



Washington University  
*School of Engineering and Applied Science*

# **Power Consumption of Customized Numerical Representations for Audio Signal Processing**

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# Outline

- Audio Signal Requirements
- Customized Numerical Representations
- SNR and Dynamic Range
- Design of Computation Structures
- Power Consumption Results
- Summary and Conclusions



# Audio Signal Applications

- Music
  - MP3 players
- Speech
  - communications equipment
  - hearing aids (our target application)
- Signal requirements to understand speech
  - ~30 dB SNR over entire dynamic range
  - ~100 dB dynamic range
- Power consumption critical for all of above



# Customized Numerical Representations

- 16-bit integer is traditional for audio
  - 90 dB dynamic range, SNR from 0 to 90 dB
- Logarithmic representation more closely mimics human perception
  - Loudness response is highly non-linear
  - SNR is relatively constant across dynamic range
- Floating point representations are partially logarithmic and partially linear
  - 32-bit IEEE standard is more than is needed
  - Tailor choice for number of bits in exponent and mantissa to needs of application



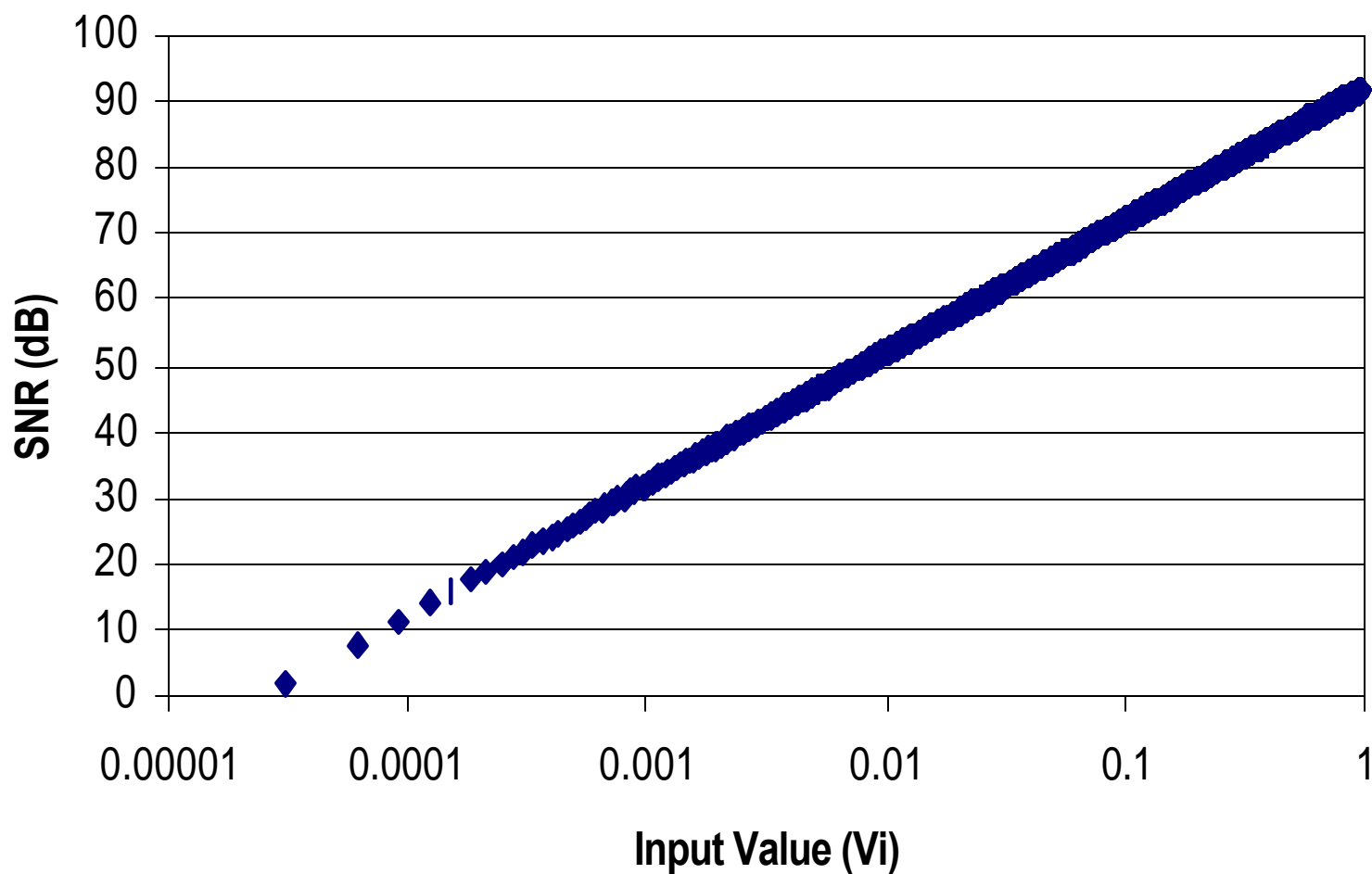
# SNR and Dynamic Range

$$\text{SNR (dB)} = 20 \cdot \log_{10} \left( \frac{\frac{V_i}{2\sqrt{2}}}{\frac{V_{i+1} - V_i}{\sqrt{12}}} \right)$$

$$\text{Dynamic Range (dB)} = 20 \cdot \log_{10} \left( \frac{V_{\max}}{V_{\min}} \right)$$

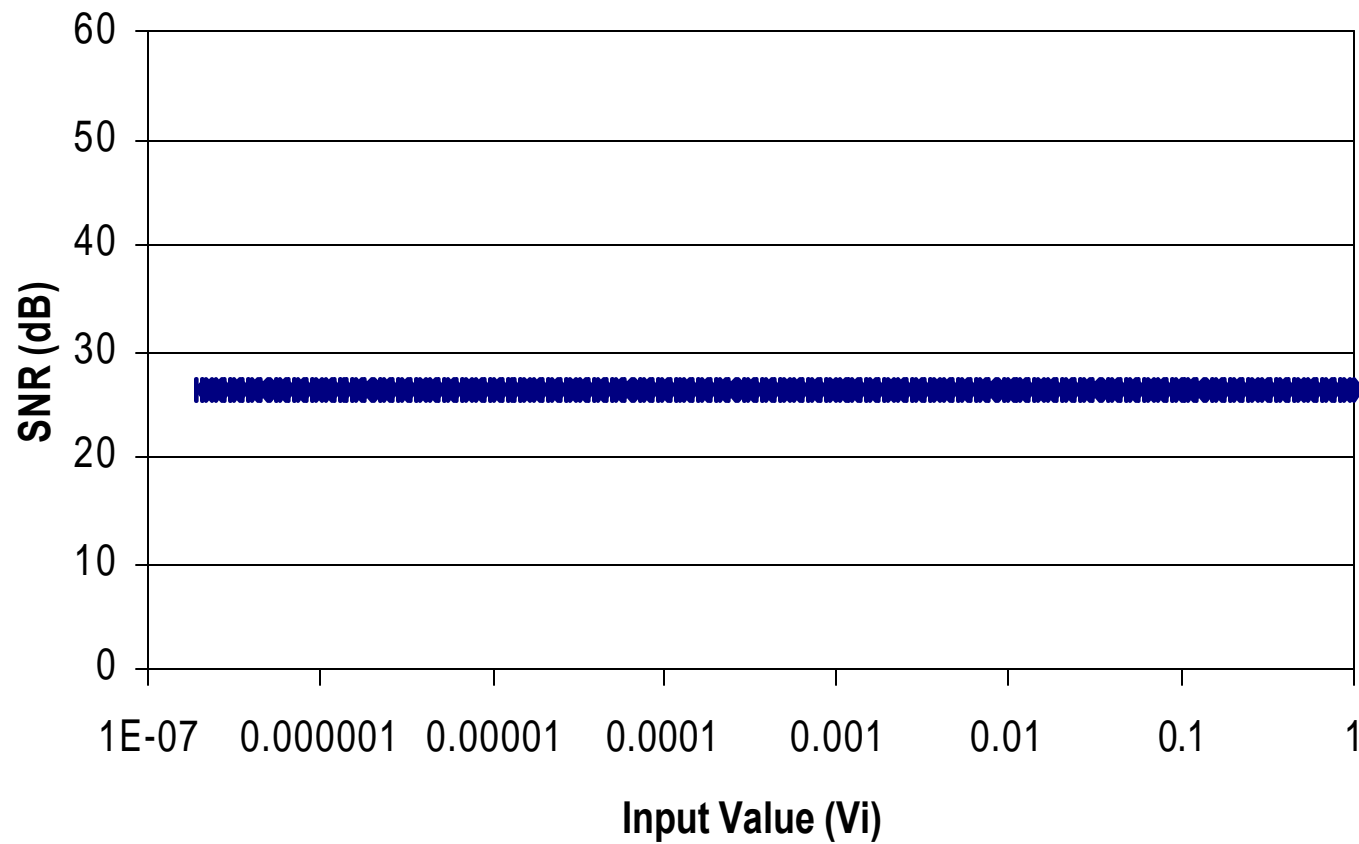


# 16-bit Integer SNR





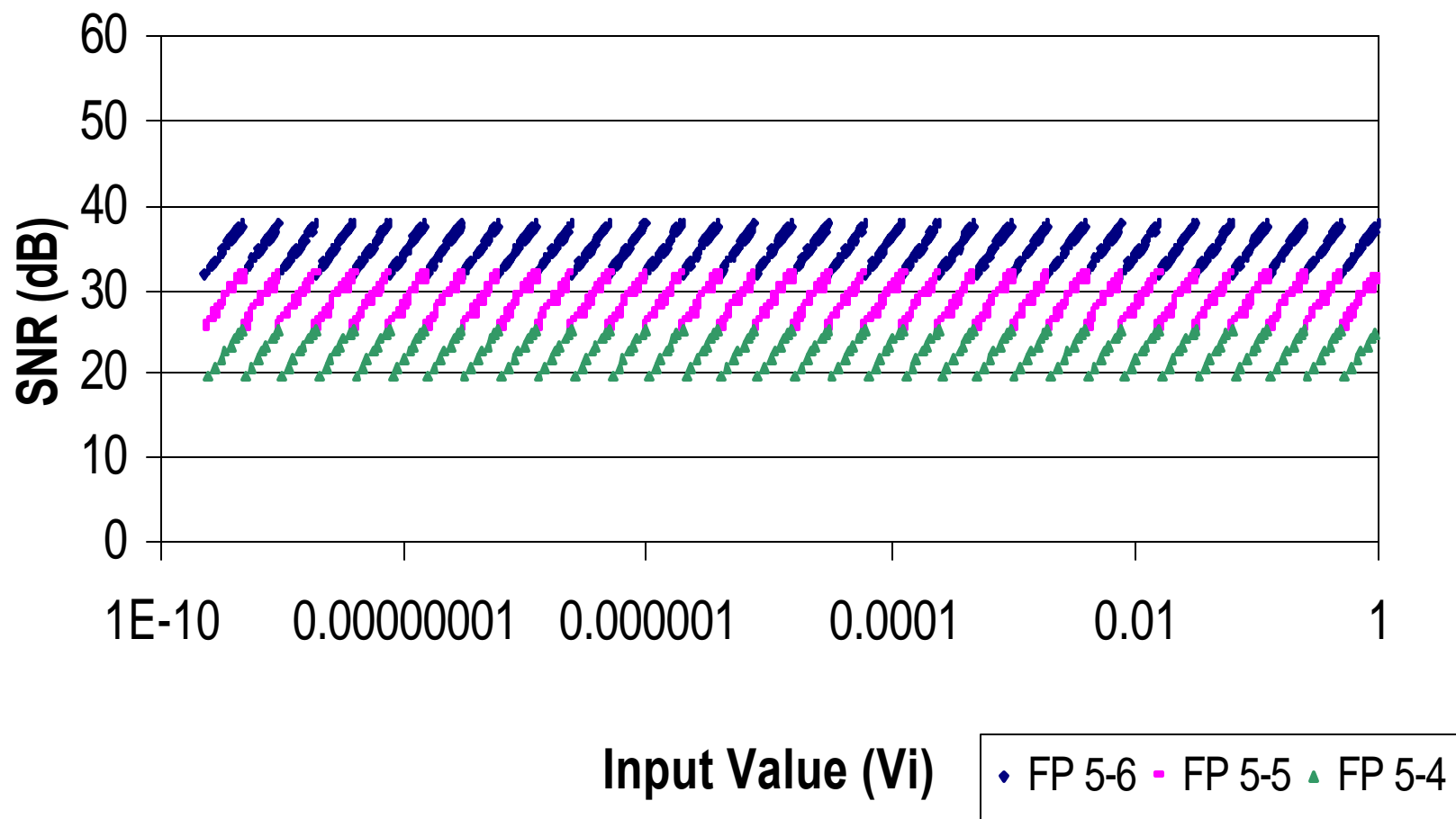
# 9-bit Logarithmic SNR





# Floating Point SNR

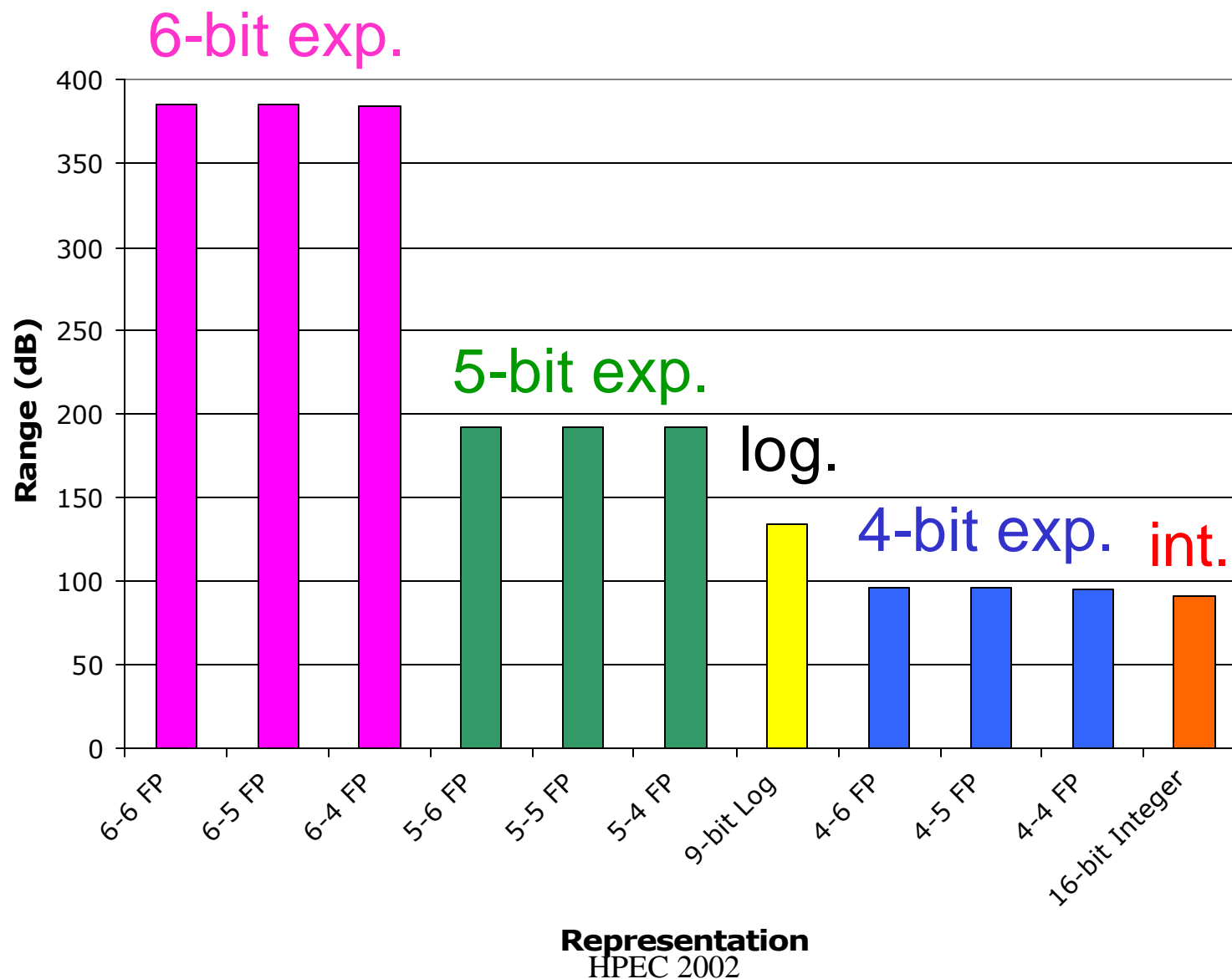
5-bit exponent – 4, 5, and 6-bit mantissa





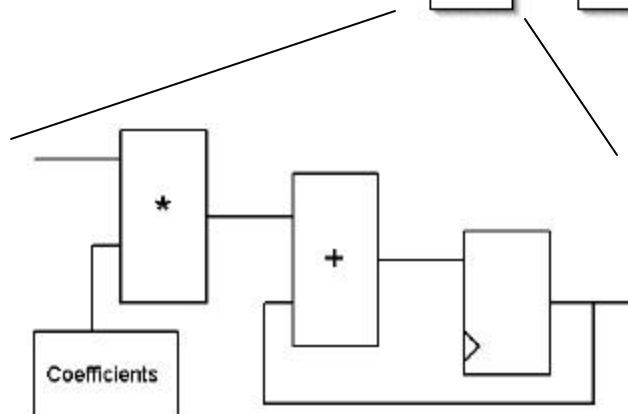
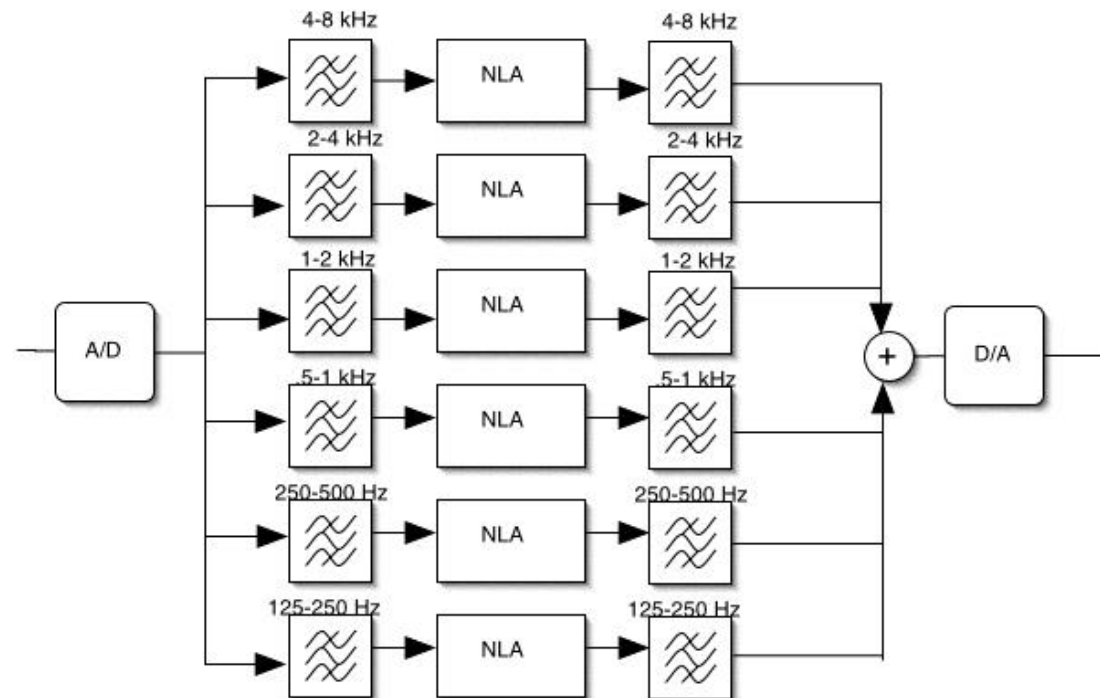


# Dynamic Range





# Hearing Aid Architecture



Most of the computations the hearing aid performs are multiply-accumulates.

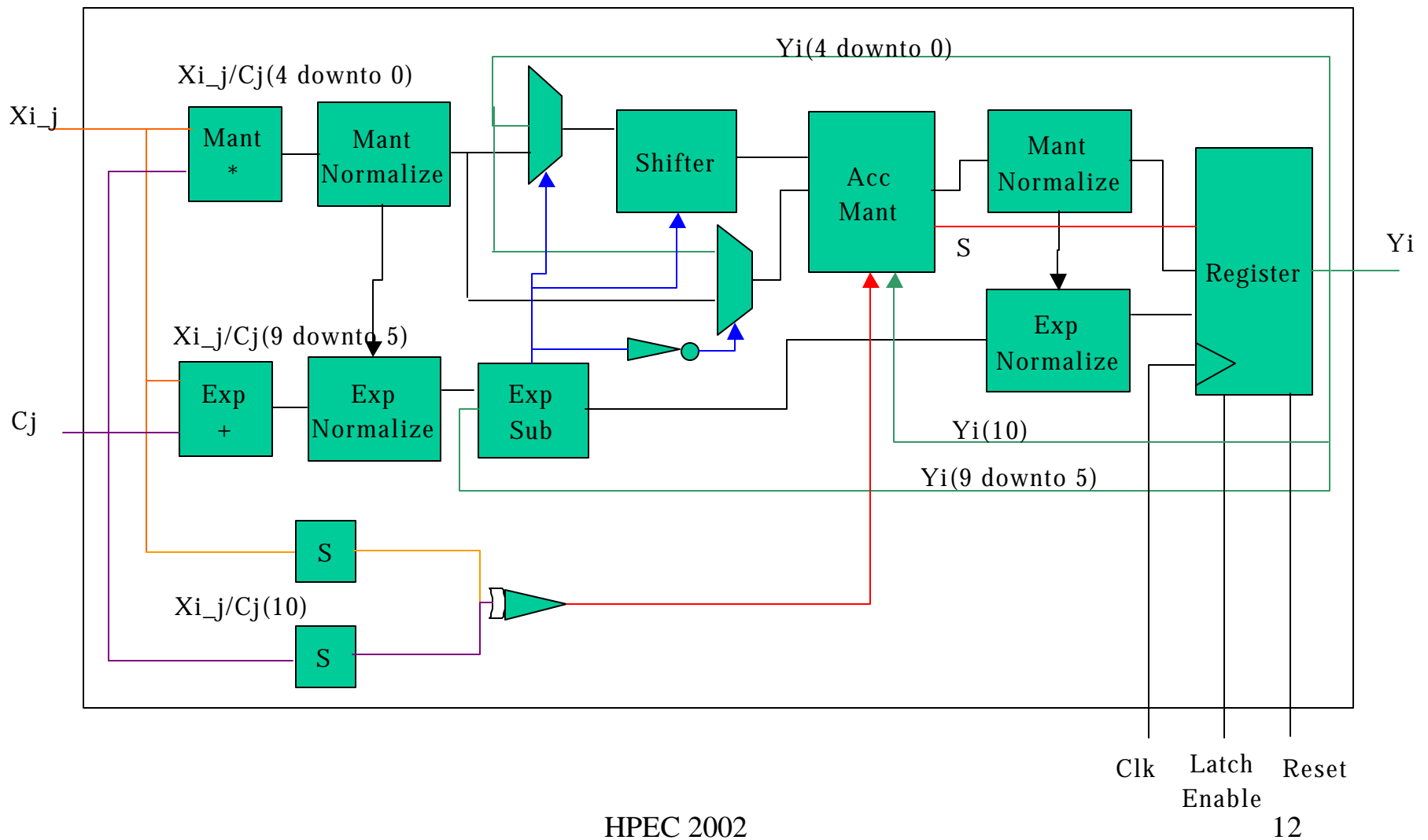


# Floating Point MAC Design

- Traditional structure for floating point hardware computations
- Perl script generates synthesizable VHDL code for specific exponent and mantissa size
- Small size of mantissa implies lower power multiplier hardware



# Floating Point MAC





# Logarithmic MAC Design

- Multiply function provided by an adder:

$$\log(A \times B) = \log(A) + \log(B)$$

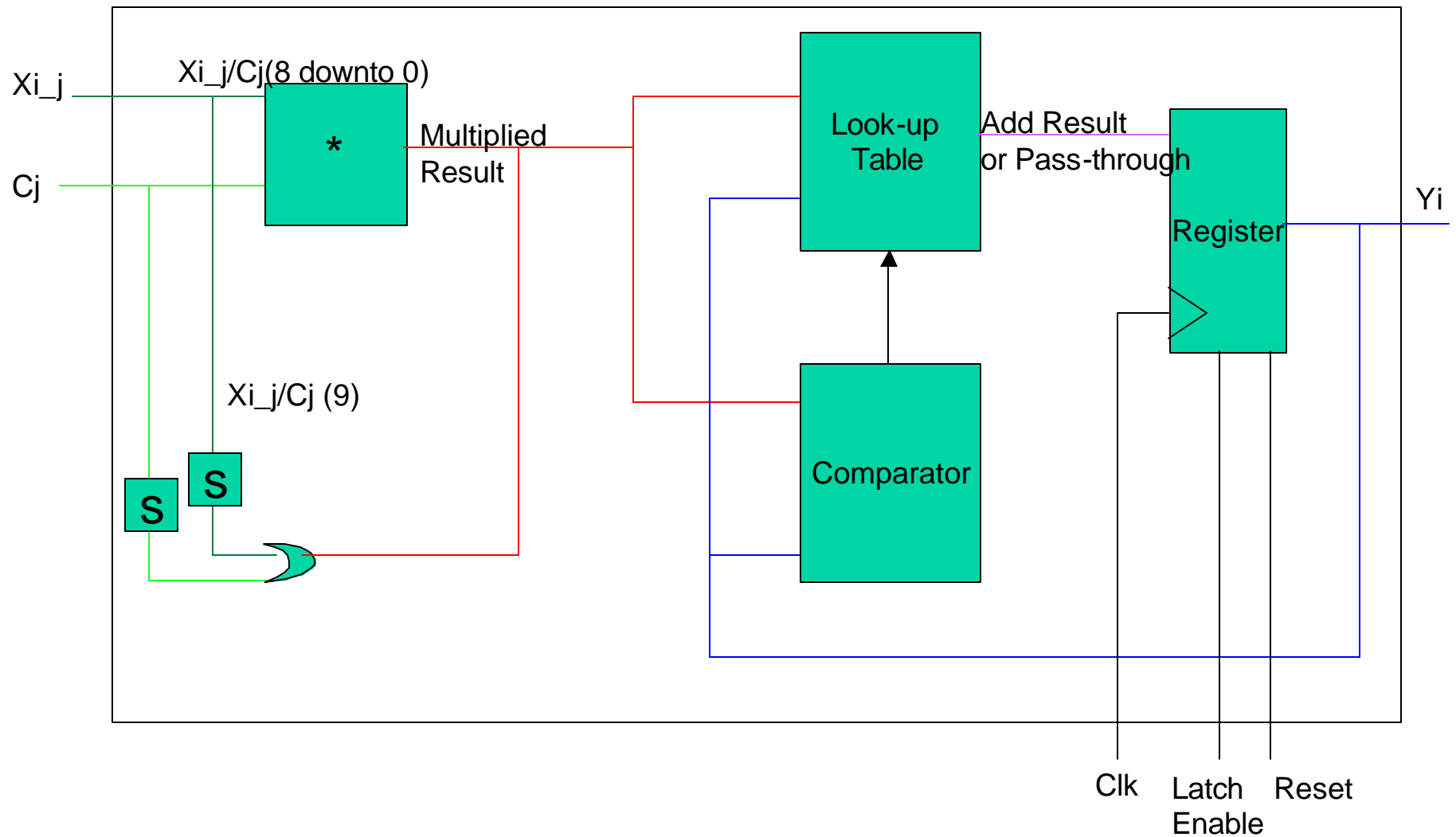
- Addition function exploits the following relationship:

$$\log(A + B) = \log(A) + \log\left(1 + \frac{B}{A}\right)$$

- Last term implemented via a lookup table

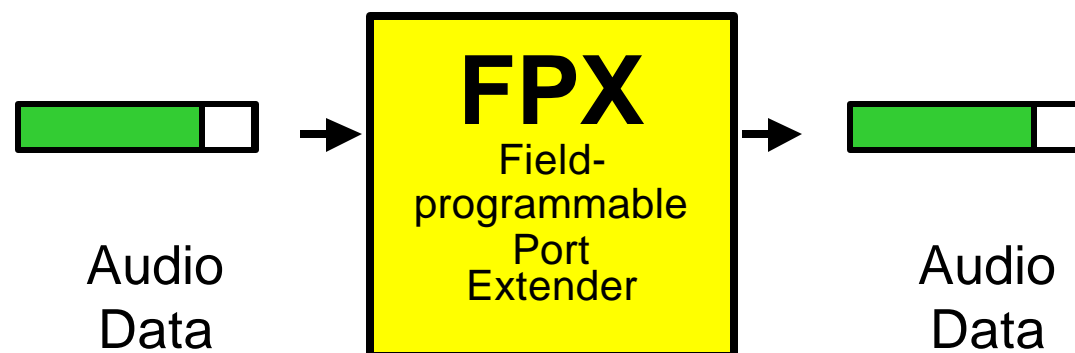
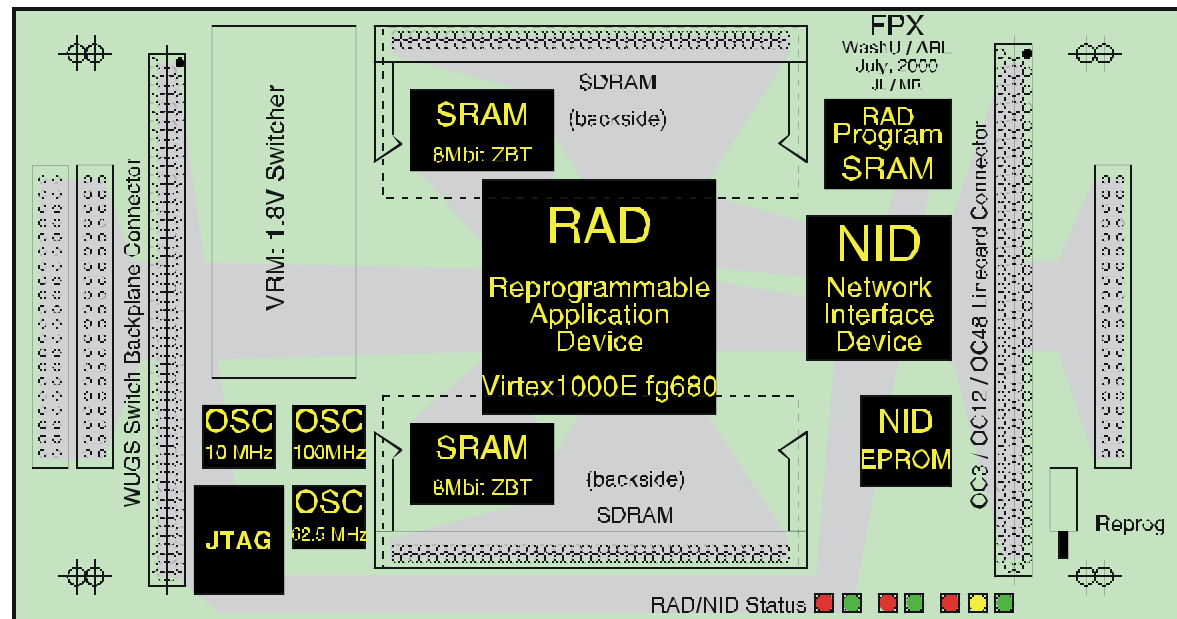


# 9-bit Logarithmic MAC



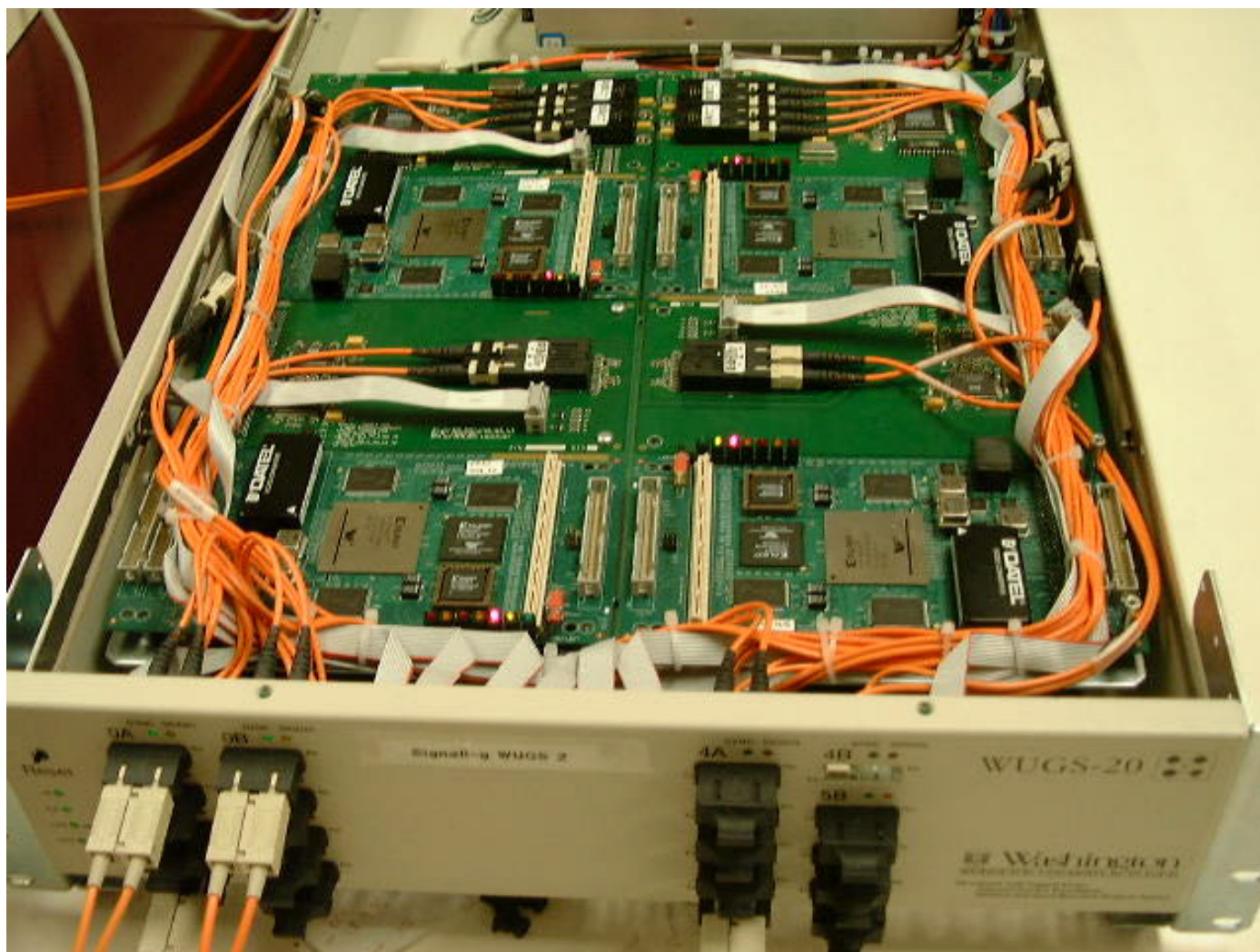


# Verification Via FPX Platform





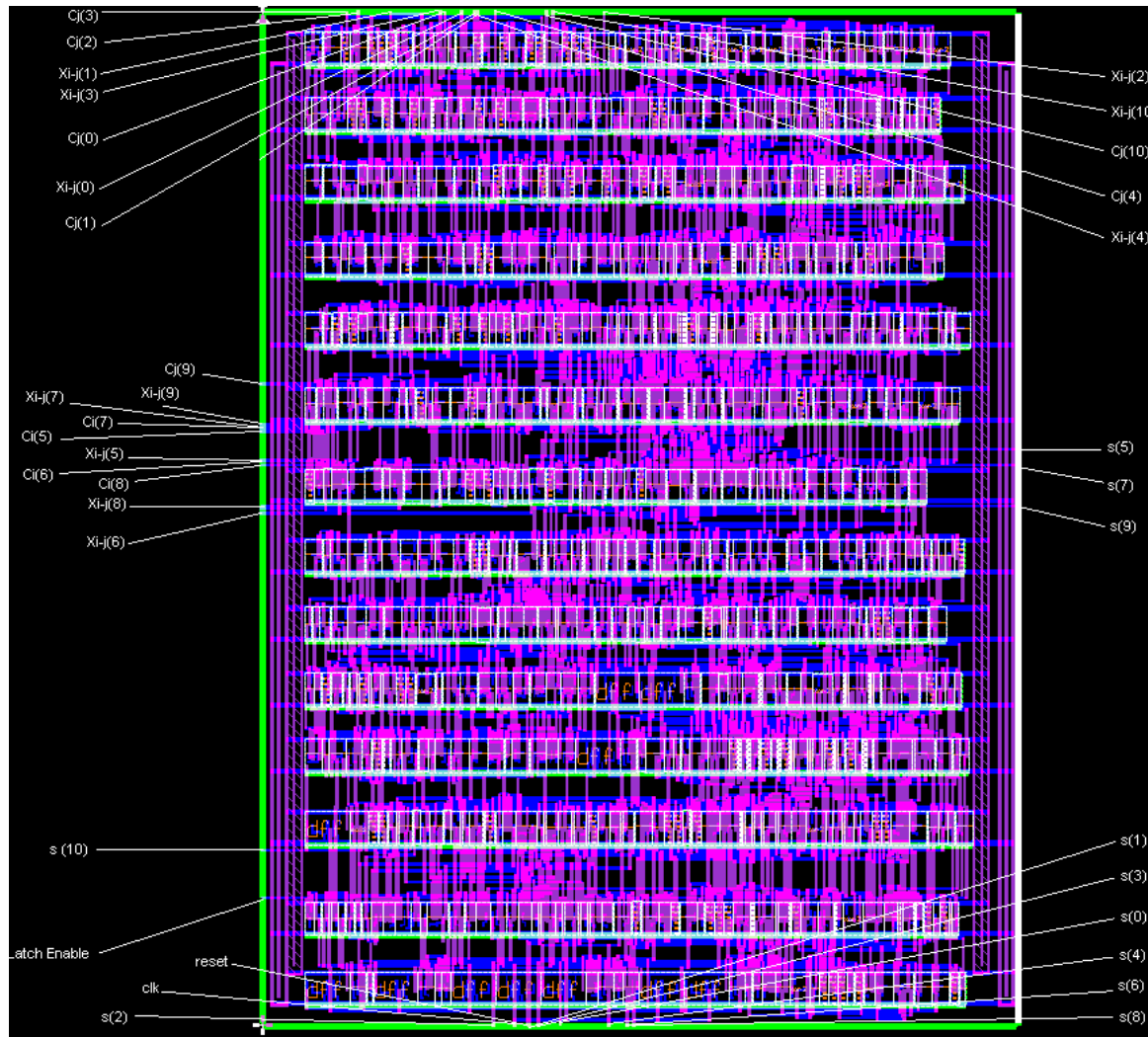
# FPX Platform







# Layout



- AMI 0.5  $\mu$ m process
- ADK library from Mentor Graphics HEP
- 5-5 floating point MAC is shown



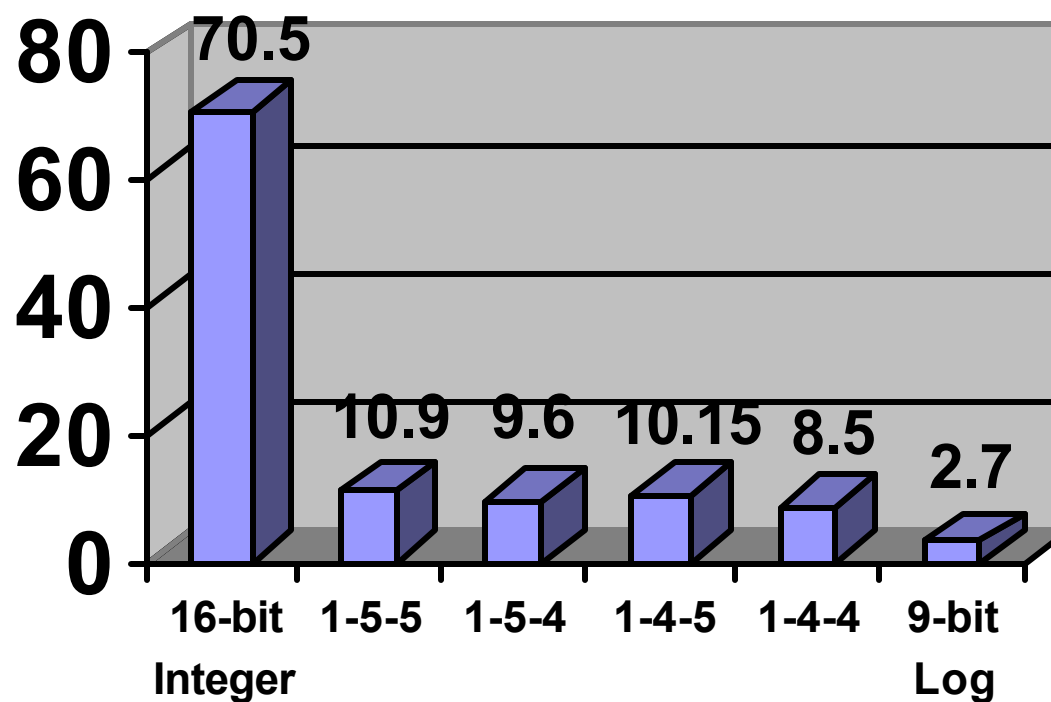
# Power Estimation via Simulation

- Simulate using Mentor Graphics MACH-PA
  - Spice-level simulation tool
  - Driven by extracted layout
- Focus on Multiply-Accumulate units
  - Random input vectors
  - Simulation provides current usage
- $P = IV$  provides power results



# Power Consumption

**Average  
Power  
(mW)**



**Numerical  
Representation**



# Summary and Conclusions

- Customizing a numerical representation to the specific needs of an application can have tangible benefits
- Several 9 or 10-bit representations have improved SNR and dynamic range for audio speech applications relative to traditional 16-bit integers
- Both customized floating point and logarithmic representations have been considered
- Power savings are significant



# For Further Information

<http://www.ccrc.wustl.edu/hearingaid>

or

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