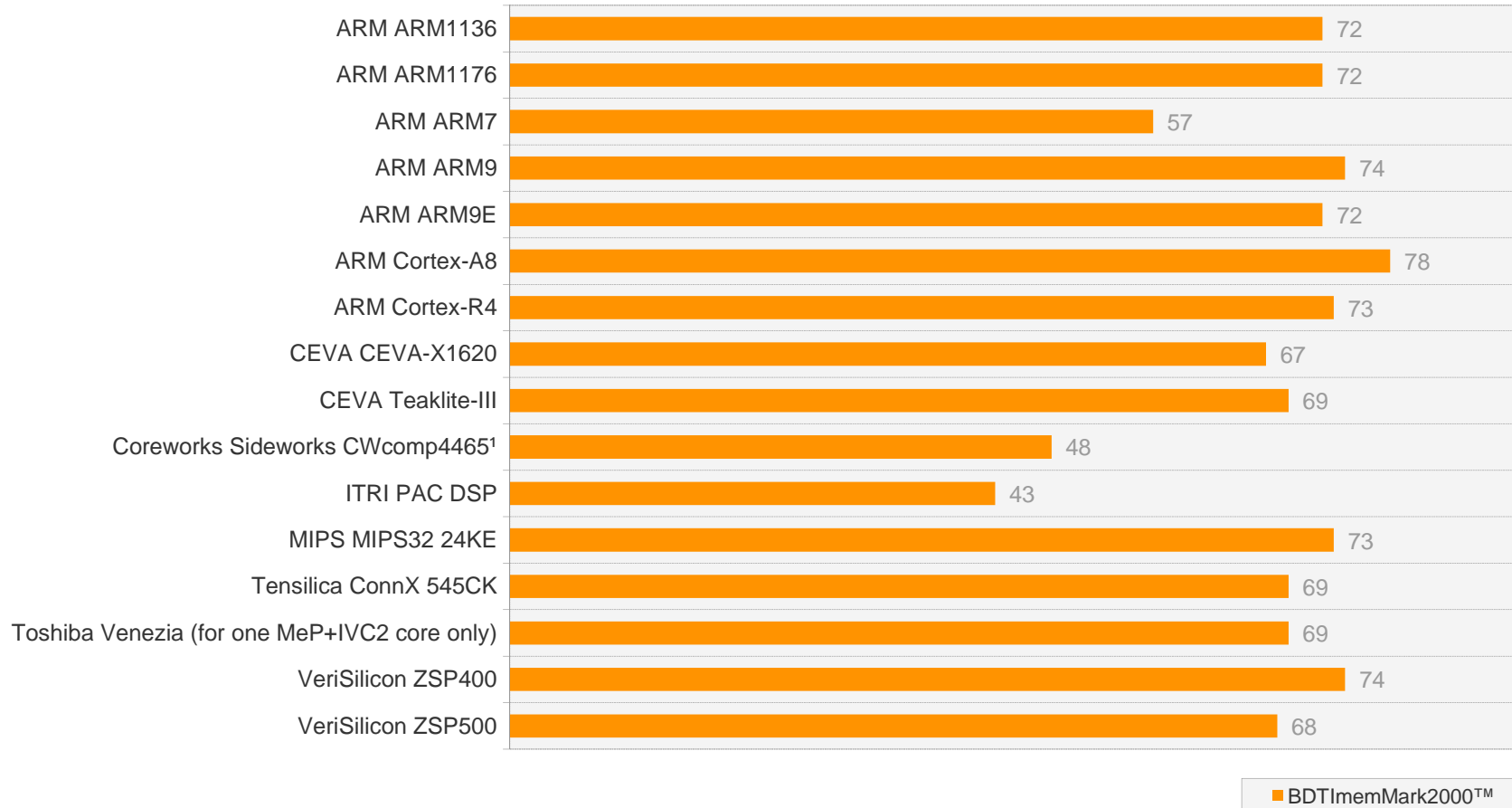


Memory Use Scores for Fixed-Point Licensable Cores (130 nm) (Bigger is Better)

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¹Coreworks scores include both a customized SideWorks DSP engine and the FireWorks 32-bit RISC processor. The SideWorks core used to implement the BDTI DSP Kernel Benchmarks includes four 16-bit multiplier units, six 32-bit ALUs, five shift units, six data multiplexing units, two data de-multiplexing units, two bit-reverse units, a bit unpack unit, and 6K bytes of memory. Different versions of the SideWorks core will yield different performance, power consumption, and die size figures than those reported here.