



C o m p u t e r O r g a n i z a t i o n



Lab13 Practice on Uart port with CPU

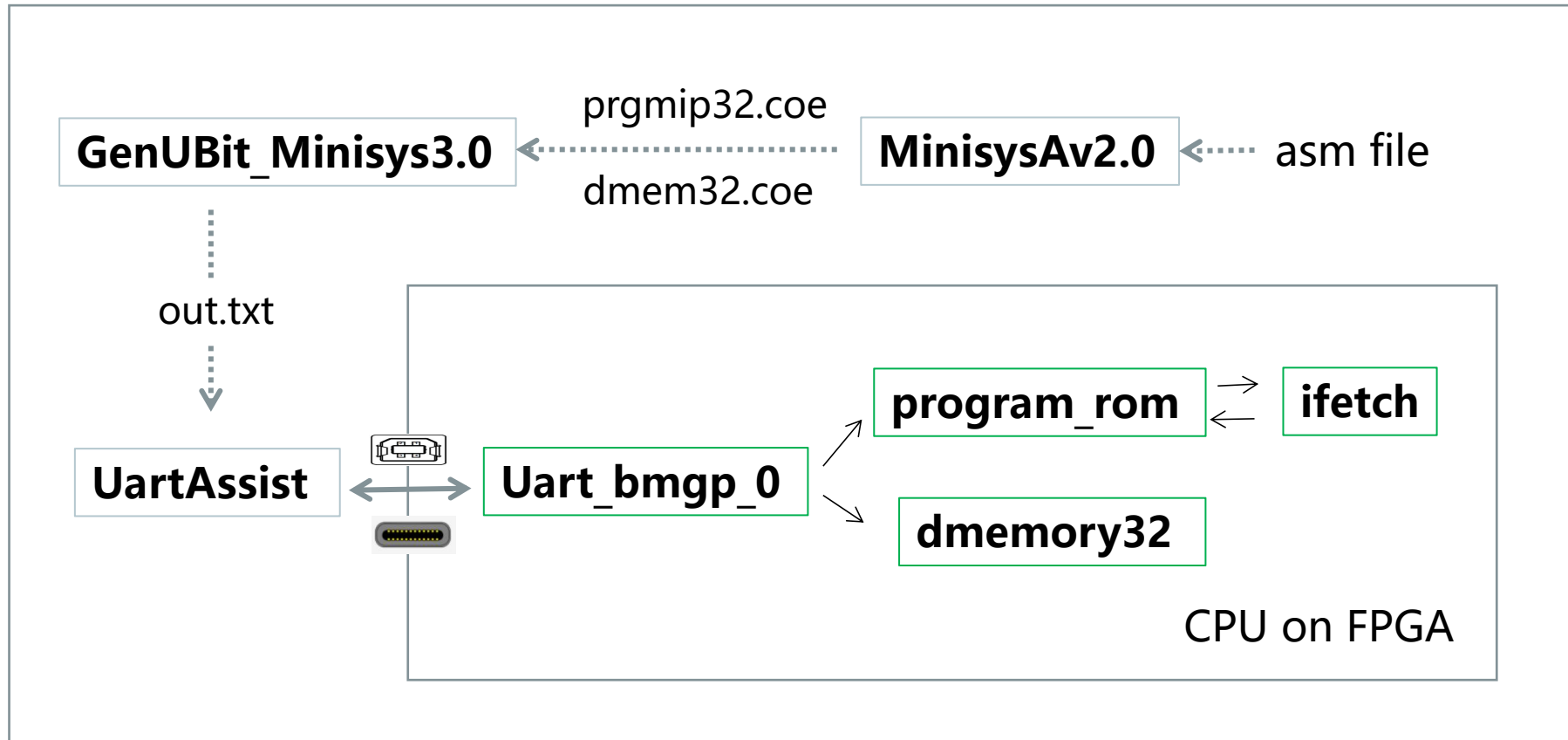


2 Topics

➤ CPU

- How to make CPU work on a new program
 - Communicate with UART port to get coe file
 - Rewrite ProgramRAM and DataRAM
- Let's Do it
 - 2 tools
 - Modification on CPU

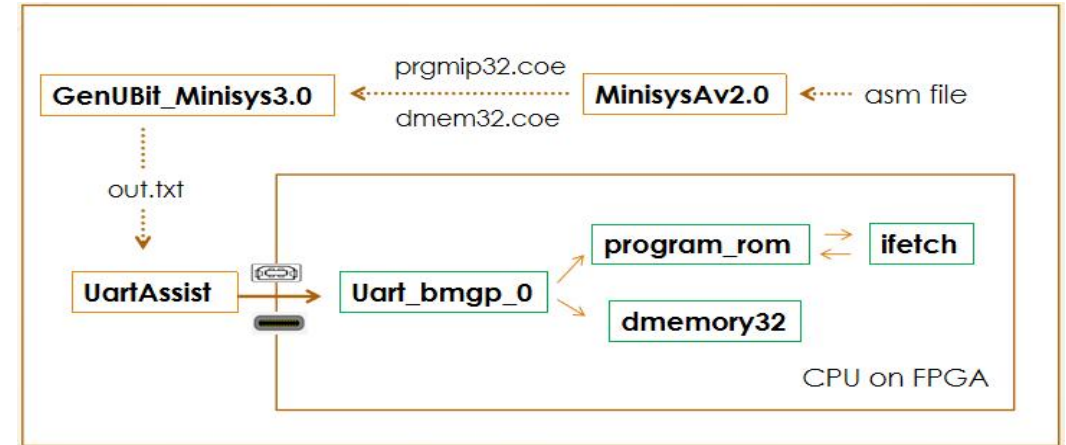
Update The Data In Instruction And Data Memory



"GenUBit_Minisys3.0" , "UARTCoe_v3.0" and "UartAssist" could be found in the "Uart tools" of bb site:
https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_289395_1&course_id=_3602_1

4 Tools : Generate the Data For Uart Port

- Step1: Using “MinisysAv2.0” to assemble the asm file and generate the coe files(prgmip32.coe and dmem32.coe)
- Step2: Using “GenUBit_Minisys3.0” to merge the coe files(prgmip32.coe and dmem32.coe) into one file “out.txt”
 - Tips on Step2:
 - put “prgmips32.coe” and “dmem32.coe” into the same directory with “UARTCoe_v3.0” and “GenUBit_Minisys3.0” , or you will need to make some modification on GenUBit_Minisys3.0



LENOVO (D:) > UartTools

名称

- dmem32.coe
- GenUBit_Minisys3.0
- prgmip32.coe
- UARTCoe_v3.0

```
d:\UartTools>GenUBit_Minisys3.0.bat
2 files are read successfully
Hexadecimal file(s) detected.
Done.
```

“GenUBit_Minisys3.0” , “UartAssist” and “UARTCoe_v3.0” could be found in the “Uart tools” of bb site:
https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_289395_1&course_id=_3602_1

5 Tools : UartAssist

- **Step1: Connect the Computer** which runs “UartAssist” with **Minisysboard** on which your designed CPU has already been programed on its FPGA chip.
- **Step2:** Double click on “**UartAssist**” to **open** it
- **Step3: Set** the items in “**串口设置**” as the settings of screen snap on the right hand, then click on “**打开**”
 - **NOTICE:** “**串口号**” could be an **serial port** other than “COM4” , which **is up to your Computer**. The port which you choose here and then click on “**打开**” hasn't report error is the right port.



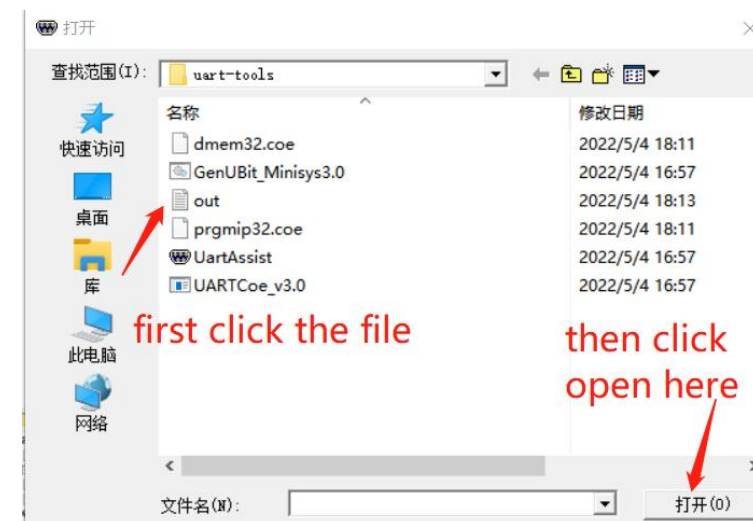
“GenUBit_Minisys3.0” , “UartAssist” and “UARTCoe_v3.0” could be found in the “Uart tools” of bb site:
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6 Tips: “UartAssist” continued

- **Step4:** Make sure the **CPU on FPGA works on uart communication mode.**



- **Step5:** Set the items in “发送区设置” as the screen snap on the right hand. Click on “启用文件数据源”, find the data file which is to be transformed by uart port to FPGA chip.

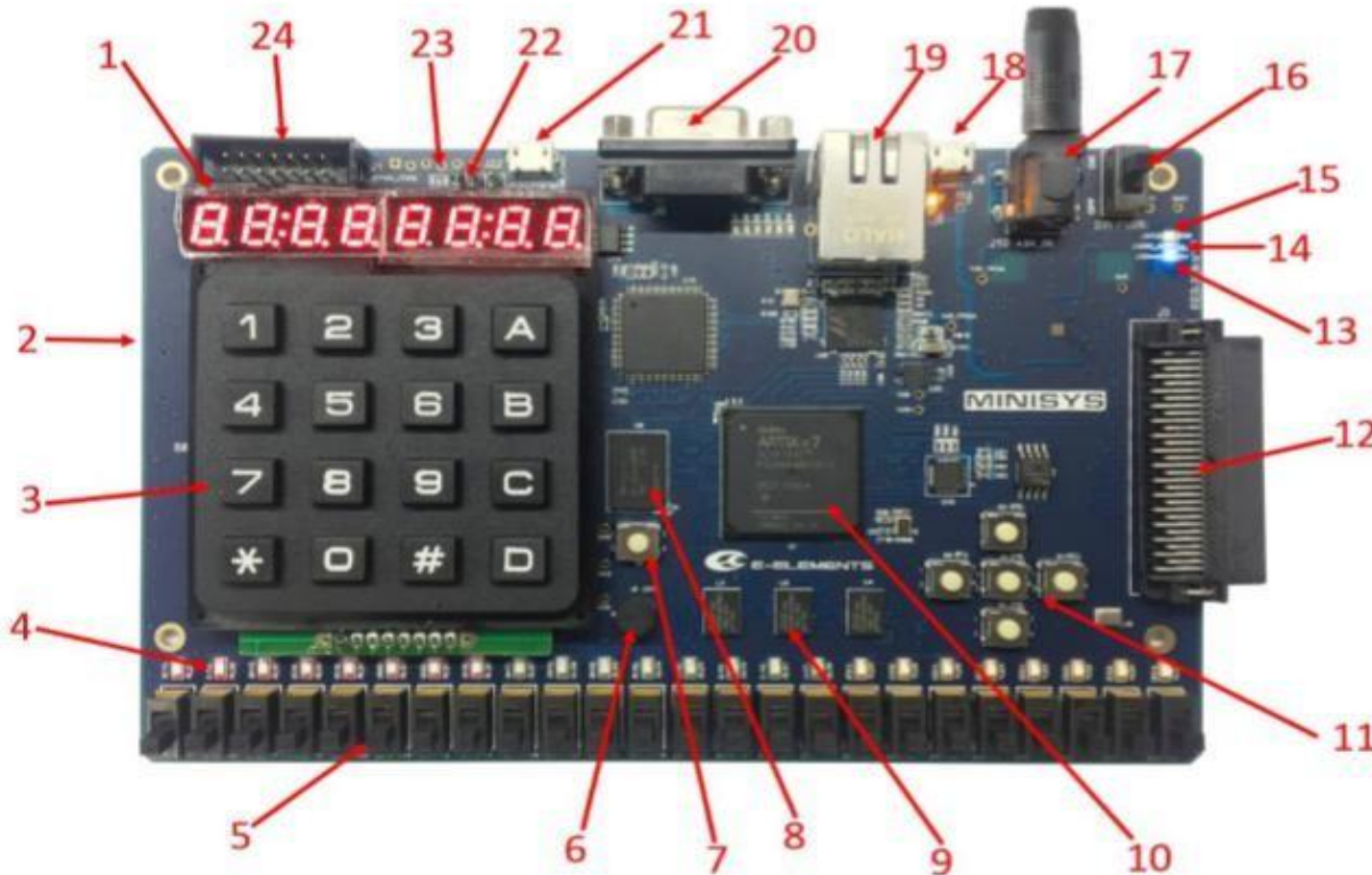


- **Step6:** Wait until a notice info “Program done!” has appeared in the “串口数据接收” window as the screen snap on the right hand.

串口数据接收

0x00020000 bytes read. Program done!

Uart Interface on Minisys Board



For **Minisys board(old version)**, as the picture on the left hand),
port 21 is the **USB_Jtag** interface,
port 18 is the **USB to UART** interface.

For **Minisys board(new version)**, only one typeC USB port on the top of the board),
USB_Jtag interface and **USB to UART** interface share the same port: **port 18**.

Changes on Single Cycle CPU

1. Two working modes on the CPU

- Normal mode vs Uart Communication mode

2. A new module which works as Uart interface

3. A new clock for uart communication

4. Changes

- 3-1) CPU top:

New module, new ports, new internal connection and new logic

- 3-2) Changes on Data-memory

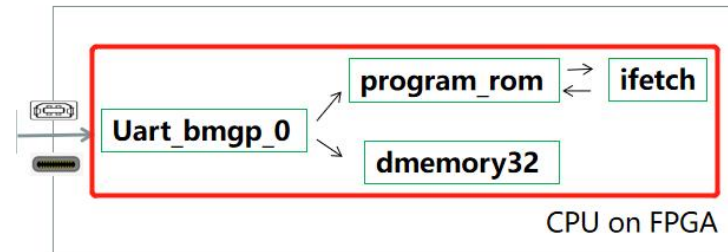
Working mode: Normal mode vs Uart Communication mode

- 3-3) Changes on IFetch

- Change IP core "prgrom" from ROM to RAM

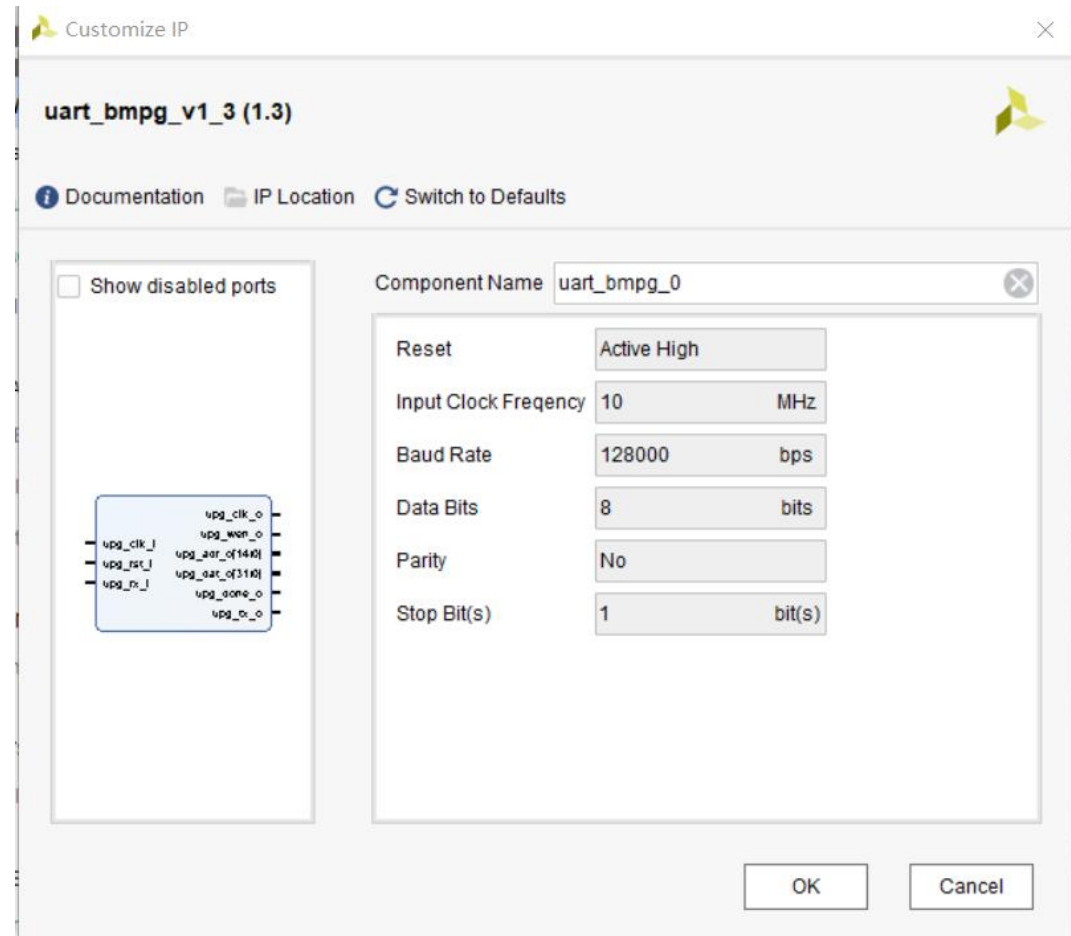
- Working mode: Normal mode vs Uart Communication mode

- Separate "prgrom" from IFetch (optional)



9 Add an IP core Which Processes Uart Data

- Add the **IP core** to IP catalog of vivado
- Add the IP core(**uart_bmpg_0**) from IP catalog into vivado project, then instance it
- **NOTICE: Don't change the settings of this IP core**
- The Communication between this IP core and Uart port:
 - **Receive** data from Uart port and forward to data-memory and instruction-memory
 - **Send** data back to uart port to info that all the data has been received.




Get the IP core from:

https://bb.sustech.edu.cn/webapps/blackboard/content/listContentEditable.jsp?content_id=_289395_1&course_id=_3602_1

10 Add a New Clock For The New IP core

- Re-configure the “**cpuclk**” IP core to make a new clock
 - Add a new clk_out (**clk_out2**) whose frequency is **10 Mhz** for the IP core which is used for **Uart communication** (page 6)

>  **cpuclk : cpuclk (cpuclk.xci)**



Component Name

Clocking Options | **Output Clocks** | Port Renaming | PLLE2 Settings | Summary

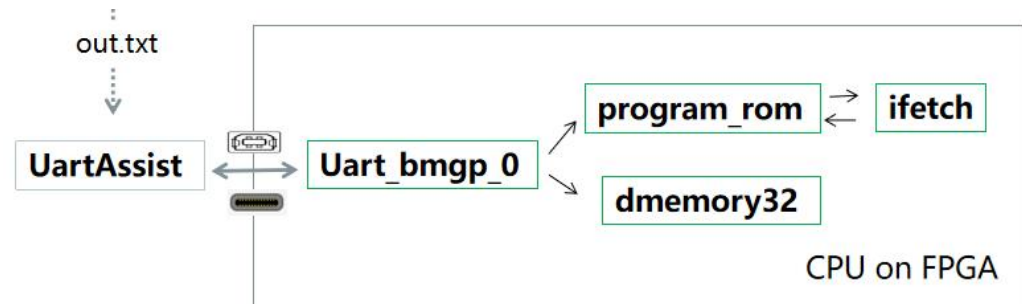
The phase is calculated relative to the active input clock.

Output Clock	Port Name	Output Freq (MHz)		Phase (degrees)
		Requested	Actual	
<input checked="" type="checkbox"/> clk_out1	clk_out1	23.0	23.000	0.000
<input checked="" type="checkbox"/> clk_out2	clk_out2	10.0	10.000	0.000

Handwritten red annotations: 'single_cycle_cpu_clk' with an arrow pointing to the 'Requested' column header, and 'uart_clk' with an arrow pointing to the '10.0' value in the 'Requested' column for 'clk_out2'.

11 Changes on CPU Top Module

```
module CPU_TOP(  
    input fpga_rst,    //Active High  
    input fpga_clk,  
    input[23:0] switch2N4,  
    output[23:0] led2N4,  
  
    // UART Programmer Pinouts  
    // start Uart communicate at high level  
    input start_pg,    // Active High  
    input rx,          // receive data by UART  
    output tx          // send data by UART  
);
```



```
set_property -dict {IOSTANDARD LVCMOS33 PACKAGE_PIN Y19} [get_ports rx]
set_property -dict {IOSTANDARD LVCMOS33 PACKAGE_PIN V18} [get_ports tx]
```

The **Y19** and **V18** are the pins of UART interface on the FPGA chip(**Artix7 fgg484**) on Minisys Board.

Here the usage of “fpga_rst” and “start_pg” are only one type of implements, not the request.

12 Changes on CPU Top Module continued

```
module CPU_TOP(  
    input fpga_rst,    //Active High  
    input fpga_clk,  
    input[23:0] switch2N4,  
    output[23:0] led2N4,  
  
    // UART Programmer Pinouts  
    // start Uart communicate at high level  
    input start_pg,    // Active High  
    input rx,          // receive data by UART  
    output tx          // send data by UART  
);
```

Q1. How many types of working mode on the CPU which support uart communication to download the program and the data?

How to identify different types of working mode?

Q2. What's the relationship between the working mode and the "fpga_rst" and "start_pg"?

Here the usage of "fpga_rst" and "start_pg" are only one type of implements, not the request.

```
// UART Programmer Pinouts  
wire upg_clk, upg_clk_o;  
wire upg_wen_o;    //Uart write out enable  
wire upg_done_o;   //Uart rx data have done  
  
//data to which memory unit of program_rom/dmemory32  
wire [14:0] upg_adr_o;  
  
//data to program_rom or dmemory32  
wire [31:0] upg_dat_o;
```

```
wire spg_bufg;  
BUFG U1(.I(start_pg), .O(spg_bufg)); // de-twitter  
// Generate UART Programmer reset signal  
reg upg_rst;  
always @ (posedge fpga_clk) begin  
    if (spg_bufg) upg_rst = 0;  
    if (fpga_rst) upg_rst = 1;  
end  
//used for other modules which don't relate to UART  
wire rst;  
assign rst = fpga_rst | !upg_rst;
```

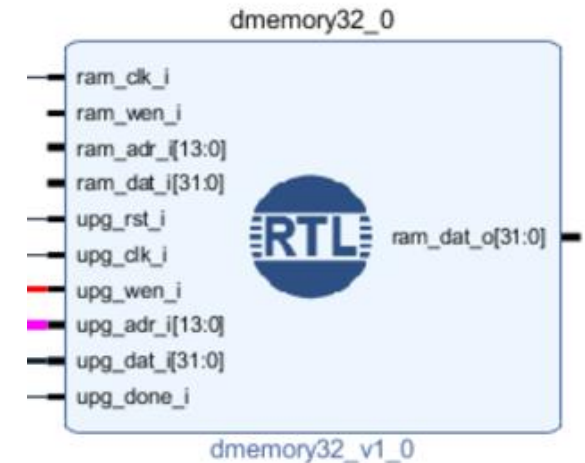
13 Changes on Demeory32

```

module dmemory32 (
    input      ram_clk_i,           // from CPU top
    input      ram_wen_i,           // from Controller
    input [13:0] ram_adr_i,          // from alu_result of ALU
    input [31:0] ram_dat_i,         // from read_data_2 of Decoder
    output [31:0] ram_dat_o,        // the data read from data-ram

    // UART Programmer Pinouts
    input      upg_rst_i,           // UPG reset (Active High)
    input      upg_clk_i,           // UPG ram_clk_i (10MHz)
    input      upg_wen_i,           // UPG write enable
    input [13:0] upg_adr_i,          // UPG write address
    input [31:0] upg_dat_i,         // UPG write data
    input      upg_done_i           // 1 if programming is finished
);

```



```

wire ram_clk = !ram_clk_i;

```

```

/* CPU work on normal mode when kickOff is 1.
CPU work on Uart communicate mode when kickOff is 0.*/
wire kickOff = upg_rst_i | (~upg_rst_i & upg_done_i);

```

```

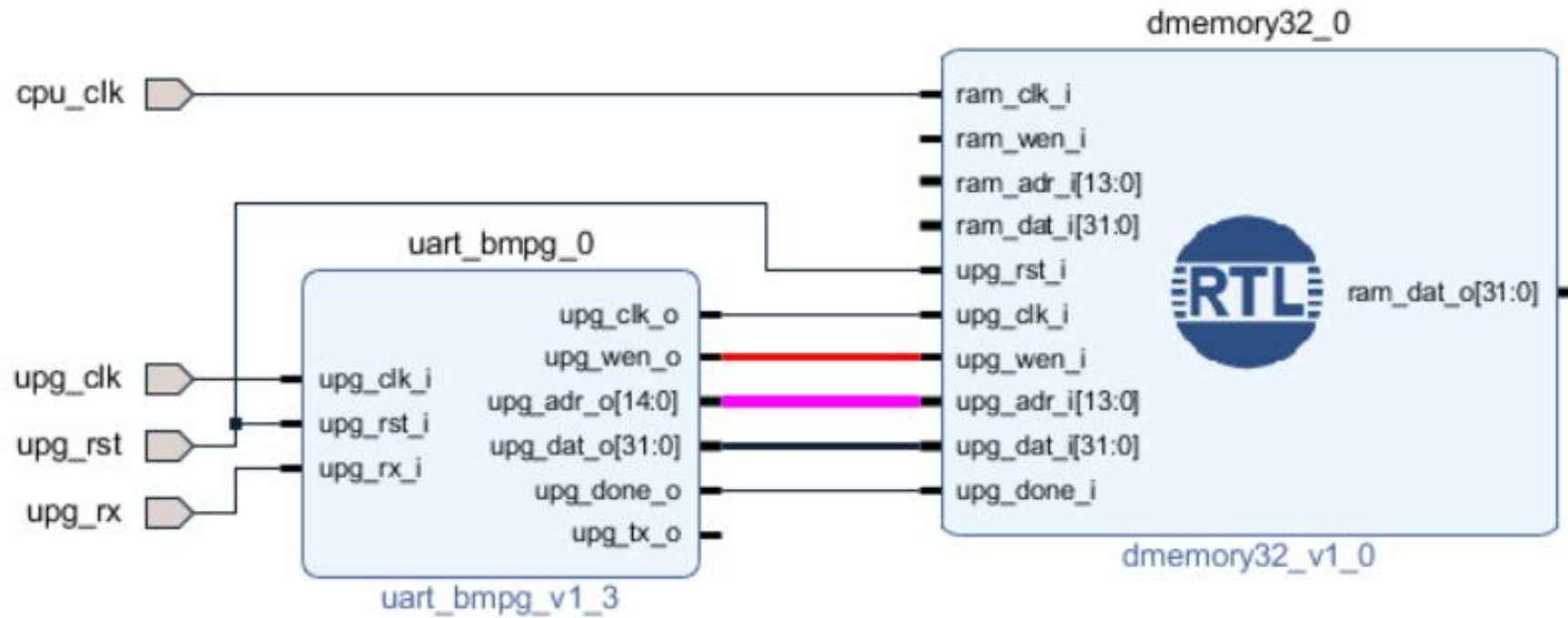
ram ram (
    .clka (kickOff ? ram_clk      : upg_clk_i),
    .wea (kickOff ? ram_wen_i    : upg_wen_i),
    .addra (kickOff ? ram_adr_i   : upg_adr_i),
    .dina (kickOff ? ram_dat_i    : upg_dat_i),
    .douta (ram_dat_o)
);

```

Q. While “**kickOff**” is 1'b1, what's the working mode of the CPU ?
How about while “**kickOff**” 1'b0?

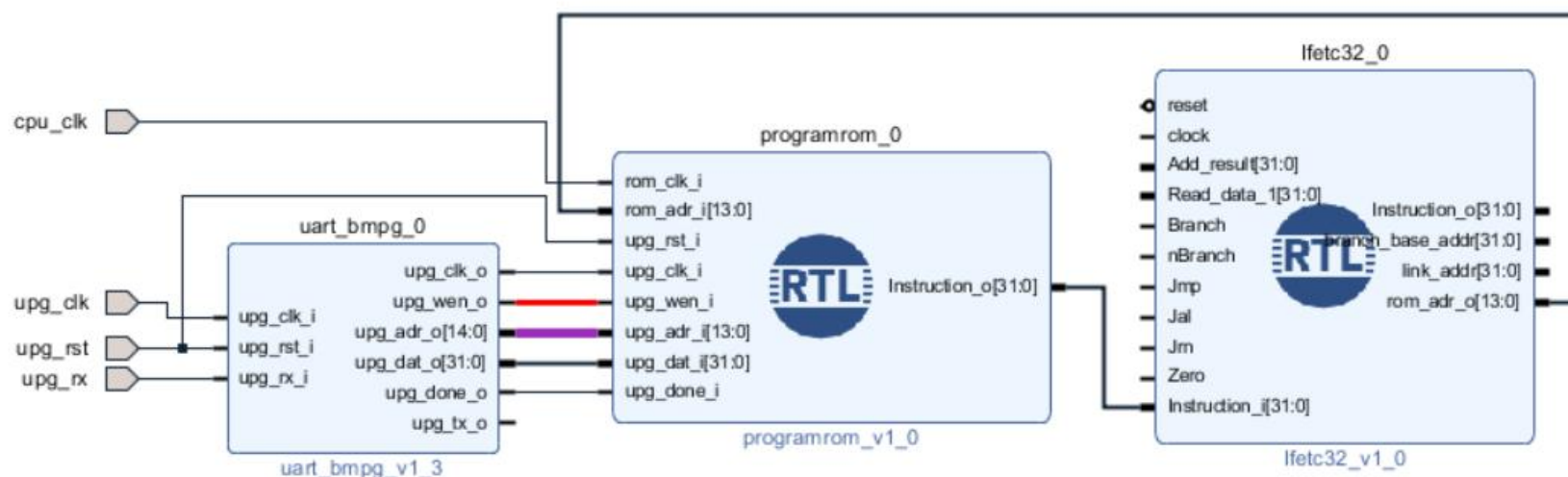
Changes on Dmemory32 continued

- **upg_wen_i** (uart write enable on **Dmemory32**) :
 - determined by: **upg_wen_o**(from uart_bmpg_0) & **upg_adr_o[14]** (from uart_bmpg_0)
- **upg_adr_i[13:0]** (uart write address on **Dmemory32**):
 - connect with: **upg_adr_o[13:0]** (from uart_bmpg_0)



Changes on IFetch

- **IP core: programrom**
 - **Separate IP core** from IFetch(optional)
 - **Change program from ROM to RAM**
 - write while work on Uart communication mode
 - read only while work on normal mode



16

Changes on IFetch continued

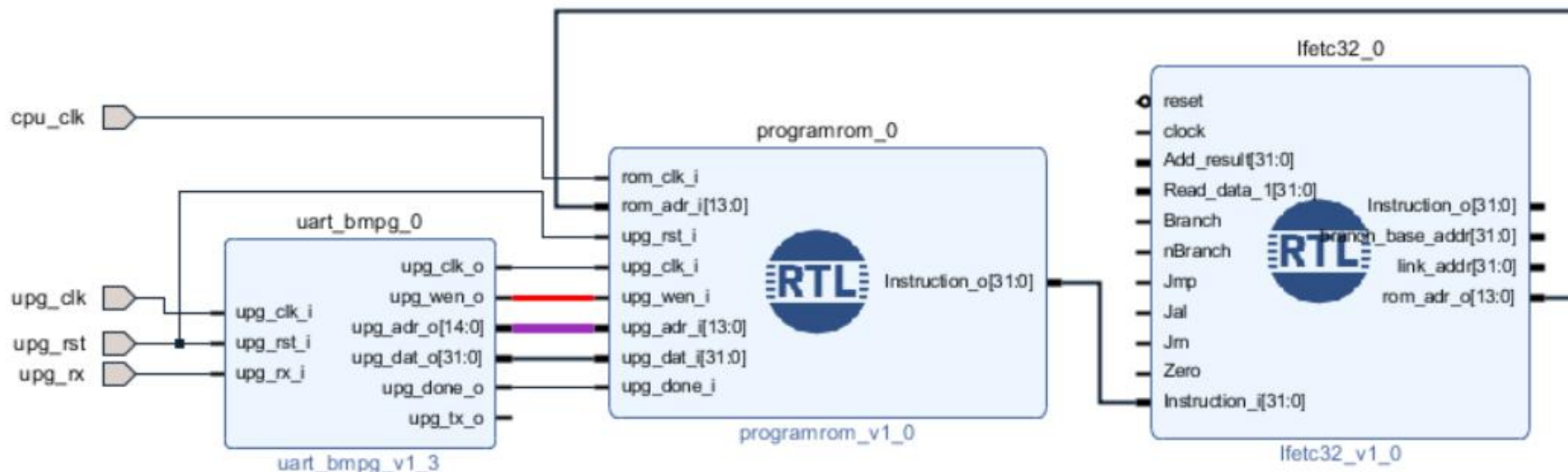
➤ Ports of IP core "programrom"

➤ **upg_wen_i** (uart write enable on "programrom")

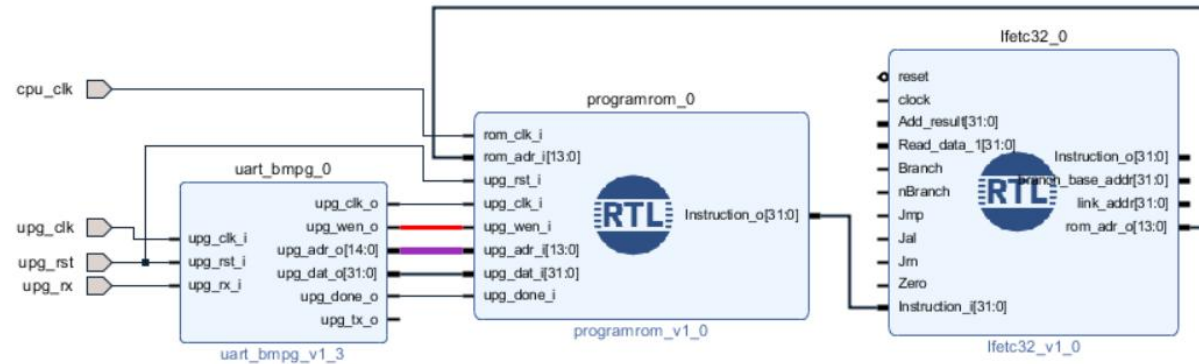
➤ determined by: **upg_wen_o**(from **uart_bmpg_0**) & (**!upg_adr_o[14]**) (from **uart_bmpg_0**)

➤ **upg_adr_i[13:0]** (uart write address on "programrom")

➤ connect with **upg_adr_o[13:0]** (from **uart_bmpg_0**)



Changes on IFetch continued



```

module programrom (
    // Program ROM Pinouts
    input      rom_clk_i,           // ROM clock
    input[13:0] rom_adr_i,          // From IFetch
    output [31:0] Instruction_o,    // To IFetch
    // UART Programmer Pinouts
    input      upg_rst_i,          // UPG reset (Active High)
    input      upg_clk_i,           // UPG clock (10MHz)
    input      upg_wen_i,           // UPG write enable
    input[13:0] upg_adr_i,          // UPG write address
    input[31:0] upg_dat_i,          // UPG write data
    input      upg_done_i         // 1 if program finished
);

```

/ if kickOff is 1 means CPU work on normal mode,
otherwise CPU work on Uart communication mode */*

wire kickOff = upg_rst_i | (~upg_rst_i & upg_done_i);

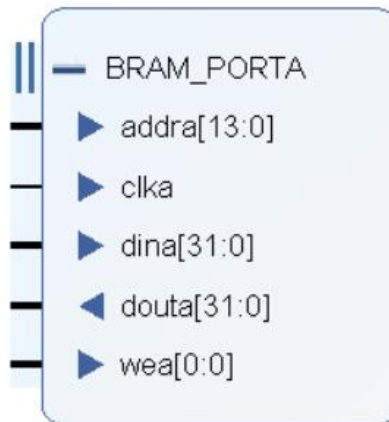
```

prgrom instmem (
    .clka (kickOff ? rom_clk_i : upg_clk_i),
    .wea (kickOff ? 1'b0 : upg_wen_i),
    .addra (kickOff ? rom_adr_i : upg_adr_i),
    .dina (kickOff ? 32'h00000000 : upg_dat_i),
    .douta (Instruction_o)
);
endmodule

```

18 Changes on IFetch continued

Re-configure the programrom: change Memory Type from "Single Port ROM" to "Single Port RAM"



Basic	Port A Options	Other Options	Summary
Interface Type		Native	<input type="checkbox"/> Generate address interface with 32 bits
Memory Type		Single Port RAM	<input type="checkbox"/> Common Clock
ECC Options			
ECC Type		No ECC	
<input type="checkbox"/> Error Injection Pins		Single Bit Error Injection	
Write Enable			
<input type="checkbox"/> Byte Write Enable			
Byte Size (bits)		9	
Algorithm Options			
Defines the algorithm used to concatenate the block RAM primitives. Refer datasheet for more information.			
Algorithm		Minimum Area	
Primitive		8kx2	

19 Practice

- 1. Is there a way to update the program to be executed on a CPU faster?
- 2. Modify the Data-memory module, do the unit test on the updated Data-memory.
- 3. Modify the IFetch, do the unit test on the updated IFetch.
- 4. Update the CPU with uart communication implemented. Do the test: Program FPGA chip only once, make the CPU run the different programs by using uart communication to update the instructions and data of new program.

It is strongly recommended to conduct unit test first, and then conduct integration test after passing the unit test.