

The Cortus logo features a stylized red 'C' symbol followed by the word 'ortus' in a lowercase, sans-serif font. The background consists of overlapping light blue and yellow circular shapes.

**cortus**

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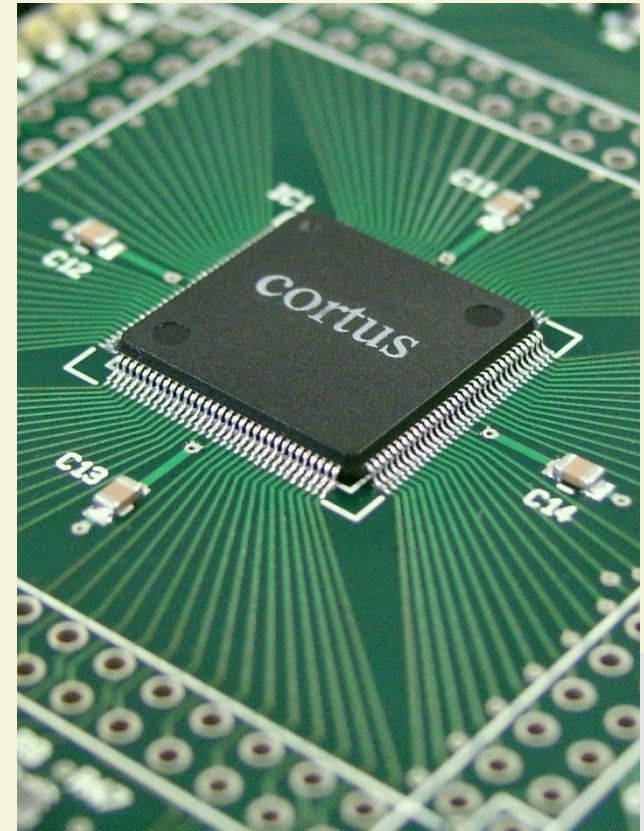
**Processors and IP from  
Cortus**

**Technologies and Solutions for  
Embedded Systems**

David Kerr-Munslow, Product Manager

*The smart choice!*

- ▶ About Cortus
- ▶ Embedded Systems
- ▶ Processor Architecture
- ▶ Processors
- ▶ Applications
- ▶ Questions



# Cortus at a Glance



- ▶ Founded in 2005
- ▶ Independent, European company
- ▶ Closed first VC funding round July 2013
- ▶ Focused on developing more power- and silicon-efficient 32-bit processors
- ▶ Proven foundation for security
- ▶ Offices in France, Germany, Korea, UK & USA



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- ▶ Based around SoC
    - ▶ Processor
    - ▶ Peripherals
    - ▶ Analogue Functions (PHYs etc)
    - ▶ Memory
      - ▶ RAM
      - ▶ ROM/Flash/EEPROM

# Characteristics of Embedded Systems

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- ▶ Flexibility and diversity
- ▶ Power consumption
- ▶ Ubiquity
  - ▶ Cost
    - ▶ Die size
    - ▶ Battery size
    - ▶ Component count
  - ▶ Size
- ▶ Apt for real time

# Why 32 bits?

- ▶ Software is getting bigger

  - ▶ Protocol stacks

  - ▶ System features

  - ▶ User interfaces

- ▶ > 64 KBytes

- ▶ C

  - ▶ `sizeof(int *) == sizeof(int)`



# Memory Bandwidth



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- ▶ Registers are faster
  - ▶ Registers can be dual port
  - ▶ Flash is “slow”
  - ▶ RAM is not quick
  - ▶ Load / Store architecture

# Instruction Length



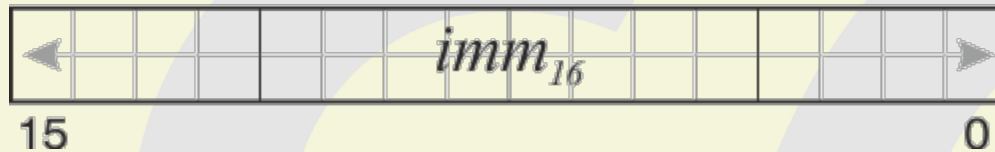
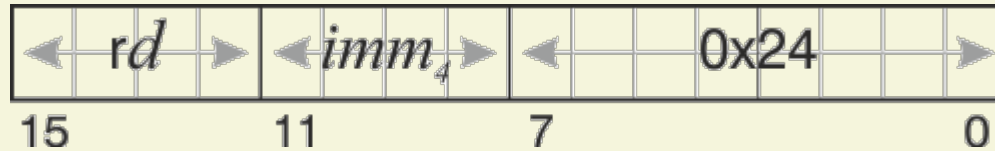
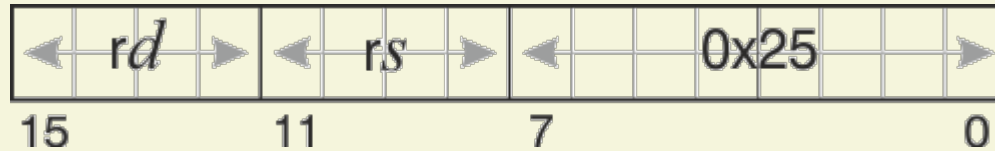
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- ▶ Diadic or triadic instructions
  - ▶ Conditional instructions
  - ▶ Number of registers
    - ▶ Bits to specify register
  - ▶ Instruction bus width
  - ▶ Complexity of fetch logic



# Why 16 registers?

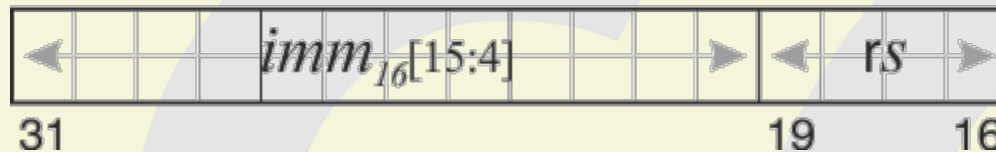
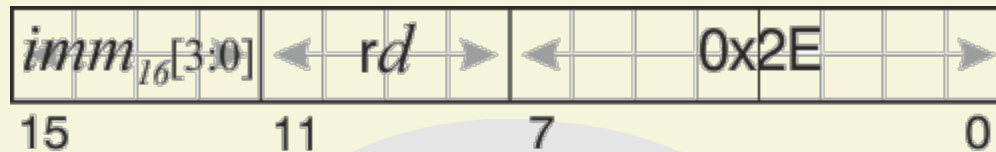
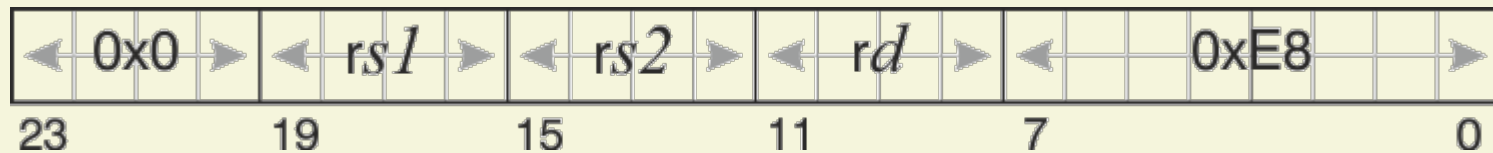
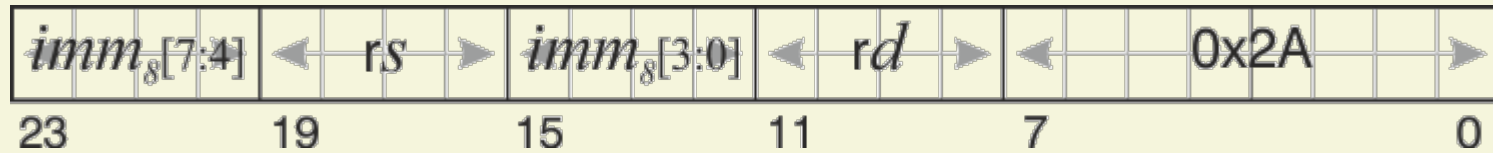
- ▶ SPARC 32 visible registers
  - ▶ ... of 160
- ▶ MIPS 31 registers
- ▶ Alpha 32 registers
- ▶ AVR 32 registers
- ▶ x86 6 registers (16 now)
- ▶ VAX 16 registers, 12 general purpose

# v1 Instructions



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- ▶ Number of instructions required to implement a given functionality
  - ▶ Influences
    - ▶ Code size
    - ▶ Number of instruction fetches
    - ▶ Effectiveness of cache

# New v2 Instructions

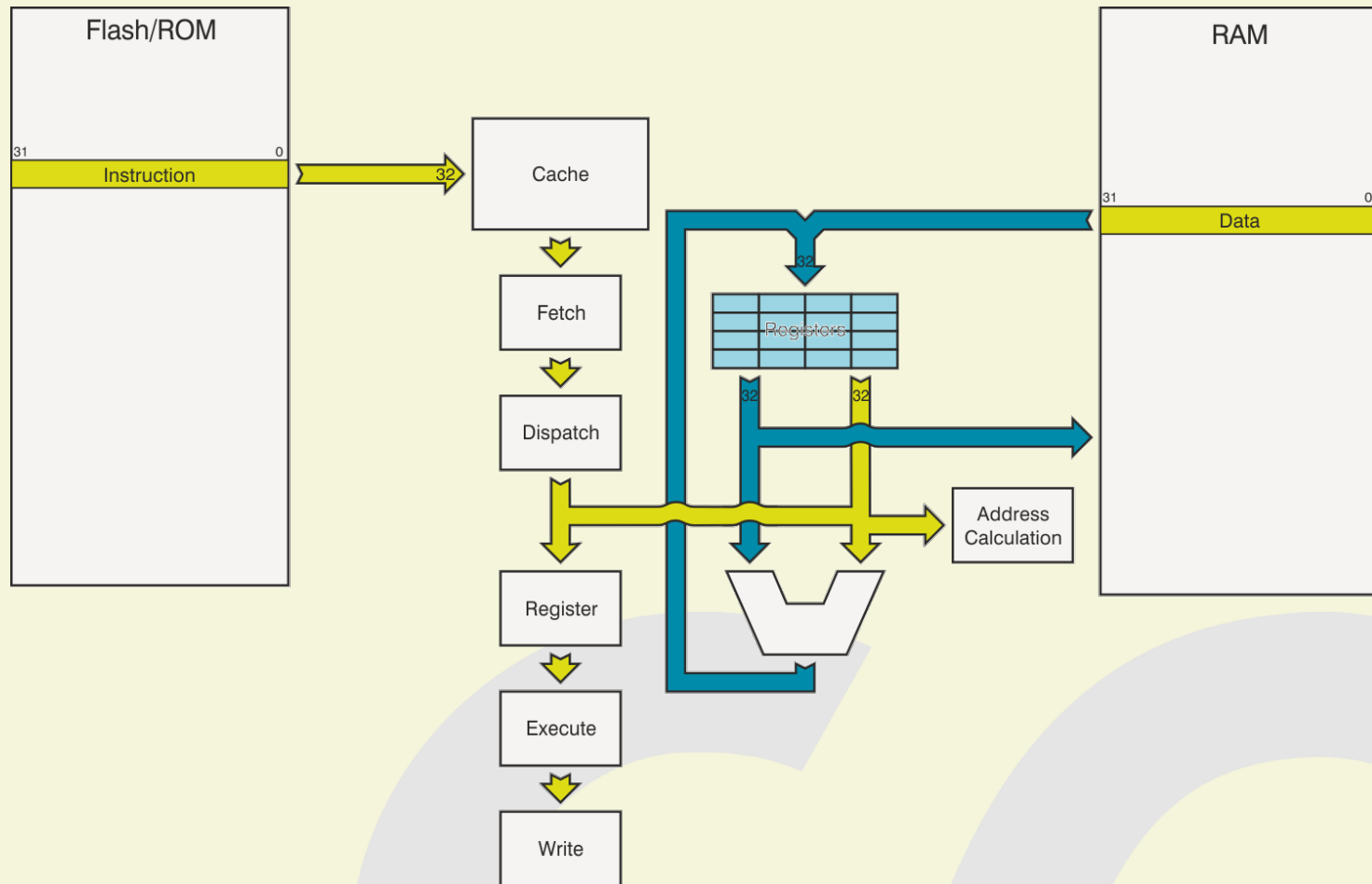


# Pipeline Stages

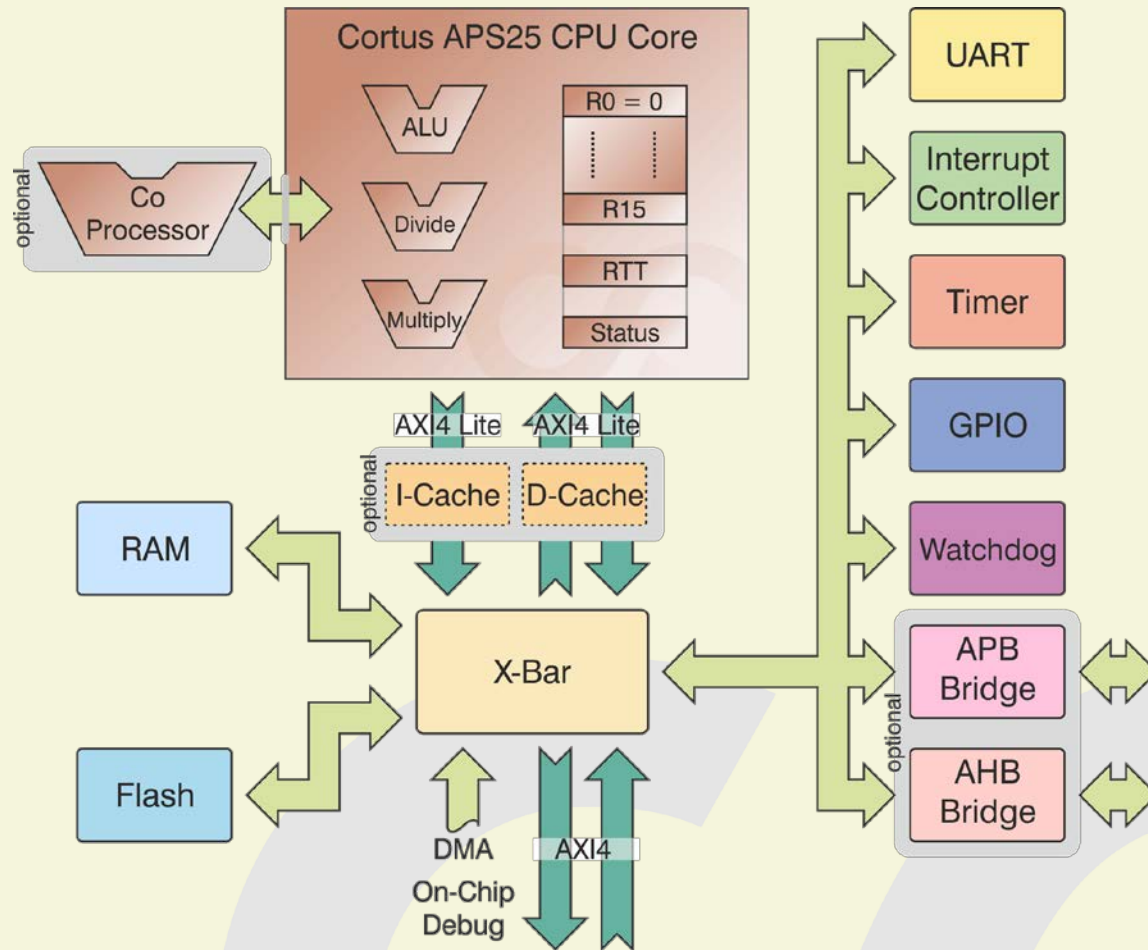


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- ▶ More
    - ▶ Higher clock frequency
    - ▶ Greater branch/interrupt cost
  - ▶ Fewer
    - ▶ Lower power
    - ▶ Lower silicon footprint

# Basic Architecture

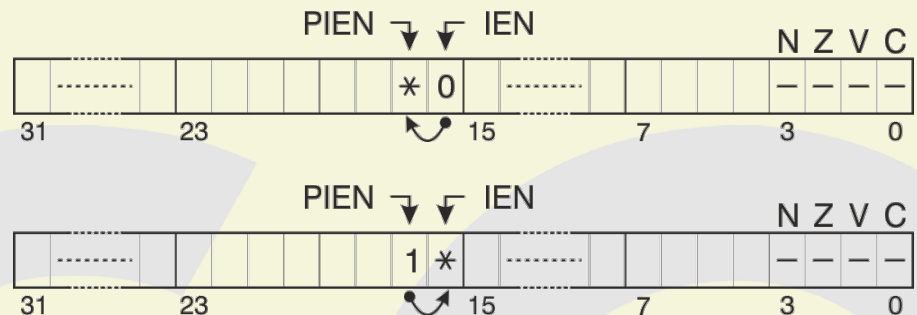


# In a System



# Interrupts

- ▶ Vectored interrupts
- ▶ Trap instruction
- ▶ RTT register
- ▶ PSR, interrupt enable





# What's Missing?

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- ▶ Branch prediction
  - ▶ Speculative execution
  - ▶ Virtual memory
    - ▶ Re-execution of instructions

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## ▶ v1 instruction set

- ▶ APS1

- ▶ APS3R

- ▶ APS5

- ▶ FPS6

## ▶ v2 instruction set

- ▶ APS23

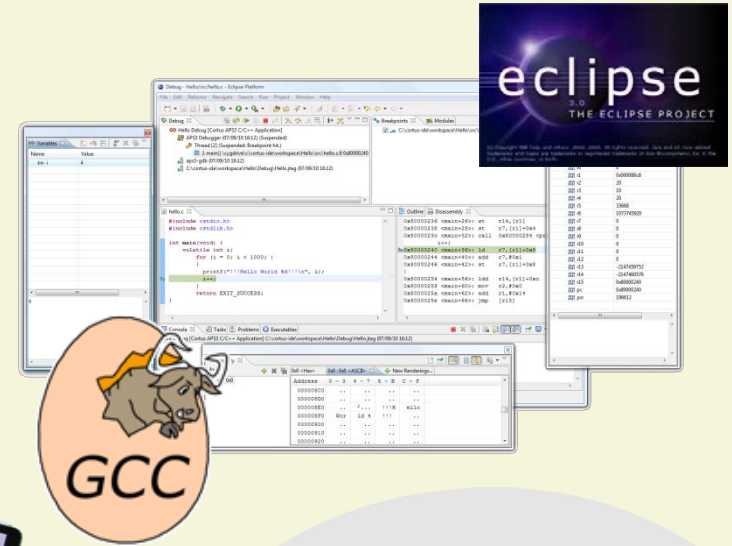
- ▶ APS25

- 
- ▶ Modern RISC
  - ▶ Load / store architecture
  - ▶ 16 registers
    - ▶ R0 always 0
    - ▶ R15 link register
    - ▶ R1 stack pointer (by convention)

# Compiler & Tools



- ▶ Ported at same time as design
- ▶ Tools are essential
- ▶ IDE
- ▶ Debugging



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- ▶ Design peripherals for 32 bit system
    - ▶ One register per function
    - ▶ Registers word aligned
    - ▶ Avoid need for bit manipulation
  - ▶ Compare Intel 8259A

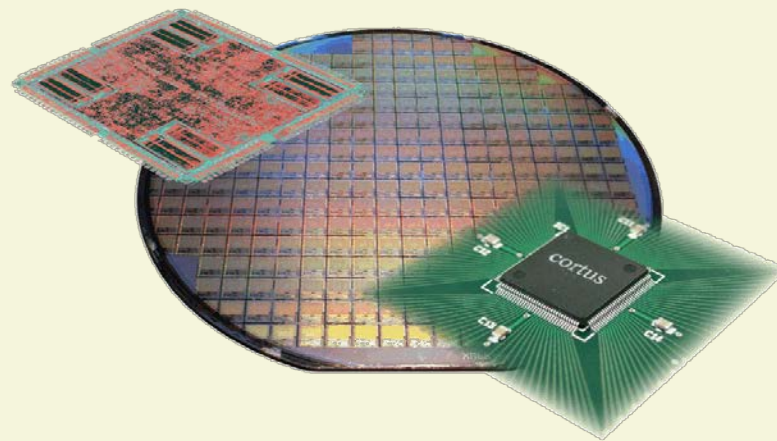
# Applications



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- ▶ Over 750 million devices
  - ▶ Wireless
    - ▶ Remote metering
  - ▶ Smart cards
  - ▶ SIM cards
  - ▶ Security solutions

Thank-you!

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