

## IP Data Sheet

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### TES $\mu$ Engine

The TES  $\mu$ Engine concept enables complex digital circuit tasks to be created as software-defined functions executed by mini-computers. Each task is assigned to a dedicated  $\mu$ Engine optimized for efficiency, deterministic behavior, and real-time performance.

#### CONCEPT

A  $\mu$ Engine is based on a configurable CPU called  $\mu$ Core. The  $\mu$ Core remains in source code until a generator creates its synthesizable HDL code according to a specific configuration. Only the required hardware components for the instruction set are generated, keeping the size minimal. Combined with memory and peripherals, the  $\mu$ Core forms the  $\mu$ Engine. Tasks can be defined in C language and are stored in ROM, making the  $\mu$ Engine a true “Software Defined Device”.

Advantages of this approach include decoupling hardware and software development, reducing time-to-market, and enabling late-stage software changes. Programmable ROM options (OTP, EEPROM, Flash) allow updates even after tape-out or in-field use.

#### RAISE SYSTEM

The RAISE system (Related Array of Independent Single-tasking  $\mu$ Engines) supports the parallel execution of different tasks, enabling the efficient implementation of complex operations. Each  $\mu$ Engine can be optimized for its specific function and disabled when not needed to save power.

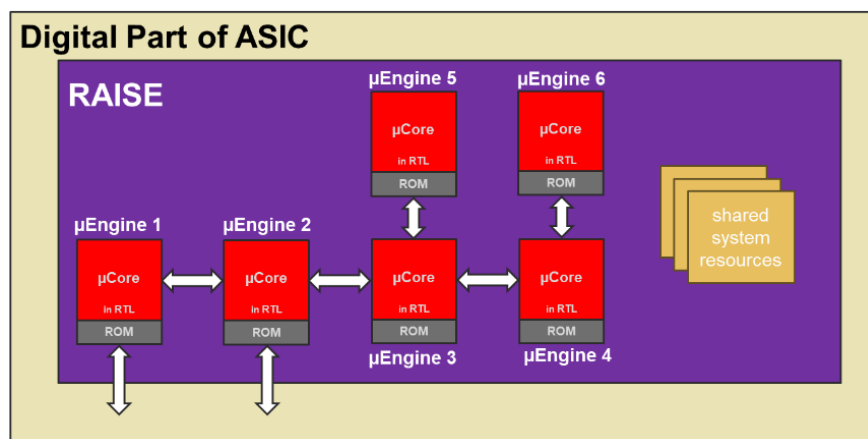


Figure 1: Block Diagram of RAISE System

An entire RAISE system with multiple  $\mu$ Engines operating in parallel, can be cycle-accurately simulated on a PC, ensuring predictable runtime and avoiding hardware dependency during early development.

## USE CASES

- Complex state-machines
- Digital filters
- Interface controllers
- Protocol converters
- Hardware accelerators
- Specialized embedded microcontrollers
- Specialized parallel processor structures
- Feedback loop controllers (PD, PI, PID)
- Brushless DC motor controllers

## BENEFITS FOR ASIC DESIGN

- Increased efficiency by converting digital design into software development
- Hardware independent and parallel Software development
- Rapid system development and evaluation:
  - Software debug and tests with RAISE Simulator
  - Peripherals modeled as executable Python scripts
  - Evaluation of system functionality during design and conception
  - Cycle-accurate instruction simulation
- Ready-to-use: Verified IP block reuse reduces verification effort
- Reduced simulation effort - software changes do not require gate-level simulation
- Flexibility and maintainability through software updates without RTL changes
- Faster time-to-market via accelerated development

## Sales & Marketing Contact



[sales@tes-dst.com](mailto:sales@tes-dst.com)