The ZAP Processor User Guide

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Ty Coon, President of Vice
```

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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
```

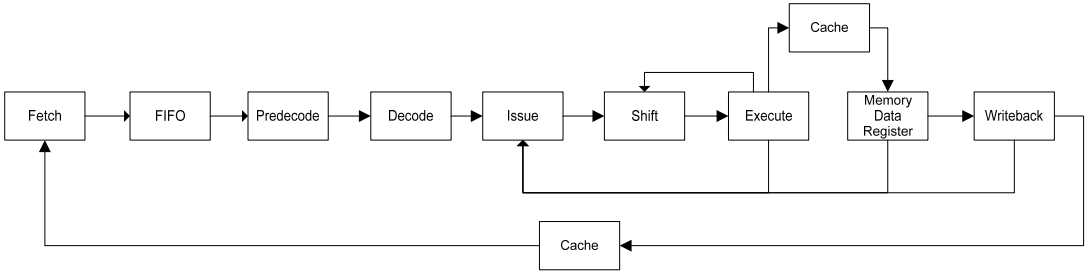

Figure 1. The Basic Pipeline Structure

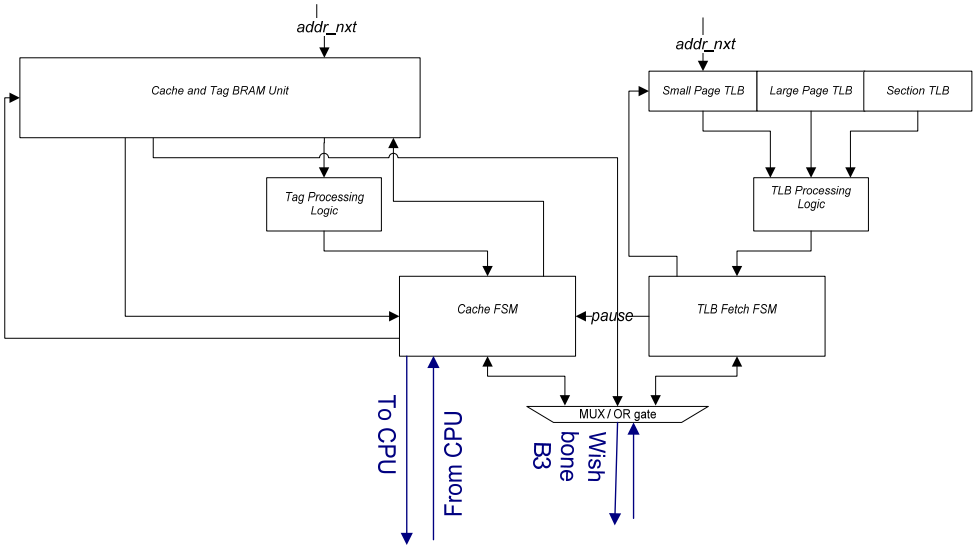

Figure 2. Cache Design

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 1. 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 two Wishbone B3 memory interfaces, one for instructions and the other for data. 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
│   ├── ZAPUG100.pdf
├── hw
│   ├── rtl
│   │   ├── cache
│   │   │   ├── zap_cache_fsm.v
│   │   │   ├── zap_cache_tag_ram.v
│   │   │   └── zap_cache.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
│   └── 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 2

Parameter	Description	Default Value
CACHE_MMU_ENABLE	0x1 - Include cache/MMU with core. 0x0 – Do not include cache/MMU in core.	1'd1
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 3. 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

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.

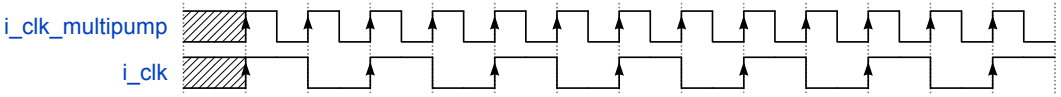

Figure 3. Clock Waveforms

The two clocks may be accurately described using the following SDCs assuming a 100MHz core clock (10ns cycle time)…

```
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.

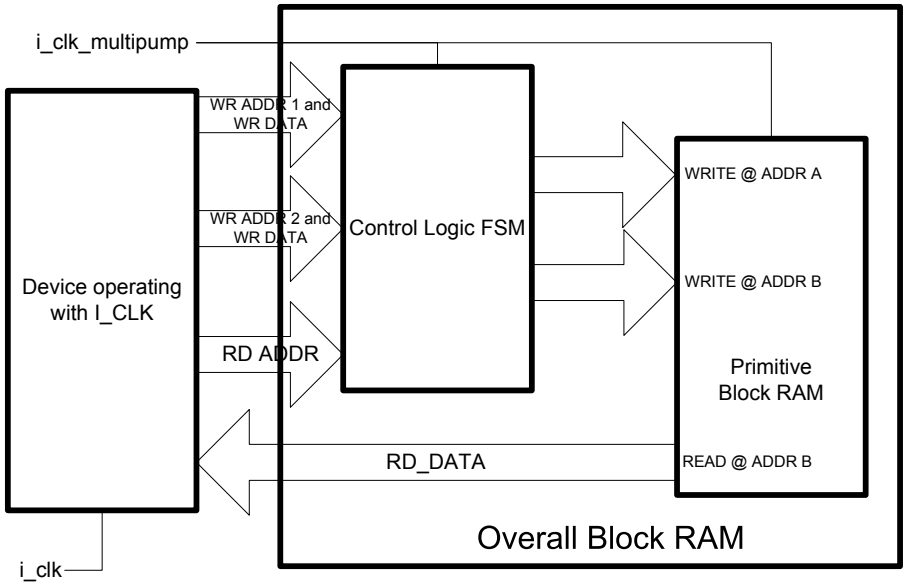

Figure 4. Overall Block RAM

3 IO Ports

Table 4. 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 CODE BUS		
o_instr_wb_stb	Out	Wishbone strobe signal.
o_instr_wb_cyc	Out	Wishbone CYC signal.
o_instr_wb_adr[31:0]	Out	Wishbone address.
o_instr_wb_we	Out	Wishbone write. Always zero.
o_instr_wb_sel[3:0]	Out	Byte lane enable. Always 0b1111.
o_instr_wb_cti[2:0]	Out	Wishbone Cycle Type Indicator. Either CLASSIC, INCREMENTAL or END-OF-BURST.
i_instr_wb_ack	In	Wishbone acknowledge.
i_instr_wb_dat[31:0]	In	Wishbone data.
WISHBONE 32-BIT DATA BUS		
o_data_wb_stb	Out	Wishbone strobe signal.
o_data_wb_cyc	Out	Wishbone CYC signal.
o_data_wb_adr[31:0]	Out	Wishbone address.
o_data_wb_we	Out	Wishbone write.
o_data_wb_sel[3:0]	Out	Byte lane enable.
i_data_wb_ack	In	Wishbone acknowledge.
i_data_wb_dat[31:0]	In	Wishbone data.
o_data_wb_cti[2:0]	Out	Wishbone Cycle Type Indicator. Either CLASSIC, INCREMENTAL or END-OF-BURST.

NOTE: All Wishbone bursts are LINEAR.

4 CP15 Registers

The ZAP processor (when configured with a cache/MMU unit) supports CP15 access. The register definitions are fully compatible with the v4 specifications. 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.

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 5. 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. The table below describes the operations that can be performed using this register.	2

<table>
<tr><td></td><td></td><td>
Table 6. 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 7. 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.