

Sony's Emotionally Charged Chip 1
 With the coolest, most radical microprocessor to come down the pike in ages, Sony and Toshiba are overturning conventional notions of game processors. Delivering more 3D polygons per second than expensive PCs and graphics workstations, the Emotion Engine will leave Nintendo and Sega wondering what hit them when the chip makes its debut in PlayStation 2000 next year.

Editorial: Overclockers Should Thank Intel 3
 Intel may have a weapon to stop the fraudulent practice of overclocking once and for all, but instead, it will deploy a kinder, gentler form of dissuasion, leaving hobbyists free to exceed the speed limit.

Most Significant Bits 4
 Mobile Celeron gets faster, cooler; K6-2 surges to 475 MHz; Rise ascending to Socket 370.

Embedded News 5
 StrongArm team transmutes into Alchemy; NEC V850E checked in to TI's ASIC library; Japanese go ShBoom; Dallas Semi adds A/D, PWM to 8051.

Infineon's TriCore Tackles DSP 12
 Berkeley Design Technology's tests show that the SIMD and super-scalar features of the Siemens hybrid-DSP core allow it to outperform TI's 'C549 and 'C2700, Hitachi's SH-DSP, and ARM's Piccolo.

Intel Flexes StrongArm With New Chips 15
 Boosting the bandwidth of its SA-110x processors with SDRAM, Intel's new SA-111x at 206 MHz outperforms older 220-MHz parts.

Media, Signal Processing Strong at Forum 16
 Nineteen new chips will make their debut at next month's Embedded Processor Forum. DSP, media processing, and cores are the hot items.

3D-Chip Leaders Push the Envelope 17
 One year has brought advances of up to 3x in performance and new features to 3D chips from 3Dfx, ATI, Matrox, and Nvidia. In this round, Voodoo3 and TNT2 are the fastest, but they probably aren't fast enough to threaten ATI's number-one market position.

Chips Seek High Bandwidth at ISSCC 99 20
 The 46th International Solid-State Circuits Conference shows fast memory, fast microprocessors, and fast semiconductor processes.

The Slater Perspective: PC Not Best Choice for Home Hub 23
 The natural assumption—and the one most favorable to Intel and Microsoft—is that the PC will become the focal point for home digital devices. But the PC is too unreliable, opening the door for home servers with non-x86 processors running non-Microsoft software.

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Founder and Executive Editor
 Michael Slater
 mslater@mdr.zd.com

Publisher and Editorial Director
 Linley Gwennap
 linley@mdr.zd.com

Editor in Chief
 Keith Diefendorff
 keithd@mdr.zd.com

Senior Editor
 Jim Turley
 jturley@mdr.zd.com

Senior Analyst
 Peter N. Glaskowsky
 png@mdr.zd.com

Senior Editor
 Tom R. Halfhill
 thalfhill@mdr.zd.com

Associate Editor: Laurie Masters

Editorial Board

Dennis Allison	Rich Belgard
Brian Case	Jeff Deutsch
Dave Epstein	Don Gaubatz
John Novitsky	Bernard Peuto
Nick Tredennick	John F. Wakerly

Editorial Office

298 S. Sunnyvale Avenue
 Sunnyvale, CA 94086-6245
Phone: 408.328.3900 **Fax:** 408.737.2242

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Business Office

874 Gravenstein Hwy. So., Suite 14
 Sebastopol, CA 95472
Phone: 707.824.4004 **Fax:** 707.823.0504
Subscriptions: 707.824.4001
 cs@mdr.zd.com

World Wide Web: www.MDRonline.com

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