, CA) has beaten Intel in the race for the PC-on-a-chip (*Digital Design*, Sept., p. 29). Intel, slated to announce its 80886 by mid-1986 will now have to compete with NEC's CMOS  $\mu$ PD70208 and 70216, which offer all functions of the Intel chip plus serial I/O, 8088 emulation and instructions for packed decimal strings.

**GRAPHICS CONTROLLER ICs BOW AT WESCON**—Next month's Wescon in San Francisco will mark the launch of four graphics chips from major semiconductor vendors. National Semiconductor (Santa Clara, CA) will describe a four-chip chip set comprising a raster graphics processor, a bit-block transfer engine, plus a video clock generator and shift register. Motorola (Austin, TX) will present the 68490, a RISC-type 68000 coprocessor with an on-board raster engine. NEC (Mountain View, CA) will announce the V40 MPU and a 256K video RAM. Finally, Intel (Santa Clara, CA) will announce two text and graphics processors, the 82716 and the high-end 82786.

**STORING IMAGES ON FLOPPIES**—This is the goal of a system under test by Eastman Kodak (Rochester, NY). The system will allow users to display photographic images on TV sets and to produce hard-copy from those images. The first component available commercially will be the Video Imager, a system that produces instant color prints from video images. The unit, which features both RGB and NTSC inputs, can be used to expose color prints from these inputs in one-tenth sec.

**FACTORY LANS GET ON THE MAP**—Industrial Networking Inc. (Santa Clara, CA), the joint venture of GE and Ungermann-Bass, has released the MAP/One local area network for the factory. This broadband token-bus LAN claims the first board-level interface capable of supporting the entire MAP specification backed by General Motors. The MAP/One boasts a 10-Mbit/sec modem board.

**ACCELERATOR FOR CAE**—Mentor Graphics (Beaverton, OR) has announced a hardware accelerator that speeds the entire range of compute-intensive CAE tasks. The new Compute Engine accelerator is a parallel processor system that uses RISC concepts and extensive pipelining to produce throughput as high as 10 MIPS.

**DSP CHIPS FORM THE HEART OF AN IMAGING SYSTEM**—From Sky Computer (Lowell, MA), the VME-based image processor, dubbed Challenger, will use two 32020 chips from TI (Dallas, TX) to process images. A PC/AT version is expected next year. Also, Sky plans to introduce a 64-bit processor, the Vortex, which will implement full IEEE 64-bit precision and cost less than \$10,000.

**ALCHEMY LIVES**—An alloy with the properties of gold could soon appear in electronic components. Developed by Allied Corp (Morristown, NJ), the material is called Altraloy. It contains no precious metals and can be electroplated directly on top of copper alloys without the need for a nickel underplate. Altraloy reportedly combines solderability and low contact resistance.

**STANDARDS FOR UNIX AND CAD/CAM/CAE FILE SHARING**—Sun Microsystems (Mountain View, CA) is working with AT&T to offer a common UNIX system merging System V with Sun's version of 4.2. At the same time, Sun's proposed file sharing standard has gained several recent adherents including Celerity Computing (San Diego, CA) and Sequent Computer Systems (Portland, OR). Dubbed the Network File System (NFS), the proposed standard will let diverse CAD systems communicate. Sun will license the NFS source code to manufacturers and software houses.





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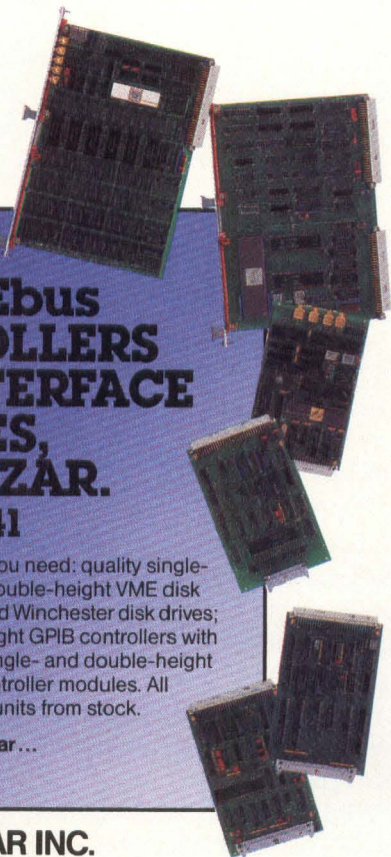
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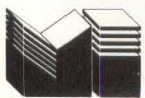
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## TECHNOLOGY TRENDS

### SYSTEMS

# Cruncher Enters Multiprocessing Arena

As the industry sees a parade of computer systems claiming parallel processing capability, the near-religious question is often asked: how parallel are you? But, as the machines leave the labs and enter the marketplace, the distinctions between approaches will likely blur. Pipelining, multiprocessing, loosely and tightly coupled architectures, single instruction multiple data (SIMD) and multiple instruction multiple data (MIMD) paths — designers will opt for variations on these themes as their next-generation architectures meet the real world.

With the introduction of the 3280, or Cruncher, Perkin-Elmer (Oceanport, NJ) seeks to establish itself as a properly parallel contestant in this arena. The system, which is an extension of the 3200 computer series, perhaps fits more comfortably in the multiprocessor category. But, evolving 3200 series design shows how different parallel categories can merge to improve performance.

The 32-bit 3280 boasts 4-MIPS throughput in its uniprocessor configuration. In a multiprocessor set-up, the machine can be configured with up to five attached (or auxiliary) processor units (APUs) and achieve 22-MIPS performance. The APUs can be dedicated to computation or I/O functions. Each processor has equal access to a global memory, and high-speed set associative instruction and data caches are used. Using a Fortran compiler, an increasingly important tool in parallel and multiprocessor design, a fully configured 3280MPS can run 65 million whetstone instructions per second.

In the multiprocessor configuration, each attached processor assumes only

one role. Thus, the set-up strays from "true" parallelism. Perkin-Elmer chooses to define parallel processing as two or more interconnected processors simultaneously performing different portions of the same application. As an example they cite a financial services application in which the CPU handles system control and database management while the APUs handle trading activity or rating revision tasks. APUs can be array processors. In an automobile suspension modeling application, an APU is dedicated to simulate operation of each of the car's four wheels. In a field mostly noted for start-ups, Perkin-Elmer likes to trace its parallel processing lineage back through several years and several design iterations.

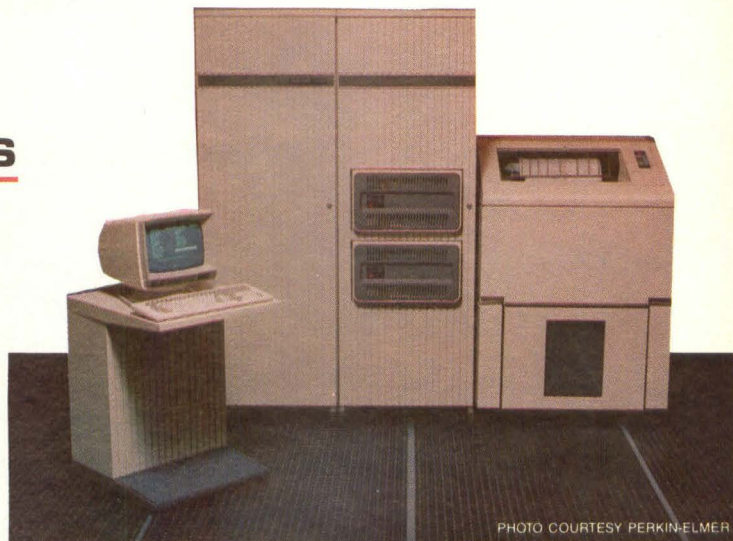
The 3280's performance ratings represent a marked increase over its 3230 and 3260 model predecessors. This seems more due to evolutionary design refinements than to dramatic architectural departures. Like most superminis, the 3280 implements pipelining — the most basic form of parallelism. In 400 nsec, a 3280MPS completes a single instruction and performs operations on the next three instructions in queue. This marks the first appearance of a four-stage instruction pipeline in the 3200 series. Interlock circuitry controls the pipeline process and the 3280's instruction set is tailored for pipeline utilization.

Each 3280 processor contains two 8-Kbyte caches with two-way associative organization. Cache memory is based on a 45-nsec NMOS implementation. Memory ranges from 2 Mbytes to 16 Mbytes. The system supports composite

memory modules (CMMs) which each have on-board controllers. Four-way interleaving among multiple CMMs allows fast, concurrent memory access. Main memory is composed of 120-nsec, 64-Kbit MOS dynamic RAMs. Serving as a pathway for processor-to-processor communications, a 64-Mbyte/sec system bus assures high throughput and provides control functions. This bus supports positional priority within three priority levels: high priority, round robin priority and simple priority.

Evolving throughout the 3200 series history, Perkin-Elmer's optimizing Fortran compiler has become an important factor in achieving high performance. It features universal optimization that is said to eliminate overhead in subroutine calls, allowing full exploitation of structured programming. Further, Perkin-Elmer offers a set of microcoded routines that, used with the writable control store, speed the Fortran compiler's operation by 30%. With the thought that compilers are notoriously "register hungry," the 3280 furnishes eight sets of sixteen general-purpose 32-bit registers, one set of eight single-precision floating point registers (32-bits each), one set of sixteen 32-bit scratch pad registers and one set of eight double-precision floating point registers. Stacked-up against the VAX 8600, which has itself become a benchmark of sorts for its competitors, Perkin-Elmer estimates that the 3280MPS costs \$30,000 per MIPS versus an estimated \$100,000 per MIPS for a VAX 8600 cluster.

—Vaughan





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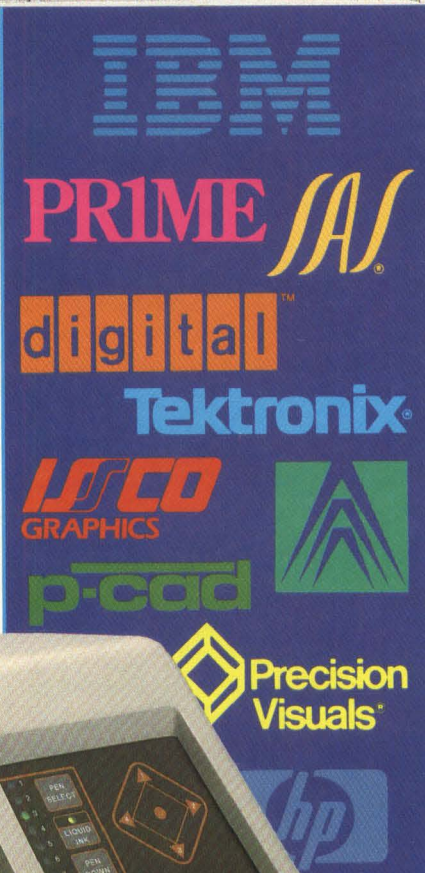
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ICS

### Systems On A Chip Via 20,000-Gate Array

**F**ast high-density gate arrays provide the building blocks for placing entire systems on a chip. In fact, recently announced CMOS offerings boast 20,000 gates with typical propagation delays under 1 nsec. Users wishing even faster circuit speeds can choose from several bipolar arrays ranging from 3400 to 8000 gates with internal bandwidths exceeding 100 MHz. This wide range of sizes and speeds enables circuit designers to dispose of SSI/MSI devices in their applications, shrinking board size and power consumption while increasing overall system throughput.

To make this task easier, vendors provide a wide array of tools that help users design systems on a chip. Sophisticated timing analyzers identify critical paths that are then routed automatically. In addition, large macrocell libraries composed of such elements as 16-bit register files and multipliers move the level of design from individual gates to logical functions with users also able to select the most desirable speed and power.

Designers wishing to pack the largest amount of random logic on a single chip or build single-chip systems can consider CMOS gate arrays available from Fujitsu Microelectronics (Santa Clara, CA), Honeywell Digital Product Center (Colorado Springs, CO) and NEC Electronics (Mountain View, CA). With 20,000 gates available on a single chip, circuit designers can expect as much as a 2000:1 reduction in system component count when compared with similar systems built using conventional SSI/MSI CMOS or TTL logic functions. Power dissipation also shrinks dramatically with an entire array consuming around

2.5W under nominal voltage and temperature conditions.

Propagation delays also shrink as gate counts increase. Typical delays under conditions of room temperature and nominal voltage (5V) range from 0.63 nsec to 0.79 nsec, yielding an internal bandwidth exceeding 30 MHz. However, designers must be aware that increasing the number of gate-level fan-out limitations will present penalties. For example, moving from one fan-out to three could easily add another 0.3 nsec delay for the Honeywell gate array under the same temperature and voltage conditions.

Designers can overcome these limitations by taking advantage of functions like multipliers, multiplexers and register files contained in each vendor's macrocell library. These predefined LSI/VLSI functions are optimized for minimum propagation delays.

Fujitsu Microelectronics has taken the macrocell approach another step by organizing its array into four 5,000-gate quadrants. Using hierarchical design rules, designers first specify the architecture of the entire chip, then move in succession to specify the layout of individual quadrants in terms of 1000- and 2000-gate blocks and then individual macros and gates if desired. With this approach, designers can readily identify critical

paths for special routing. The company also provides arrays that mix random logic with static memory in 6-Kbit and 12-Kbit configurations.

With large gate counts and low power, CMOS arrays prove ideal for shrinking the size of many systems implemented in discrete logic. Yet, bipolar arrays provide internal bandwidth easily three to four times faster than possible in current CMOS processes. Mark Friedmann, strategic marketing manager with Applied Microcircuits (AMCC) (San Diego, CA) claims that the company's arrays can accommodate internal bandwidths of 100 to 300 MHz for telecommunications and data acquisition applications or bandwidths exceeding 50 MHz for computationally intensive tasks found with mainframe computers or array processors. Fujitsu, Honeywell and Raytheon Semiconductor (Mountain View, CA) have also announced bipolar arrays.

Users can easily be deceived when first comparing CMOS and bipolar arrays. Although touted as having gate-level propagation delays of 0.73 nsec to 1.7 nsec, CMOS arrays tend to be at least 40% slower than comparable bipolar gates when temperature, voltage and process derating factors are considered. In addition, bipolar arrays have fewer problems in driving large fan-outs (as many as eight



The C20000 CMOS gate array from Fujitsu Microelectronics mixes high-speed static RAM with random logic. Configuration shown consists of 15,000 uncommitted gates with 6 Kbits of RAM.



## TECHNOLOGY TRENDS/ICs

loads) so users can design high-speed applications using small macrocells or individual gates.

On the other hand, bipolar arrays are susceptible to timing problems caused by interconnect wiring. Interconnect delays can easily equal or exceed a function's internal propagation delay. As a result, critical path analysis is a key factor in circuit optimization. Vendors provide extensive timing analysis in conjunction with logic simulation so race and hazard conditions are identified early, and critical sections are routed efficiently. Vendors also resimulate the array after routing to ensure that critical paths meet performance criteria.

AMCC and Raytheon allow users to

program the speed of selected portions of the array. By selecting from high- and low-speed versions in each vendor's macrocell libraries, users are assured that speed-critical portions of circuits have been optimized without dramatically increasing the array's power consumption. Friedmann notes that this approach can easily keep total power dissipation under 4W. However, increasing the array speed to that of critical paths could bump power dissipation to 8W. AMCC offers four different levels of gate delays (275, 350, 500 and 700 ps) for a 2-input NAND gate, while Raytheon limits its arrays to two: 0.9 nsec and 1.5 nsec for a 2-input NAND gate.

Designers must look at the quality of

the support tools to determine whether entire applications can be placed on a single chip. Macrocell libraries should be sufficiently large and varied so that designs need not be implemented using gate-level constructs. In addition, timing analysis should be an integral part of logical simulation so that critical paths can be easily identified and accommodated. Finally, place-and-route software should provide minimum interconnect lengths between logical functions as well as efficient distribution of I/O and control signals. Lapses in any of these areas will compromise the performance of the entire array.

—Aseo

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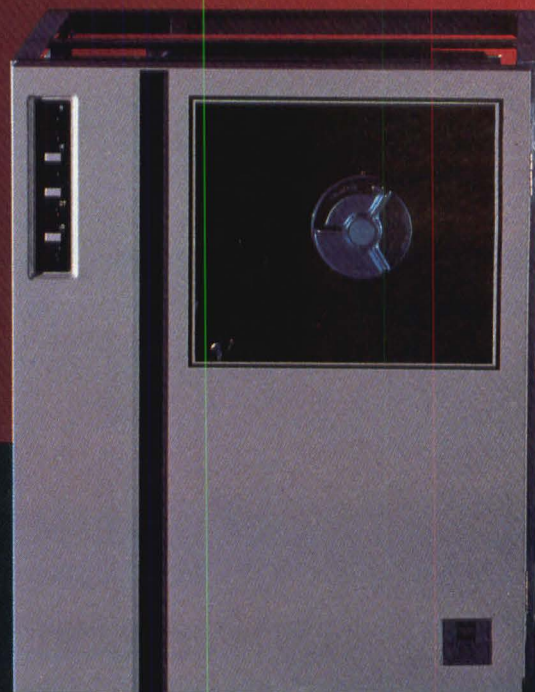
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## Mainframe-Style Architecture Joins Microprocessor Fray

Aiming its sights at multitasking applications, Fairchild Camera and Instrument (Palo Alto, CA) has announced a 32-bit microprocessor chip set called the Clipper. The Clipper consists of three chips: a single 32-bit microprocessor and two integrated cache/MMU chips. One cache (ICAMMU) handles instructions and the other (DCAMMU) is for data. Fabricated in a 2-micron CMOS process, the chip set runs on a 33-MHz single-phase clock and is projected to exceed a

5-MIPS average performance level.

As shown in **Figure 1**, the Clipper provides separate bus paths for instructions and data. Each bus is a full 32-bit multiplexed address/data bus, operating with a 30-nsec cycle time. An additional 32-bit multiplexed address/data bus is provided by each CAMMU to interface with main memory and I/O peripherals. Called the Clipper bus, this path operates at either one-half or one-quarter of the CPU clock frequency. By using multiple buses, Fairchild has overcome the limitations im-

posed by a single-bus microprocessor architecture.

Based on performance measurements of a 68020 requiring transfer of 8.6 bytes (3.3 instruction bytes and 5.3 data bytes) per instruction executed, Fairchild notes that a single-bus architecture would require a bandwidth of 43 Mbytes/sec. In terms of a single 32-bit bus, a word would need to be transferred at the unrealistic rate of once every 70 nsec.

By separating the instruction and data bus and by providing separate caches, the highest bandwidth is reduced to 26 Mbytes/sec, or an average of one word every 160 nsec. When references to 400 nsec main memory are factored in, aver-

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age access times only grow to 130 nsec — well within the data and instruction transfer rates needed to sustain the targeted 5-MIPS execution range.

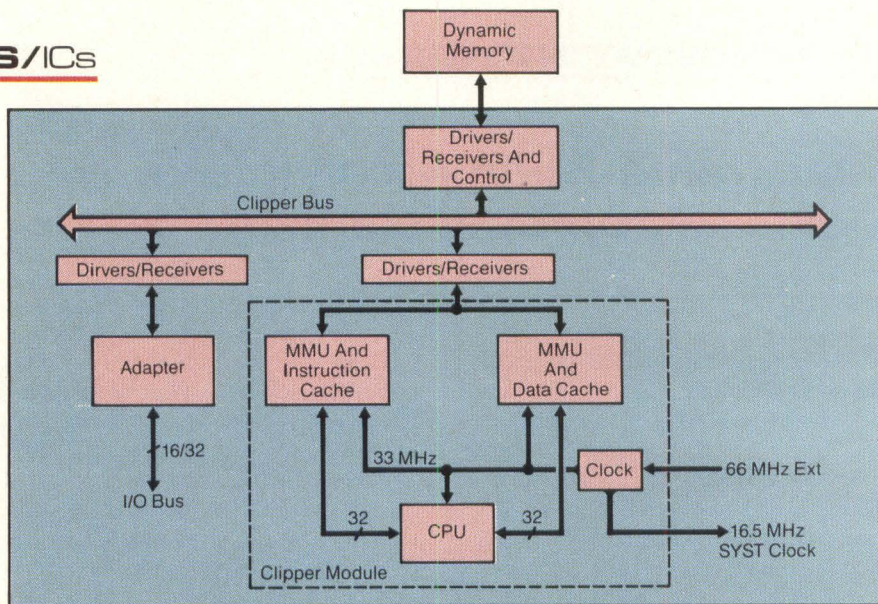
Combining both the cache and the MMU on the same chip reduces the bus loading and eliminates chip-to-chip delays. This results in faster access times. Each CAMMU supports a 4-Gbyte virtual address space and has an on-board 64 entry two-way set-associative TLB (translation look-aside buffer) containing the most recently used translations. Overlapping the cache access with the MMU provides a 33% access time improvement.

Using concepts developed under the UC Berkeley RISC and Stanford MIPS projects, the Clipper processor implements a register-to-register architecture with multiple register sets and a load/store interface to memory. Instructions are decoded and sequenced using hardwired logic instead of microcode and a pipelined execution unit performs all register operations. All nonmemory reference instructions operate only on register. All memory reference instructions pass data between one memory location and one register.

Four functional blocks make up the actual CPU: an integer pipeline, a register file, a 64-bit floating point unit and macrocode ROM. The integer pipe has three stages: fetch registers, ALU operations and register store of ALU results.

Each stage in the pipe is synchronous and a bypass path is provided to use the result of an ALU operation in the next sequential instruction. The ALU handles address computations as well as data manipulations, and nine addressing modes are supported. The register file supports three independent sets of 16 general-purpose registers, a supervisor set, user set and a special function set used with the macrocode ROM. In addition, the floating point unit has its own set of eight 64-bit registers.

Complete prefetch logic supports an 8-byte instruction buffer. Together with the program counter in the ICAMMU, this logic keeps the CPU full of instructions and immediate operands. The im-



The Clipper processor from Fairchild Camera and Instrument provides parallel processing in a uniprocessor configuration with separate floating point and integer units as well as an independent I/O bus.

mediate operands are routed directly to the integer pipe for use as data values or address offset. Instructions are sent to the issue, timing and branch control sections where they are decoded in hardwired logic, which transmits control signals to both the integer pipe and FPU logic.

A small (2000 instruction) macrocode ROM is used to execute strings of standard machine instructions. Thus, the basic architectural efficiency is maintained while additional complex instructions are provided.

An IEEE standard floating point unit resides on the chip. Clipper designers feel that this approach is superior to the common coprocessor scenario. A coprocessor attached to the CPU data cache interface, Fairchild designers indicate, would have slowed the CPU, adding a clock cycle to the access time of the cache. A load or store operation reportedly takes 4 to 6 clock cycles. This would cause a 16% to 25% slow down in operation, resulting in the CPU speed slowing by 8% to 16%.

The Fairchild announcement comes at a time when other processor manufacturers have also disclosed information about their CMOS product lines. For its part, Intel (Santa Clara, CA) has formerly announced its CMOS 386 proces-

sor this month (p. 32 this issue). By the first quarter next year, Intel will have both Multibus I and Multibus II boards to support systems integrators.

A recent disclosure by Motorola (Austin, TX) has revealed that the company will announce a 2 micron CMOS version of the 68000 in a similar time-frame. A co-development with Hitachi (San Jose, CA), the part will be followed by DMA, graphics and disk controller parts.

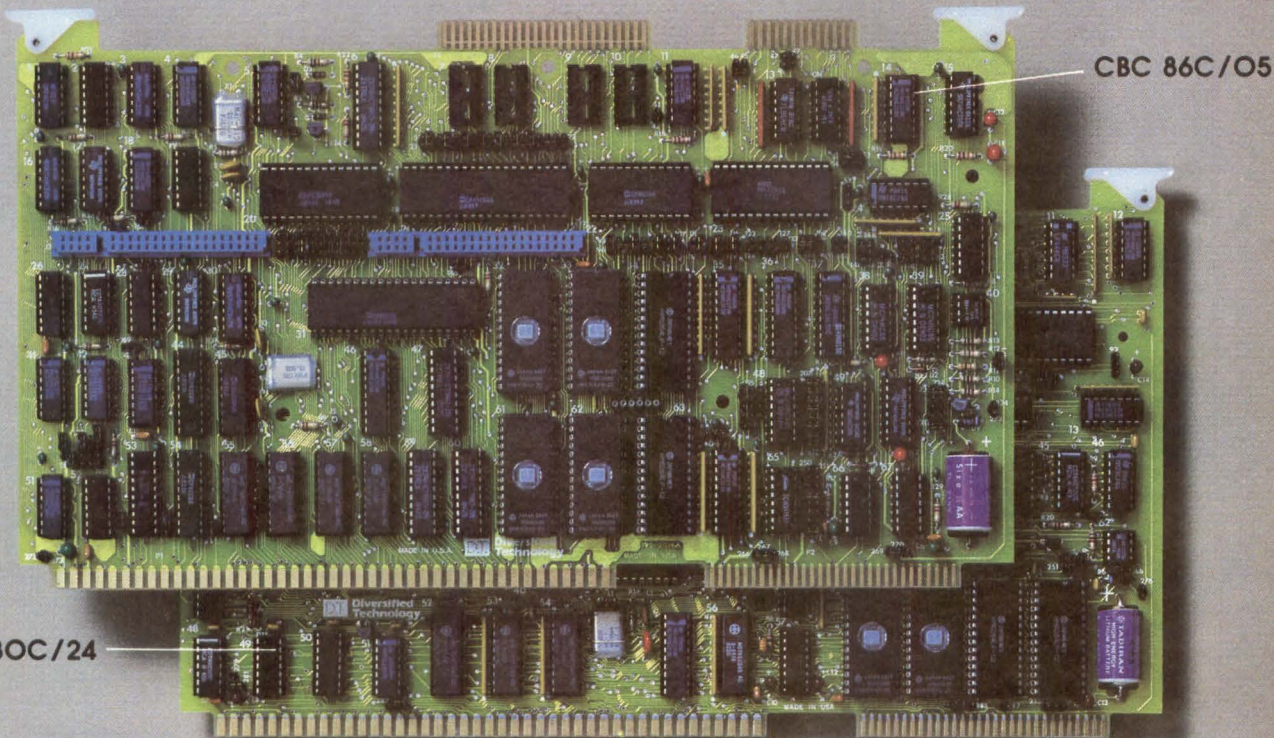
Finally, Inmos (Colorado Springs, CO) has announced the availability of its Transputer product, together with several development system environments. Three evaluation boards were announced this month — the B001, B002 and B004. The first product, the 001, includes a transputer, 64 KBytes of static RAM and two RS-232 ports. The 002 differs only in the fact that the user has the option of 1 to 2 Mbytes of DRAM instead of the static RAM on the 001. The third product, the 004, plugs directly into an IBM PC. Available in November, the board contains a Transputer and up to 2 Mbytes of memory. Three transputer development environments will be supported by Inmos, one for Stride computers, one for Digital Equipment's VAX line and one for the IBM PC.

—Aseo



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| RAM/ROM Sockets      | 4          | 4          | 4          | 4                | 3         |
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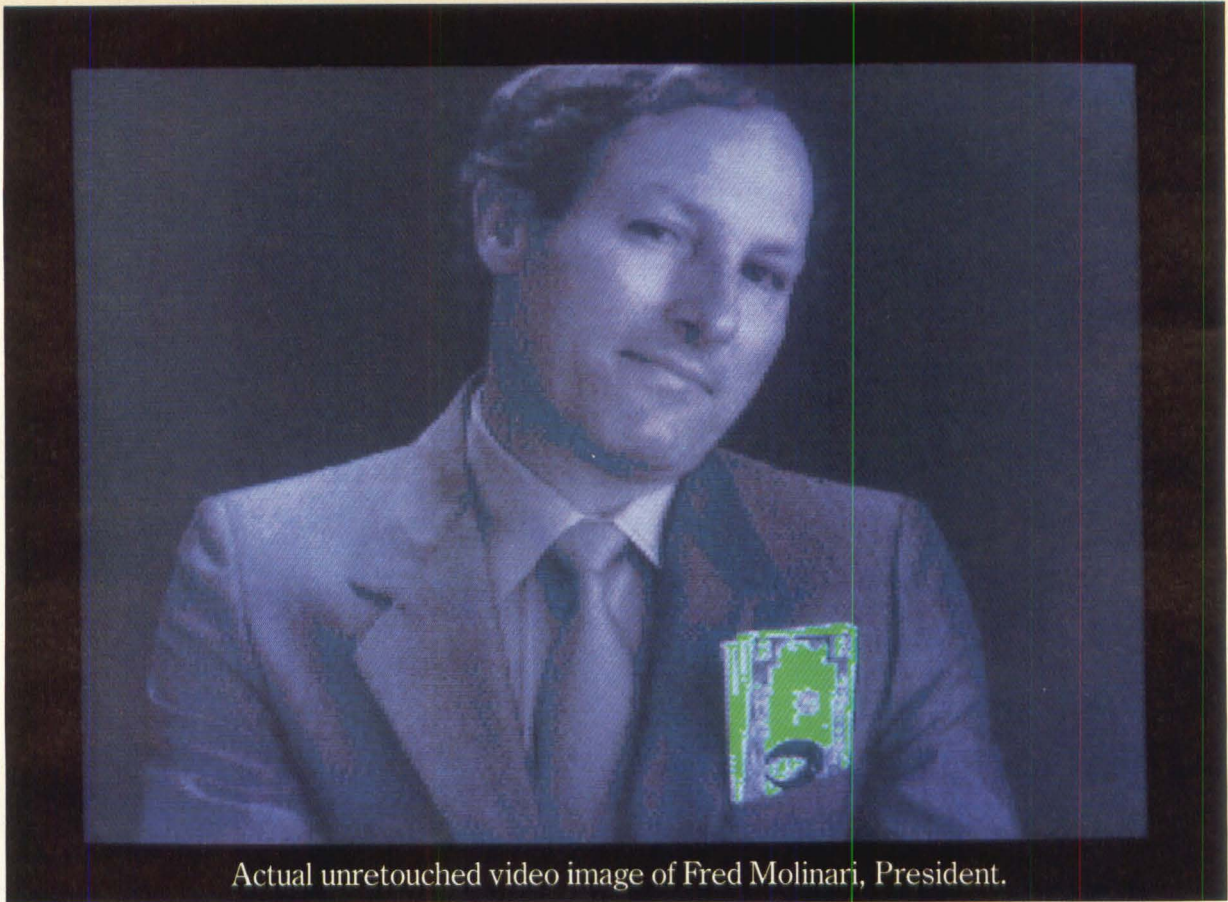
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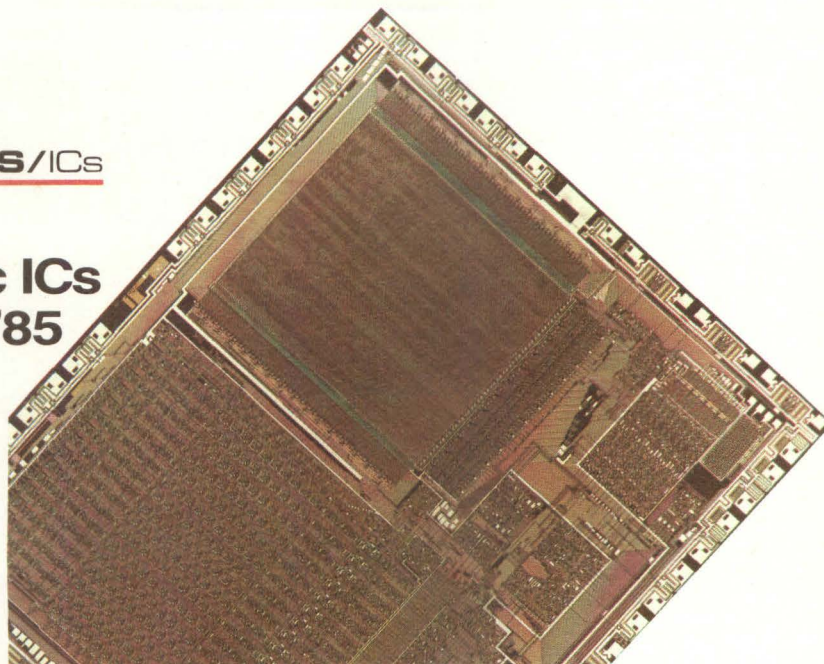
## Language Specific ICs Debut At Wescon '85

Until recently, languages such as Forth, Prolog and Lisp have been available only in compiled or interpreted form on conventional processors or microprocessors. Now, AI software is beginning to get hardware support, and special purpose hardware is emerging to relieve the performance penalty usually associated with executing AI software on general-purpose machines.

At the upcoming Wescon '85 show in San Francisco, two sessions will focus on the problems of direct hardware execution of high-level language operations. The sessions will present both single-chip high-level language processors and large-scale building block designs. Douglas Fine and Chuck Hastings of Monolithic Memories (Santa Clara, CA) will describe a high-performance Forth engine using LSI building blocks. The implementation will be compared with an earlier one based on similar Forth hardware concepts performed at the University of Indiana before these LSI components were available.

The LSI component family includes a 16-bit ALU with four working registers and an integral long-word carry network, a  $16 \times 16$  Cray multiplier with the entire 32-bit product simultaneously available at the outputs, a  $16 \times 16$  shifter geared for cascadeability to long-words with one level of delay and an  $18 \times 2048$  PROM which is used for microcode storage and address sequencing. Jim Flournoy, general manager of Procedamus (Rosemead, CA) will describe how the capabilities of the machine are extended to LISP execution by an efficient implementation of LISP directly in Forth primitives.

In another session, Charles Moore and Bob Murphy from Novix (Cupertino, CA) will describe the Novix Forth Engine. This highly parallel machine



Prototype of Rockwell's Advanced Architecture microprocessor.

architecture directly executes Forth primitives in a single clock cycle. According to the company, the initial implementation of the device is based on a 4000-gate CMOS semicustom IC operating at an 8-MHz clock rate.

Under the premise that computer architecture should be directed by the programming language it is to support, David Best of Rockwell (Cedar Rapids, IO) will describe two VLSI implementations of a single-chip 16-bit CMOS Advanced Architecture Microprocessor (AAMP). AAMP is designed to support the execution of block-structured high-level languages such as Ada and PL-1 in embedded-computer applications. The processor architecture directly supports concurrent task execution and procedure reentrancy. Procedure parameter passage and context switching are performed automatically by the processor. The AAMP instruction set includes multiplication and division for 16- and 32-bit integer and fractional data, as well as 32- and 48-bit floating-point data. Best will conclude by describing a next generation architecture with full 32-bit data paths implemented in 1.25-micron CMOS technology.

A set of VME-based circuit boards rather than a single chip, the Xenologic (Berkeley, CA) Prolog Accelerator system is also geared to provide high-per-

formance execution of AI programs—this time in Prolog. Alvin Despain, president of Xenologic, will describe the co-processor system and the software it supports. One example he cites is in conjunction with the Sun 2/160 workstation. The Xenologic boards fit from two to five unused slots of the main processors cabinet and the UNIX 4.2 operating system provides the software interface. According to Mr. Despain, the processor achieves about 200,000 logical inferences per second on the Berkeley ProLog Benchmark Set.

Rounding out the technical sessions, Steven Krueger from Texas Instruments (Dallas, TX) will discuss the high-level language instruction set for a microprogrammed VLSI computer for LISP. An overview will be presented of the architecture of the machine as well as the computer system called the Compact LISP machine TI intends to build around it.

Advances in VLSI technology, as well as the increasing use of AI languages have for the first time provided competitive approaches to the practical implementation of high-level languages in dedicated designs. These special-purpose ICs will provide a closer fit to the software problem than is conventionally available using general-purpose machines.

—D. Wilson





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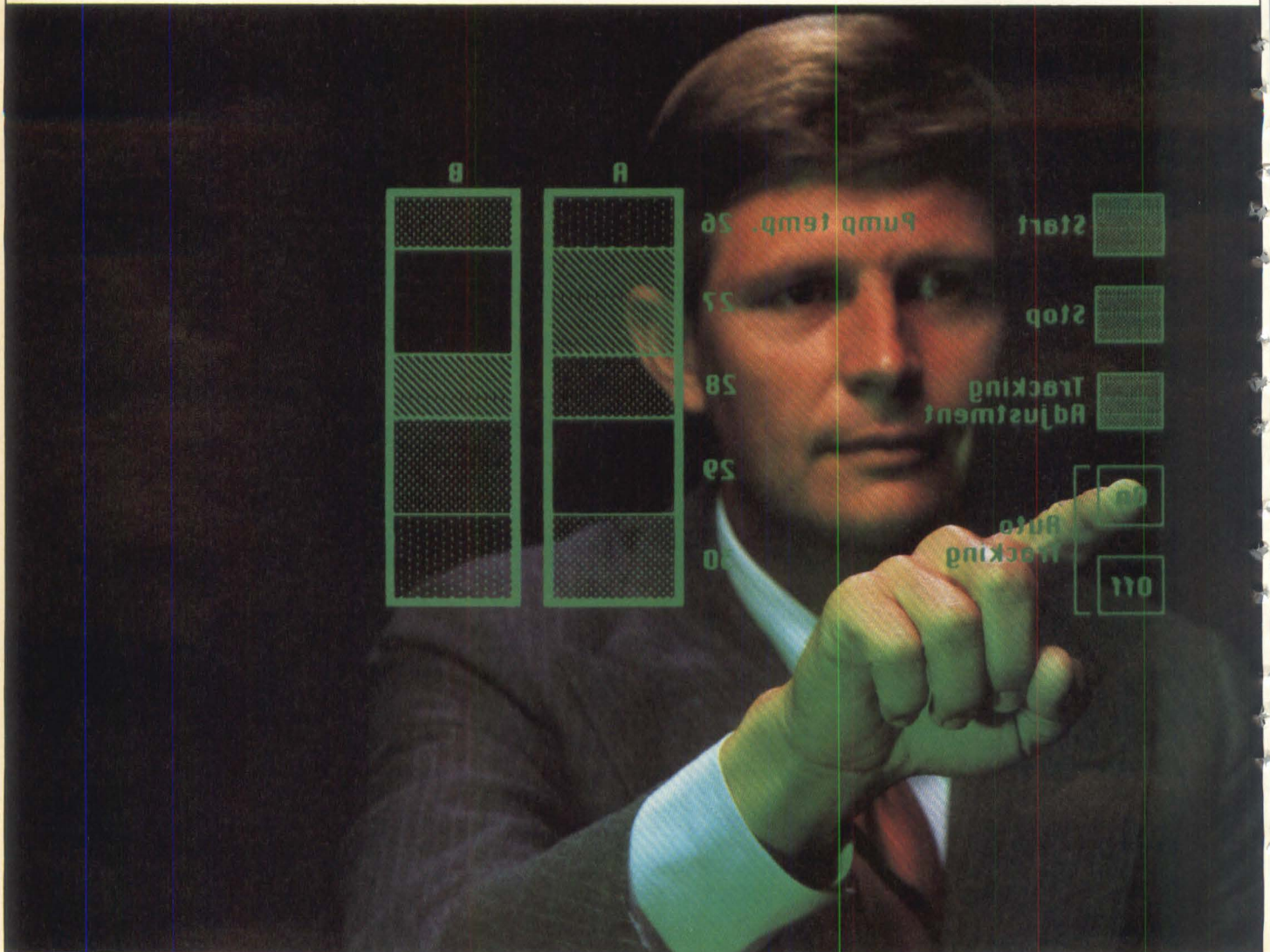
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## TECHNOLOGY TRENDS

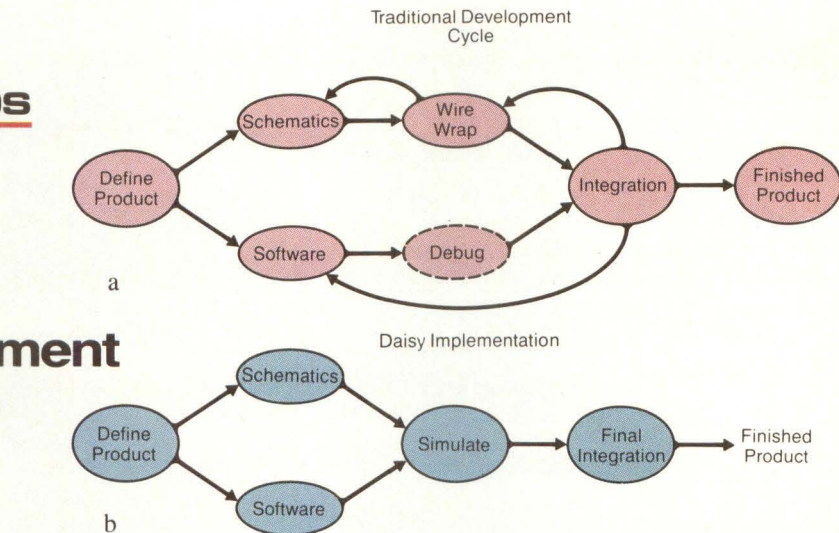
### DESIGN TOOLS

# Hardware And Software Development Linked To Shorten Product Cycle

**C**oupling microprocessor development systems with CAD systems promises to reduce the time needed for hardware/software integration. Both Tektronix/CAE Systems (Sunnyvale, CA) and Daisy Systems (Mountain View, CA) have announced the capability to download object code into the target system for extensive software simulation. At an early stage of the development cycle, designers can exercise a preliminary circuit as well as check out such hardware-dependent portions as interrupt routines and device drivers. With this, potential hardware/software integration problems can be readily identified, and the final hardware or software design changed before final prototypes are built.

To aid programmers in their efforts to develop object codes in high-level languages, microprocessor development system vendors have provided source-code symbolic debugging with the ability to single-step through source code statements as well as entire routines. Microlink from Tektronix/CAE Systems and Personal Logician-Microprocessor Design (PL-MD) from Daisy Systems act as debuggers for prototype hardware designs by using actual code rather than stimulus patterns for logic simulation.

The key to this close coupling of hardware and software development is the ability to translate object code into a format suitable for input into a logic simulator. For example, many compilers and assemblers from Daisy Systems for the 8086 family generate an output database called the Object Module Format (OMF). This database contains such



In traditional development cycles (A), designs undergo multiple wire-wrapped prototype versions and repetitive software debugging sessions using in-circuit emulators. Product cycles are shortened by downloading object code (B) for direct execution in a logic simulator.

information as variable names, data types and source code line numbers. This information is retained for symbolic debugging so that object module absolute addresses can reference the corresponding lines in the relocatable source code. A similar approach is used within Microlink and PL-MD as the object code is translated into the syntax used by a logic simulator. In addition, similar care is taken so that any software references to port addresses, control signals and address and data signals correctly correspond to the physical devices in the hardware design.

Hardware designers can execute object code modules under software simulation or through hardware modeling systems like TurboChip from Tektronix/CAE Systems or PMX (Physical Modeling Extension) from Daisy Systems. Both vendors recommend software simulation for running small routines and hardware modeling for executing larger modules on the actual chip. Execution speed is the primary consideration since it takes huge amounts of code to mimic the behavior of a microprocessor. Hardware extensions like PMX or TurboChip replace the software description of the microprocessor with the physical device although the remainder of the prototype system is still described in the device modeling language used by the simulator.

Both approaches allow hardware

designers to assess the behavior under actual conditions and make necessary changes before the design is sent for layout. Likewise, software designers have the opportunity to exercise hardware-dependent portions of their programs without waiting for a prototype to be built. Both companies claim the simulation runs will reduce the number of prototype systems that must be built.

To monitor program execution in real-time for final hardware/software integration, symbolic debuggers access the breakpoint and trace facilities of in-circuit emulators found with the Intel I<sup>2</sup>CICE or the Tektronix 8540 integration station. These facilities allow program execution to occur at full-speed in the prototype target system until the flagged instruction is reached. The emulator typically works in a background mode so that the target system is unaware of its operation.

From the disassembly of data and instruction accesses that occur on the bus, the internal CPU state can be inferred. With this information, software designers can garner execution times for individual routines, and monitor inter-module references and memory usage. If closer inspection of the CPU status is needed, intrusive measures (e.g., forcing a hardware interrupt) can be used to dump the internal control registers.

—Aseo



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## TECHNOLOGY TRENDS

### IMAGING

# Color Image Framestore Uses Precision Converters For High-Quality Images

Systems integrators are faced with a number of problems when building or specifying systems for color image processing. At the low end, several frame grabbers exist which can be used to capture images up to  $512 \times 512 \times 8$ -bits deep. Costing around \$3,000, these boards allow users to capture either NTSC or analog video data into RAM located on the boards for further processing. To implement color systems, three of these boards could be used with a host CPU, image processor boards and manufacturer-supplied imaging software. By opting for this route, systems integrators can implement systems for around \$20,000. However, other problems may arise. For example, if the image to be digitized is taken from a VCR, then a time base corrector may be needed to correct the artifacts placed on the video signal by the VCR operation. Timing of the video signals between the boards (for a color system) must be accurately controlled to reproduce the incoming images.

Having emerged from a computer-related background, many manufacturers have only partially addressed these problems in the design of their products. However, companies which have until now built products for the broadcast industry are entering the imaging market.

One company, Shintron (Cambridge, MA), has addressed the problems associated with color framestore design with a product called the Andromeda 3000. The 3000 uses a number of boards built by Shintron (Figure 2). Featuring full 13.5-MHz sampling on all three RGB channels, the subsequent picture information is written into a  $768 \times 505 \times 8$ -bit memory per color plane. Using this 13.5-MHz clock, the system can also act

as a time base corrector. Currently, the Andromeda interfaces via Shintron's Orange Bus to its series of video switcher units. However, by the end of the year, a DMA interface will be offered for DEC's MicroVAX II. This will allow system integrators to use the MicroVAX as the control processor for the 3000.

One of the most novel features of the framestore's design is the attention which has been paid to both the A/D converter and the D/A converter boards. Accepting RS-170, RGB and YIQ signals, each of the three RGB channels has been built in a modular fashion on one board. Before each of the video channels are digitized, analog signal conditioning is applied to them. First, an operational amplifier increases the gain of the video signal for input into an MLY1350/15/2 video filter from Matthey (Stoke-on-Trent, UK). These are 75-Ohm phase-equalized filters used for pre- and antialiasing filtering. After filtering, the video signal is

sent to another discrete op amp to provide the low-output impedance needed by the flash converters.

In the Shintron design, three 14-MHz 1048 A/D converters from TRW (La Jolla, CA) are used. The outgoing TTL signals are then converted to ECL and transferred to the system memory. In operation, the read/write address controller regulates the DRAM memory array and multiplexes the data from the three video sources.

Digital boards in the system are manufactured on Unilayer boards supplied by Augat (Attleboro, MA). Schematics generated at Shintron were input into a PC running Dash from FutureNet (Canoga Park, CA). The resulting net list was transmitted to Augat for autorouting of the finished boards. According to company president, Shintaro Asano, this allows inexpensive, rapid upgrades.

—A. Wilson

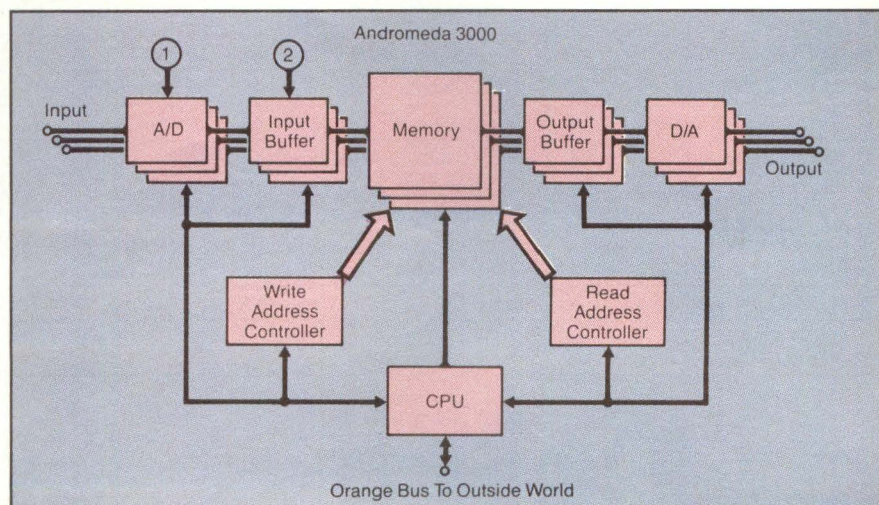


Figure 2: Shintron's Andromeda 3000 framestore is capable of digitizing three channels of video at a 13.5-MHz rate.

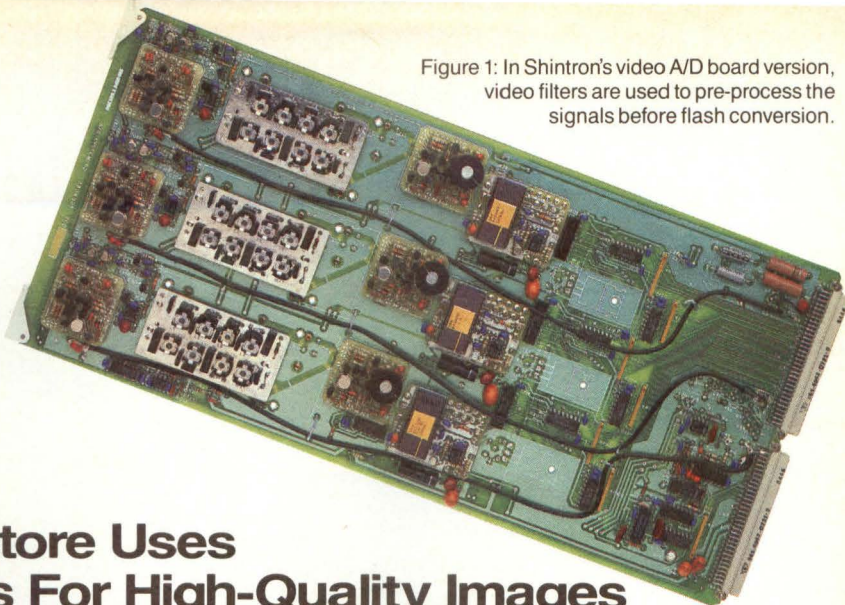
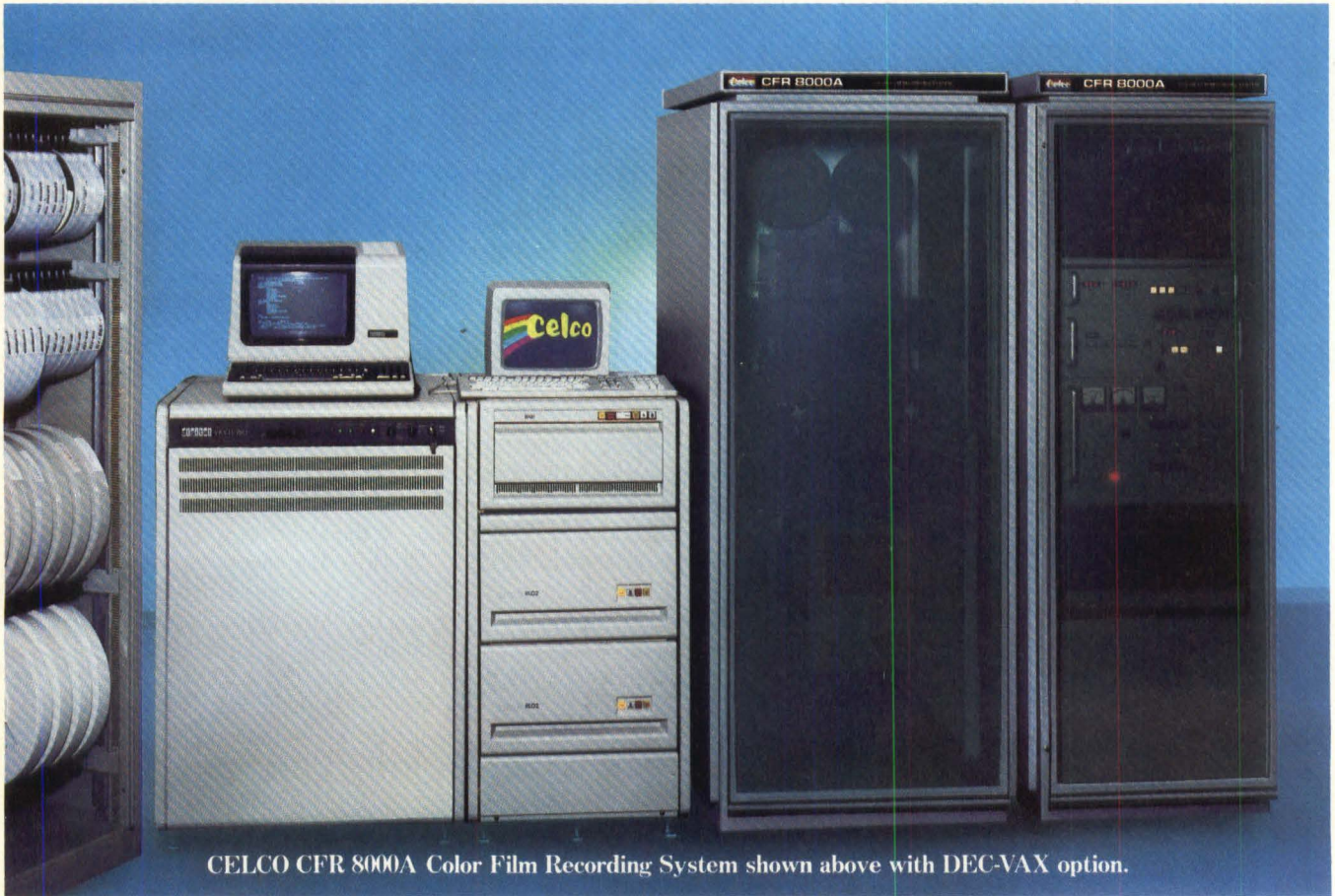


Figure 1: In Shintron's video A/D board version, video filters are used to pre-process the signals before flash conversion.



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CELCO CFR 8000A Color Film Recording System shown above with DEC-VAX option.

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| ■ CRT Size   | 7" diameter CRT (0.0008" spot size)  |   | 5" diameter CRT (0.0008" spot size) |   |
| ■ Recording Speed                                    | Less than 20 seconds for a complex 35mm graphics slide (run length encoded)                |   |                                     |   |
| ■ Variable Pixel Rates                               | From 400ns/pixel to 6.2µs/pixel, in 400ns increments                                       |   |                                     |   |
| ■ Addressability                                     | 4096 x 8192 (pixel x pixel), 8192 x 8192 (Run length encoded)                              |   |                                     |   |
| ■ Film Format Flexibility                            | Multi Format from 16mm to 8" x 10"   | Fixed, selectable from 16mm to 8" x 10" | Multi Format from 16mm to 8" x 10"  | Fixed, selectable from 16mm to 8" x 10" |
| ■ Graphic Arts Workstations Interface Compatibility  | Includes Autographix, Artronics, Executive Presentation Systems, MAGI, Management Graphics |   |                                     |   |
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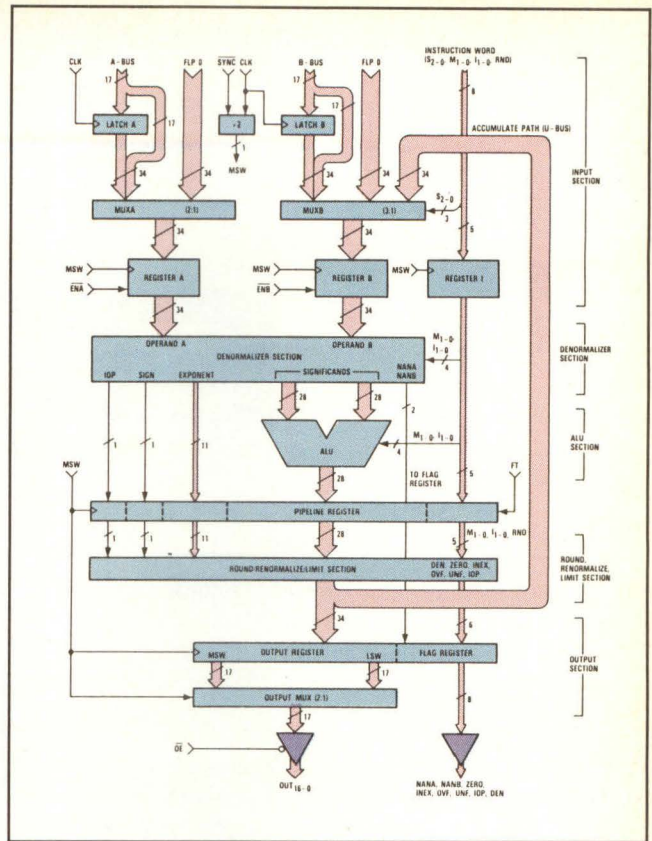
# Imaging Functions Go On-Chip At GOMAC '85

One of the leading factors driving imaging functions into silicon is the money currently being spent by DARPA (Defense Advanced Research Projects Agency) and other military government agencies. Imaging functions, being so compute- and memory-intensive, should migrate to silicon in order to increase performance levels, especially in military applications.

At next month's Government Microcircuit Applications Conference (GOMAC) held in Orlando, FL, many companies will describe advanced processor architectures, optimized software-in-silicon functions and array processors for imaging applications. Although three of the conference sessions are classified, many of the abstracts already published give an important guide to the future of IC image processors.

In a session entitled Advanced System Concepts, LTV Aerospace (Dallas, TX) will describe a modular multiple processor architecture that supports both processing and memory elements. By designing the processor around a distributed crosspoint switching system, each switching element can connect one processor bus to one memory bus. Operating under control of the processor address bus, the switches form cycle-by-cycle connections based on each cycle's address. A different approach, adopted by the US Army Missile Command (Redstone Arsenal, AL) will describe the architecture of an image processor built around ten 68000 microprocessors. Because of the speed required, the theme of the paper will concentrate on techniques needed to allow real-time image processing. Ultimately, the architecture will be used as a preprocessor, postprocessor or both for analyzing FFT radar return signals.

Figure 1: TRW (La Jolla, CA) will announce the TMC3200 32/34-bit floating point unit at this year's GOMAC.



Many of the papers will describe how specific functions can be implemented as processors. Lockheed (Palo Alto, CA) will describe the Winograd Fourier Transform and a VLSI processor capable of performing a 120-point DFT in 1.6 msec. ESL (Sunnyvale, CA) will describe a systolic solution to the eigenvector subspace problem in signal processing and will announce a VLSI processor developed for such a purpose. And a paper from the Jet Propulsion Laboratory (Pasadena, CA) will describe techniques for computing the DFT using the residue Fermat number system and its VLSI implementation.

In a session on analog and digital signal processing, several companies will describe unique imaging products. The first paper, from Westinghouse (Baltimore, MD), will describe an ultra-high-speed monolithic operational amplifier fabricated in complementary bipolar technology. The op amp has a gain bandwidth product in excess of 600 MHz, a gain of 10, and slew rate of over 200 V/msec. Following this, MIT (Lexington, MA) will announce the development of a programmable SAW filter with a 1.5 msec impulse response and a programmable bandwidth of 50 MHz. The device is implemented using a piezoelectric SAW delay line coupled to a silicon IC. Sobel Edge Extraction, an important imaging function, will be described by TI (Dallas,

TX). The company's VLSI implementation of the function is capable of real-time operation on a 512- x 512-pixel image at 30 frames/sec. The device accepts 8-bit input data and produces a 9-bit edge magnitude output and a 3-bit direction output.

In the signal processing applications sessions, many types of specialized VLSI processors will be considered. Lockheed (Plainfield, NJ) will describe a floating point systolic array with 20 MFLOPS per processing element. The array is capable of DFTs, adaptive filtering, correlation and convolution. This will be followed by a discussion of a VLSI coordinate rotation computer from McDonnell Douglas (Huntington Beach, CA). The paper will detail the Cordic class of coordinate rotation algorithms and how a VLSI processor will be built to support them. In one of the final papers of the conference, TRW (La Jolla, CA) will announce a three-chip set designed for high-speed DSP. The TMC3200 is a 32/34-bit floating point processor (Figure 1), the TMC3201 is its companion multiplier, and the TMC3220 is a three-port register file.

While many of these products will never become available commercially, it is certain that they embody a trend in which many of the imaging functions currently performed in software will migrate to VLSI.

—A. Wilson



# 80386

The 80386 32-bit microprocessor is the latest microprocessor from Intel Corp. (Santa Clara, CA) designed for applications requiring high CPU performance, bus bandwidth and address space. The 80386 provides access to the 32-bit world: 32-bit registers, 32-bit data bus, 32-bit address bus and 8-, 16- and 32-bit data types.

The 386 addresses two other important issues. It gives system level support to systems designers by providing an integrated memory management capability which has virtual memory support, optional on-chip paging, four levels of protection and an integrated task switch. It also is object-code compatible with the entire family of 8086 microprocessors: 8086/88, 80186/188 and 80286. The flexibility provided by the 386 not only affords the installed base of 16-bit software immediate access to the latest processor technology, but also allows these object-code modules to run concurrently. For example, PC-DOS programs written for the 8088 can exist beside UNIX or XENIX code or can interact directly with 32-bit software written specifically for the 386.

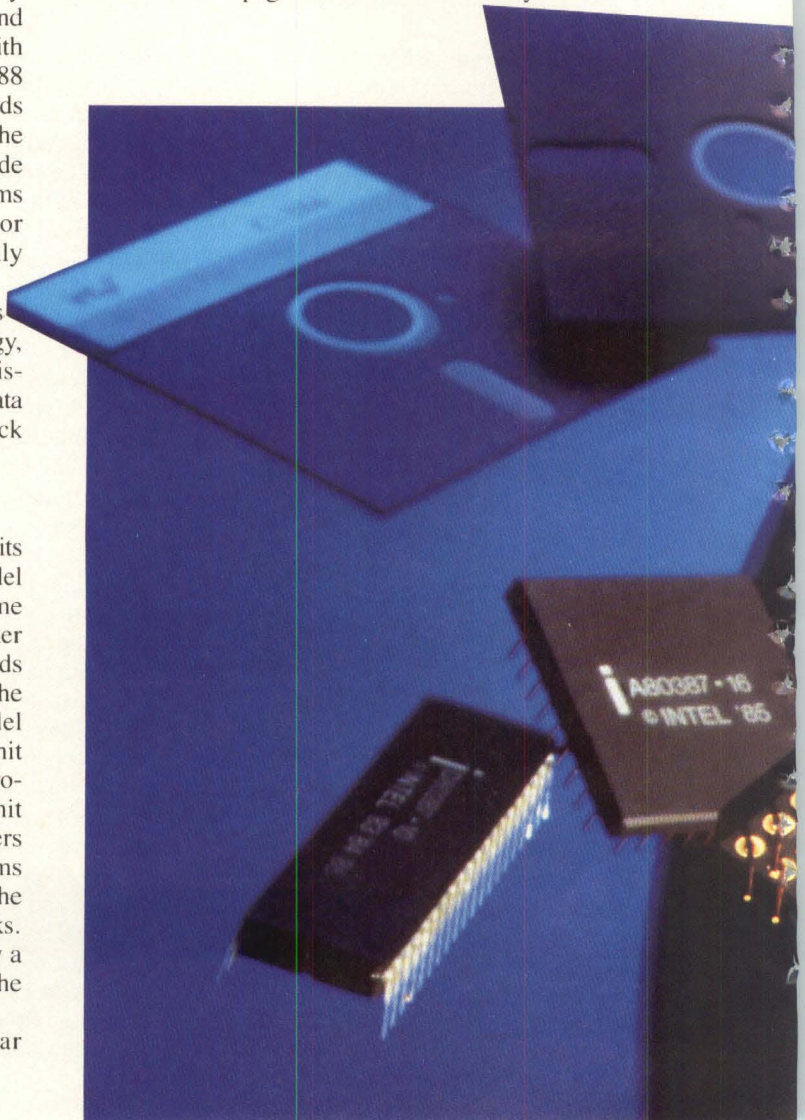
Packaged in a 132-pin ceramic pin grid array, the 386 is fabricated in Intel's CHMOS III process. Using this technology, the 386 is designed to operate at 12 MHz and 16 MHz and dissipate between 1.5W and 3.0W. It has demultiplexed 32-bit data and address buses which allows a 32-bit access in only two clock cycles.

## Processor Organization

Six functional units make up the 386 (**Figure 1**). These six units are arranged in a pipeline that enables them to operate in parallel on different instructions or on different parts of the same instruction. The bus unit performs bus transactions for the other units. When no other unit needs the bus, the prefetch unit reads the next word of the instruction stream from memory into the prefetch queue. Most code fetches are performed in parallel with execution using unneeded bus cycles. The decode unit cracks each opcode, converting it into a pointer to the microcode that implements the instructions. The execution unit executes the microinstructions and can add two 32-bit registers in two clock periods. Multiply and divide hardware performs 32-bit multiplications in 20 to 40 clocks, depending on the number of significant digits and 32-bit division in 40 clocks. Shift, rotate and the new bit field instructions are aided by a barrel shifter that can shift up to 64 bits in a single clock. The on-chip MMU consists of segment and page units.

The segment unit translates logical addresses to linear

addresses and checks each access for consistency with segment protection attributes. For the majority of instructions, the segment unit obtains the translation and protection data from the on-chip segment and descriptor registers. The page unit is enabled or disabled by operating system software. When paging is disabled, the linear addresses produced by the segment unit pass through the page unit unaltered. When paging is enabled, the page unit translates linear addresses into physical addresses and verifies that accesses are consistent with page attributes. The page unit includes a 32-entry Translation Look-





# Raises The Flag For Compatibility

by Paul Wells, Technical Marketing Manager, Intel Corp.

aside Buffer (TLB) that caches the translation information for the most recently used pages. Using the TLB, the page unit can translate most page accesses (typically 97-99%) without consulting the memory-based page tables. When necessary, the page unit initiates the bus cycles required to return an older TLB entry to its page table and to load the vacated TLB slot with the page table entry referenced by the current instruction.

All 386 instructions operate on 0, 1, 2 or 3 operands; an

operand resides in a register, in the instruction or in memory. Most 0-operand instructions (e.g., CLI, STI) take only 1 byte. Generally, 1-operand instructions are 2 bytes long. The average instruction length for the processor is 3.2 bytes with an average instruction time of 4.4 clock periods. The use of 2 operands permits the following types of common instructions: Register to Register, Memory to Register, Immediate to Register, Memory to Memory, Register to Memory, and Immediate to Memory.

The operands can be either 8-, 16- or 32-bits long. As a rule, when the processor is executing 32-bit code, operands are 8 or 32 bits. When executing 16-bit code, operands are 8 or 16 bits. Instruction prefixes can be added to all instructions which over-

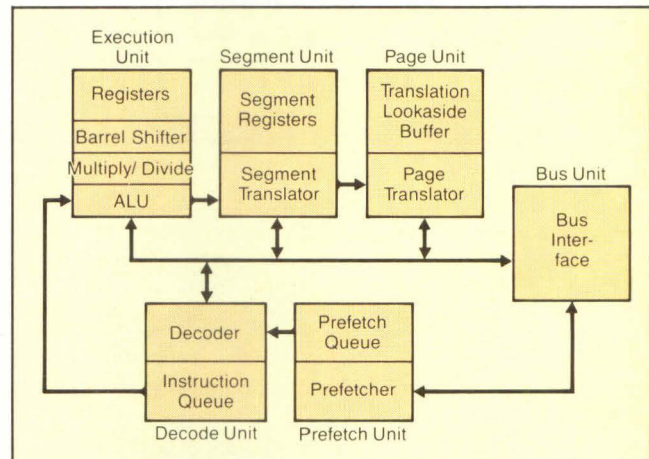


Figure 1: Six functional units make up the 32-bit 386. Arranged in a pipeline, they can operate in parallel on different instructions or on different parts of the same instruction.

ride the default length of the operands. Thus, it is possible to further optimize code with the selective use of 32-bit operands with 16-bit code or 16-bit operands with 32-bit code.

## 80386 Register Set

The 386 microprocessor has a total of 34 registers divided into the following categories: General-Purpose Registers, Segment Registers, Status and Control Registers, Systems Address Registers, Debug Registers and Test Registers (Figure 2). The General-Purpose Registers are a superset of the 8086 and 80286 registers. These eight registers (EAX, EBX, ECX, EDX, EBP, EDI, ESI and ESP) hold 32-bit quantities. The low-order word



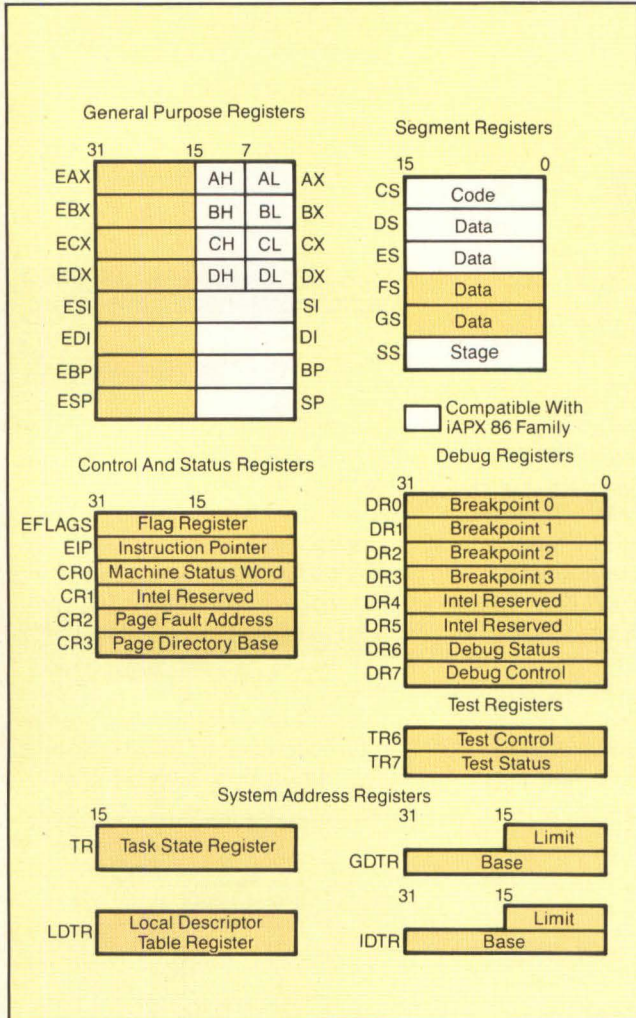


Figure 2: The 386 has a total of 34 registers divided into six categories: general purpose, control and status, segment, debug, test and system address.

of each register is used when performing 16-bit operations. Four of these low-order registers (AX, BX, CX and DX) are divided into pairs of 8-bit quantities to support 8-bit operations.

Six 16-bit segment registers (or selectors) select separate regions of memory. Three of the segment selectors (CS, DS and

SS) are used to address the current code, data and stack segments. The remaining registers (ES, FS and GS) are used to address user-defined data regions. The size of the segments addressed by the 386 range from 1 byte to 4 Gbytes.

The Control and Status Register block consists of the Flag Register (EFLAGS), the Instruction Pointer (EIP), and four Control Registers (CR0-CR3). The flag register, which stores information about the processor, is extended to 32 bits, with a few new bits defined in the upper two bytes (Figure 3). The lower 2 bytes are the same as the 286 flag register to ensure compatibility.

Flag bits 1, 3, 5, 15 and 18 through 31 are undefined, but when used with the SAHF or PUSHF instructions or when interrupt processing occurs, zeroes are stored in these bits except for bit 1. Bits 0, 2, 4, 6, 7 and 11 indicate the state of a computation such as parity, sign and overflow. Bits 8, 9 and 17 identify and control the operation of the processor within a given mode. Bit 8 (Trap Flag) enables the generation of single-step interrupts. Bit 9 (Interrupt Flag) is used to enable or disable certain classes of external interrupts. Bit 17 (virtual Mode Flag) is a new bit defined to indicate that the processor is operating in the virtual 86 environment. Bit 16, the Restart Flag (RF), is another new bit defined in the 386. The RF flag is reset at the successful completion of every instruction, except IRET, POPF and instructions which perform task switches, and is set in the flag register image as part of processing a fault.

The 386 defines a set of four 32-bit control registers, (CR0-CR3), to hold information on the global machine state. These registers, along with the System Address Registers described later, hold the machine state that affects all tasks in the system. CR0, the machine status and control register, is used to provide system information to the processor. The machine status word of the 286 maps directly into the low order half-word of CR0 and two new bits have been defined, bit 4 and bit 31. Bits 5 through 30 are reserved for future use by Intel. The new CR0 bits, except for bit 4, are upwards compatible from the 286 since they are in register bits not defined on the 286.

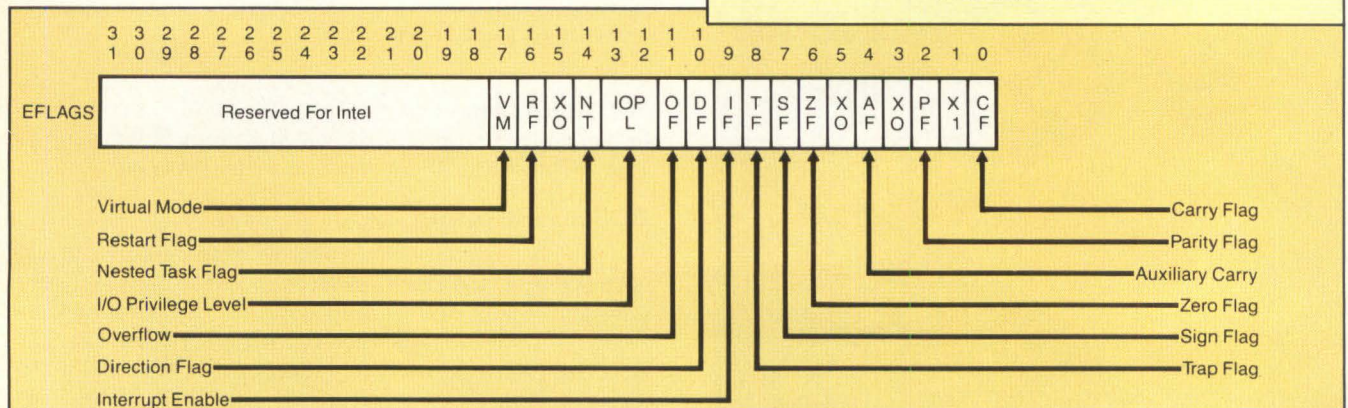


Figure 3: The control and status register block consist of the flag register, the instruction pointer and four control registers.



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Bit 4 (ET) holds information on the processor extension type. A zero in this field indicates that a 287 floating point coprocessor is in the system. If this field contains a 1, a 387 floating point coprocessor is being used. Thus, designers are given a choice between the 287 16-bit protocol and the 387 32-bit protocol.

Bit 31, the Paging Enable (PE) bit, is used to indicate whether the on-board paging unit is enabled. The PG and PE (protection enabled) bits are paired to provide four combinations which select the operating environment for the 386. The operating modes defined by these bits are described in **Table 1**.

CR1 is currently undefined and is reserved for future use by Intel. CR2, the page fault linear address register, holds the full linear address which caused the last page fault. CR3 contains the starting address of the page directory.

The 80386 contains four system address registers which hold information about the protection and address translation tables needed by an operating system. These registers, Task Register (TR), Global Descriptor Table Register (GDTR), Local Descriptor Table Register (LDTR) and Interrupt Descriptor Table Register (IDTR), define the task environment, address space and interrupt vector space for a task currently under execution. The semantics and manipulation of these registers is upwardly compatible with the 286.

The 80386 also provides on-chip hardware support for debugging. Eight registers, DR0-DR7, give system program-

| PG | PE | MODE  |
|----|----|---|
| 0  | 0  | 'Real Mode.' 8086 operation.  |
| 0  | 1  | 'Protected Mode.' Exact 286 semantics plus 32-bit extensions. (A sub-environment is also defined to support a virtual 8086 within the context of the extended 286/386 protection model. |
| 1  | 0  | UNDEFINED. If attempted, the condition will trigger a general protection fault.   |
| 1  | 1  | 'Paged Protected' environment. Enables all of the facilities of the Protected mode with paging enabled.   |

Table 1: Two bits are paired to provide four combinations which select the operating environments for the 386.

mers the ability to define up to four breakpoints. These can specify any combination of instruction execution and data reads or writes. Debug Registers DR0-DR3 hold four breakpoint addresses. DR6 is the Debug Status Register. The low-order bits are indicator bits set by the hardware at entry to the debug exception handler when an enabled debug exception is detected. The debug handler must clear these bits before exiting. DR7 is the Debug Control Register. The high-order half-word is divided into four fields which specify the length of the breakpoint field (1, 2 or 4 bytes) and the type of access that should cause the breakpoint. The bit-fields in the low-order half-word are used to enable the breakpoints and selected debug conditions.

Test Registers TR6 and TR7 are available for use to control the testing of the RAM/CAM (content addressable memory) in the Translation Lookaside Buffer portion of the paging unit. TR6 is the test command register, and TR7 is the data register which contains the data for the Translation Lookaside Buffer

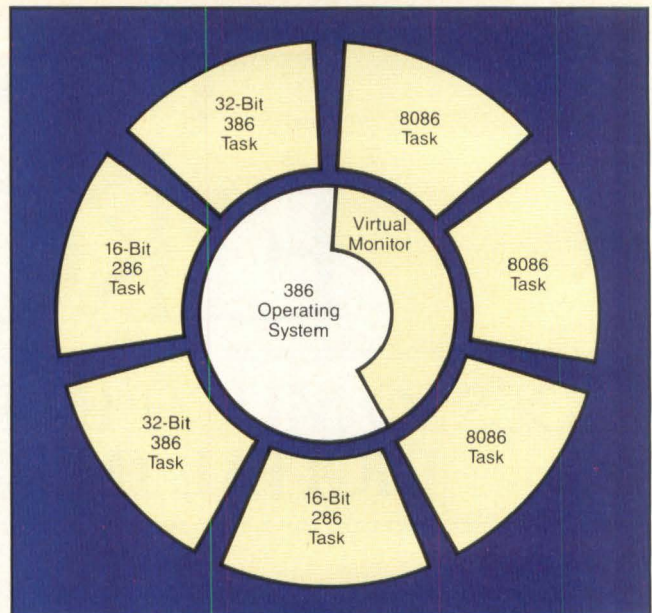


Figure 4: The 286 object code can coexist as tasks alongside 32-bit tasks.

test.

The 386 microprocessor can operate under one of two modes, real or protected, which are controlled by the PE bit in control register 0. The real mode causes the 386 to behave exactly like a very fast 8086. Although the real mode is intended primarily for use in booting up the system for operation in the protected mode, it is one way to execute 8086/88 code. The real mode is bit compatible with the 8086/88, and the addressing mechanism, interrupt structure and segment size are exactly the same. There is a superset of the 386 functionality available to code running in the real mode, such as new instructions to manipulate bit fields and access to 32-bit offsets and operands; however, these would not be available for use unless the code were recompiled. Further, care must be taken so that the real mode capabilities are not exceeded. For example, 32-bit offsets in the real mode may not violate the 64K offset maximum.

The full capabilities of the 386 are available when the processor is operating in the protected mode. The linear address and segment offset size are increased to 4 Gbytes and programs have a virtual memory space of 64 terabytes. In addition to the 32-bit capabilities of the processor, the protected mode provides the user with hardware-assisted support for a multilayered protection model, hardware-assisted multitasking support and the most sophisticated memory management capability available.

### Supporting 8086 And 286 Software

The 386 protected environment is able to support a variety of software combinations. As shown in **Figure 4**, 286 object code can coexist as tasks alongside 32-bit tasks. The processor also provides a virtual 86 environment which allows the running of 8086 programs and operating systems encapsulated within a 386 task. Because 386 tasks can be protected and paged in virtual memory, paging is available to 286 programs; protection

| Segment Base 15..0 |              | Segment Limit 15..0 |                |             |
|--------------------|--------------|---------------------|----------------|-------------|
| Base 31..24        | Size Control | Limit 19..16        | Access Control | Base 23..16 |

Figure 5: Generalized segment descriptor format.



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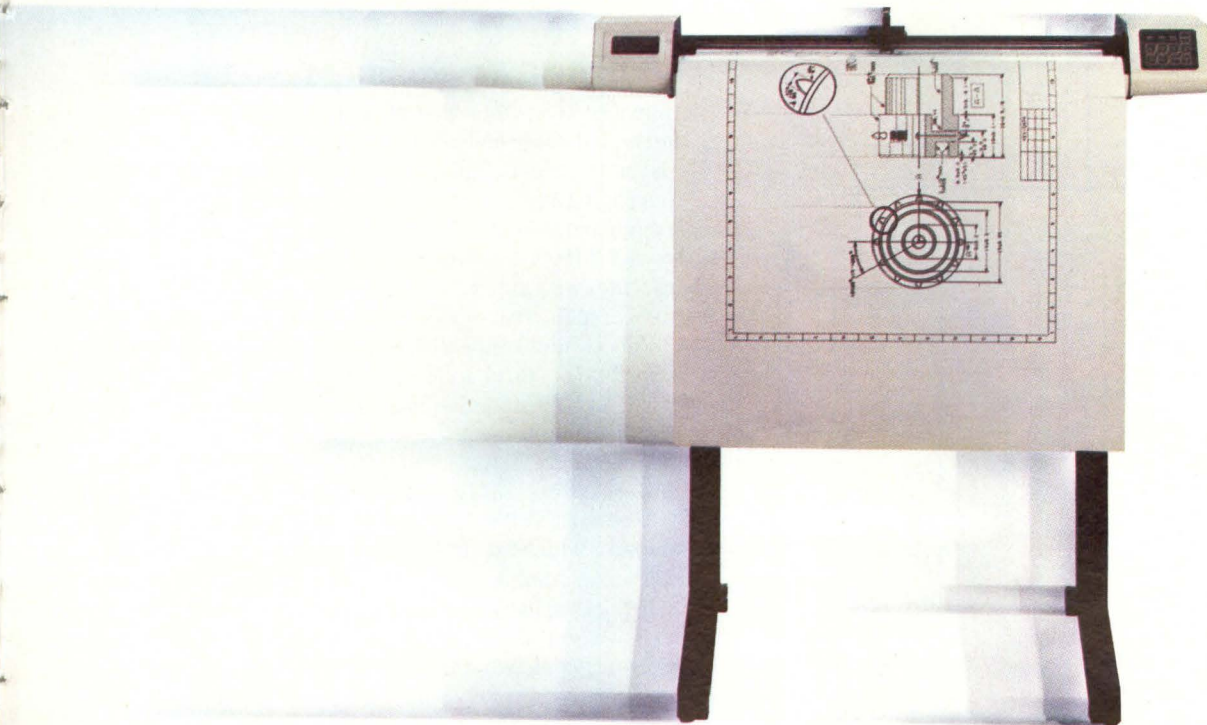
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plus paging is available to 8086 programs. All programs operating as virtual 86 tasks require a virtual machine monitor to be present. A virtual machine monitor is a program which maps resources from the virtual machine (8086) to the host operating system. The 386 provides hardware hooks within the chip which simplifies the implementation of a virtual machine monitor to emulate the virtual environment.

The 386 implements a descriptor-based segmented memory management system. Each task in the system may have up to 16,000 segments of code, data and stack which define the task's virtual address space. Each segment has a data structure, which is a descriptor that describes the properties of the segment (Figure 5). All of the descriptors which define a task are collected in one of two tables: a Global Descriptor Table (GDT) which contains descriptors common to the system and a Local Descriptor Table (LDT) which contains descriptors private to the individual task. A particular table and descriptor within that table is selected by a segment selector (Figure 6). This mechanism is common to both the 286 and 386 processors.

The descriptor types available within the 386 include all of the 286 descriptor types. The basic difference between 286 descriptors and 386 descriptors, aside from specific type numbers assigned to each, is their treatment of high-order 16 bits. The 286 descriptors treat the high-order 16 bits of the descriptor as reserved and contain zeros in these 2 bytes, whereas the 386 descriptors use these high-order 16 bits to define upper

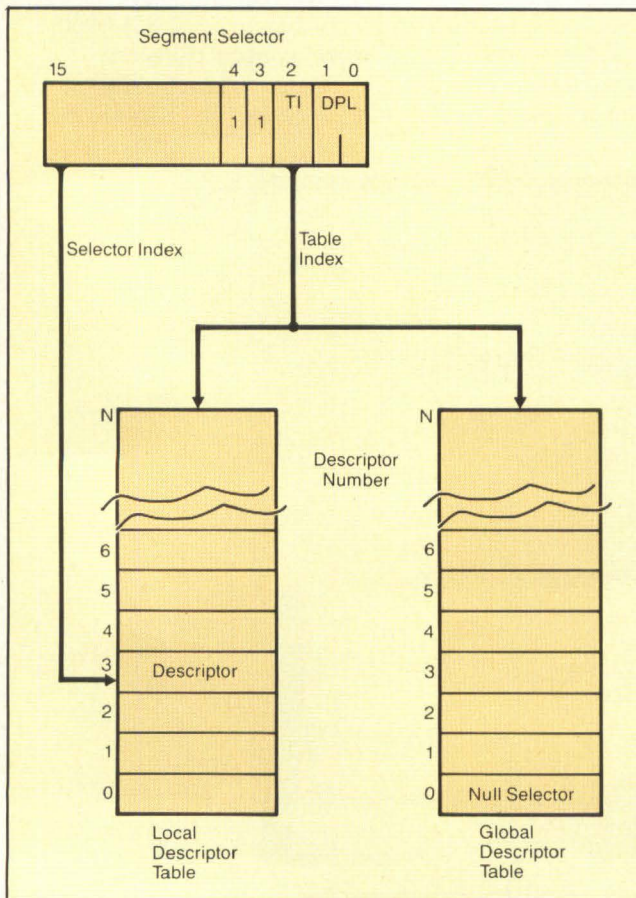


Figure 6: In 286/386 descriptor organization, a particular table and descriptor within that table is selected by a segment selector.

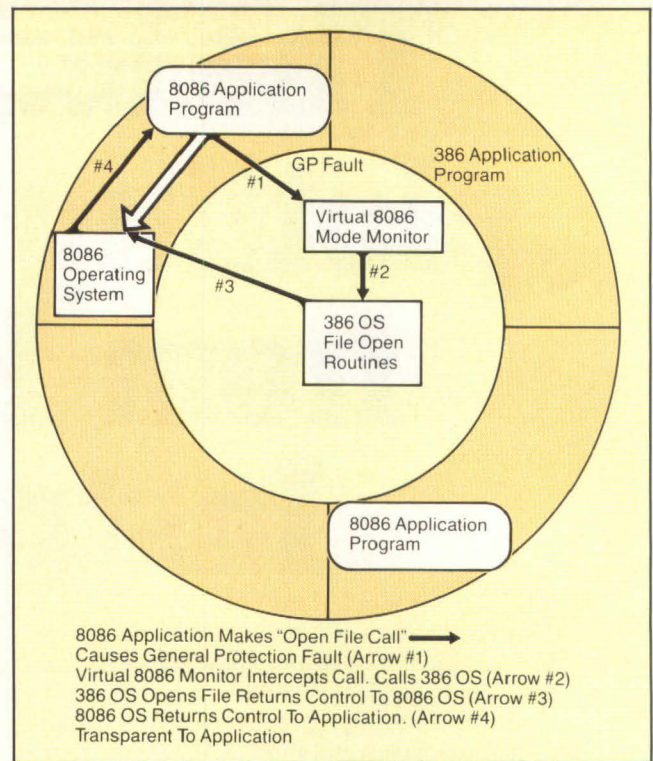


Figure 7: This example is one possible approach to handling system calls from a virtual 86 program.

order Base and Limit values and supply segment size information. Thus, in order for a 286 system to run on the 386, the reserved fields in the 286 descriptors must be zero and none of the unassigned type codes in the access control byte can be used (although the codes may now define 386 descriptor types). Following these simple rules will allow the 386 to determine on the fly whether the segment being accessed is 16-bit 286 code or 386 code.

### Virtual 86 Environment

The virtual 86 environment of operation is a subset of the 386 protected mode and permits 8086 code to be executed within the protected and paged environment provided by the 386. Without paging enabled, one 8086 program can be supported; with paging, any number of virtual 8086 programs can run in their own 1 Mbyte address space. The virtual 86 environment executes with the PE bit of the machine status word (MSW) set to one; in the real mode, this bit is zero. The real mode of the 386 is similar to the virtual mode in that both execute 8086 object code, form addresses and treat segment registers the same. In both modes, segment relocation is performed by shifting the 16-bit value in the segment register 4 bits to the left and adding the 16-bit (or 32-bit) effective address to obtain a 32-bit linear address.

The virtual 86 environment relies on a virtual machine monitor which executes in the 386 protected environment and is used to emulate a few privileged and sensitive instructions which cause protection traps. The 8086 code running in a virtual machine state executes at protection level 3. An attempt to execute privileged instructions, which can only run at level 0, or sensitive instructions, which are normally I/O related instructions that must execute at a predefined I/O privilege level (IOPL), will cause a trap into the virtual machine monitor which must reside at privilege level 0.

Aside from the protection and paging capabilities available



to the virtual 86 environment, the primary difference between the real and virtual environment is the way in which interrupts are handled. In real mode, interrupts trap through a vector of procedure pointers in the 8086 interrupt vector table. The base address of this table is held in one of the System Address Registers, the Interrupt Descriptor Table Register (IDTR).

Each entry is 4 bytes long and gives the starting address of the interrupt handling procedure, just like the 8086. In the virtual 86 environment, interrupts are vectored through the protected Interrupt Descriptor Table (IDT) which contains descriptors pointing to the interrupt service routines. Vectoring through the IDT causes the processor to leave the virtual environment and enter the protected environment of the 386. The 386 trap handlers can either completely process the interrupt themselves and simply return to the virtual 86 environment with an IRET (interrupt return instruction) or reflect the interrupt to the virtual 86 program by manipulating the virtual 86 state saved at the trap.

The example in **Figure 7** illustrates one possible approach to handling system calls from a virtual 86 program. Many 8086 programs perform operating system calls by PUSHing parameters on the stack and executing an interrupt instruction (INT n). The application thinks it is making an Open File call in this manner. If the I/O Privilege Level (IOPL) is set to zero, that is, the system is preventing I/O operations by the 8086 code, the INT n instruction is intercepted by the virtual monitor. The 386 operating system could open the requested file and then return control to the virtual 86 environment.

The virtual 86 environment is entered by executing an IRET instruction from privilege level zero or by a task switch (from any privilege level) with the Flag Register image containing a one in the VM bit position. The POPF (pop flags) instruction does not affect the VM bit and so cannot be used to enter virtual 86 environment. The PUSHF (push flags) instruction always pushes a zero in the VM bit so that a program cannot tell if it is executing in the real or the virtual 86 environment.

The transition out of the virtual 86 environment into the 386 protected mode occurs only on receipt of an interrupt or exception. All interrupts or exceptions from the virtual 86 environment pass through the protected IDT and, as part of the process, the VM bit is cleared. All transitions from the virtual 86 environment must go to privilege level 0. Any other condition will raise a general protection fault. Transitions to and from the virtual 86 environment via task switches must have a 386 task as the source or destination since 286 tasks do not have access to the high-order 16 bits of the EFLAGS register where the VM bit resides.

Because of the cost of software development, the need to preserve software investments has become an important element in the choice of processor architectures. The 80386 microprocessor maintains a level of continuity to provide designers with a wide range of hosting options. The 386 allows the installed software base immediate access to the performance and system level capabilities of the 32-bit generation of microprocessors. **DD**

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# High-Performance ICs Fuel Up With GaAs

by Dave Wilson, Executive Editor

Offering four to six times the speed of silicon-based ECL parts and as much as ten times the speed of silicon CMOS parts, gallium arsenide (GaAs) devices are carving an ever-widening market niche with each process improvement. However, unlike silicon's domination of germanium, GaAs is not expected to become a universal replacement for silicon. Often referred to as "gigahertz logic," GaAs ICs will become the preferred technology in the over 1 GHz range, with gate delays down to 30 ps and power consumption as low as 150 mW. Many ECL designs use GaAs circuits for cache memory and I/O. Other applications for which GaAs circuits are suited are direct broadcast communications systems, telecommunications, supercomputers, instrumentation and test.

A number of different transistor types have been built with gallium arsenide. The most commonly used and commercially successful is the Metal Semiconductor Field Effect Transistor (MESFET). The Depletion-mode MESFET (D-MESFET), which is normally on, has been in use for 10 years and is consequently the most widely used device. The Enhancement-mode MESFET (E-MESFET) is a normally off device that requires only one power supply and uses less power than D-MESFETs. D-MESFETs have larger current-drive capabilities and larger signal-voltage swings, which have made them popular for use in systems and easier to process.

Another GaAs device type that has shown potential for commercialization is the High Electron Mobility Transistor (HEMT). A variety of nomenclatures are used to describe this device; each is a description of a different aspect of the device. Fujitsu calls the device a HEMT. The University of Illinois and Rockwell International adopted the term MODFET for modulation-doped FET. Thomson-CSF uses TEGFET or two-

dimension electron gas FET. Bell Labs calls the device SDHT or selectively doped heterojunction transistor. These devices are superlattice heterojunctions, that is, layer by layer of GaAlAs are deposited on an undoped GaAs channel.

Electron mobility is higher in HEMTs than MESFETs because the charge carriers are not scattered by dopant ions in the channel. By raising gate voltages just above threshold, HEMTs quickly reach their full transconductance, giving them one of the fastest turn-on times. HEMTs do perform better than E-MESFETs and at about the same power dissipation, especially at lower temperatures around 77 Kelvin.

There are other GaAs device developments that show promise for commercial production. Heterojunction bipolar transistors (HBTs or HBJTs) have shown some feasibility. Their performance is higher than HEMTs with switching delays around 10 ps, even at high output current levels. Other devices are mixed E- and D-MESFETs that can provide fast low-power circuits.

Figure 1 shows a comparison of these transistor technologies based on conservative design. The diagonal lines represent a constant power-delay product. Only the Josephson junction offers comparable propagation delay and lower power dissipation than the nitrogen-cooled 77 Kelvin MODFET.

There are three main types of GaAs logic commonly used. The type first produced and most popular is Buffered FET Logic (BFL). It has relatively simple processing and is the most easily produced. A variation of BFL, called low-power BFL,

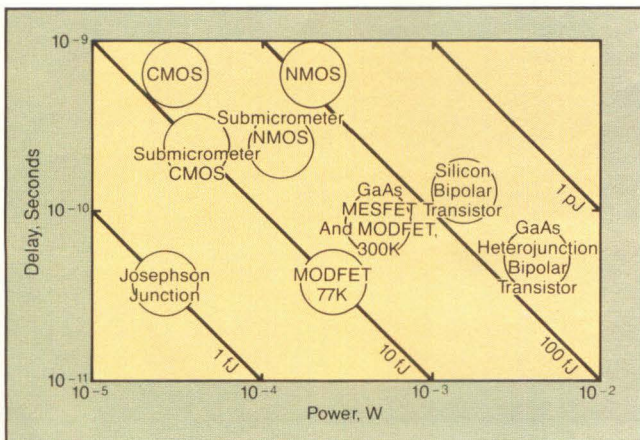
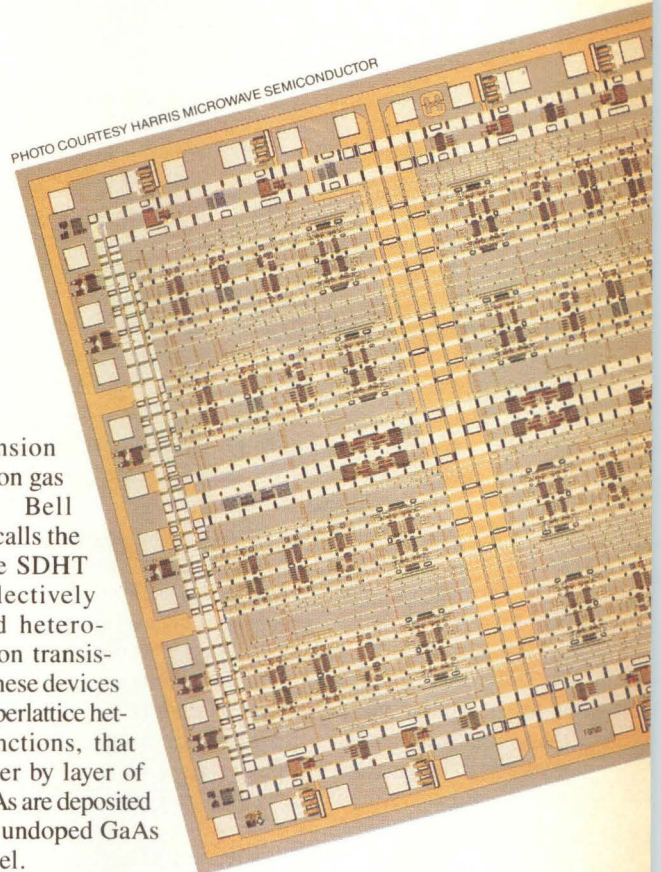


Figure 1: Power-delay continuums of transistor technologies indicated by circles based on conservative design. (Courtesy IEEE Spectrum)





has a lower power consumption and faster speed than its predecessor. The second type, Schottky Diode FET Logic design, is similar to BFL with operating speeds nearly as high and with lower power dissipation. However, the diodes are relatively small, which complicates wafer processing. The third type of GaAs logic, Direct Coupled FET Logic (DCFL), uses E-MESFETs for even lower power supply. It has the simplest structure and is popular for VLSI design efforts.

**Table 1** compares not only these three types of logic but others currently under development. It is divided into two processing technologies, Depletion (D) and Enhancement-Depletion (E-D). The D technology is more producible, but as the technology matures, E-D will be the choice because of its potential for higher performance and larger scale integration.

Depletion-mode MESFET technology is relatively mature and is being manufactured in growing volumes in the US, Japan and Europe. This technology is well suited to monolithic microwave integrated circuits and MSI applications which require microwave bandwidths of 12 GHz or more and digital clock rates above 1 GHz. In particular, MSI digital devices appear to be ready for immediate development in high-speed interface circuit applications such as in new fiber-optic communication systems, instrumentation and high-speed computers. All of the companies who have recently announced commercial GaAs IC products are using Depletion-mode technology.

On the other hand, LSI components such as large RAMs and gate arrays use Enhancement-Depletion mode technology, which provides relatively high-speed clock rates ranging from 100 to 1000 MHz, but power dissipation levels much lower than available in silicon ECL devices. The speed/power performance of GaAs LSI devices will complement and interface well with high-speed CMOS LSI and VLSI currently in development. GaAs may ultimately reach higher gate complexity and lower cost per function than ECL because of its relatively simpler manufacturing technology. However, GaAs E-D LSI is still relatively new and more work remains to be done to guarantee the reliable, reasonable cost of these LSI devices. It will probably be another 12 months before GaAs LSI volumes become significant even though sampling of some LSI components is

expected in 1985.

Vitesse Electronics' (Camarillo, CA) plans include not only GaAs circuits, but also a high-speed computer family based on the technology. It will also implement GaAs products using both Depletion and Enhancement-Depletion mode devices. Dr. Lou Thomasetta, president of Vitesse, states that the company will introduce products with levels of integration larger than the 500 gates seen as the maximum for Depletion-mode MESFETs.

During the first quarter of 1986, Triquint Semiconductor (Beaverton, OR) also plans to move from Depletion-mode devices to Enhancement-Depletion mode gate arrays ranging in complexity from 500 to 2000 gates. The company notes that these arrays should have lower power dissipation levels than their ECL equivalents but higher operating speeds (at worst case 1 GHz toggle frequencies on flip-flops).

Both Vitesse and Gigabit Logic (Newbury Park, CA) plan to offer high-speed LSI-level standard parts such as multiplier/accumulators and multiplexers where they can increase performance over current bipolar offerings at a significant price premium. Dr. Thomasetta notes that parts currently marketed by TRW will be likely candidates.

Although E-D mode devices may not be available for some time, medium-scale parts are offered by a number of manufacturers including Gigabit Logic and Harris Microwave Semiconductor (Milpitas, CA). Harris was one of the first companies to announce the commercial availability of two MSI parts last year. These devices were a 4-bit universal shift register and a divide by 2/4/8 binary counter. Both were originally designed for Cray computers. Over the past few months, Harris has added more parts including a master/slave D-type flip-flop, a divide by two/prescaler, a five-input NAND/AND gate and a digital phase comparator.

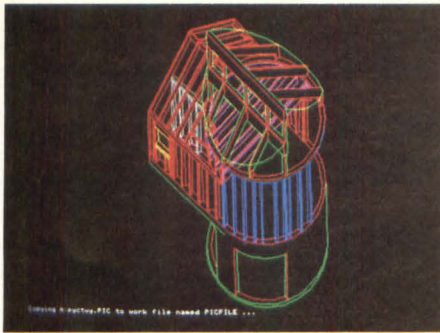
These devices currently have ECL-compatible inputs and outputs that allow them to be interfaced to high-speed silicon circuitry. However, providing ECL compatibility has its drawbacks. For example, 60% of the power consumption of the device could be saved by going to GaAs logic without the ECL interface. And since a large proportion of the die area is used solely for achieving ECL compatibility, pure GaAs devices could use much less real estate and be built cheaper.

Gigabit Logic has also built a range of SSI and MSI GaAs logic devices based on its own capacitor diode FET process. It offers a number of parts including two- and seven-stage ripple counters, dual one to four fan-out buffers and a variable

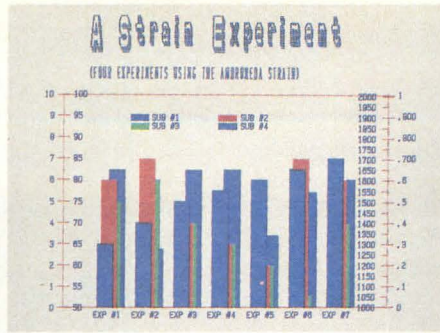
| Logic Gate Characteristic | DEPLETION MODE ONLY TECHNOLOGY |                                 |                               |                            | ENHANCEMENT-DEPLETION TECHNOLOGY |                          |                       |
|---------------------------|--------------------------------|---------------------------------|-------------------------------|----------------------------|----------------------------------|--------------------------|-----------------------|
|                           | Buffered FET Logic (BFL)       | Schottky Diode FET Logic (SDFL) | Capacitor Coupled Logic (CCL) | FET Diode FET Logic (FDFL) | Direct Coupled FET Logic (DCFL)  | DCFL Push Pull (DCFL PP) | Diode FET Logic (DFL) |
| Noise Margin (1)          | Med                            | Low-Med (2)                     | Med                           | High                       | Very Low                         | Low                      | Med (2)               |
| Fan-Out Sens.             | Low-Med                        | Med-High                        | High                          | Low                        | Med                              | Low-Med                  | Med-High              |
| Fan-In Sens.              | Med                            | Low                             | Med                           | Low                        | Med                              | Med                      | Low                   |
| Producibility             | Med                            | Low-Med                         | Med                           | Med                        | Very Low                         | Very Low                 | Low                   |
| Speed (3)                 | Med                            | Med                             | Med (4)                       | High                       | Low-Med                          | Med                      | High                  |
| Power                     | High                           | Med                             | Med                           | Low-Med                    | Low-Med                          | Med                      | Low                   |
| Area Efficiency           | Med                            | High                            | Low                           | Low-Med                    | High                             | Low                      | Low-Med               |
| Supplies (5)              | 3                              | 3                               | 3                             | 3                          | 2                                | 2                        | 3                     |

Table 1: This comparison of various GaAs logic types from Ford Microelectronics shows two proprietary Ford logic devices, FDFL and DCFL. Notes: 1) Only four input NOR gates were considered for gate array applications. 2) Depends on fan-out. 3) Fan-out of three (1500μ of interconnect and three gate loads). 4) Severe area penalty as capacitive load increases to maintain speed. 5) Ground is considered as a supply.

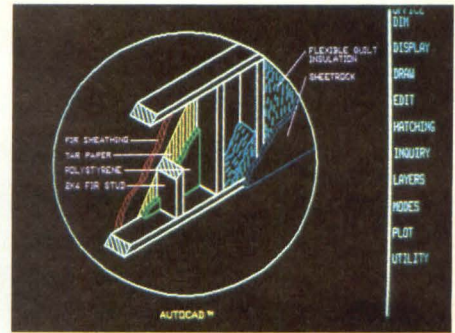




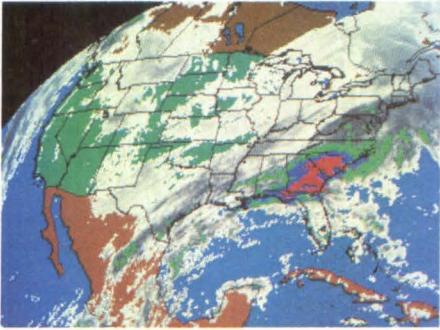
1. High Speed (MicroCAD Software)



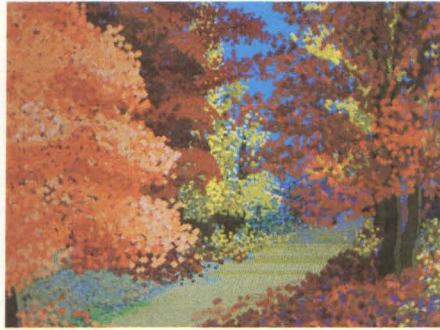
2. Dual Display Modes (Energraphics Software)



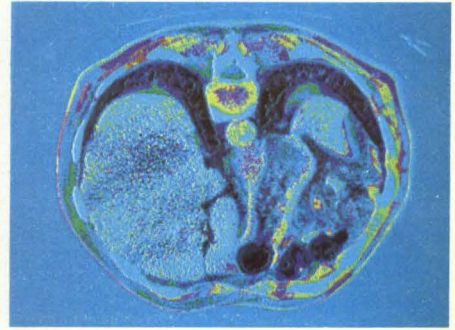
3. Simplified Processing (AutoCAD Software)



4. 9 Bit Planes (Courtesy WSI Inc., Bedford, MA)



5. 16.8M Color Shades (Courtesy Catherine Del Tito, Wave Graphics)



6. High Resolution (Courtesy University of North Carolina at Chapel Hill, Depts of Computer Science and Radiology)

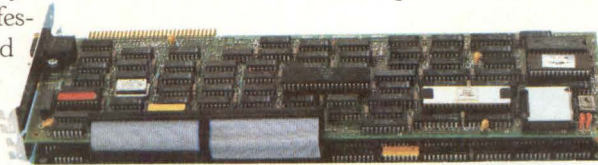
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modulus divider.

Preserving the performance of E-D mode devices inevitably poses problems in packaging. Devices that operate with a bandwidth higher than 1 GHz and clock rates faster than 300 MHz need packages that provide 50Ω connection between the IC and the system circuit board. Although moderate cost microwave 50Ω packages have been in production for several years, there are no 50Ω packages with more than a few I/Os currently on the market. A number of innovative approaches are being offered by the GaAs IC manufacturers, such as the use of silicon chip carriers, the adoption of current multilayer packages to approximate coplanar I/O connections and the development of special coplanar chip carrier packages.

In addition to its SSI and MSI parts, Gigabit Logic has also disclosed information about its NanoRAM family of pipelined static RAMs. It is not the only entry in the field. As early as 1980, NTT (Kanogawa, Japan) produced a GaAs RAM. This part was only 16 bits and was followed in 1981 by a 256-bit device and in late 1982 by a 1K part with an access time of under 4 nsec. At the 1983 ISSCC, Fujitsu announced that it too had fabricated a 1K SRAM with a 4 nsec access time. By 1984, both

Fujitsu and NTT described 4K parts with under 3 nsec access times. Yet another Japanese company entered the fray in 1985 when NEC disclosed a current-mode logic compatible 4K GaAs static RAM with an access time of 0.97 nsec and a 2.3W power dissipation. To date, the largest chip described is a 16K device with a 4 nsec access time developed by NTT. Although none of these devices are available, it is evident from these disclosures that the Japanese have developed great expertise in this area.

In the gate array arena, a number of manufacturers currently offer less than 1000-gate gate arrays. To support the design environment, a wide range of CAD tools is available from vendors offering GaAs arrays. Logic simulation (in the form of detailed unit delay information at the gate or functional level) is the predominant form of timing analysis for arrays from Ford Microelectronics (Colorado Springs, CO), Harris Microwave Semiconductor and Triquint Semiconductor. SPICE device models are available on request but are not part of the normal design process. Cell libraries are available for the 100-gate equivalent arrays from Harris and Triquint, and are currently being developed for the Ford 500-gate gate array. Logic schematics will be the primary input for the Ford and Triquint arrays since they favor variable cell location. Harris recommends that designers lay out their own circuits since its arrays are at fixed locations.

| COMPANY   | DESCRIPTION      | TECHNOLOGY | SPEED                            | POWER CONSUMPTION   | COMMENTS         |
|---|------------------|------------|----------------------------------|---------------------|------------------|
| <b>MULTIPLEXERS AND DEMULTIPLEXERS</b>            |                  |            |                                  |                     |                  |
| Honeywell   | 8:1 multiplexer  | D-MESFET   | 2 gigahertz                      | 4 watts             |                  |
| Tektronix   | 8:1 multiplexer  | D-MESFET   | 2 gigahertz                      | 2 watts             |                  |
| Ericsson  | 8:1 multiplexer  | ECL        | 566 megahertz                    |                     |                  |
| <b>ANALOG/DIGITAL CONVERTERS</b>                  |                  |            |                                  |                     |                  |
| TRW   | 3-bit quantizer  | D-MESFET   | 1×10 <sup>9</sup> samples/sec.   |                     |                  |
| TRW/Honeywell                                     | 8-bit converter  | E/D-MESFET | 1×10 <sup>9</sup> samples/sec.   |                     | performance goal |
| TRW/Honeywell                                     | 4-bit converter  | E/D-MESFET | 3×10 <sup>9</sup> samples/sec.   |                     | performance goal |
| Sony  | 8-bit converter  | bipolar    | 0.1×10 <sup>9</sup> samples/sec. | 1.2 watts           |                  |
| TRW   | 5-bit converter  | bipolar    | 0.4×10 <sup>9</sup> samples/sec. |                     |                  |
| <b>MULTIPLIERS</b>                                |                  |            |                                  |                     |                  |
| Fujitsu   | 16×16 bit        | E/D-MESFET | 10.5 nanoseconds                 | 950 milliwatts      |                  |
| OKI   | 8×8 bit          | E/D-MESFET | 8.6 nanoseconds                  | 157 milliwatts      |                  |
| Nippon Electric                                   | 16×16 bit        | CMOS       | 45 nanoseconds                   | 100 milliwatts      |                  |
| Bell Laboratories                                 | 16×16 bit        | NMOS       | 20 nanoseconds                   | 1 watt              |                  |
| <b>GATE ARRAYS</b>                                |                  |            |                                  |                     |                  |
| Honeywell   | 3,000 gates      | D-MESFET   | 1.1 nanoseconds                  | 100 microwatts/gate |                  |
| Honeywell   | 3,000 gates      | E/D-MESFET | 0.5 nanoseconds                  | 100 microwatts/gate |                  |
| Tektronix   | 1,224 gates      |            | 100 picoseconds                  | 250 microwatts/gate |                  |
|   |                  |            | 50 picoseconds                   | 550 microwatts/gate |                  |
| Honeywell   | 5,000 gates      | CML        | 0.5 nanosecond                   | 1 milliwatt/gate    |                  |
| IBM   | 10,000 gates     | TTL        | 1.4 nanosecond                   | 0.57 milliwatt/gate |                  |
| <b>MEMORY CHIPS (STATIC RANDOM-ACCESS MEMORY)</b> |                  |            |                                  |                     |                  |
| Fujitsu   | 4 kilobits       | E/D-MESFET | 2.6 nanoseconds                  | 0.7 watt            |                  |
| Fujitsu   | 4 kilobits       | E/D-MODFET | 2 nanoseconds                    | 1.6 watt            |                  |
|   |                  |            | 4.4 nanoseconds                  | 1.86 watt           | at 77 Kelvin     |
| Nippon Telephone & Telegraph                      | 16 kilobits      | E/D-MESFET | 4 nanoseconds                    | 2.5 watts           | at 300 Kelvin    |
| Nippon Electric                                   | 4 kilobits       | ECL        | 2.3 nanoseconds                  | 1.6 watts           |                  |
| IBM   | 64 kilobits      | bipolar    | 2.3 nanoseconds                  | 8 milliwatts        | standby mode     |
|   |                  |            | 25 nanoseconds                   | 270 milliwatts      | cycle time       |
| IBM   | 64 kilobits      | NMOS       | 50 nanoseconds                   |                     |                  |
|   |                  |            | 20 nanoseconds                   |                     |                  |
| <b>MICROPROCESSORS</b>                            |                  |            |                                  |                     |                  |
|   | 32-bit data path |            | 200 megahertz                    |                     | DARPA proposal   |
| Motorola  | 32-bit data path | CMOS       | 16.6 megahertz                   | 1.5 watts           |                  |
| Bell Laboratories                                 | 32-bit data path | CMOS       | 11 megahertz                     | 0.7 watt            |                  |
| Hewlett-Packard                                   | 32-bit data path | NMOS       | 18 megahertz                     |                     |                  |

Table 2: Representative digital chips made with GaAs and high-performance silicon technologies. (Courtesy Scientific Honeyweller)



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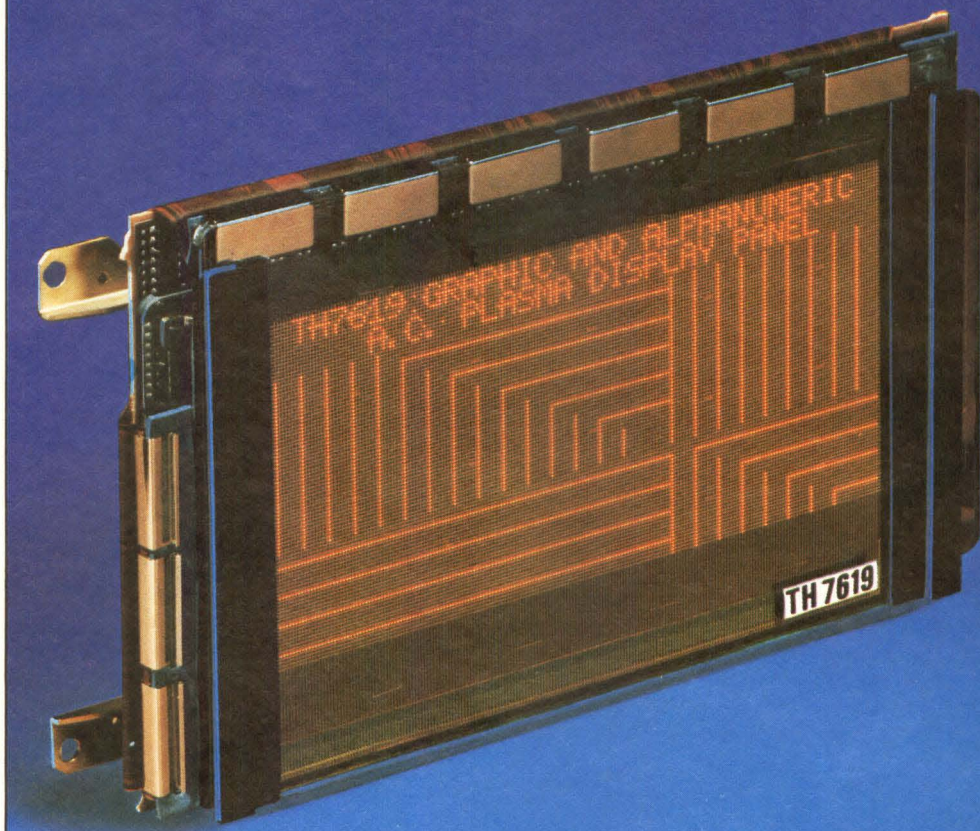
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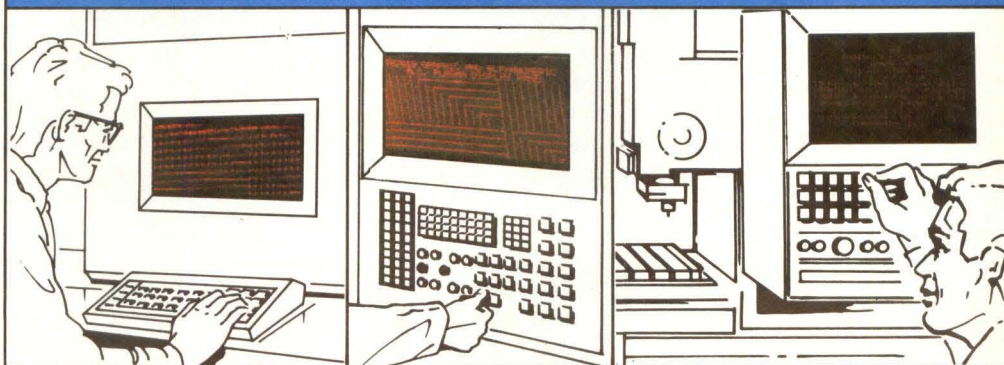
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# VME Building Blocks Make Image Processing A Snap

by Shep Siegel, Senior Engineer, Datacube Inc.

**M**odular video signal processor architectures have evolved from machine vision and pattern recognition applications, which demand a specialized imaging function designed in hardware. Since each application uses a unique algorithm, different hardware is required for each task. With demands for easy algorithm modification, more complex operations and increased bandwidth, hardware modularity is a critical issue. Without it, products are restrained at fixed performance levels.

This trend is evident in MaxVideo, an architecture based on modularity and interconnection, not dynamic memory trends. And, although the initial MaxVideo family members are focused on common machine vision and pattern recognition algorithms (a combination of the algorithm and the architecture of a process), the MaxVideo family has a much broader scope.

## Modularity

Users of board-level image processors have to meet a range of performance requirements and functional needs. By providing modules, the task of adding new functions and performance requirements can be reduced dramatically. Designing these modules to tier in a linear fashion allows the integrators to increase processing power by adding more processing hardware. The result of this tiering concept is that a broad price/performance range may be met by single module designs.

Modularity, however, must not impose a particular processor architecture. Conventional microprocessors function by sequential von Neumann processing which is also used by array processors but with generally faster cycle times. Image processing is, in many cases, better tackled through a data flow processor.

## Parallelism

In image processing, parallelism is important. A sequential von Neumann computer, a 68000, an array processor or a Cray, simply cannot exploit the parallelism present in many image processing algorithms. Prevailing designs must exploit parallelism wherever possible and practical. The results are inexpensive modules that outperform supercomputers on key image processing benchmarks. There are at least four dimensions to parallelism in image processing: operator parallelism, image parallelism, neighborhood parallelism and pixel-bit

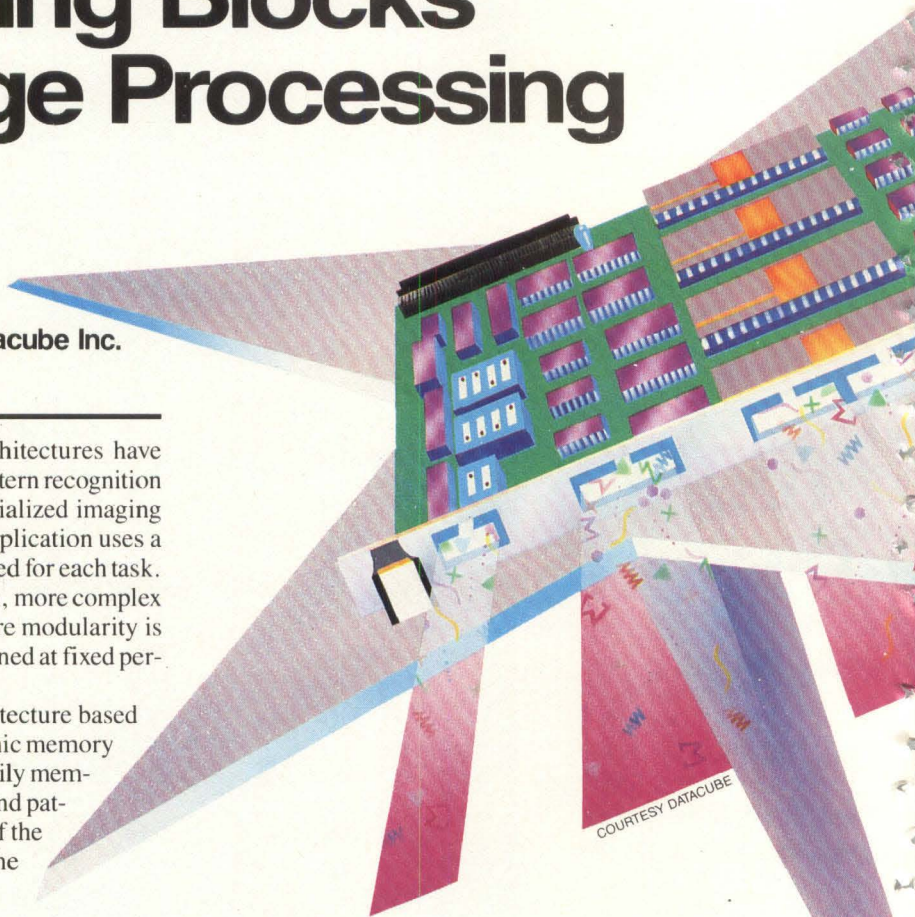
parallelism.

Operator parallelism is equivalent to pipelining and used throughout the MaxVideo family from Datacube (Peabody, MA). For example, in the real-time computation of the Sobel operator, one type of module would perform the x and y gradient operation and another would find the Euclidean distance between the two results (**Equation 1**).

$$S(m,n) = \sqrt{(dx)^2 + (dy)^2} \quad \text{Equation 1}$$

Image parallelism is used when separate processors synchronously process neighborhoods destined for different pixels in the same output image. An example would be the real-time conversion of a  $512 \times 512$  image to a  $1024 \times 1024$  image. Multiple MaxVideo Interpolators, each working on a quadrant of the target image, would be considered as operating in parallel. Single Instruction Multiple Data (SIMD) processors are often used as parallel image processors.

Neighborhood parallelism involves parallel access to a neighborhood. This parallelism is exhibited within all of MaxVideo's systolic processors. When Featuremax searches for neighborhood features by looking at all the neighbors at the same time, it uses neighborhood parallelism. Pixel-bit parallelism, used extensively in image processing, involves accessing all the bits of a single pixel. MaxVideo's MAXbus digital interconnect, in conjunction with its VME/VMXbus, allows a variable degree of parallelism across all of these dimensions.





## Command And Control Bus

Users of image processing hardware often have the responsibilities of systems integrators. Image processors, I/O processors and control computers all need to communicate over a common bus. An established standard is needed. In the implementation of MaxVideo, the decision was made to base the family on double-height VME boards. Several factors influenced this decision. The small form factor of the double-height Euro-card best exploited VLSI components, high-speed CMOS memory and surface mount technology.

The VMEbus allows MaxVideo users to use their own proprietary boards and ones from other VMEbus vendors. By keeping to the double-Eurocard form factor, the MaxVideo boards remain mechanically and electrically compatible with other true VME boards. In the design, the secondary P2 connector was not "stolen" for transfer of digital video data. Instead, this was accomplished across the front of the boards by a MAXbus. The P2 connector was used for 32-bit VME and VMX data transfers in accordance with the VMEbus specification.

## Image Bus

Although the VMEbus and its VMX subset provide adequate bandwidth for data transfer to and from von Neumann processors, they are poorly suited for high-speed synchronous transfers used by programmable pipelined processors. The MaxVideo family uses programmable pipelined processors, and the MAXbus provides a way of interchanging video data, in a synchronous pipelined manner, between arbitrary modules. The bandwidth of MAXbus can be extended by adding additional pipelines. Because many MaxVideo systems will be used in harsh EMI laden environments, the MAXbus interface was designed to be noise and skew tolerant.

MAXbus relies on four special differential ECL signals feeding every MaxVideo board. From these signals, a pixel clock and its multiples, as well as standard television synchronization signals, may be derived. The use of differential ECL allows the skew dependent TTL clocks to be well controlled. In this way, pixel rate pipelines may be sent between any arbitrary set of modules without flaw.

The fundamental basis of the MAXbus is the byte-wide video pipeline. On this 14-way ribbon cable, 8-bits of data from one of two sources may be transmitted to up to 10 receivers every 100 nsec. Thus, one MAXbus cable provides 10 Mbytes/sec data transfer. MAXbus, like the modules it interconnects, obeys the tiering dogma: Two cables provide twice the bandwidth, trans-

ferring 20 Mbytes/sec. If more interconnect bandwidth is needed, more interconnects are added. No limit of bus transfer capability exists as in fixed bus systems.

The result is much like a video patch panel. MaxVideo modules are interconnected together in many ways until a final architecture is settled upon. During development, an algorithmist may change interconnects several times as the many possible solutions to the problem are tried. Crosspoint switch modules extend the intrinsic multiplexing capacity when required. The data being transferred, although often scan-sequential pixel values, can represent almost anything. Instructions for processors and addresses for transformations may be passed between processors.

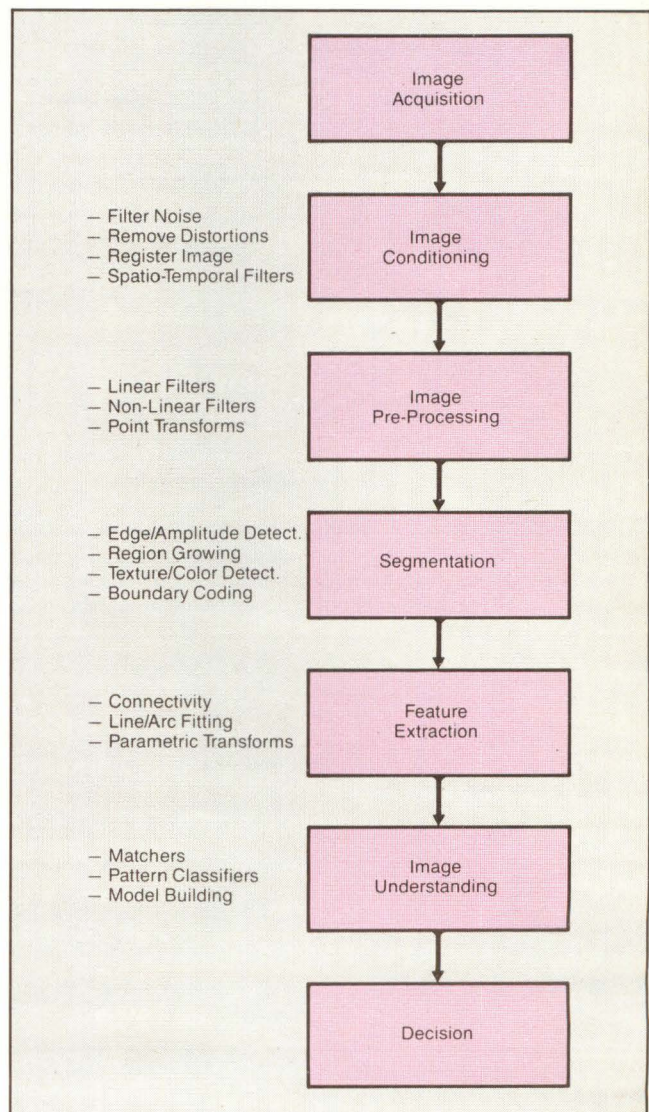


Figure 1: Typical sequence of events for image recognition processes.



MaxVideo users may design their own processors onto the MAXbus, using a MaxVideo Protomax board. This board is a wirewrap VMEbus slave with a MAXbus interface to allow new hardware designs to be placed into the MaxVideo family.

### Performing Operations

A typical sequence of events for an image recognition process from acquisition to decision is shown in **Figure 1**. Historically, the operations require a great amount of computrons (arbitrary unit of computer resource) and time, despite their repetitiveness. This is where the MaxVideo design effort has been focused. MaxVideo boards such as VFIR, SNAP and MaxSP can perform most of the processing at these levels. The result is often a set of images requiring feature-list extraction which translates a set of image features into a table of x, y coordinate pairs. The MaxVideo Featuremax board performs this task in real time. Processing from extraction through decision requires far fewer, though more complex, decisions. If low-level processing could be performed by dedicated hardware, the supervising CPU would be

free for high-level decisions.

Relieved of the burden of image processing, a 68000 is all users need to perform many complex vision tasks. Even with the 32-bit 68020 and 68881 making their debut, image processors will still use dedicated hardware.

### Imaging Configurations

By creating a modular imaging system, it is possible to realize many compute-intensive functions at high speed. Two examples of these types of functions include edge detection and real-time filtering. **Figure 2** shows two MaxVideo VFIR boards performing  $3 \times 3$  convolutions in parallel. The convolution kernels are such that while one VFIR board is computing the gradient along the X-axis, the other is computing the gradient along the Y-axis. The resulting X and Y gradients can be used to evaluate many edge operators. A general-purpose look-up table is provided by an 8-Kbyte SRAM on the MaxSP board. The result of this computation is the edge magnitude and direction. This example is common in relaxation algorithms used in edge detection and perimeter binding.

An example of a real-time separable filter is shown in **Figure 3**. Separable transforms are a subset of the general class of two-dimensional transforms. For example, if a transform can be

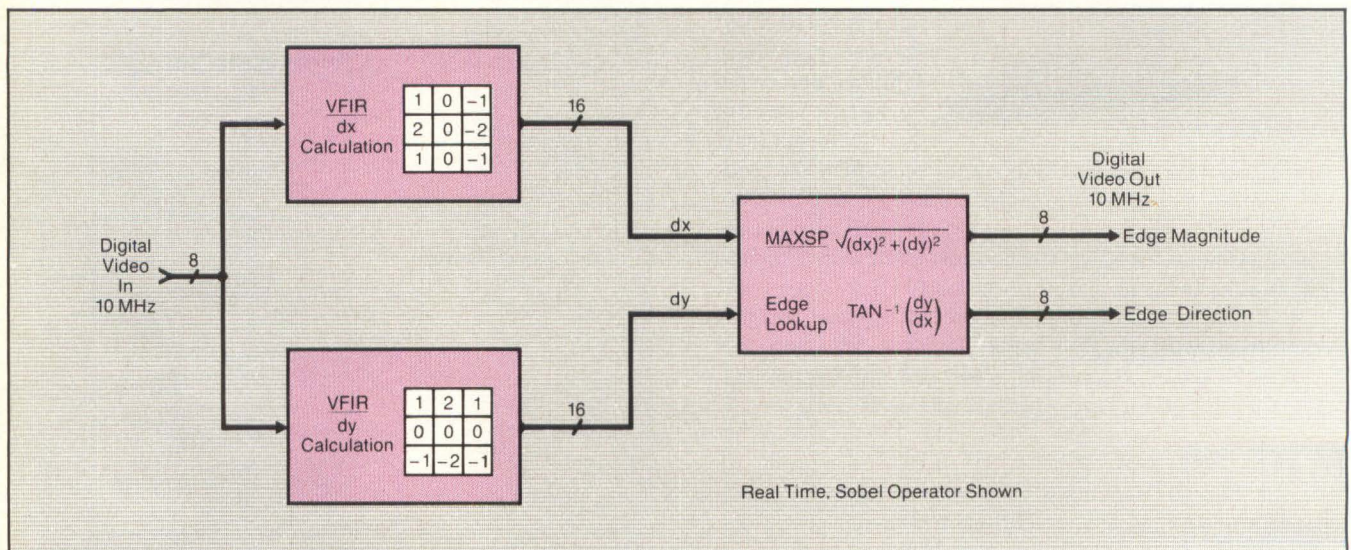


Figure 2: MaxVideo configuration for real-time edge detection. In operation, two parallel VFIR modules compute the orthogonal X and Y gradients. A MaxSP module then finds the edge magnitude and direction through a look-up table of  $\sqrt{(dx)^2 + (dy)^2}$  and  $\text{Tan}^{-1} (dy/dx)$ . Other edge operators can then be implemented by changing the convolution kernels and look-up tables.

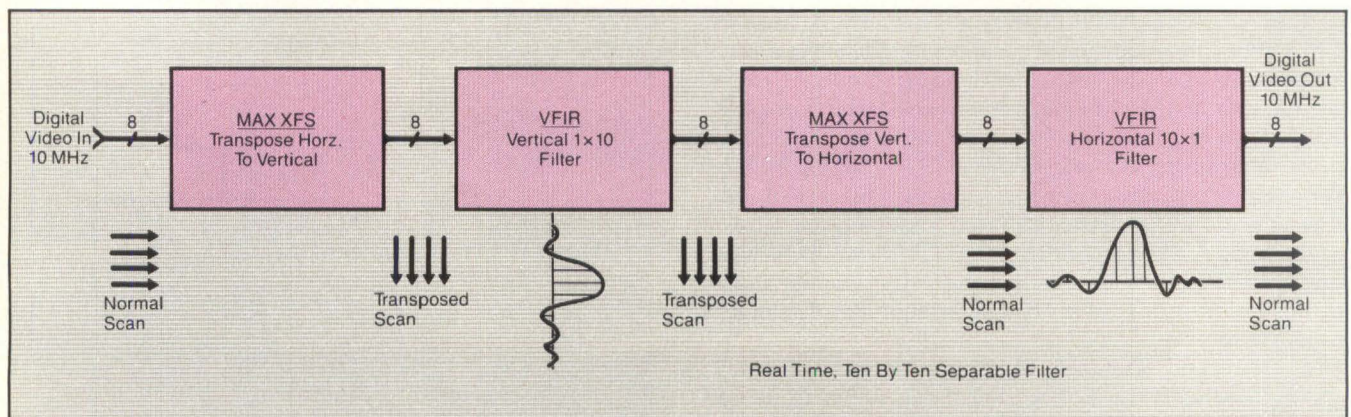
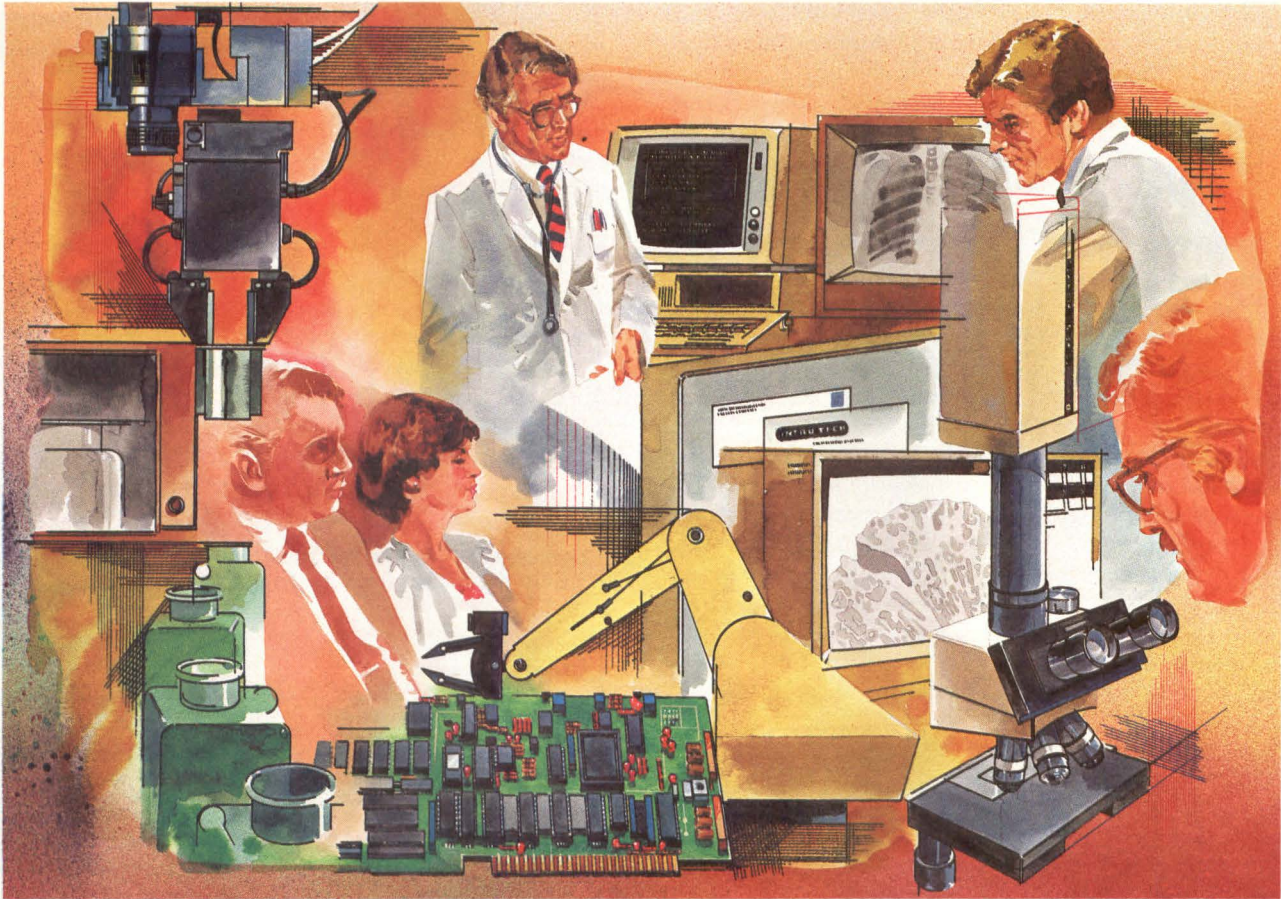


Figure 3: Separable filters in real time. First, the MAX XFS transposes the horizontal scan to a vertical scan. The VFIR then performs a  $1 \times 10$  FIR filter and the second MAX XFS transposes the vertical scan back to a horizontal scan. The second VFIR board performs a  $10 \times 1$  vertical filter to complete the process. In applications where less than real time is acceptable, the hardware requirement may be reduced to a single MAX XFS and VFIR board.



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parameterized independently along orthogonal axes, it is separable. Indeed, many transforms used in image processing are separable. A separated  $10 \times 10$  filter requires only 20 multiply operations as opposed to the 100 operations required by the general class filter. In Figure 3, MaxFS, the transposing framestore, is used to transpose horizontal scan to vertical scan and then back again. This allows the VFIR's  $10 \times 1$  multiplier array to be applied both vertically and horizontally. The result is a real-time  $10 \times 10$  filter accomplished with minimal hardware.

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Control software complexity for MaxVideo boards varies between applications. At Datacube, software is written in C. MaxVideo boards are designed to minimize the CPU overhead. The VFIR board, a 10-point digital filter, has a few control registers and 10 coefficient registers. And software is needed only to load the coefficients over the VMEbus.

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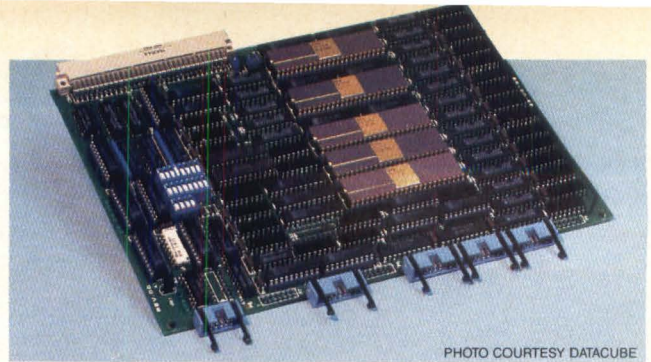


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vision system. The open architecture, in conjunction with MAX-bus, allows the family to address a broad price/performance range now and in the future.



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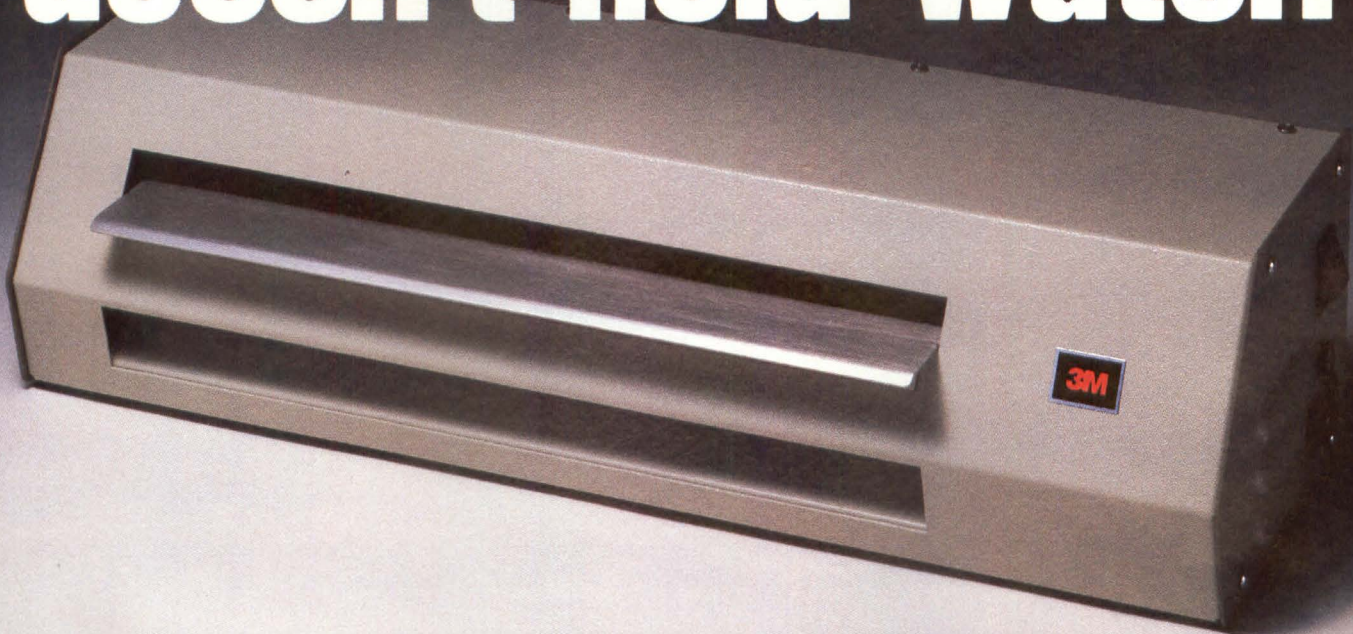
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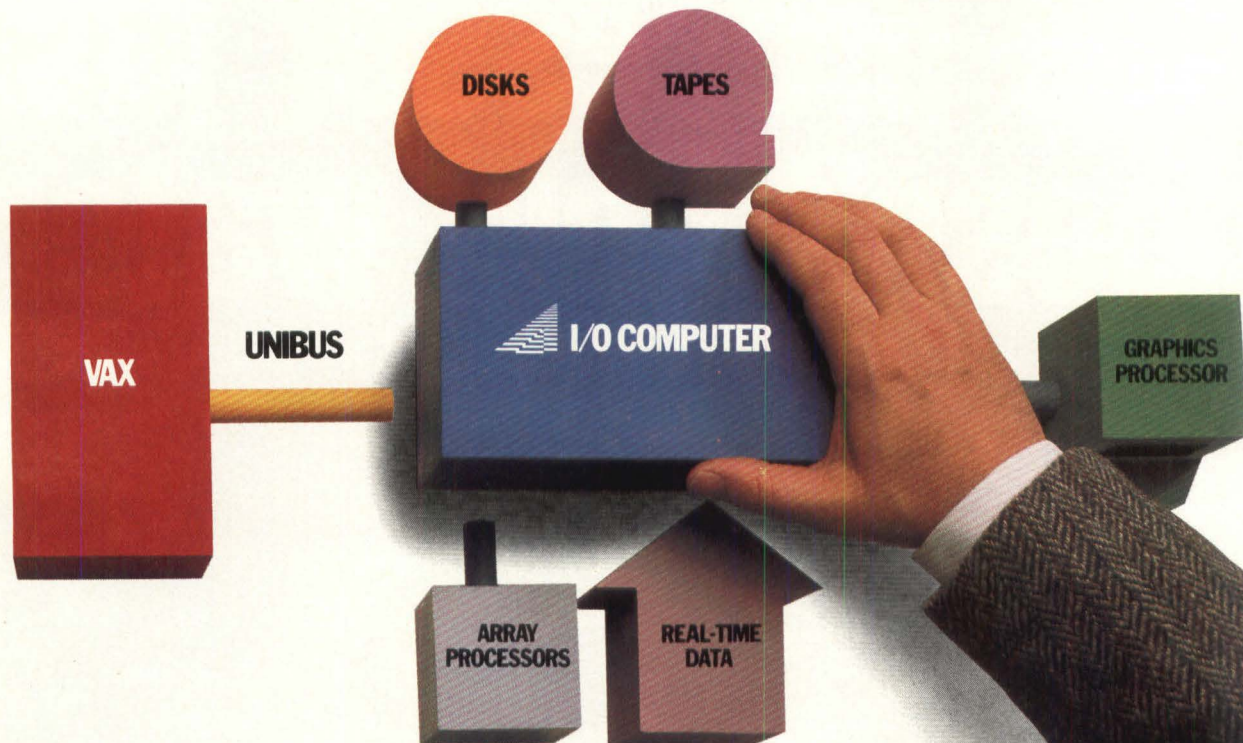
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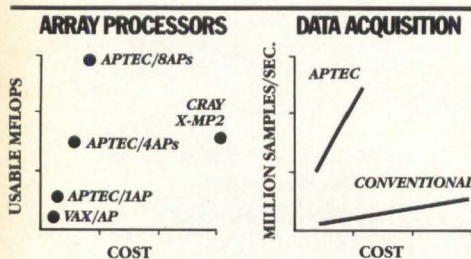
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# Video Filters Process Pictures Precisely

by Vince Emmerson, Director, Matthey Electronics

**E**lectronic images in robotics, television broadcasting, computer graphics, diagnostic medical equipment, fiber optic transmission equipment and similar applications are nearly all subjected to some form of digital processing. In imaging, analog information is digitized before processing and then converted back to analog form for display. In graphics, information is generated by computer, manipulated and then converted to analog form for display. In both these areas, analog low-pass filters can help the designer achieve the best picture quality.

An example of the quality improvements that can be gained on video signals using low-pass filters is shown in **Figure 1**. This figure shows a typical 5 MHz electronic image test signal degraded by out-of-band noise. By passing the video signal through a video filter, the signal can be substantially improved (**Figure 1b**). The Matthey MLW range of filters used in this example extends to a lowest cut-off frequency of 2.36 MHz. For cut-off frequencies below 2.36 MHz, the FLM range can be used.

Numerous types of imaging equipment are built following the filter guidelines in **Figure 2**. These guidelines are essential if the best performance is to be achieved. In other equipment, simpler filters or no filters at all can be used. Filters fall into two groups: prefilters (for antialiasing) and postfilters (for interpolating the D/A sampled data). In each group, the shape, cost and characteristics will vary according to the application.

## Prefilters

The prefilter should present to the A/D converter a signal with a truncated spectrum to minimize the energy of frequency components which could alias during the digitizing process. In performing this function, the filter should be virtually transparent to the signal spectrum. **Figure 3** shows a 1T (10 MHz bandwidth) pulse after transition through an A/D, D/A converter, sampling at 13.5 MHz. The waveform in **Figure 3** results when only a postfilter is used. Antialiasing filters were omitted.

Aliasing components can be seen because of the presence of information above the half-sampling frequency in the input signal. The waveform in **Figure 4** shows how the aliasing components can be removed by the addition of an antialiasing filter prior to digitizing. The phase-equalized 75 $\Omega$  filters used in this

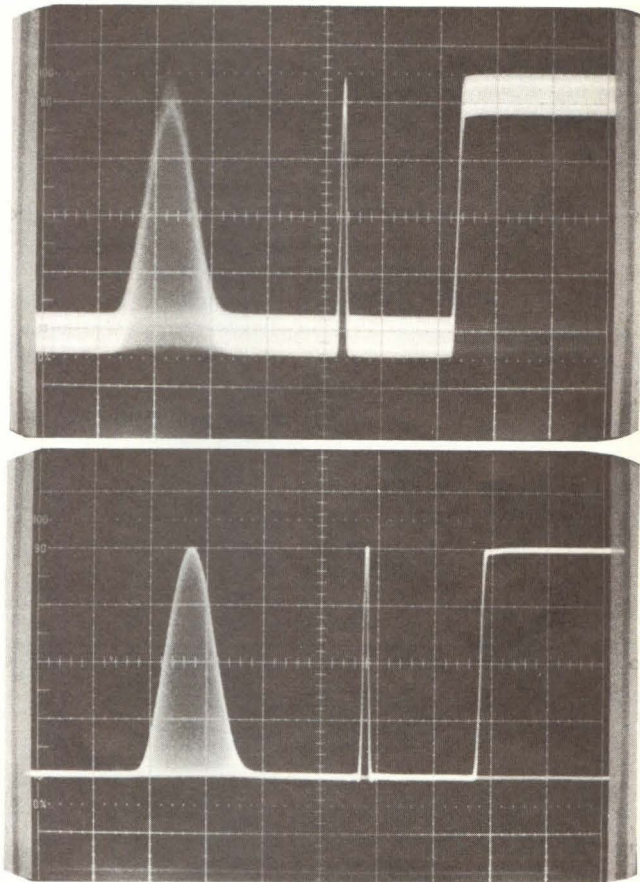


Figure 1: (a) Typical 5 MHz image test signal degraded by out-of-band noise. (b) Clear signal after passing through the Matthey MLW 532P video filter.

example are MLY 1350/15/2 for antialiasing and MLY 1350/15/2S (with passband shaped for  $\text{Sin } x/x$  correction) for postfiltering.

The exact shape of the truncation, the attenuation at the Nyquist (or half sampling) frequency and the amount of stop-band attenuation must be determined by the designer. For example, prefilters which have sharp transition to maximize the pass bandwidth for a specific half-sampling frequency attenuation (HSFA) will exhibit slightly more ringing in the time domain (**Figure 5a**). This ringing is due to difficulties in main-



taining a small group delay ripple over the passband. Prefilters which have a softer transition will exhibit minimal ringing in the time domain, but will provide a reduced pass bandwidth if the same HSFA is involved (Figure 5b).

The HSFA is sometimes specified around 40 dB. Theoretical studies have shown that the HSFA for individual filters can be reduced to a value between 12 dB and 20 dB before unacceptable levels of aliasing distortion appear. The result of prefiltering is an increased bandwidth in the baseband signal region. No disadvantages occur with system stopband attenuation since the HSFA's on prefilters and postfilters are roughly additive. In many imaging systems, a stopband attenuation of >40 dB is usually satisfactory, but the increasing appearance of 12-bit converters in these systems will demand 60 dB attenuation.

In the design of the Matthey range of filters the stopband attenuation is maintained to approximately 100 MHz. This is important in minimizing crosstalk (at 50-60 MHz) arising from the high energy contained in modern IC switches.

**Postfilters**

Postfilters can have a dual role. They must accept the signal from the D/A converter interpolating the D/A sampled data to yield a good video signal. And if the D/A converter output spectrum is affected by the  $\text{Sin } x/x$  function due to the sampling process, the filter passband response can be shaped to counteract it and yield a net flat video response. Since the  $\text{Sin } x/x$  function is calculable and predictable for a given sampling frequency, the compensation shaping is designed to comply with the theoretical shape within 0.2 dB peak to peak.

Essentially, the parameters important in the prefilter are equally important in the postfilter. However, opinions differ and equipment manufacturers have to opt for a filter which meets their own needs. Two options exist in postfilter response design: a cut-off response that is identical to the prefilter response and one that is slower. If the cut-off response is identical, the signal

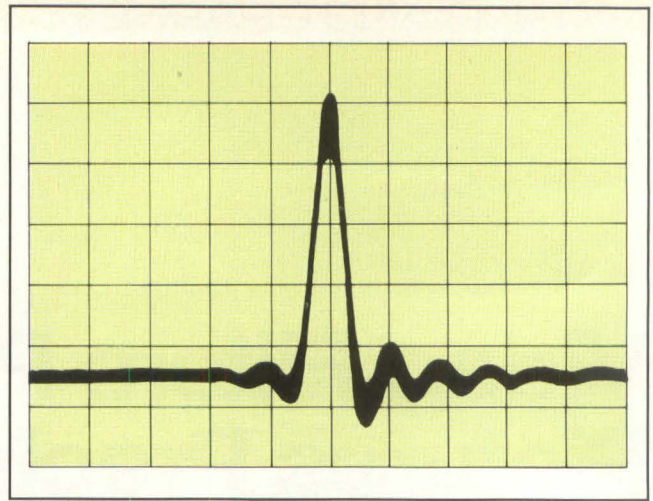


Figure 3: A 10-MHz bandwidth pulse after transition through an A/D converter and D/A converter, sampling at 13.5 MHz. This waveform results when only a postfilter is used.

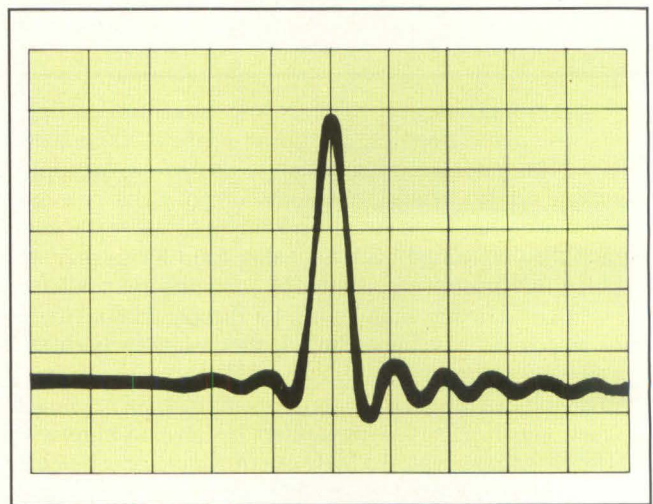


Figure 4: Aliasing components removed by the addition of an aliasing filter prior to digitization.

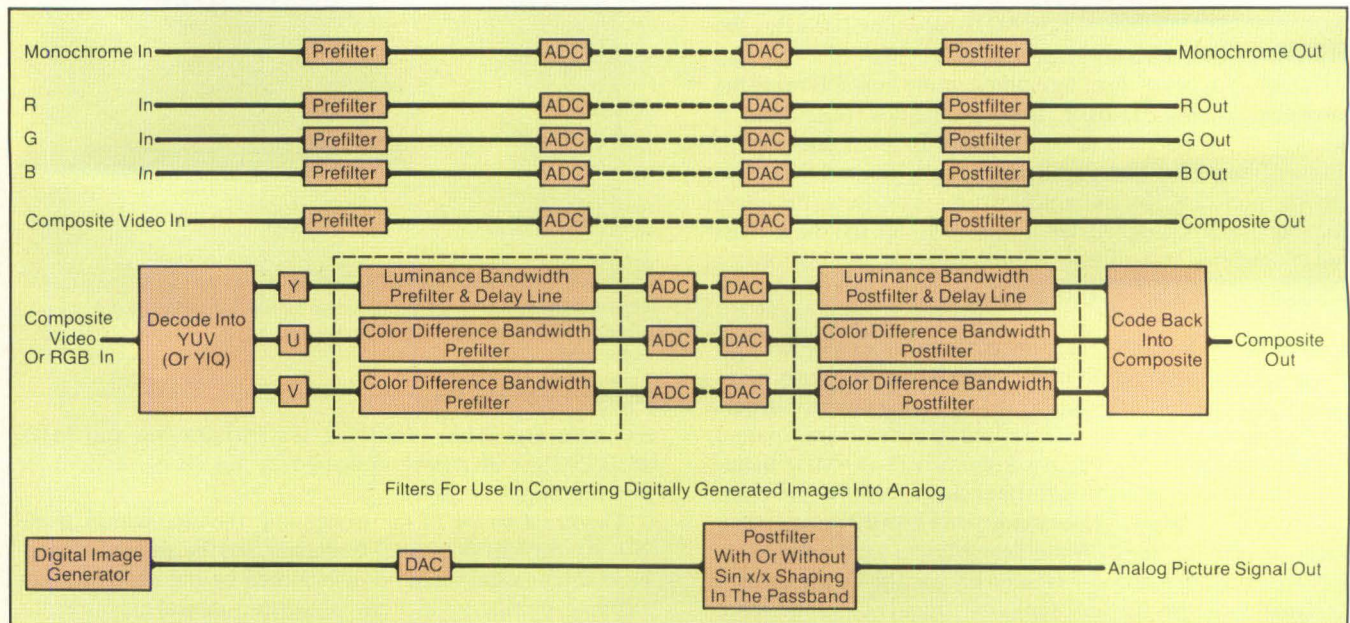
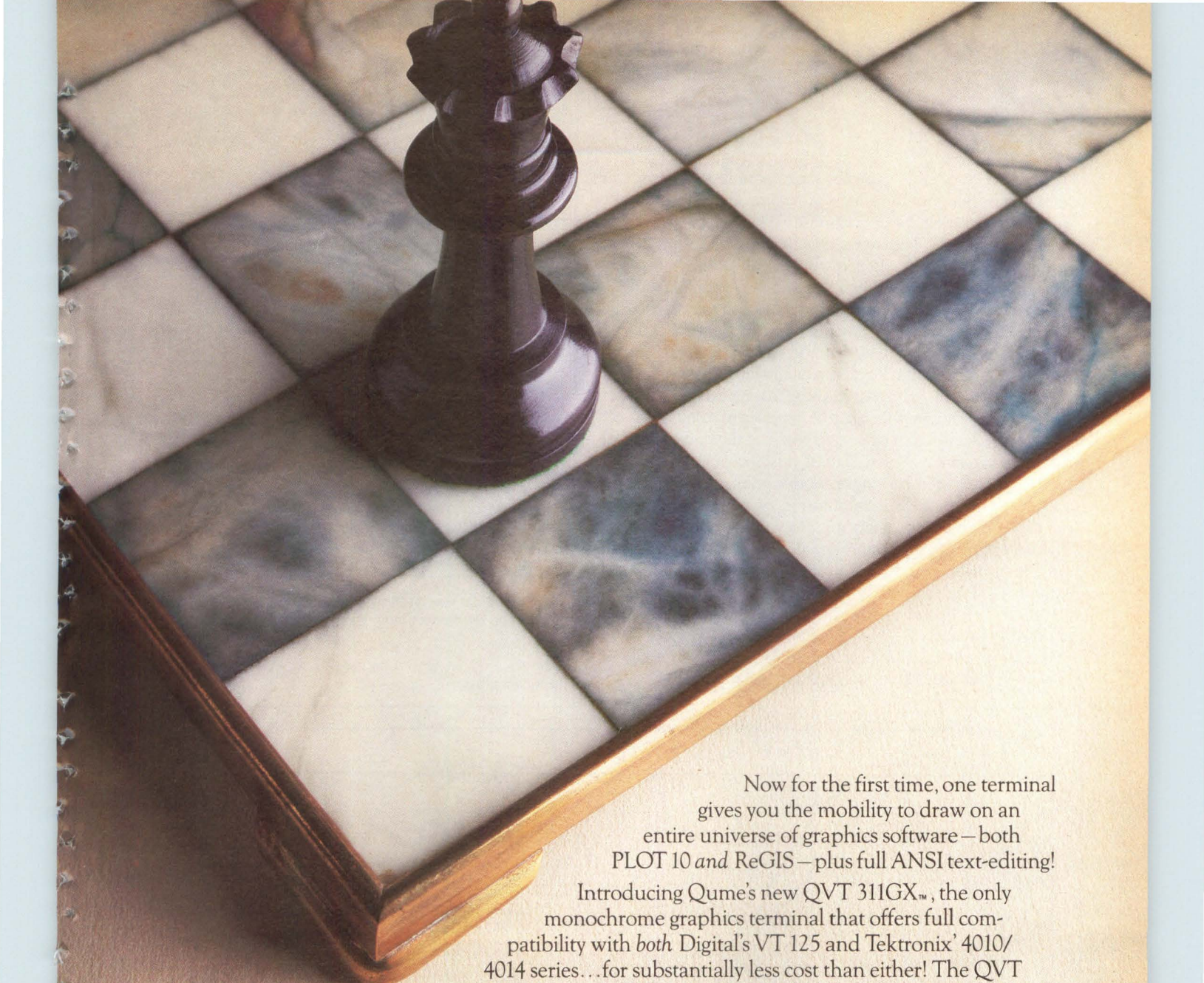


Figure 2: Filters for digital image enhancement or manipulation. Programmable DIP video delay lines enable the designer to compensate for the differences between Y and U/V channels. Additional delay is available so that other transmission path differences can be accommodated in the one delay line package. In the postfilter, the passband can be shaped to compensate for the  $\text{Sin } x/x$  function.





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bandwidth is maximized but may introduce ringing effects. If the cut-off response is slower, then some reduction in bandwidth occurs, but the effects of ringing are reduced.

In TV broadcasting, the options pose a dilemma for equipment manufacturers. The slower cut-off response results in pictures of seemingly excellent quality in standalone equipment. However, when used in TV multistage systems, the slight reduction in bandwidth accumulates and may cause an unacceptably reduced picture quality. The identical cut-off response can therefore be regarded as more desirable from a system standpoint. The extra bandwidth allows maximum signal fidelity to be passed along to the next processing system. The ringing which can be expected to result from the increased bandwidth can be removed at the end of the processing sequence. A gaussian or raised cosine filter is usually used to minimize ringing at this point.

In electronic picture manipulation or enhancement, however, equipment designers must look first at the slower response option. Part of the range of cut-off shapes now available for 8-bit systems is shown in Figure 6. From an equipment layout point of view, the filters can be mounted as single components on another printed circuit card and still not exceed 1/2" height.

Matthey products are distributed by TV Equipment Associates, Box 393, Boway Road, South Salem, NY 10590.

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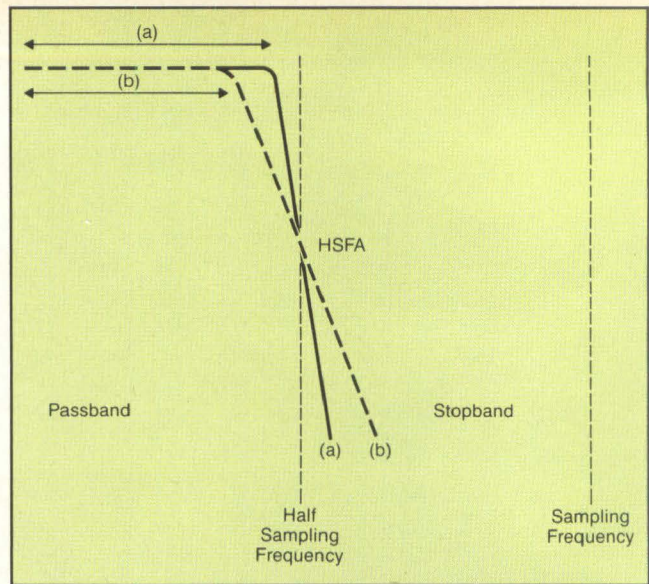


Figure 5: Effects of filter transition. (a) Prefilters with sharp transition will maximize pass bandwidth but will exhibit slight ringing in the time domain. (b) Prefilters having a softer transition will exhibit minimal ringing but will provide a reduced pass bandwidth.

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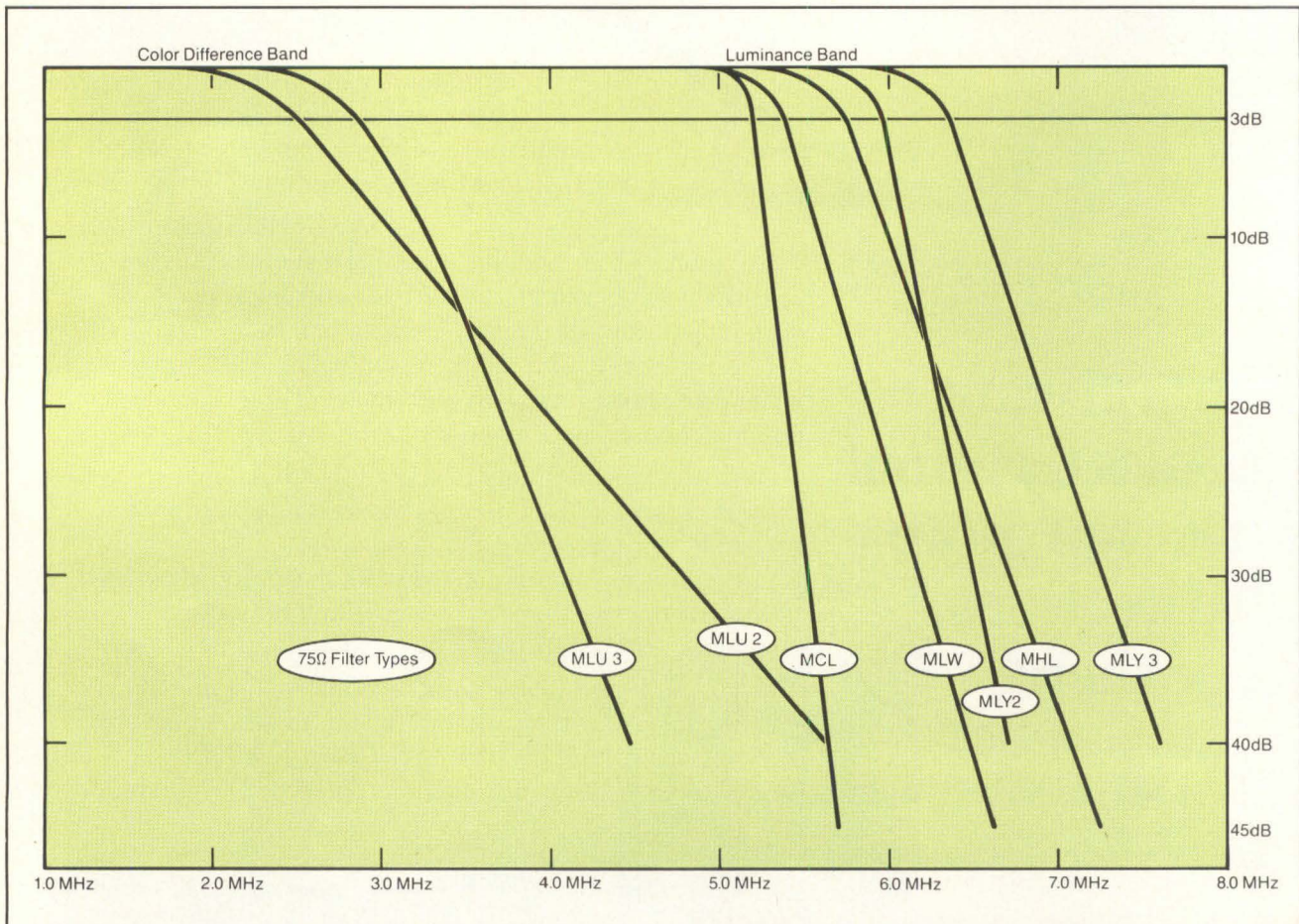


Figure 6: Video filter parameters in the color difference and luminance bands.



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# Personal Computers Programmable Controllers

by Brita Meng, Technical Editor

**F**actory automation is no longer debatable for manufacturing companies. Production efficiency and quality control depend upon it. The migration of the personal computer from the office to the factory floor raises new questions for systems integrators designing industrial computer systems.

In the past, the programmable controller was the control device of choice. But the recent industrial hardening of the personal computer allows it to be placed in a factory environment, giving each station the power of a small minicomputer. At the same time, the programmable controller has evolved from a fixed-scan computer replacing relays, timers and counters in digital logic control systems to a complex computing system. The scope of the two devices has broadened to the point that an overlap in features exists. This seeming convergence of capabilities makes the choice between the programmable controller and the personal computer for a control application difficult.

Some experts in factory automation predicted a quick demise for programmable controllers with the advent of personal computers in the factory. That scenario has not yet come to pass—and most industrial systems integrators believe it never will. The programmable controller still remains one of the major components of factory floor automation. According to Mike Issim, product manager at Hewlett-Packard's Data Systems Division (Cupertino, CA), the main reasons for this is that the programmable controller was designed by factory people for that environment and that it is a tried and proven piece of equipment.

A programmable controller is essentially a solid state control system consisting of a central processor, I/O interface modules (usually 120V ac type), some type of programming device and memory. The memory, which is user-programmable, stores instructions to implement specific functions such as I/O control logic, timing, counting and arithmetic and data manipulation.

The system architecture of programmable controllers is especially optimized for real-time and sequential control. As a result, most respond within milliseconds to any condition changes in their realm of control. Because controllers are programmed for bit decisions, as opposed to functioning on a word-by-word basis, they enable quick response time. On the factory line, where one machine can halt the entire manufacturing process, responsiveness in a control device is as essential as dependability and ruggedness.

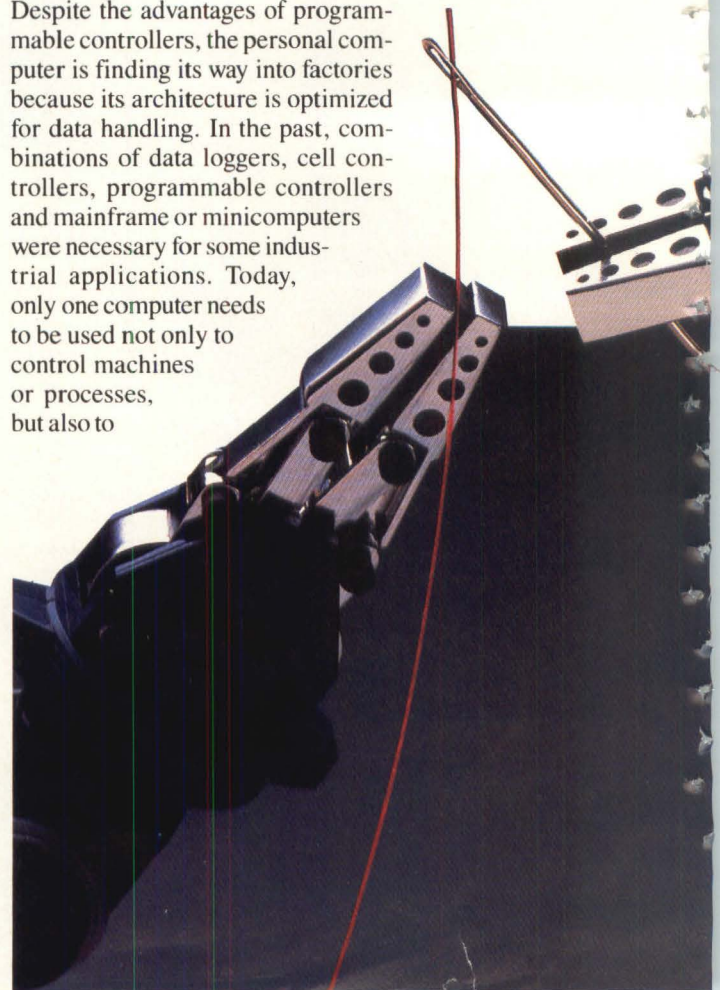
Programmable controllers are also designed to function re-

liably in harsh factory environments. They offer immunity to noise and electrical variations such as voltage spikes. In a proper NEMA enclosure, they can withstand oil mists, liquid spills, temperatures, humidity and mechanical vibrations. Furthermore, controllers retain data integrity despite the line noise caused by the sudden start and stop of controlled machines and processes.

Most importantly, plant and maintenance personnel are familiar with programmable controllers because they have been in use since the late 1960s. They are comfortable with the relay ladder logic programming language. And the modularity of a programmable controller allows it to be repaired on a card-by-card, or even a module-by-module, basis avoiding long-term mass shutdowns for maintenance or repair.

## Personal Computers Move In

Despite the advantages of programmable controllers, the personal computer is finding its way into factories because its architecture is optimized for data handling. In the past, combinations of data loggers, cell controllers, programmable controllers and mainframe or minicomputers were necessary for some industrial applications. Today, only one computer needs to be used not only to control machines or processes, but also to





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reduce and log data and to communicate with other parts of the factory. Combined with the available computing horsepower of personal computers, this may represent tremendous cost savings to industrial systems integrators.

For example, a personal computer may allow data acquisition and control functions to be executed on the factory floor. A variety of I/O cards are available from a number of companies, including Analog Devices (Norwood, MA), Metrabyte (Stoughton, MA) and Data Translation (Marlboro, MA). Interfacing directly to the system bus, these can accept in the range of 16 differential analog inputs to 32 single-ended analog inputs, 2 analog outputs, 8 digital inputs, 8 digital outputs and 2 channels to measure frequency.

High-level language programming helps in the development

of complex manufacturing supervision programs, obviating the need for specialized development stations. ScreenLink Development software from Industrial Data Terminals (Westerville, OH), which is written in C, allows plant personnel to develop and to dynamically link industrial control color graphics. Software such as ON-SPEC by Heuristics (Sacramento, CA) provides color graphics, alarm reports, word processing, spreadsheets and statistical process control. And as computer-integrated manufacturing (CIM) becomes a reality, the networking capabilities of a personal computer are increasingly important for tying together the computers in the factory and in the offices.

Moving a personal computer to the fac-

tory floor requires ruggedization to withstand the harsher environment. Several industrially hardened personal computers are available, and

other computers may also be adapted to the environment. For example, the MicroVAX II from Digital Equipment Corp. (DEC) (Maynard, MA) is making a transition to the factory floor. DEC manufactures a rack-mounted version; Monolithic Systems (Englewood, CO) recently announced its industrial Q-Bus-based enclosure for that computer. However, the most visible computers are those from IBM (Boca Raton, FL). Even programmable controller manufacturers such as Allen-Bradley (Highland Heights, OH) and General Electric (Charlottesville, VA) are now offering their own lines of IBM-manufactured industrial computers.

The IBM 5531 industrial computer is a software-compatible, industrialized version of the PC/XT. Specified to operate from 4°C to 46.1°C, it can endure humidity from 8% to 80%, non-condensing. It is protected against 2500V ac power line transients lasting as long as 16 msec and operates from 104V to 127V ac with a frequency range from 57 Hz to 63 Hz. In addition, the system includes a filter and cooling fan, thermal sensor and shutdown system and internal retainer bar to prevent dislocation of plug-in cards due to vibrations. The keyboard is protected by a mylar membrane, and there is a plastic cover over the CRT screen and a locking door for the disk drives. A floor-standing, industrialized version of the PC/AT, called the 7531, is also available from IBM. The 7532 is a rack-mounted version of the 7531.

Even though the 5531 and the 7531 are called industrial computers, most system integrators believe that they are simply not hardened enough and can only be placed in a semihostile environment. Reliability may still be a problem. For example, the rack enclosure for the 7532 is not a NEMA cabinet. It may take distributed intelligence or redundant units on the factory floor to guard against total system failure. Disk drives are a main source of concern because of their delicate nature, although few companies, if any, have as yet experienced disk failures on the factory floor. And floppy disk media do not take well to dust, grit and oil.

These concerns have led to other integration options for personal computers. According to Ron Mazza, vice president of marketing at Faraday Electronics (Sunnyvale, CA), the open architecture PC bus and the availability of IBM PC-compatible



Figure 1: The GENIUS I/O System from General Electric consists of an I/O block, bus controller module and hand-held monitor. Aimed at applications requiring 100 or more I/O points, it can be placed up to 2000 feet from the programmable controller.



Programmable controllers and personal computers will help sew together all elements of a computer integrated manufacturing system, such as robots. Photo courtesy Allen-Bradley.



single board computers have created new possibilities for industrial systems. An alternative to S-100 and STD buses, PC bus boards enable users to tailor their system to their functional needs and environmental qualifications, while taking advantage of the I/O cards, software and flexibility of a personal computer. The AT bus, in turn, now appears to be an alternative to the VMEbus, Q-Bus and Multibus I for applications needing higher throughput and calculation capability.

Advanced Systems Design (Cambridge, MA) uses the single board computer on the PC bus as a diagnostic and control processor within a Fourier Transform Infrared Analyzer for continuous monitoring and control. The processor hosts a supervisory program which performs data flow control, floating point processor control, user interface control, database management and systems diagnostics. A robotic controller product from Adaptive Intelligence (Milpitas, CA) embeds the single board computer in the company's enclosure and allows robot movement manipulation by either teach pendant or keyboard motion control parameters.

Other companies have taken to configuring industrial personal computers specifically with harsh environments and placement in mind. One example is Amdex Corp.'s (Andover, MA) RPC-50 industrial microcomputer, an IBM PC-compatible computer which can be used for machine control. Built on a ten-slot motherboard, the RPC-50 uses three slots for the CPU, RAM and mass memory, leaving seven for peripheral cards. Its temperature and humidity range is wider than the 5531 and its voltage and frequency range is also better. The RPC-50 has no moving parts, battery backup can be provided in case of power loss, and its memory can be either EPROM, DRAM or bubble.

The shortage of I/O expansion slots in the IBM personal computer is a problem. Eight expansion slots are contained in the 5531. Of those, three are required for standard equipment: one



Figure 2: The 7531 industrial computer from IBM is a factory hardened version of its PC/AT. Standard equipment includes 512 Kbytes of memory, a 1.2 Mbyte diskette drive and seven available I/O expansion slots.



Figure 3: The Allen-Bradley PLC-3 is one of the largest programmable controller systems available, controlling up to 8196 I/O points with up to 1.92 Mbytes of memory. Basic programming provides computer functions like floating point math and report generation.

for the fixed disk controller, one for the floppy disk controller and one for the serial I/O. A color monitor and printer controller uses another slot. Therefore, at most four expansion slots exist for other uses in a standard PC/XT configuration.

There are ways to solve this predicament. IBM's expansion unit for its personal computers comes with a 10 Mbyte fixed disk and eight expansion slots. After combining a personal computer with this unit, an IBM PC has six slots for other interface cards and an XT, nine slots for other interface cards. The one drawback to using the expansion box is that its connecting signal cable can be only one meter long.

Converting the PC bus I/O signals to those compatible with the VME, STD or Multibus may allow more flexibility in the placement and more choices in the variety of interface cards. The availability of specialized function boards for the PC bus or AT bus, such as stepper motor controllers and isolated thermocouple input boards, is limited. However, many vendors offer industrialized cages or enclosures for cards based on STD, VME or Multibus. Datel (Mansfield, MA) recently introduced the ST-702, an intelligent, isolated, thermocouple processing A/D board for the Multibus. Front-end subsystems for larger applications can be connected to personal computers by an IEEE-488, RS-232 serial interface or other high-speed specialized links.

Operating systems for personal computers have also been a source of concern to industrial systems integrators. A multitasking environment can be crucial. Obtaining a process status printout on a personal computer may require that it stop running the process until the printer is finished, possibly resulting in an overlooked alarm condition. Although Digital Research Inc. (Monterey, CA) is now marketing packages of concurrent DOS and concurrent CP/M that allow up to four simultaneous tasks on a personal computer, these packages require an increase in computer memory. And monitoring more channels with a personal computer, coupled with user interface and graphics func-

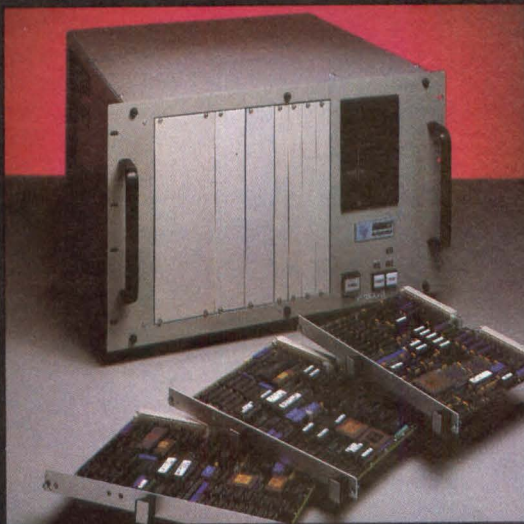


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tions, degrades its response time to seconds despite this facility.

Direct factory control may also need real-time response by a computer, in addition to multitasking capabilities. Aside from custom-developed software, operating systems available which meet these specifications are Intel's (Hillsboro, OR) iRMX-86 and iRMX-286, Hunter and Ready's (Palo Alto, CA) VRTX and Industrial Programming Inc.'s (Jericho, NY) MTOS.

One solution to these problems is adding extra capabilities to a personal computer. The MACSYM 120 workstation from Analog Devices is based on the 5531 and includes concurrent CP/M, an 8087 math coprocessor and a multitasking programming language. Another solution may be the addition of intelligent front-end subsystems which are able to preprocess collected data before sending it to a personal computer.

**Intelligent Programmable Controllers**

Although personal computers have become industrialized and capable of distributed control and multitasking, programmable controllers are now able to perform some of the control and data processing functions which, in the past, required a minicomputer. The primary reason is the addition of more memory in the main processor, as much as 200K in some cases. In addition to adding computing horsepower, larger memory systems allow more extensive machine diagnostics.

The availability of more specialized I/O cards for programmable controllers has also extended their use in industrial computer systems. General Electric recently introduced its GENIUS I/O system for its Series Six programmable controllers. The product, which has a built-in intelligent power switch and intelligent input modules to check sensors, is able to continuously monitor and identify faults in actuators, wiring circuits and hard-contact sensors.

A programmable controller from Siemens-Allis Automation (Peabody, MA) called the SIMATIC S5-115U allows a user to develop programs using any one of three languages: ladder diagram, statement list and control system flowchart. Translating the same program back and forth from one language to another is accomplished by hitting a function key. For factory



Figure 4: SIMATIC S5-150U programmable controllers from Siemens are installed in this continuous casting plant to control mold adjustment, the dummy bar and cutting length measurement.

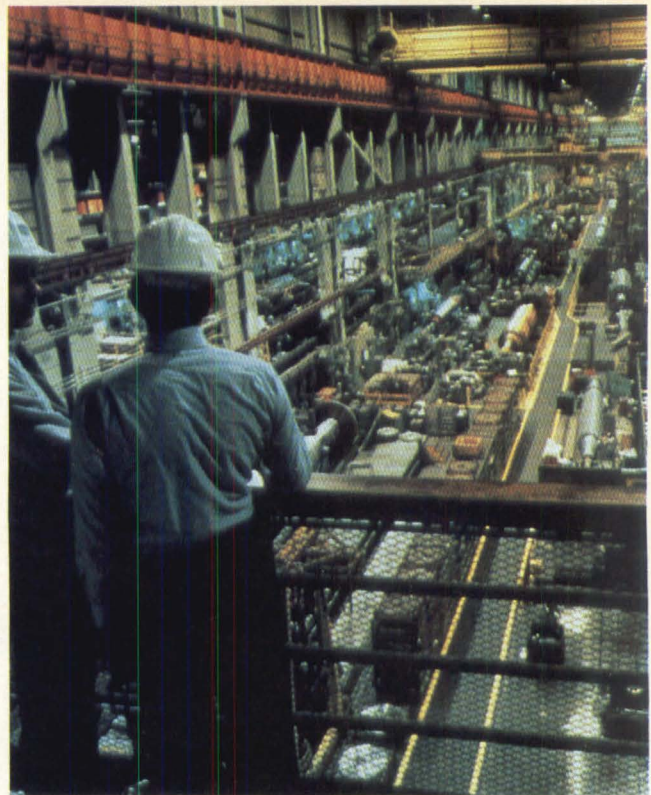


Figure 5: At General Electric's steam turbine generator facility in Schenectady, NY, 14 Data General computer systems are used for functions ranging from process planning to inventory control.

personnel not wanting to use those languages, programmable controllers can now be programmed in Basic or Fortran by simply inserting an intelligent language card into the controller module, such as the Programmable BASIC module from Texas Instruments (Johnson City, TN).

Other available cards enable process engineers to use such ASCII devices line printers, bar code readers and bar code printers with a programmable controller. Servo drives and systems from companies including Gould (Troy, MI), Ferguson Machine Co. (St. Louis, MO), Opcon (Everett, WA) and Allen-Bradley interface with programmable controllers to control robot movement on the floor. Color graphics monitors can also be connected to enable factory floor supervisors to see process statuses in a form similar to a personal computer.

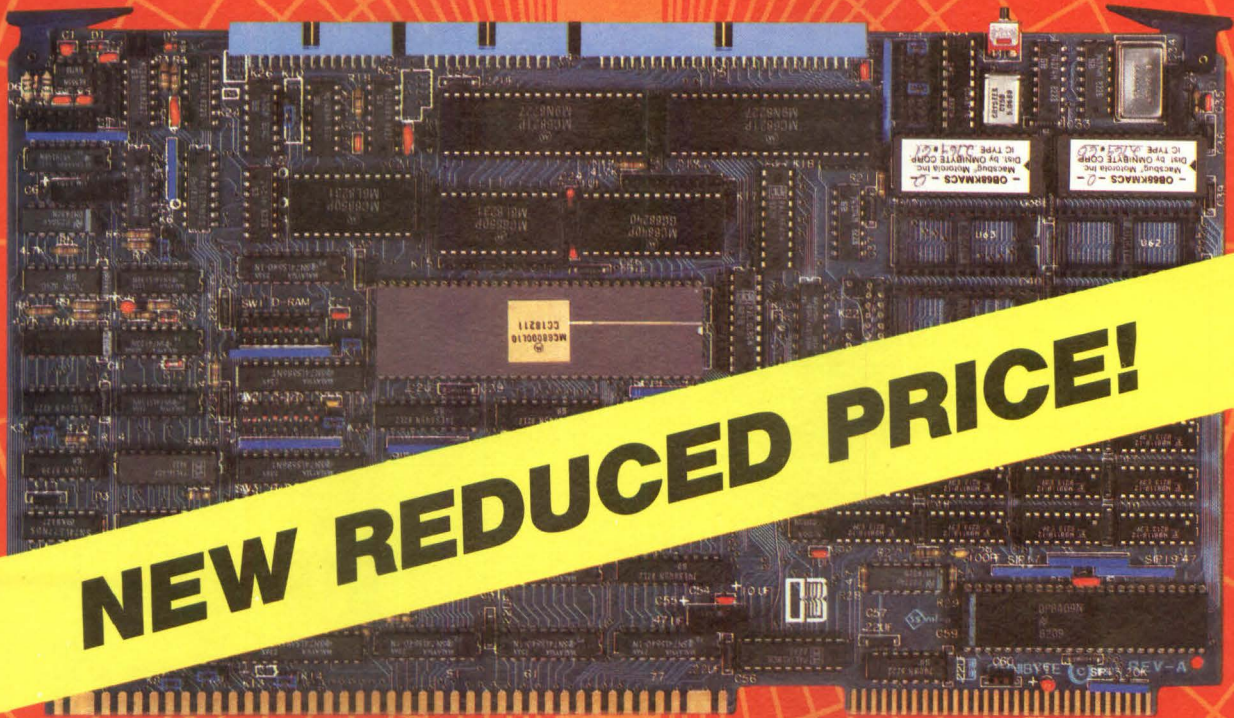
Networking and communications possibilities have also expanded for programmable controllers. Previously, it was difficult for a programmable controller to talk to any device other than a controller from the same manufacturer. Now personal computer interfaces such as RS-232 links are built in to allow programmable controllers to communicate with personal computers.

The formulation and implementation of the General Motors MAP standard should allow all industrial system components to interface. MAP is a broadband token-bus local area network employing standardized communication protocols for each layer of the ISO-OSI model. It is not yet a finished specification, despite the fact many manufacturers already claim full compliance. Even when it is finished, there still may be problems implementing MAP—such as interfaces that are more expensive than some of the devices to be connected. Proprietary networks which number over 200, like Allen-Bradley's Data Highway, TI's TIWAY and Gould's Modway, must be merged to MAP as well.



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**Solutions In Harmony**

As programmable controllers' applications have expanded from Ford and General Motors factory lines, so too have their capabilities. And as personal computers' applications have grown from the office to the factory floor, their capabilities have done the same. Even though the two devices may be similar in appearance or features, more memory and a man-machine interface does not make a programmable controller a personal computer, nor does ruggedization and real-time operation make a personal computer a programmable controller. Their architectures and the tasks for which they are optimized are just too different for the two to ever be completely interchangeable on the factory floor.

For machine control, discrete manufacturing and batch processing involving either digital sequencing or few recipes, a programmable controller may still be the control device of choice. For testing, laboratory or pilot plants, executive or supervisory control and batch processing requiring either a great deal of manual control or many recipes, a personal computer is probably better.

Cost also plays a part. The dropping price of industrialized personal computers has allowed them to become almost disposable commodities for some customers, who either want a quick payback on the investment or will not use them for vital control functions on the factory floor. Conversely, the higher

price of programmable controllers reflects that device's hardened, proven design.

Most industrial computer system integrators feel that the optimal solution for a control system will probably be a hierarchical partnership which capitalizes on the strengths of both programmable controllers and personal computers. Dan Krause, sales manager at Autologic (Brighton, MI), sees the base level of this structure as including data collection and dedicated control performed within the distributed intelligence of programmable controllers. As a microhost or workstation, personal computers would provide gathering points for data from those programmable controllers, accomplishing scada-type functions, trending and performance optimization calculations. Other integrators foresee the development of systems which can be defined as personal computer-type programmable controllers—a merging of the two technologies.

The increased ruggedness of personal computers and the increased intelligence of programmable controllers allows more flexible industrial systems to be configured in the factory. Used in conjunction with evolving standards for communication networks and application software, integrators may finally be able to wire the factory for productivity and a secure manufacturing future. DD

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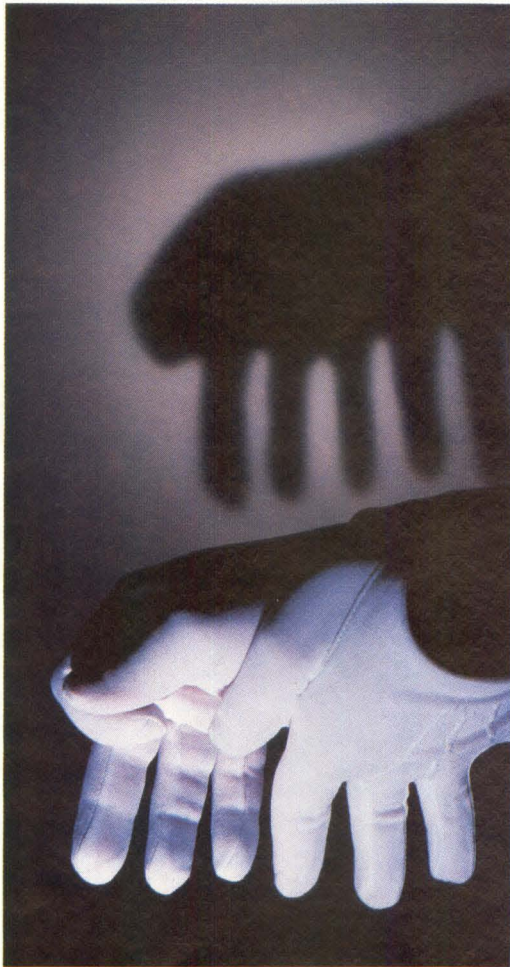


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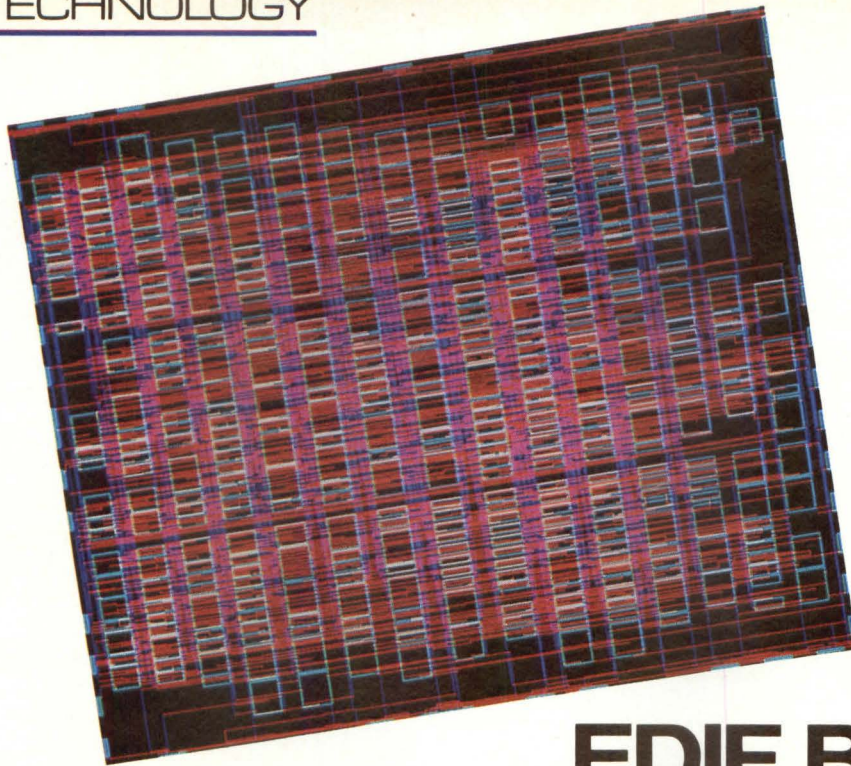
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# EDIF Breaks CAE/CAD Compatibility Barrier

by Lisa Hampton, Semicustom Product Marketing Manager, Mentor Graphics

Workstations are becoming an ideal environment for semicustom IC design. What started as a tool to generate netlists for the IC vendor's mainframe CAD system has evolved into a powerful standalone design system. Workstations support almost the entire semicustom IC design cycle, including schematic entry, simulation, layout and back annotation of wire delay information for resimulation.

Workstation vendors would like to offer their customers as many different gate array libraries as possible. Similarly, gate array vendors would like to offer their libraries on as many

## EDIF allows designers to select from a wider range of CAE/CAD tools and semiconductor vendors.

workstations as possible. For gate array vendors, maintaining several different databases of the same data at the same level is a difficult task. For the workstation vendors, writing specialized interfaces for each gate array vendor is not feasible. The solution is EDIF—Electronic Design Interchange Format—a new standard format for the transmission of design data.

An industry standard such as EDIF has several benefits. Semiconductor manufacturers need to maintain only one data-

base and one set of translation utilities to support all CAE/CAD vendors. This is a significant aid to these vendors because compatibility is maintained with many foundries and other design systems, with minimal investment in software development. CAE/CAD makers need to write only one set of translation utilities to support a wide range of semiconductor vendors. As a result, system designers can choose from a much wider range of semicustom libraries and CAE/CAD systems. Foundries can accept a customer's circuit regardless of the CAE/CAD system on which it is designed.

Most semiconductor companies have their own representation of design data. Some of the formats are nonproprietary, but none are considered an industry standard. Also, many of these formats are narrowly focused. They address a particular type of design data such as mask artwork, simulation models or netlist information.

### What Is EDIF?

EDIF is the result of a cooperative development effort between several semiconductor and CAE/CAD companies. The steering committee consists of representatives from Daisy Systems, Mentor Graphics, Motorola, National Semiconductor, Tektronix, Texas Instruments and the University of California at Berkeley. Representatives from these organizations began meeting in 1983 to start development of a common interchange format. Several technical subcommittees, comprised of representatives from many companies, have been formed to address specific portions of design description. In January 1985, the first version of the EDIF specification was released. It supports both



IC and printed circuit board design and describes the full spectrum, from the symbol representing a macro to the physical layout.

EDIF, whose files are single data structures, is based on a LISP-like syntax in which data is represented as symbolic expressions. Numerous defined data constructs are available to facilitate the description of component libraries (Figure 1). As it becomes necessary to describe new features, the format can be equipped with additional data constructs, and this can be done without obsoleting the old format or databases. Other strong points of EDIF include ease of parsing, transportability to different machines and fabrication technology independence.

The building blocks of EDIF consist of primitive elements such as signals, ports, strings, numbers and identifiers. Complex structures are formed from parenthesized lists that are made up of primitive data or other lists. The first position of each list is devoted to a key word which gives meaning to the positioning of subsequent elements in the list. New key words can be added and lists may be lengthened or shortened without changing existing parsers. This makes the format easily extendable since the key words are the controlling elements, not the syntax.

Since humans and machines will be reading and writing EDIF, the format must be concise, yet comprehensible to engineers. EDIF's LISP-like syntax provides a balance between keeping the format compact and retaining legibility. If EDIF memory requirements become a problem in a particular design, the format can be compressed to reduce file size. EDIF descriptions are expressed hierarchically and at the highest level is an abstract representation. As it descends the hierarchy, it becomes more detailed.

### EDIF On Workstations

In the past, putting a new set of gate array libraries on a workstation required tremendous effort. Whether done by gate array manufacturers or workstation vendors, the work required a great deal of time to ensure accuracy in the databases. Once gate array manufacturers had offered their databases on one workstation, it was almost as much effort to achieve support for a second workstation. Creating an EDIF database for design libraries requires an initial investment of resources, but once they are created, any workstation that accepts EDIF data can be supported. This gives designers greater flexibility in choosing a workstation.

Writing EDIF translation routines is a task that must be performed by the workstation vendors. This, too, demands an initial investment of resources, but once completed, any gate array library represented in EDIF can be supported on that workstation. As a result, designers can choose from a wider range of gate array technologies.

A more subtle advantage of using a standard interchange format is data integrity. Now that gate array manufacturers have to maintain only one database to support all workstations, the maintenance problem is much easier. Making sure that libraries are kept current also implies that all workstations supported by that database have the latest revision of data.

### The Mentor-Motorola Connection

The workstation can be used for various portions of the design cycle. Figure 2 illustrates the gate array design stream and the

#### (Cell NAND2

```
(View Symbolic Logic
  (Interface
    (Define INPUT PORT (multiple ab))
    (Define OUTPUT PORT z)
    (Body (FigureGroup Schematic Symbol ... )))
  (Contents
    (Instance NAND2Primitive Logic N2)))

(View MaskLayout physical
  (Interface
    (Define INPUT PORT (multiple ab))
    (Define OUTPUT PORT z)
    (Define INOUT PORT (multiple VCC VDD))
    (Body (FigureGroup MetalBlockage ... )))
  (Contents
    (FigureGroup Metal (Polygon ...) ...)))

(View Document
  (Contents
    (section "NAND2 - Its uses" "The NAND2 ...."))))
```

Figure 1: EDIF is a hierarchically based standard with a syntax similar to the LISP programming language. Shown is an example (found in the EDIF specification manual) of how EDIF might express a two-input NAND gate cell. The representation consists of the logic model, schematic symbol, detailed layout and layout abstraction for placement and routing.

various points of interface. EDIF was chosen as the interchange format between Mentor Graphics (Beaverton, OR) and Motorola (Phoenix, AZ) to implement the gate array design methodology.

The design stream has been divided into three possibilities: A, B and C. In stream A, the IC vendor supplies only a symbol library for the workstation. These symbols contain the information necessary to generate a netlist for the IC vendor. With this netlist, the IC vendor performs simulation and, subsequently, placement and routing.

In design stream B, the IC vendor supplies the simulation models and the symbol library. The designer enters the schematic and simulates the design. After the IC vendor completes the layout, actual wiring delays are extracted and back annotated into the simulation models. At this point, the circuit is resimulated and the test vectors are refined to reflect the more accurate simulation data.

In design stream C, the designer enters the schematic, simulates the design, performs placement and routing and returns the final layout to the IC vendor. Since the layout is done on the workstation, the post-layout delay data is extracted on the workstation and immediately back annotated to the simulation models. The test vectors are generated from the final simulation and submitted with the layout and netlist to the IC vendor.

Within Motorola's CAE/CAD system is the technology data that describes the firm's gate arrays. In addition, Motorola's translator programs convert its internal technology files to EDIF. To move this EDIF data onto Mentor's workstations, Mentor developed three translation programs that compile the data into its internal database format.

The first program, EDIF2SYM, translates Motorola's component information to Mentor's symbol library. Motorola maintains the EDIF file that contains the information necessary for generating the graphical symbols used on various workstations. In addition to the graphical data, this EDIF file contains component names and pin types for generating the design netlist from the schematic.

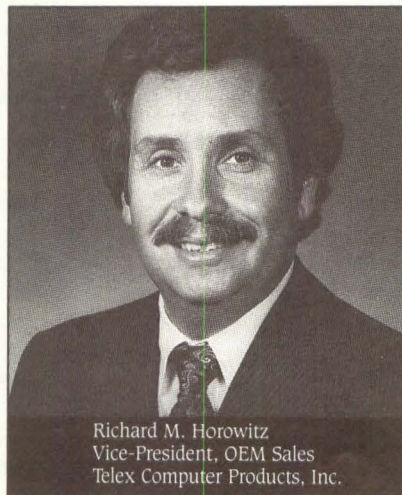


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The second program, EDIF2SIM, translates Motorola's simulation model data into Mentor's format. Motorola maintains the EDIF file that contains simulator primitives and timing information to describe each macrocell. This information is used by the EDIF2SIM program to create Mentor Graphics Quickparts. The Quickparts library consists of component models that require up to 10 times less memory space than those in traditional libraries. This results in a fivefold increase in design throughput.

The third program, EDIF2PHY, converts Motorola's physical database to Mentor's physical database. Physical data describes the size, shape and location of such elements as silicon, metal and polysilicon. Motorola maintains the EDIF physical data file describing the uncommitted array and macrocells. Describing the uncommitted chip requires defining routing blockage information, the macro placement sites, and design rules for adding wiring and vias. Pin names, pin locations, pin swapping information and routing blockage data is needed to describe each macro.

Currently, the EDIF design kits and updates are distributed on floppy disks. In the future, engineers will be able to call the Motorola CAD system and receive all the design data as well as incremental updates via modem. To ensure that users always have the most current design data, it will be compiled on the workstation and the necessary files automatically updated. There will no longer be the time lag in receiving the new data that is inherent in creating and distributing the updates on floppy disks.

### How Designers Use EDIF

Once all of the technology information has been transferred to the workstation, design work proceeds as normal. All of the schematic capture, simulation and layout programs function just as they would with any other technology resident on the workstation. It is not necessary to learn a new way to use familiar CAE/CAD programs.

One difference, however, is the way in which design data goes back to Motorola. EDIF is used as the interchange format between the two firms. Four programs are used to transfer data from the Mentor workstation to Motorola: EDIFNET, VEC2EDIF, ADD-DELAY and PHY2EDIF.

EDIFNET converts Mentor's design file to an EDIF netlist, which is a subset of EDIF describing the design's connectivity. Also in the netlist is any preplacement data for internal and I/O macros. Macro preplacement is particularly valuable if the design must conform to a predefined pinout. Pin assignment is handled by Mentor's PKG\_DEF program which allows the designer to assign I/O signals directly to pins on the package before layout occurs.

VEC2EDIF translates Mentor's simulation output (Quicksim) to EDIF. In addition to converting the test vectors to EDIF, Motorola provides a program that configures Quicksim to generate Motorola's test vector output. An EDIF file containing all the test vector information is transferred to Motorola where it is converted into the necessary format to drive the automatic test equipment.

Before the test vectors are transferred to Motorola's CAE/CAD system, the post-layout delay data must be added to the simulation design file. Motorola supplies the EDIF file containing the actual capacitance values of each signal. The EDIF file

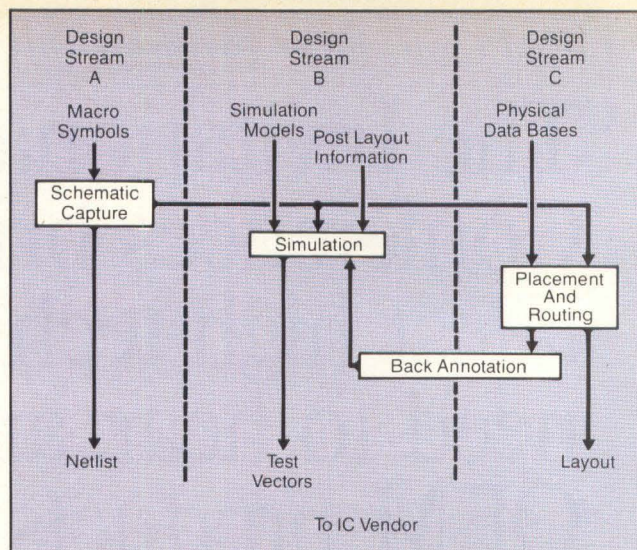


Figure 2: When designing a gate array on a workstation, engineers may choose to complete selected stages of the project on the workstation. Remaining tasks would be completed on the IC vendor's CAE/CAD system by the designer or the IC supplier. The diagram depicts the alternative points of interface between the designer and IC vendor. In the Design Stream C, the IC maker's only task is to fabricate the array.

is transferred to the workstation and the ADD\_DELAY program is used to back annotate the delay values into the design file. This is the same program that adds predicted capacitance before layout. It is also used to model operating voltage and temperature delay, process delay and fan-out delay. All of the various conditions can be chosen independently or in conjunction with each other for modeling delay values. Delay values are modified by setting the desired condition at execution time.

When layout is performed on the workstation, the layout information is converted to EDIF using PHY2EDIF. The EDIF file contains the locations of all macros in the design and the paths describing the array's routing. And because the file does not include all of the internal macro or base array information, it does not consume large amounts of memory. To generate the masks for fabricating the device, this data is then merged on Motorola's CAE/CAD system with the macro's internal data and the base array.

EDIF's advantages are clear. Before the standard was developed, gate array vendors were forced to maintain different symbol, simulation and physical databases for each CAE/CAD system supported. Now, these vendors maintain one copy of symbol, simulation and physical databases.

Prior to EDIF's introduction, CAE vendor had to write different interface programs for each gate array vendor. But with a standard interchange format, CAE vendors maintain a single set of interface programs.

Finally, designers benefit from the EDIF standard since it allows them to select from a wider variety of gate array and CAE vendors. Without a common interface standard, designers must wait until the gate array vendor and the workstation vendor develop new libraries. And this is a lengthy process since each new library requires the same resource investment. **DD**

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