



The demand for next generation mobile devices is expected to be driven by the consumer desire for new media applications on mobile handheld devices. Future high-end embedded and wireless products will need support for streaming video and audio, digital photography, and 3D gaming as well as more traditional functions such as email and calendar utilities. To support these processing demands, a new generation of powerful media applications processors is needed.

ARM[®] NEON[™] Technology

ARM NEON technology is designed to address the needs of this high-performance, media intense, low power market. ARM NEON technology presents an extensive set of new instructions for future ARM processors that provides powerful, flexible acceleration of media and signal processsing applications on ARM core-based platforms. Developed with vectorizing compiler technology in mind, NEON technology provides an acceleration solution that can be exploited through high level code without the need for intrinsic functions or hand written assembly.

NEON technology is a 64/128-bit hybrid SIMD architecture developed by ARM to accelerate the performance of multimedia and signal processing applications including video encode/decode, 3D graphics, speech processing, compressed audio decoding, image processing, telephony, and sound synthesis. The NEON architecture provides at least 3x the performance of ARMv5 and 2x the performance of ARMv6 SIMD on a range of media and signal processsing applications.

NEON technology is an optimally defined architecture that works seamlessly with its own independent pipeline and register file. NEON technology will be implemented in selected next generation ARM processors. Key features include aligned and unaligned data access, support for integer and floating point data types, tight coupling to the ARM core, and a large register file with multiple views. A balance of aligned and unaligned data access allows for efficient vectorization of SIMD operations.

The ability to operate on both integer and floating point data types ensures adaptability to a broad range of applications, from compression decoding to 3D graphics. Tight coupling to the ARM core provides for a single instruction stream with a unified view of memory, allowing a single development platform target with a simpler tool flow. NEON's large register file with its multiple views enables efficient handling of data and minimizes access to memory, enhancing data throughput performance.

Easy To Use

A NEON technology enabled core's single platform target allows developers to use familiar compiler, debug and trace tools, including the ARM RealView® Developer Suite. The NEON architecture takes into account code generation strategies and the properties of compiled code. The result is a SIMD architecture which enables a simple, consistent mapping of algorithms that can be targeted effectively from a compiler.

NEON technology is also a planned target of the OpenMAX multimedia APIs. Code written using the OpenMAX API can easily be ported to NEON technology enabled processors by simply changing the libraries. Finally, NEON technology speeds development time by eliminating the need to verify the integration of external media accelerators and allowing a single design to serve multiple markets/customers.

NEON technology's general purpose nature ensures flexibility for use in a wide range of applications.

Finally, NEON technology reduces development time by allowing a single design to serve multiple markets/customers. NEON technology's flexible media and signal processing abilities ensure suitability for use in a wide range of applications.

ARM

UK T: +44 1223 400400 F: +44 1223 400410

FRANCE 3 400400 T: +33 130 3 400410 F: +33 130

 FRANCE
 US

 T: +33 130 790 510
 T: +

 F: +33 130 790 511
 F: +

USA T: +1 408 579 2200 F: +1 408 579 1205 GERMANY T: +49 8122 89209 0 F: +49 8122 89209 49 JAPAN T: +81 45 477 5260 F: +81 45 477 5261 KOREA T: +82 31 712 8234 F: +82 31 713 8225 TAIWAN T: +886 2 2627 1681 F: +886 2 2627 1682

ISRAEL 1681 T: +972 9 7678040 x201 1682 F: +972 9 7677020 CHINA T: +86 21 62351296 F: +86 21 62351207

FEATURE	BENEFIT
64/128-bit hybrid SIMD architecture	NEON SIMD instructions allow up to 16 elements to be processed in parallel thus accelerating media and DSP applications.
Powerful, flexible performance	Architecture provides at least 3x the performance of ARMv5 and 2x ARMv6 SIMD at the same frequency on a range media and signal processsing applications. Different implementations can target different performance points
Tightly coupled to core	Integration gives a unified view of memory which is shared with the ARM core. The resulting ability to use a single instruction stream gives a single platform target which speeds development.
Support for both aligned and unaligned data access by instruction type	Allows for efficient data vector loading in compiled code
Novel load/store architecture	Eliminates data arrangement overhead and optimizes data memory access to interleaved data
Dual 64-bit/128-bit register views	Dual views provide the ability to make tradeoffs between vector length and the number of registers available for allocation. Instructions defined across both views allow for efficient promotion/demotion of data for maximum efficiency of compiled code.
Support for integer, fixed point, and single precision floating point data types	Ensures suitability for use in a wide range of applications from video/audio compression to 3D graphics
Integer data sizes of 8, 16, 32, and 64 bits	Allows for efficient packing of data vectors to maximize data processing cycles
Single independent register file that supports 32 x 64-bit and 16 x 128-bit views	Large register file allows many intermediate results to be stored internally, decreasing the number of data accesses to memory and increasing processing performance
Designed as a vectorized C target	Allows consistent compilation strategy, removing the need for intrinsic functions or hand coded inline assembly.
Encoded in ARM and Thumb®-2	Thumb-2 allows for high code density
OpenMAX target	Using NEON technology can be as simple as programming to the OpenMAX API



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