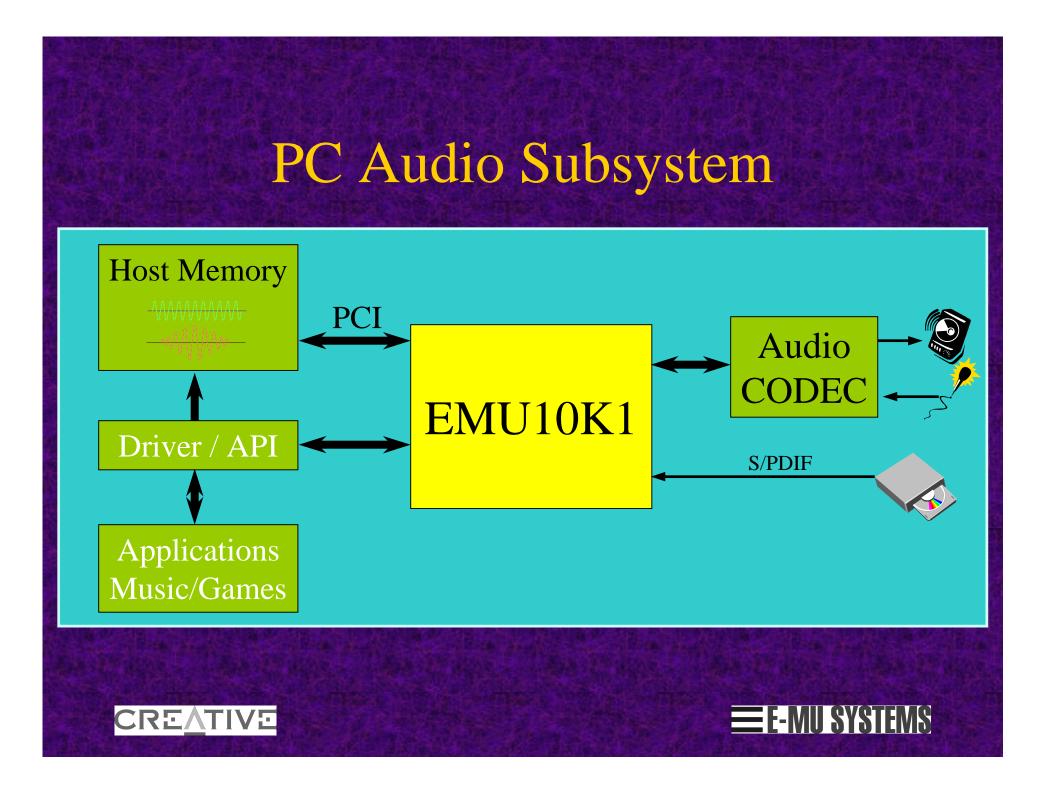
The EMU10K1 Digital Audio Processor

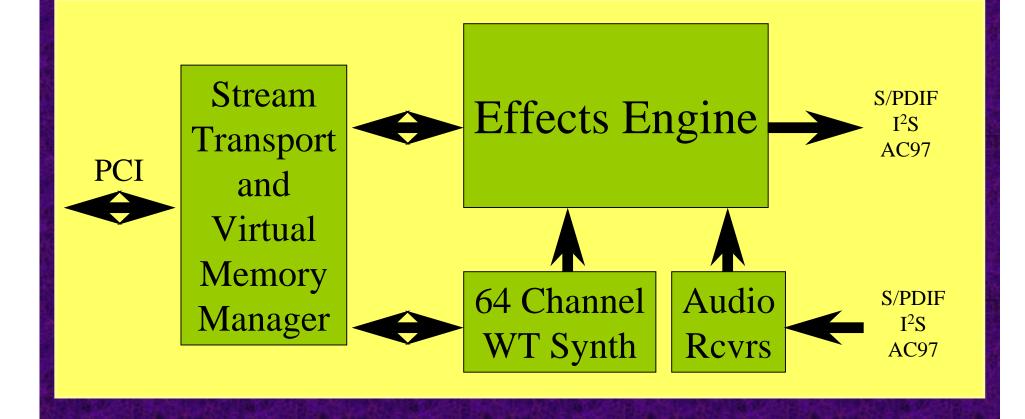
Tom Savell - Staff ASIC Engineer E-mu Systems, Inc. Joint E-mu/Creative Technology Center







The EMU10K1







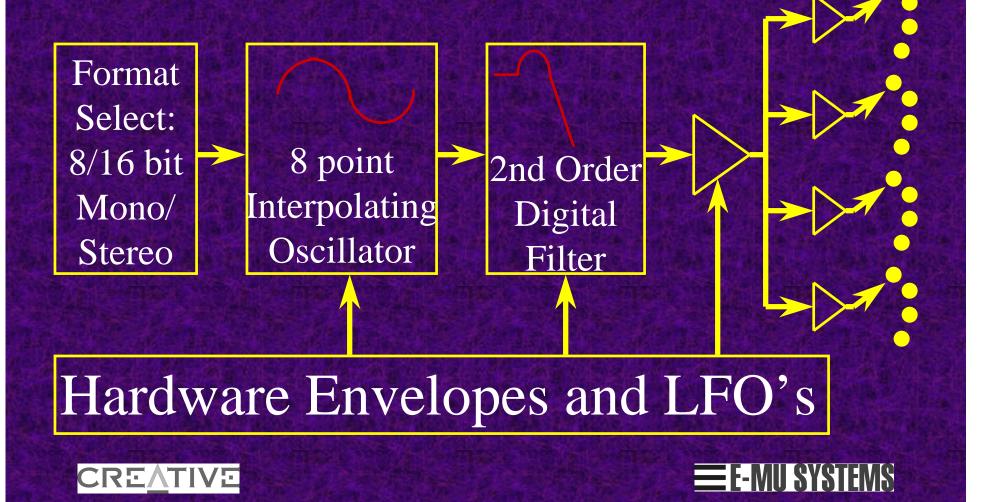
Virtual Memory Stream Manager

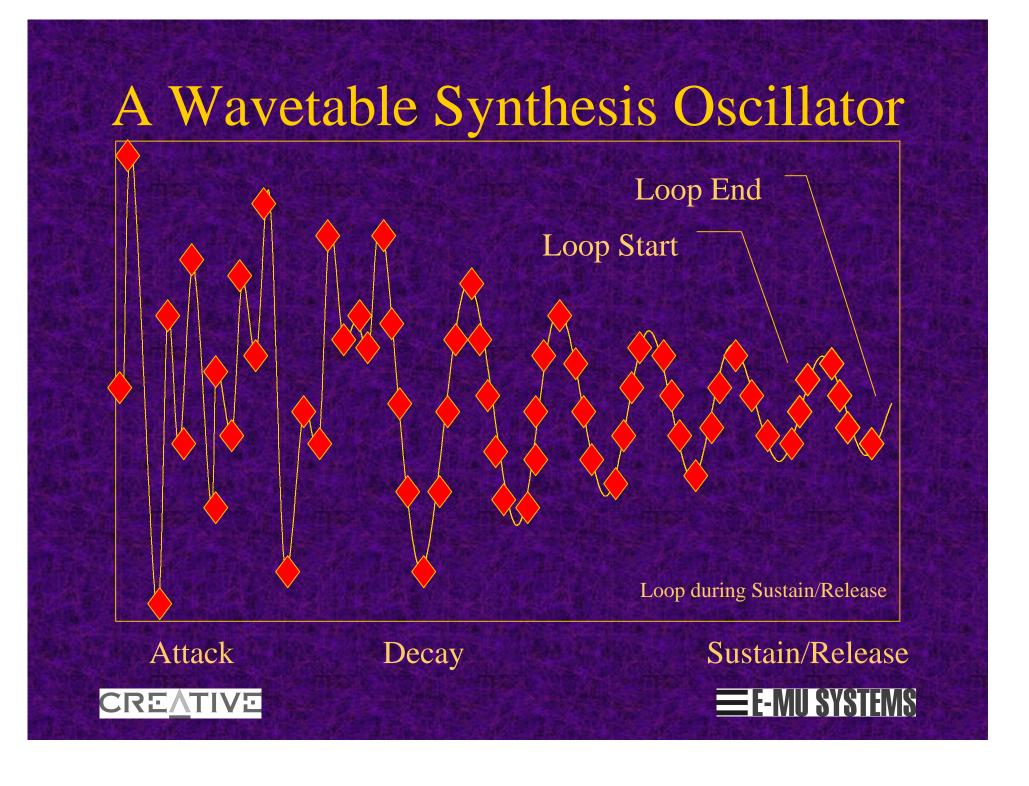
- PCI Bus Master
- True Virtual Memory
- Hardware accesses copy of page table
- Mapping same as in Intel chipset
- All audio dynamically mapped into single logical memory space
- Logical-to-physical translation done inside chip with translation lookaside hardware

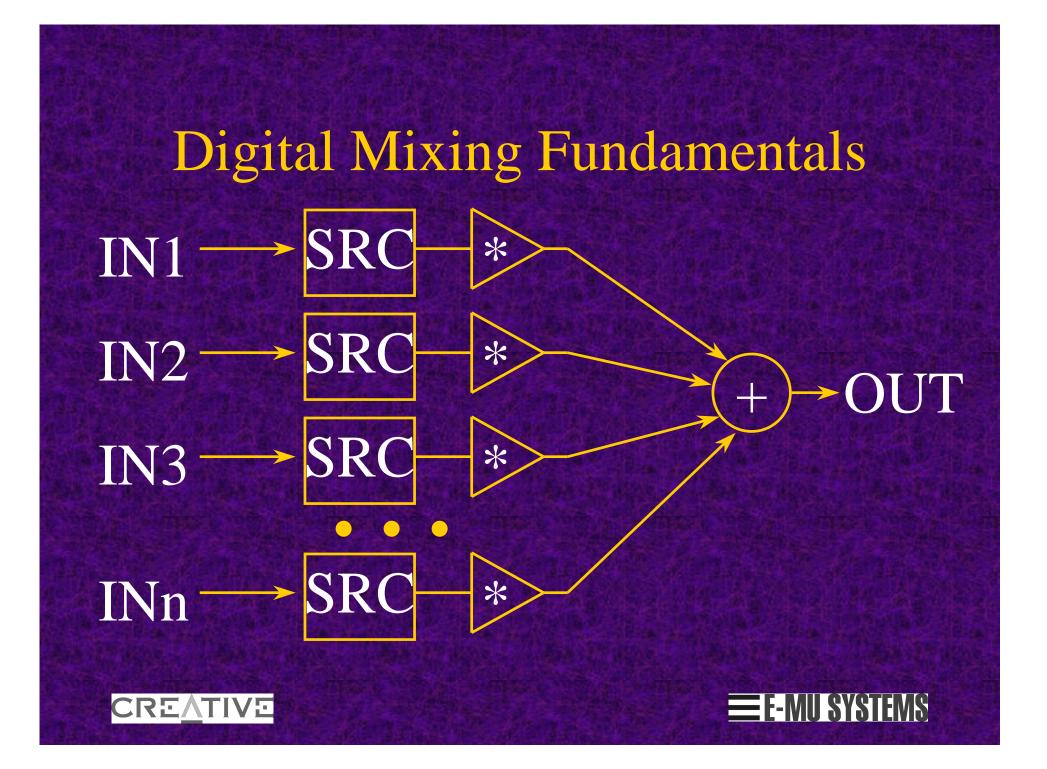




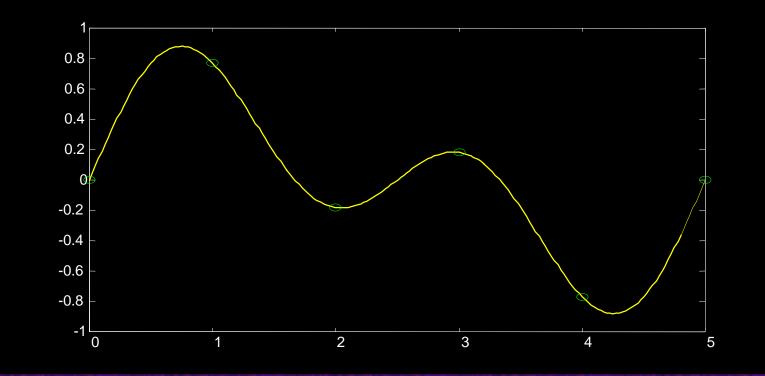
The EMU10K1 Wavetable Synth







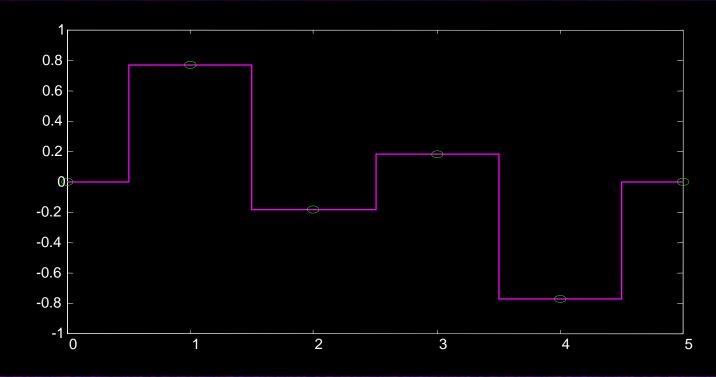
Interpolating Audio Consider an Analog Audio Waveform







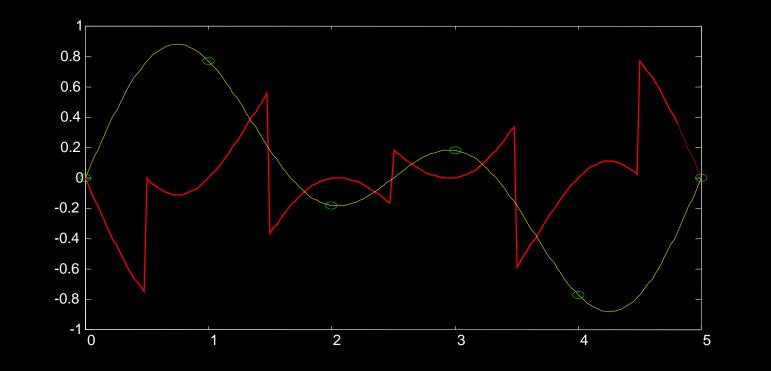
• The simplest solution - take nearest sample







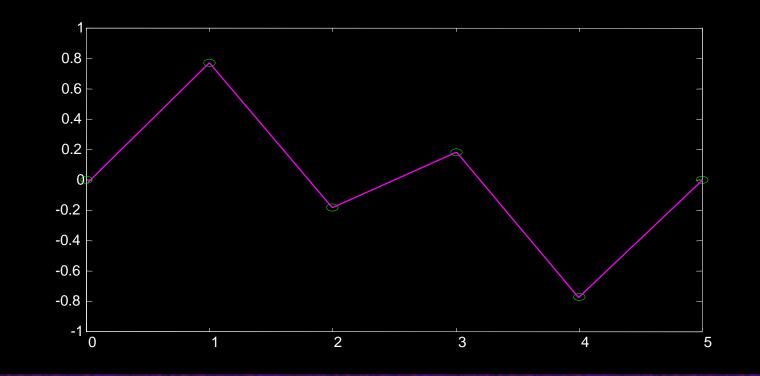
• Unfortunately, this creates a lot of distortion:







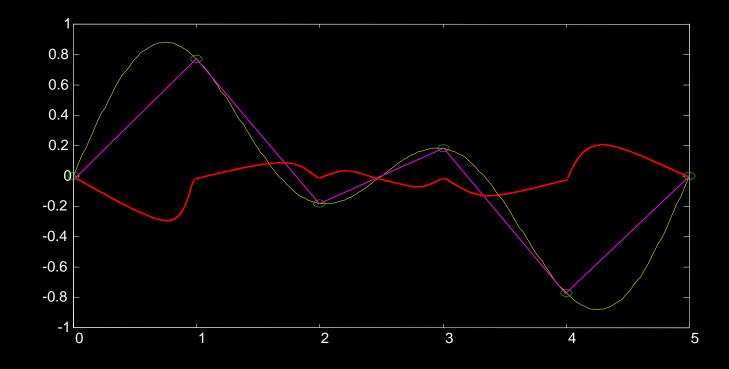
• Linear Interpolation is obvious alternative:







• Linear interpolation still a significant source of distortion:





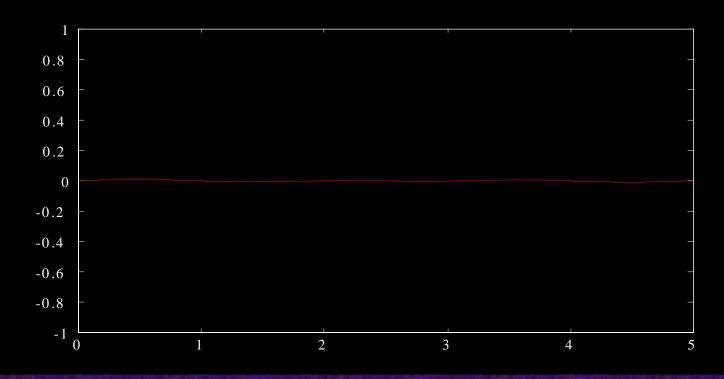


- "Ideal" interpolation needs complex math
 More than 380 MIPS for a 20 bit stereo signal
- "Perceptual" approach (like AC-3) needed
 - E-mu patented technology
 - Perceptually based 8th order interpolation
 - Produces professional fidelity at modest cost



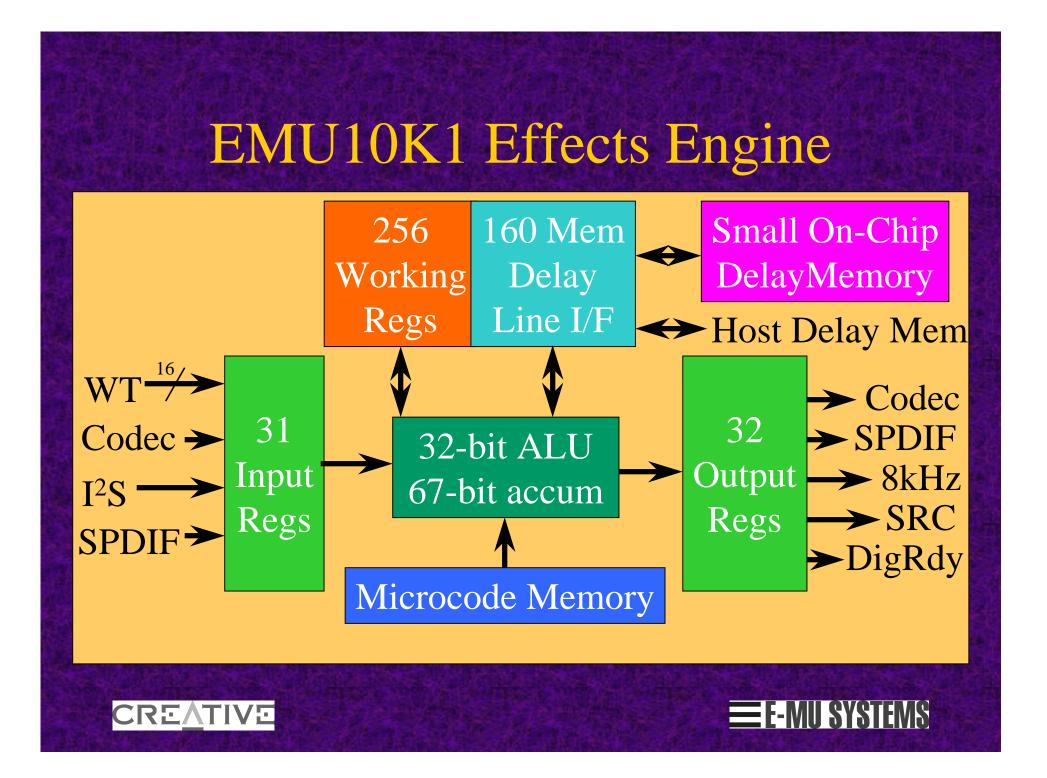


• E-mu 8th order interpolation error:

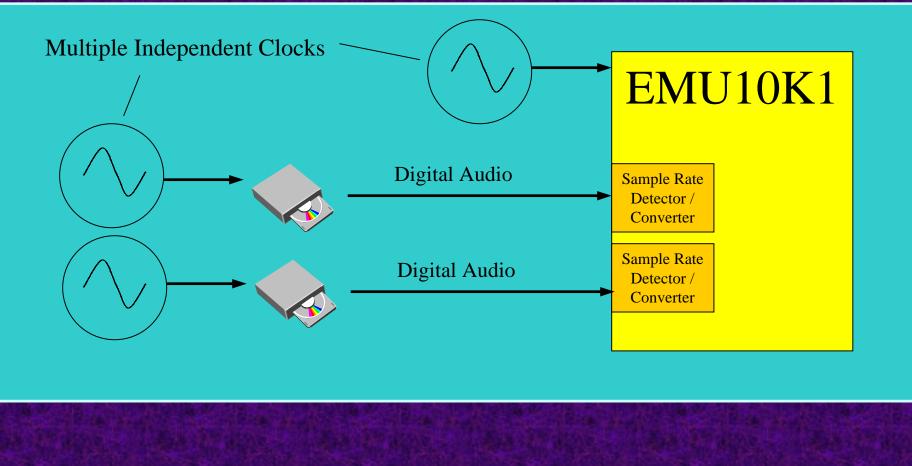








Asynchronous Digital Audio Receivers







EMU10K1 Audio Receivers

- Sample Rate Detectors
 - Determine true realtime incoming sample rate
 - Fast locking (typ. 300 ms)
 - Patent applied for
- Sample Rate Conversion to Local Rate
 - Very high order (16 point) interpolators
 - 20 bits of fidelity maintained





Digital Audio Recording

- PCI bus master DMA
- Stereo Down-Samplers to lower rates

 8, 11, 16, 22, 24, 32, 44.1, and 48 kHz
 Very high order (64 point) interpolators
- Multi-channel interleaved record

 Up to 32 channels





EMU10K1 Summary

- PC Audio Subsystem
- PCI Bus Master
- Digital Mixer
- Hardware Wavetable Synthesizer
- Powerful Audio DSP
- Asynchronous Digital Audio Receivers
- Digital Audio Recorder



