

Adapting the ePUMA Architecture for Hand-held Video Games

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Abstract

The ePUMA architecture is a novel parallel architecture being developed as a platform for low-power computing, typically for embedded or hand-held devices. It was originally designed for radio baseband processors for hand-held devices and for radio base stations. It has also been adapted for executing high definition video CODECs. In this paper, we investigate the possibilities and limitations of the platform for real-time graphics, with focus on hand-held gaming.