# picoVersat User Guide



October 17, 2018

USER GUIDE





# **Contents**

1	Intro	oduction	7
2	Bloc	ck Diagram	7
	2.1	Accumulator register	7
	2.2	Pointer register	8
	2.3	Flags register	8
	2.4	PC register	8
3	Inte	rface Signals	8
	3.1	Instruction Bus Timing Diagram	8
	3.2	Data Bus Timing Diagram	8
4	Peri	pherals	10
	4.1	General Purpose Register File	11
	4.2	Debug Printer	11
5	Men	nory Map	11
6	Inst	ructions	11
	6.1	Instruction Format	11
	6.2	Instruction Set Architecture	11
	6.3	Aliased Instructions	11
	6.4	Delayed Branches	12
7	Ass	embler	12



# **List of Tables**

1	Register C: flags	8
2	Interface signals	10
3	Memory map base addresses	11
4	Instruction format	11
5	Instruction Set	12



# **List of Figures**

1	Block Diagram	7
2	Instruction (pipelined) reads	9
3	Data Bus reads	9
4	Data Bus writes.	9
5	PicoVersat SoC with two peripherals	10

www.iobundle.com





#### 1 Introduction

PicoVersat is a minimal hardware controller. It is designed for simple control tasks where normally finite state machines are employed. Being a programmable solution, the risk of hardware design errors is mitigated and the design of complex control structures is simplified.

PicoVersat features a minimal instruction set and is not designed for high performance computing. However, it can effectively implement simple algorithms and perform simple calculations. PicoVersat has a program memory interface and a memory mapped data interface, only.

## 2 Block Diagram

The picoVersat block diagram is shown in Fig. 1.

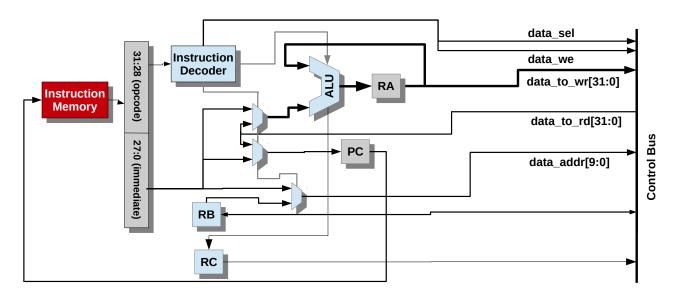


Figure 1: Block Diagram

PicoVersat contains 4 main registers: the accumulator (register A), the data pointer (register B), the flags register (register C) and the program counter (register PC).

#### 2.1 Accumulator register

Register A, the accumulator, is the main register in this architecture. It can be loaded with an immediate value from the instruction itself (immediate value) or with a value read from the data interface. It is the destination of operations using as operands register A itself and an immediate or addressed value. Its value is driven out to the data interface.



#### 2.2 Pointer register

Register B, the memory pointer, is used to implement indirect loads and stores to/from the accumulator, respectively. Its contents is the load/store address for the data interface. Register B itself is in the memory map so it can be read or written as if accessing the data interface.

#### 2.3 Flags register

Register C, the flags register, is used to store three operation flags: the negative, overflow and carry flags. Register C itself is in the memory map and it is read only. The flags are set by the controller ALU and can be read by programs for decision taking. The structure of register C is shown in Table 1.

Bits	Name	Description	
31	Negative	Asserted if last ALU operation generated a negative result	
30	Overflow	Asserted if last ALU operation generated an arithmetic overlow	
29-1	NA	Reserved for future use	
0	Carry	Asserted if last ALU operation generated a	
		carry	

Table 1: Register C: flags

#### 2.4 PC register

The Program Counter (PC) register contains the address of the next instruction to be fetched from the Program Memory. The PC normally increments to fetch the next instruction, except for program branch instructions, in which case the PC register is loaded with the instruction immediate or with the value in register B, depending on the branch instruction type, direct or indirect, respectively.

# 3 Interface Signals

The interface signals of the Versat controller core are described in Table 2.

#### 3.1 Instruction Bus Timing Diagram

The timing diagram for an instruction read transaction is shown in Figure 2.

#### 3.2 Data Bus Timing Diagram

The timing diagrams for data reads and writes are shown in Figure 3 and Figure 4, respectively. These operations may be consecutive or not, as illustrated.



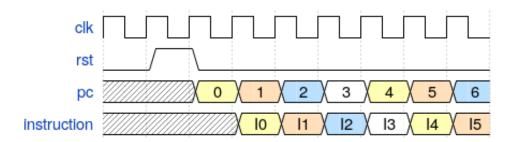


Figure 2: Instruction (pipelined) reads.

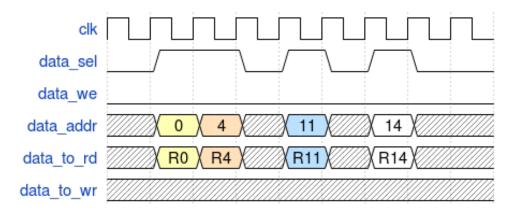


Figure 3: Data Bus reads.

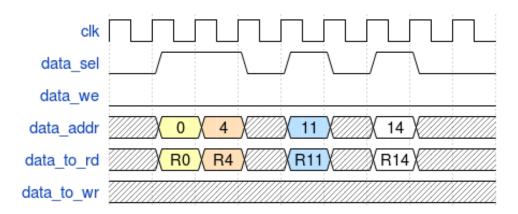


Figure 4: Data Bus writes.



Name	Direction	Description	
clk IN		Clock signal.	
rst	IN	Reset signal.	
	Instruct	tion Bus Interface	
instruction[31:0]	IN	Instruction to execute.	
pc[9:0]	OUT	Program Counter (instruction address).	
Data Bus Interface			
data_sel	OUT	Read or write request.	
data₋we	OUT	Write enable.	
data_addr[9:0]	OUT	Data address.	
data_to_rd[31:0]	IN	Data to be read.	
data_to_wr[31:0] OUT		Data to be written.	

Table 2: Interface signals.

# 4 Peripherals

PicoVersat is supplied with two useful peripherals, a general purpose register file and a debug print facility.

A simple System on Chip (SoC) including picoVersat, a program and data memory, and the two peripherals attached to the data bus is shown in Figure 5.

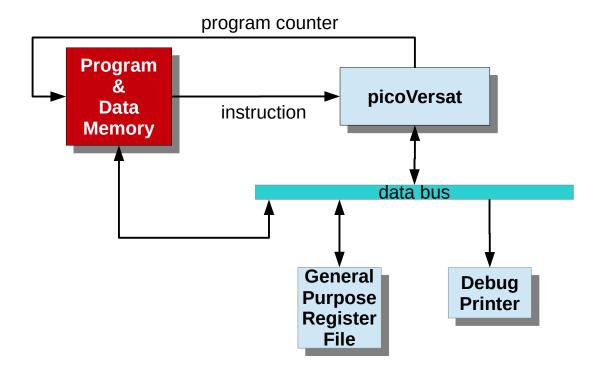


Figure 5: PicoVersat SoC with two peripherals

Refer to the memory map in section 5 to check the base addresses of the peripherals.



### 4.1 General Purpose Register File

This peripheral contains a 16x32bit register file that can be used by user programs.

#### 4.2 Debug Printer

This peripheral can be used by user programs to print characters, mainly for debug purposes.

# 5 Memory Map

The memory map of the system, as seen by picoVersat programs, is given in Table 3.

Mnemonic	Address	Read/Write	Read Latency	Description
REGF_BASE	0	Read+Write	0	Register file peripheral
CPRT_BASE	1	Write only	NA	Debug printer periheral
PROG_BASE	3	Read+Write	1	User programs and data

Table 3: Memory map base addresses

#### 6 Instructions

#### **6.1 Instruction Format**

PicoVersat features a very minimal set of instructions. There is only one instruction type as illustrated in Table 4.

Bits	Description
31-28	Operation code (opcode)
27-0	Immediate constant

Table 4: Instruction format.

#### 6.2 Instruction Set Architecture

The instruction set is given in Table 5. The notation M[Imm] represents the contents of position (address) Imm in the memory map.

#### 6.3 Aliased Instructions

There are two instruction aliases:

nop: same as addi 0. It means No OPeration or do nothing.



Mnemonic	Opcode	Description	
Arithmetic / Logic			
addi	0x0	RA = RA + Imm; PC=PC+1	
add	0x1	RA = RA + M[Imm]; PC=PC+1	
sub	0x2	RA = RA - M[Imm]; PC=PC+1	
shft	0x3	RA = (Imm < 0)? RA << 1: RA >> 1; PC=PC+1	
and	0x4	RA = RA & M[lmm]; PC=PC+1	
xor	0x5	$RA = RA \oplus M[Imm]; PC=PC+1$	
		Load / Store	
ldi	0x6	RA = Imm; PC=PC+1	
ldih	0x7	RA[31:16] = lmm; PC=PC+1	
rdw	0x8	RA = M[Imm]; PC = PC+1	
wrw	0x9	M[Imm] = RA; PC = PC+1	
rdwb	0xA	RA = M[RB+Imm]; PC = PC+1	
wrwb	0xB	M[RB+Imm] = RA; PC = PC+1	
Branch			
beqi	0xC	RA == 0? PC = Imm: PC += 1; RA = RA-1	
beq	0xD	RA == 0? PC = M[Imm]: PC += 1; RA = RA-1	
bneqi	0xE	RA != 0? PC = Imm: PC += 1; RA = RA-1	
bneq	0xF	RA != 0? PC = M[Imm]: PC += 1; RA = RA-1	

Table 5: Instruction Set.

wrc A,B: same as wrw (A+B), where A and B are numeric and integer constants given with the wrc alias.

#### 6.4 Delayed Branches

The instruction following a branch instruction is always executed to the instruction pipeline latency (delayed branch or slot). Make sure instructions placed after branch instructions are useful and not harmful.

Insert nop instructions after a branch if there is no suitable candidate for the delay slot

#### 7 Assembler

PicoVersat can be programmed in its assembly language. The assembler is a Python program called va. It can be used to create the boot ROM program or the user program.

The assembler reads a dictionary (json format) named xdict.txt, which associates user friendly names with numeric constants.

The dictionary xdict.txt is produced by running the xdict.v Verilog file in a simulator. The xdict.v file contains a testbench-like module and includes a few header files where the constants of interest are defined.