The ZAP Processor User Guide

Version 0.1
April 2017

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Contents

0 Running Simulations

This chapter gives a brief introduction on how to run simulations.

0.1 Pre-requisites

This section assumes that your system meets the following requirements:

- Has *Perl*, *Icarus Verilog* and *GTKWave* installed in a Linux environment.
- Has the latest version of bare-metal GCC installed compatible with ARM7 (ARMv4T architecture if you need Thumb, else ARMv4 is sufficient).
- To run the GUI configuration application, *dialog* muse be installed.
- The environment variable `ZAP_HOME` points to the root directory of the project.

0.2 Automated Script

A Perl script present in `$ZAP_HOME/hw/sim/run_sim.pl` undertakes the task of calling external programs to compile C/ASM code, link it and calling Icarus Verilog to simulate the RTL.

0.2.1 Script Options

The `run_sim.pl` script command call has a general format of…

```
perl run_sim.pl +opt1+[val1] +opt2+[val2] +opt3+[val3] … +optN+[valN]  …
```

Supported options are shown in the table below (You can type `perl run_sim.pl` without any command line arguments for a list of options)…

Table 1. Script Options

Option	Meaning
`+zap_root+<root_directory>`	Root directory of the ZAP project.
`[+seed+<seed_value>]`	Force a specific seed for simulation.
`[+sim]`	Force register file debug and some extra error messages.
`+test+<test_case>`	Run a specific test case. only `+test+factorial` is available by default, you may add new tests if you wish.
`+ram_size+<ram_size>`	Set size of RAM in bytes in simulation.
`+dump_start+<start_addr_of_dump>+<number_of_words_in_dump>`	Starting memory address to start logging and number of words to log.
`[+cache_size+<data_cache_size>+<code_cache_size>]`	Specify data and instruction cache size in bytes.
`[+dtlb+<section_dtlb_entries>+<small_page_entries>+<large_page_entries>`	Specify data TLB entries for section, small and large page TLBs.

`[+itlb+<section_itlb_entries>+<small_page_entries>+<large_page_entries>`	Specify instruction TLB sizes (number of entries).
`[+irq_en]`	Trigger IRQ interrupts from bench.
`[+fiq_en]`	Trigger FIQ interrupts from bench.
`+scratch+<scratch_dir>`	Set scratch directory. Usually set this to /tmp. VCD and logs go scratch.
`+max_clock_cycles+<max_clock_cycles>`	Set maximum clock cycles for which the simulation should run.
`+rtl_file_list+<rtl_file_list>`	Specify RTL file list. See hw/rtl folder for the file list (rtl_files.list).
`+tb_file_list+<tb_file_list>`	Specify testbench file list. See hw/tb folder (tb_files.list).
`+bp+<branch_predictor_entries>`	Number of entries in branch predictor memory.
`+fifo+<fifo_depth>`	Depth of prefetch FIFO in the processor.
`+post_process+<post_process_perl_script_path>`	Point this to post_process.pl or any other Perl script. Script runs after simulation is complete.
`+nodump`	Do not write VCD output.

0.2.2 Running Default Testcase

A default factorial program is included with the processor. The sample program essentially calculates the factorial of 5 (that is stored at byte address 2000 (decimal)) and writes the result to byte address 2001. The 32-bit resulting value starting at location 2000 must be 0x00007805 where address 2000 contains 5, 2001 contains 0x78 and both 2002 and 2003 are 0x0. After factorial calculation, some multiplications are also performed. The code switches on cache and MMU and uses identity mapping using a section descriptor placed at 16KB. If MMU/cache is not used, the CP15 instructions will trigger an undefined instruction exception which simply does nothing in the subroutine and returns control to the program.

For example, to run the default test case (without cache/MMU), use the following command…

```
perl run_sim.pl +zap_root+$ZAP_HOME +sim +test+factorial +ram_size+32768
+dump_start+1992+10 +scratch+/tmp +irq_en +max_clock_cycles+100000 +bp+1024 +fifo+4
+rtl_file_list+../rtl/rtl_files.list +tb_file_list+../tb/bench_files.list
+post_process+post_process.pl
```

After running the simulation, a memory dump of locations 1992 to 2002 will be displayed.

0.2.3 Using the GUI

A GUI application is provided to easily allow the end user to easily configure the core and the testbench for simulation. Enter `hw/sim` and execute `run_sim_gui.pl`. The options provided in the

GUI can easily be related to the internal script parameters shown in Table 1. Basically, the GUI calls run_sim.pl after constructing the command line parameters based on your inputs.

1 Introduction

This chapter presents an overview of the ZAP processor.

1.1 Overview

ZAP is a 32-bit ARMv4T compatible open source soft processor core fitted with I and D caches that are also capable of virtual memory management. ZAP is binary compatible with the 32-bit ARMv4 instruction and the 16-bit Thumb v1 instruction set. Memory interfaces are compatible with the Wishbone B3 specification.

The processor features a 9 stage pipeline as shown in the figure below. The pipeline has an extensive bypass network built into it to minimize unnecessary pipeline stalls. A load accelerator allows data to be forwarded from the memory directly to issue. Most non-multiply data processing instructions are single cycle and can be executed back-to-back without interlocks. The exceptions to this are when non-trivial shifts are used. The following code takes 3 cycles to execute:

```
ADD R1, R2, R3
ADD R4, R5, R1 LSL #1
```

If the second register is not source shifted, there is no data dependency check. Thus, the following code takes 2 cycles to execute:

```
ADD R1, R2, R3
ADD R4, R1, R9 LSL #1
```

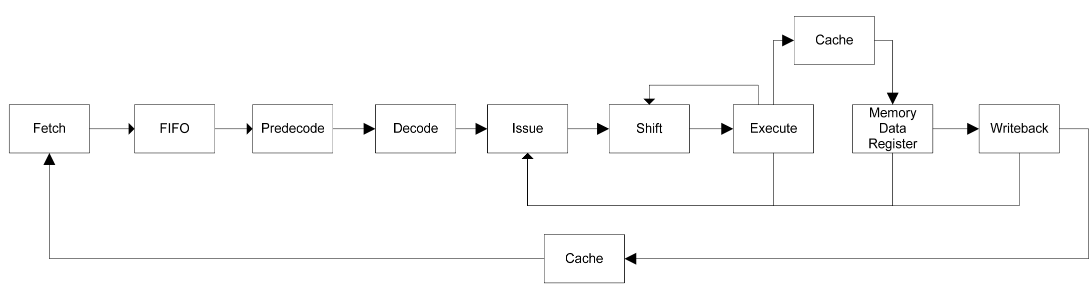

Figure 1. The Basic Pipeline Structure

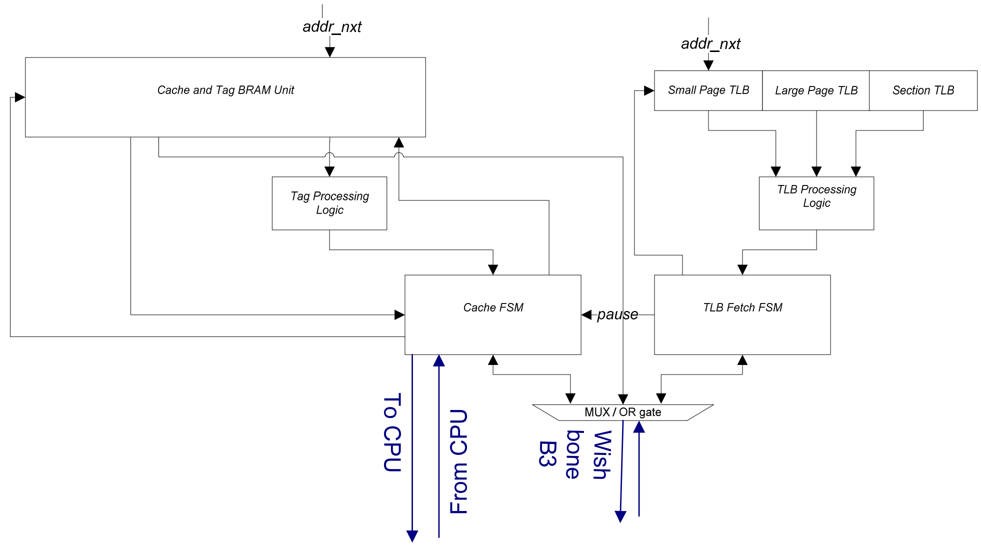

Figure 2. Cache Design

Short multiplication (32x32+32=32) takes 6 cycles while long multiplication (32x32+64=64) takes 12 cycles to execute.

The table below briefly describes each stage.

Table 2. Pipeline Description

Stage	Purpose
Fetch	Clocks data in from the instruction cache into the instruction register.
FIFO	Instructions from fetch are clocked into a shallow FIFO.
Predecode	Decodes Thumb v1 instructions and sequences complex ARM instructions (LDM, STM, long multiplication etc). Also performs branch prediction.
Decode	Decodes ARM instructions.
Issue	Performs operand read from the bypass network and register file.
Shift	Performs shift operations. Also contains the multiplier state machine. Contains a single level

	bypass network from the ALU to allow back-to-back operations without stalling.
Execute	Contains the ALU.
Memory Data Register (Simple called *memory*)	Clocks in data from cache into the data register.
Writeback	Writes new values into the register file. The program counter is present here.

1.2 Features

- Binary compatible with ARMv4 and Thumb v1 code. Supports M variant instructions.
- LDR/STR instructions with base update can issue in a single cycle instead of issuing as a memory access and an ALU operation. To allow this, the data address bus can be picked off either after the ALU or at the input of the ALU based on the instruction.
- High performance 9 stage pipeline with extensive bypass network. A load accelerator improves memory read performance.
- Supports a Wishbone B3 memory interface. Cache uploads and downloads are down as incrementing bursts using the CTI signal.
- Supports direct mapped I and D caches with memory management capabilities. Dedicated TLBs for 1M, 4K and 64K pages. The size of the TLBs and caches may be configured using parameters. TLBs are all direct mapped as well. Note that instruction and data accesses use separate TLBs.
- Caches are writeback to improve performance. Each cache line is 16 byte long and has a dirty bit. The physical address is stored in the cache along with the cache line to prevent the possibility of needing to walk the page table during global cache cleaning. Supports single cycle cache invalidation.
- The cache and the memory management subsystem may be configured using CP15 in a similar way as other ARM processors in the v4T family that feature split writeback cache memories.

1.3 Directory Structure

The directory tree should be as shown below starting from the project's root directory.

```
├── doc
│   ├── zap2_doc.pdf (docx too may be present)
├── hw
│   ├── rtl
│   │   ├── cache
│   │   │   ├── zap_cache_fsm.v
│   │   │   ├── zap_cache_tag_ram.v
│   │   │   └── zap_cache.v
│   │   ├── wb
│   │   │   ├── zap_wb_merger.v
```

```
│       │       ├── cpu
│       │       │   ├── zap_alu_main.v
│       │       │   ├── zap_core.v
│       │       │   ├── zap_cp15_cb.v
│       │       │   ├── zap_decode_main.v
│       │       │   ├── zap_decode.v
│       │       │   ├── zap_fetch_main.v
│       │       │   ├── zap_fifo.v
│       │       │   ├── zap_issue_main.v
│       │       │   ├── zap_memory_main.v
│       │       │   ├── zap_predecode_compress.v
│       │       │   ├── zap_predecode_coproc.v
│       │       │   ├── zap_predecode_main.v
│       │       │   ├── zap_predecode_mem_fsm.v
│       │       │   ├── zap_regf_block_ram.v
│       │       │   ├── zap_regf_bram_wrapper.v
│       │       │   ├── zap_register_file.v
│       │       │   ├── zap_shifter_main.v
│       │       │   ├── zap_shifter_multiply.v
│       │       │   └── zap_shift_shifter.v
│       │       ├── inc
│       │       │   ├── zap_defines.vh
│       │       │   ├── zap_functions.vh
│       │       │   ├── zap_localparams.vh
│       │       │   └── zap_mmu_functions.vh
│       │       ├── lib
│       │       │   ├── mem_inv_block.v
│       │       │   ├── zap_mem_ben_block128.v
│       │       │   ├── zap_ram_simple.v
│       │       │   ├── zap_reset_sync.v
│       │       │   └── zap_sync_fifo.v
│       │       ├── rtl_files.list
│       │       ├── tlb
│       │       │   ├── zap_tlb_check.v
│       │       │   ├── zap_tlb_fsm.v
│       │       │   └── zap_tlb.v
│       │       └── TOP
│       │           └── zap_top.v
│       ├── sim
│       │   ├── command.csh
│       │   ├── post_process.pl
│       │   ├── run_sim.pl
│       │   └── run_sim_gui.pl
│       └── tb
│           ├── bench_files.list
│           └── zap_tb.v
├── LICENSE.md
├── README.md
├── spec
│   ├── ARM-ARM-RevB.pdf
│   ├── armref.pdf
```

```
│   └── wbspec_b3.pdf
└── sw
    ├── factorial
    │   ├── factorial.c
    │   ├── factorial.ld
    │   └── factorial.s
    └── tools
        ├── bin2vlog.pl
        └── casm2bin.pl
```

1.4 Core Configuration

The top module may be found in `hw/rtl/TOP/zap_top.v`. The file list for compiling the processor may be found in `hw/rtl/rtl_files.list`. Make sure that the environment variable `ZAP_HOME` is set to point to the root of the project.

Table 3

Parameter	Description	Default Value
BP_ENTRIES	Number of branch predictor entries available.	1024
FIFO_DEPTH	Depth of fetch FIFO.	4
DATA_SECTION_TLB_ENTRIES	Section TLB entries for data.	4
DATA_LPAGE_TLB_ENTRIES	Large page TLB entries for data.	8
DATA_SPAGE_TLB_ENTRIES	Small page TLB entries for data.	16
DATA_CACHE_SIZE	Data cache size in bytes.	1024
CODE_SECTION_TLB_ENTRIES	Section TLB entries for code.	4
CODE_LPAGE_TLB_ENTRIES	Large page TLB entries for code.	8
CODE_SPAGE_TLB_ENTRIES	Small page TLB entries for code.	16
CODE_CACHE_SIZE	Code cache size in bytes.	1024

2 Clocks and Resets

The design requires 2 clocks, `i_clk` and `i_clk_multipump`. The `i_clk_multipump` is double the speed of `i_clk` and is solely used by the register file to provide a 2W+4R capability. Most FPGAs offer register files with 2 write ports but have a restriction that one of the write port is dependent on the read address. The multi-pumped clock divides a register file operation into 2 phases (Write Phase and Read Phase) and allowing the `i_clk` domain to see a 2W+4R block RAM device.

Table 4. Clocks

Clock Name	Clock Port	Frequency	Source	Description	Notes
Core Clock	`i_clk`		Independent Clock Source	Times the entire core logic and the Wishbone interface.	1
Register Clock	`i_clk_multipump`	2 x Core Clock	Core Clock	Times part of the register file.	2, 3

Notes:
1. Frequency depends on FPGA and synthesis constraints. A Spartan 6 part reaches 70MHz with cache and MMU.
2. Must be exactly double the frequency of the core clock. Also, the rising edges of the two clocks must be aligned.
3. May be generated using a phase locked loop. Most FPGAs contain PLL blocks.

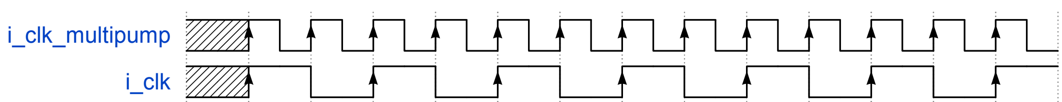

Figure 3. Clock Waveforms

The two clocks may be accurately described using the following SDCs assuming a 100MHz core clock (10ns cycle time, this results in a 200MHz multi-pumped clock)…

```
create_clock \
        -period 10 \
        -waveform {0 5} \
        [get_ports i_clk] \
        -name i_clk

create_clock \
        -period 5  \
        -waveform {0 2.5} \
        [get_ports i_clk_multipump] \
        -name i_clk_multipump
```

The overall block RAM implementation for the register file is shown below. The multi-pumped clock overcomes the limitation of dual write port block RAM functions in most FPGAs that tie one of the write ports to the read port. The multi-pump clock allows a dual write port block RAM to appear as if it had 2 independent write ports and an *independent* read port for devices operating with `i_clk`. The only module operating on the `i_clk_multipump` is the register file in the CPU.

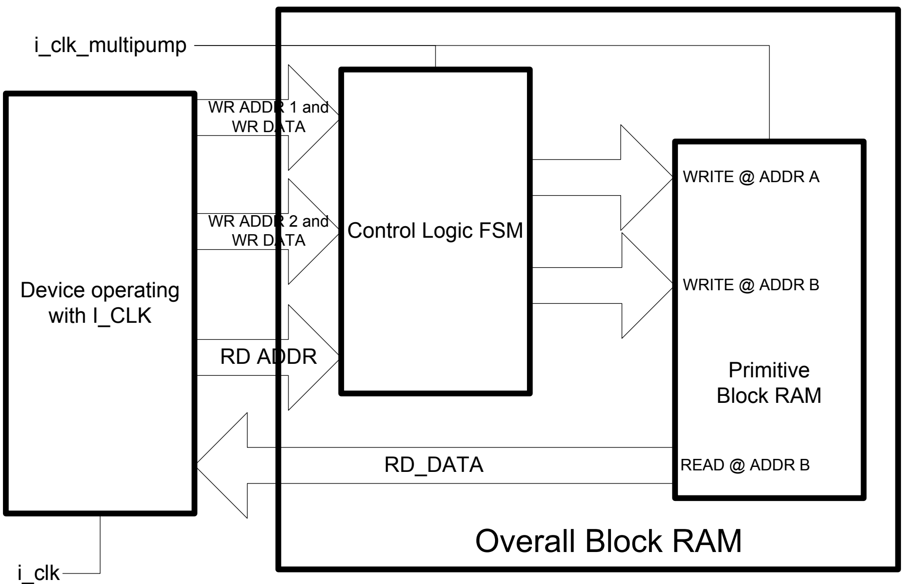

Figure 4. Overall Block RAM for register file

3 IO Ports

Table 5. IO Ports

Port Name	Port Direction	Description
CLOCKS AND RESETS		
`i_clk`	In	The master clock.
`i_clk_multipump`	In	The register file clock. This must be twice as fast as the master clock.
`i_reset`	In	Active high reset. Passes through a dual flop reset synchronizer internally to drive internal synchronous resets.
INTERRUPTS		
`i_irq`	In	Active high IRQ request line. Some non-standard way must be used to inform the external world that the interrupt has been serviced.
`i_fiq`	In	Active high FIQ request line. Some non-standard way must be used to inform the external world that the interrupt has been serviced.
WISHBONE 32-BIT BUS		
`o_wb_stb`	Out	Wishbone strobe signal.
`o_wb_cyc`	Out	Wishbone CYC signal.
`o_wb_adr[31:0]`	Out	Wishbone address. Address generated is always 32-bit aligned. Byte and word level writes are indicated using `o_wb_sel[3:0]`.
`o_wb_we`	Out	Wishbone write command.
`o_wb_sel[3:0]`	Out	Byte lane enable. Useful for allowing byte and halfword level write access. Used to indicate which sections of `o_wb_dat[31:0]` is to actually be written. Values of this can either be 0b1111 (word), 0b0011/0b1100 (selects one of the two halfwords within 32-bit) or 0b0001/0b0010/0b0100/0b1000(selects one of the 4 byte lanes within 32-bit). For example, a write to location 0x00000001 appears as a write to 0x00000000 with this signal (i.e., byte lane enable) reading 0b0010 resulting in `o_wb_dat[15:8]` being written to 0x00000001 while the rest of `o_wb_dat` is discarded effectively resulting in a byte write. [0] – Corresponds to [7:0] [1] – Corresponds to [15:8] [2] – Corresponds to [23:16] [3] – Corresponds to [31:24]
`i_wb_ack`	In	Wishbone acknowledge.
`i_wb_dat[31:0]`	In	Wishbone 32-bit data in (Read). Only part of the read data may actually be used even though byte enable is always

		0b1111 for reads (Data is internally rotated to select the correct bits as needed).
`o_wb_cti[2:0]`	Out	Wishbone Cycle Type Indicator. Either CLASSIC, INCREMENTAL or END-OF-BURST.
`o_wb_dat[31:0]`	Out	Wishbone 32-bit data out (Write). Only a selected portion of the data out may be valid based on `o_wb_sel[3:0]`. For byte level access, the byte is copied 4 times and byte enable is used to control which byte is to be written. For halfword access, the 16-bit data is duplicated twice and byte enable determines which halfword to write.

NOTE: All Wishbone bursts are LINEAR.

ALIGNMENT RULES

Alignment rules:

- **32-bit data accesses must be have lower 2 bits of the address as 00.**
- **16-bit accesses must have lower bit of the address as 0.**
- **8-bit accesses have no restrictions.**

4 CP15 Registers

The ZAP processor (when configured with a cache/MMU unit) supports CP15 access. The register definitions are compatible with the v4 specification. Note that flush and invalidate are used synonymously.

NOTE: CP15 registers are not available if MMU/cache is not installed. Attempting to write to CP15 will trigger an undefined exception in such situations.

NOTE: Some advanced CP15 operations are supported. In particular, invalidating or cleaning an isolated cache line is not supported. In a similar fashion, invalidating an isolated line in a TLB is not supported. Attempting to perform such operations will result in UNPREDICTABLE behavior.

4.1 Register List

Register fields not described in the table below should be treated as UNDEFINED. Software should not rely on specific values for undefined bits.

Table 6. CP15 register description

Index	Name	Description	Notes
0	ID	[23:16] – Always reads 0x01 indicating a v4 implementation.	1
1	CON	[0] – MMU enable. [1] –. RAZ. Processor does not check for address alignment. [2] – Data cache enable. [3] – RAZ. Writeback caches do not need a write buffer. [7:4] – Reads as 4’b1111. Processor only supports Little Endian ordering. [8] – S bit. [9] – R bit. [11] – Read as 1. Always indicates predictable cache strategy. [12] – Instruction cache enable. [13] – RAZ. Processor does not support high vectors.	
2	TRBASE	Holds 16KB aligned base address of L1 table to be used.	
3	DAC	Domain access control register.	
4	--	RESERVED.	
5	FSR	Fault status register. Only data MMU can update this. For debugging purposes, a value can be written into this register.	
6	FAR	Fault address register. Only data MMU can update this. For debugging purposes, a value can be written into this register.	
7	CACHECON	Cache flush/clean control. List of supported operations are shown in the table below. Data written to this register should be zero (SBZ). Writing non-zero data will result in UNPREDICTABLE results. Performing operations other than those listed in the table below will lead to UNPREDICTABLE results.	2

<table>
<tr>
<td></td>
<td></td>
<td>The table below describes the operations that can be performed using this register.

Table 7. CACHECON Register
<table>
<tr><th>Opcode2</th><th>CRm</th><th>Description</th></tr>
<tr><td>000</td><td>0111</td><td>Flush all caches.</td></tr>
<tr><td>000</td><td>0101</td><td>Flush I cache.</td></tr>
<tr><td>000</td><td>0110</td><td>Flush D cache.</td></tr>
<tr><td>000</td><td>1011</td><td>Clean all caches. Same as clean D cache since I cache is read only and is always clean.</td></tr>
<tr><td>000</td><td>1010</td><td>Clean D cache.</td></tr>
<tr><td>000</td><td>1111</td><td>Clean and flush all caches. Same as clean and flush D cache, flush I cache since I cache is read only and is always clean.</td></tr>
<tr><td>000</td><td>1110</td><td>Clean and flush D cache.</td></tr>
</table>
</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>TLBCON</td>
<td>TLB flush control. Data written to this register should be zero (SBZ). Writing non-zero data will result in UNPREDICTABLE results. Performing operations other than those listed in the table below will lead to UNPREDICTABLE operation.

Table 8. TLBCON Register
<table>
<tr><th>Opcode2</th><th>CRm</th><th>Description</th></tr>
<tr><td>000</td><td>0111</td><td>Flush both TLBs.</td></tr>
<tr><td>000</td><td>0101</td><td>Flush I TLB.</td></tr>
<tr><td>000</td><td>0110</td><td>Flush D TLB.</td></tr>
</table>
</td>
<td>2</td>
</tr>
</table>

NOTE

1. Read only. Writes have NO EFFECT.
2. Reads are UNPREDICTABLE.