

CFT

16-bit Mini-Computer

Collected schematics of the entire computer and its peripherals

This is a work in progress.

Sheets being worked on are indicated by the 'TODO' frame

Sheet status is indicated here IN RED.

D: Draft
U: Untested
T: Initial Testing

NC = New Clock geometry applied

TODO:

- * Check Signals
- * Check Decoupling Capacitors
- * Clean Up Layout
- * Write & Verify Verilog Model
- * Check Packages & IC Families
- * Bill of Materials
- * DRC

Notes

VCC is +5V unless otherwise indicated.
All decoupling capacitors are ceramic, 100nF.
All ICs are through-hole DIP packages.
All pull-ups and pull-downs are 4.7 kOhm.

Circuits in need of improvement
are marked like this.

Circuits known to be incorrect
are marked like this.

Obsolete sections or circuits
are marked like this

NC
D

Title: cft-processor
Revision: Rev B
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 1/24
Simulation filename: register.v#reg_L
More Info: http://www.bedroomlan.org/cft

CFT Mini-Computer

Clock generation & control

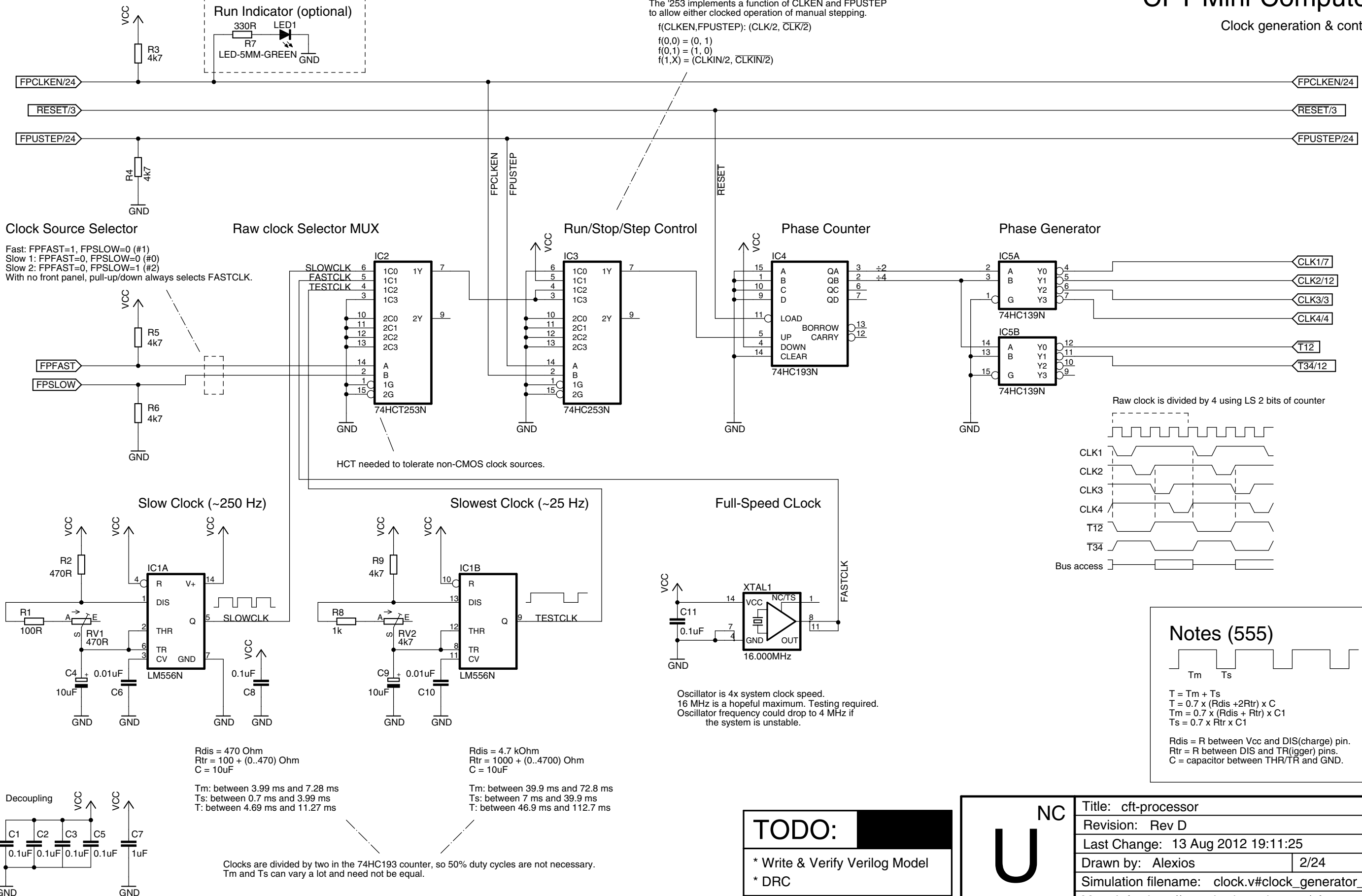
The '253 implements a function of CLKEN and FPUSTEP to allow either clocked operation of manual stepping.

$f(\text{CLKEN}, \text{FPUSTEP}): (\text{CLK}/2, \overline{\text{CLK}}/2)$

$f(0,0) = (0, 1)$

$f(0,1) = (1, 0)$

$f(1,X) = (\text{CLKIN}/2, \overline{\text{CLKIN}}/2)$



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Reset Handling and Sequencing

On RESET, the reset timer drives RSTHOLD down for 255 CLK pulses.
Using a 16 MHz oscillator, this will assert RSTHOLD for 31.875 us.
Using the slow clock (~400 Hz raw), this will pulse for 1.275 seconds.
Finally, with the testing clock (~40 Hz raw), RSTHOLD will last 12.75 seconds.
NB: CLKIN/2 is RAWCLK divided by 2 (obviously).

Reset Sources

POWEROK comes from the ATX PSU via the front panel.
The PSU holds POWEROK low at power-up (or during brown-outs), until power stabilises. The computer is expected to reset when POWEROK is low.

Reset Button (optional)

If the reset button and debouncing circuit is installed, this resistor may be left out.

Reset timer

Install exactly ONE jumper.
Reset delay selector. Times shown for 4 MHz processor clock.

System Reset Vector (FFF0)

Outputs binary 1111'1111'1111'0000 to the IBUS while RSTHOLD is asserted.
This value is picked up by other units of the processor, including the Program Counter, and becomes the computer's boot address.

TODO:

- * Write & Verify Verilog Model
- * DRC

U NC

Title: cft-processor
Revision: Rev D
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 3/24
Simulation filename: reset.v
More Info: <http://www.bedroomlan.org/cft>

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Microcode Sequencer

Notes

32k x 8 (2x256) ICs required for Microcode v4.
512k x 8 ICs are cheaper and easier to come by, though,
so this schematic uses these. Smaller ICs can be substituted.

ROMs to be socketed for easy reprogramming.

Use 70ns or 50ns chips.

Vertical microcode (unit selectors RUNIT, WUNIT and OPIF) are pulled low
because a value of zero selects no unit.

WS: indicates a wait state. Inhibits the uPC counter.
HALT: halts the processor. The control unit's outputs are at High-Z.
Consequently, the processor is disconnected from all busses.
Control signals are active low and pulled up, so other units (like the front panel)
may operate them with the processor halted.

RESET: while RESET is active (low), the microcode ROMs are deselected
and their outputs tri-stated to avoid bus contention with units resetting uncleanly.

Microcode bank selection for future expansion or
debugging. Bridge or jumper to 0000.

Note: W is WEN · CLK5.

The ROMs may be placed on a daughterboard to facilitate
easy expansion of the microcode store. In this case,
a 46-pin header (2 power, 18 address, 2 control, 24 data)
must be installed. Pull-ups/-downs to stay on the motherboard.

UCE is used by the unit decoders to ensure no units are selected
when either HALT or RESET are inactive.

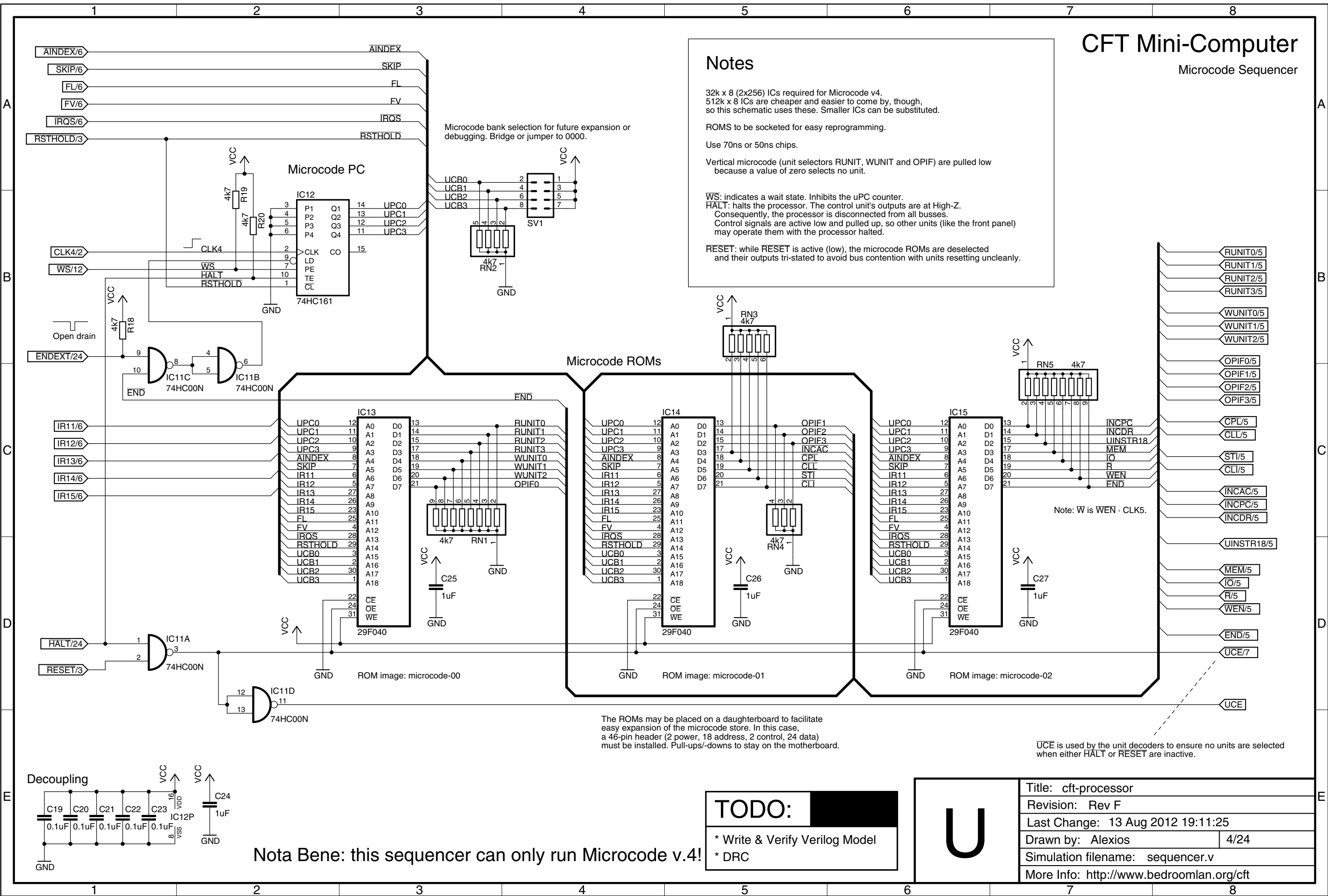
TODO:

- * Write & Verify Verilog Model
- * DRC

U

Title: cft-processor
Revision: Rev F
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 4/24
Simulation filename: sequencer.v
More Info: <http://www.bedroomlan.org/cft>

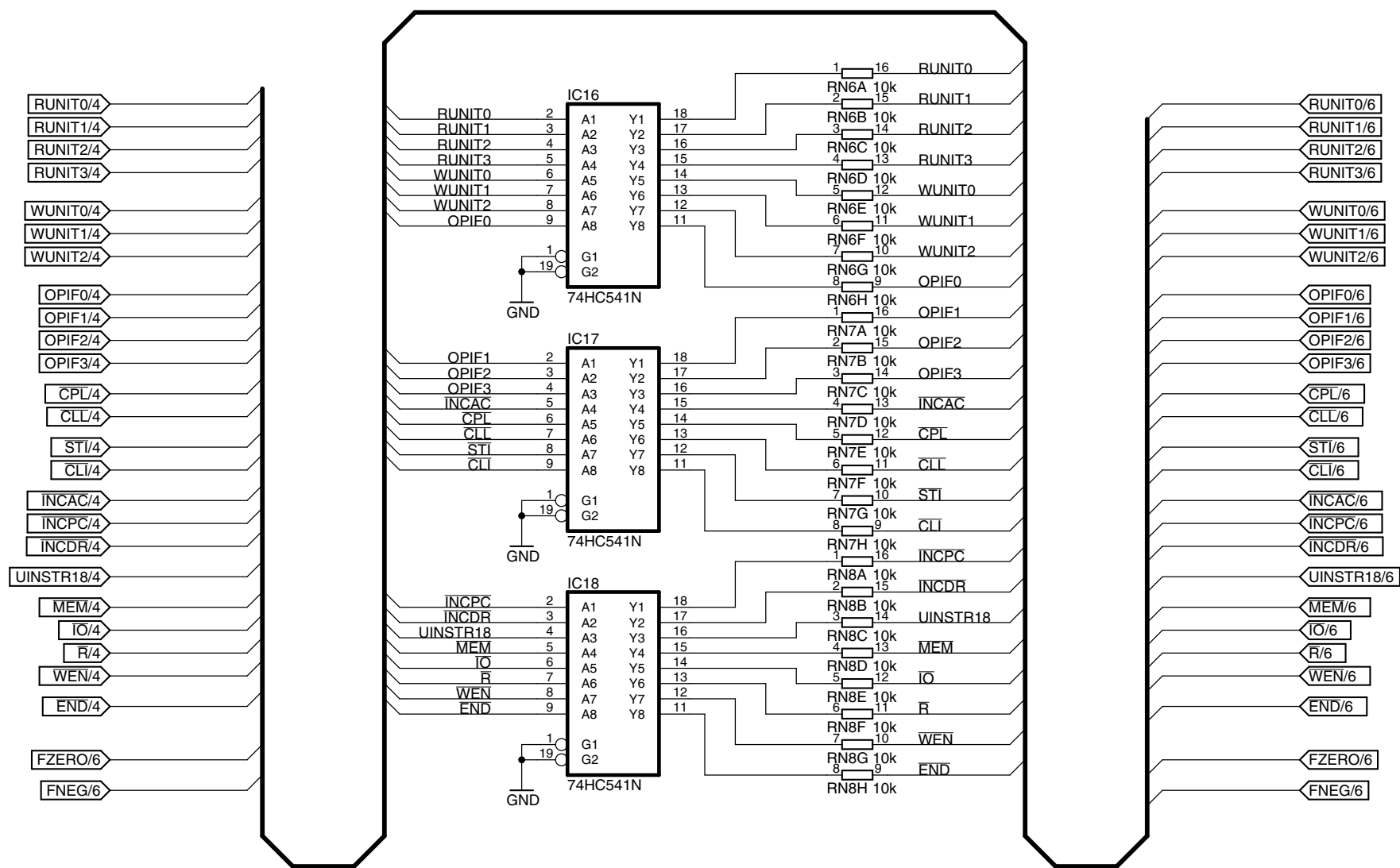
Nota Bene: this sequencer can only run Microcode v.4!



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Microcode Sequencer Signal Hold

Probably Unnecessary -- to be verified in Verilog



TODO:

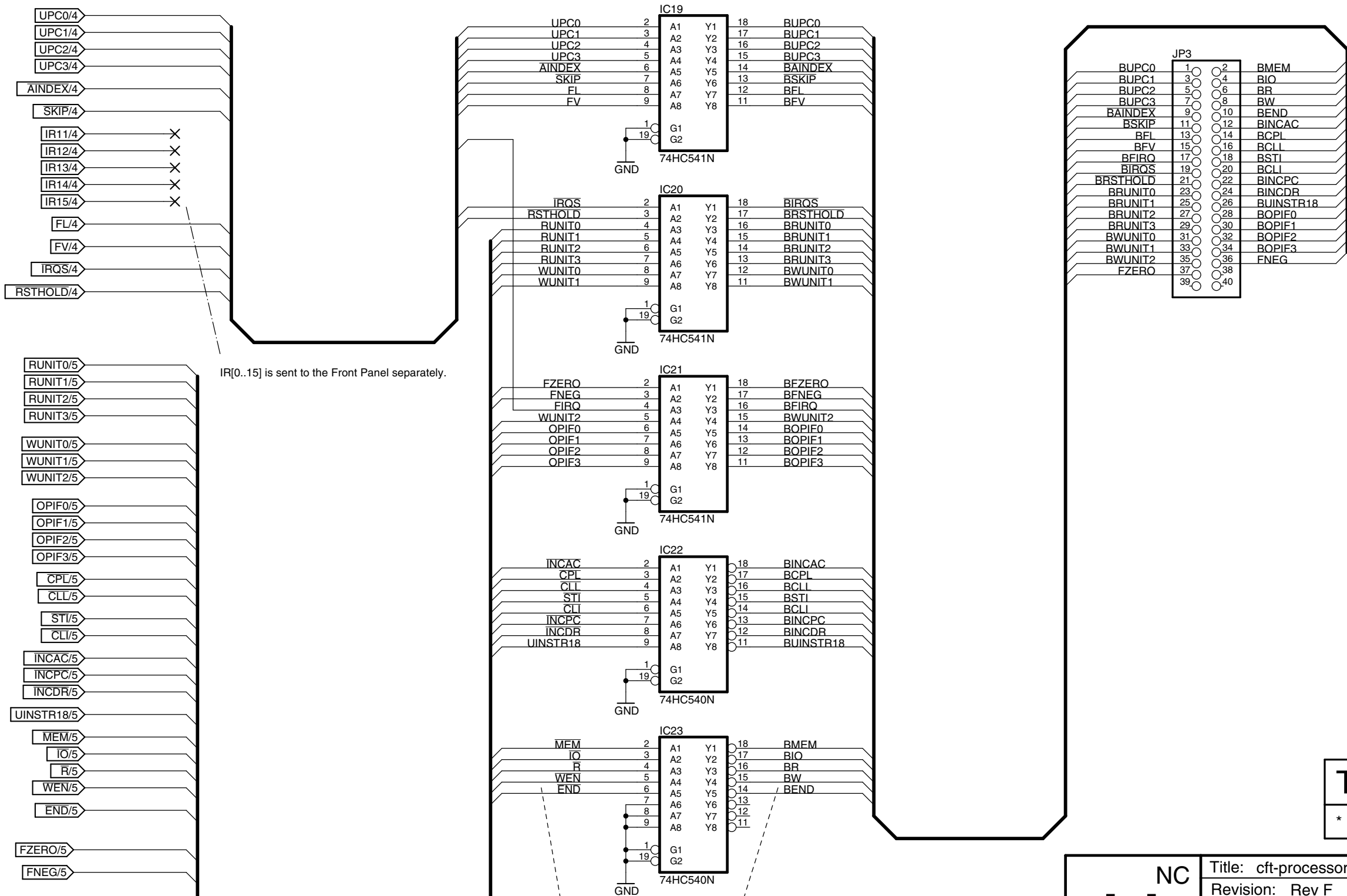
* DRC

U NC

Title: cft-processor
Revision: Rev A
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 5/24
Simulation filename: N/A
More Info: <http://www.bedroomlan.org/cft>

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Microcode Sequencer Front Panel Connections



TODO:

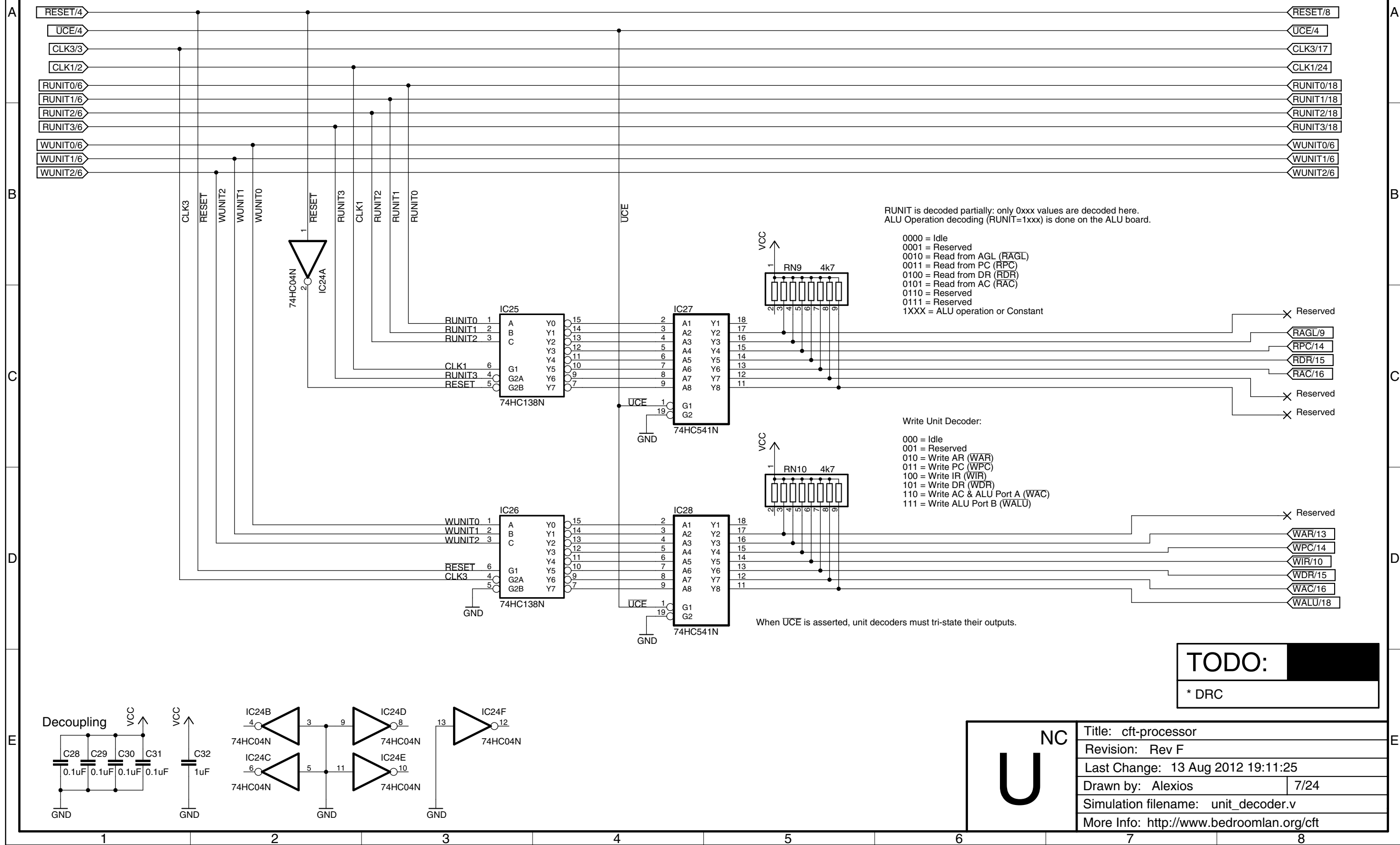
* DRC

U NC

Title: cft-processor
Revision: Rev F
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 6/24
Simulation filename: N/A
More Info: <http://www.bedroomlan.org/cft>

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Read & Write Unit Decoding



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Skip/Branch Logic

TODO:

* DRC

Microcode v.4 OPIF field

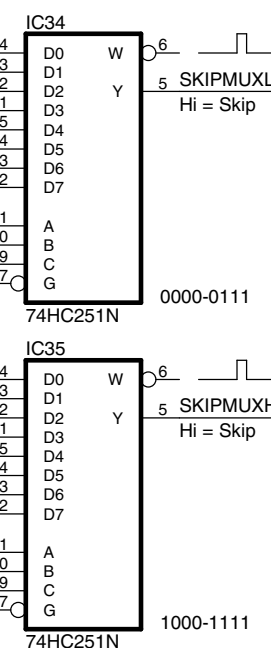
OPIF = 0000: IDLE (SKIP = 1)
OPIF = 0001: IF3 (SKIP = IR3)
OPIF = 0010: IF4 (SKIP = IR4)
OPIF = 0011: IF5 (SKIP = IR5)
OPIF = 0100: IF6 (SKIP = IR6)
OPIF = 0101: IF7 (SKIP = IR7)
OPIF = 0110: IF8 (SKIP = IR8)
OPIF = 0111: IF9 (SKIP = IR9)

OPIF = 1000: IDLE (SKIP = 1)
OPIF = 1001: IDLE (SKIP = 1)
OPIF = 1010: IFV (SKIP = IFV, skip if V=0)
OPIF = 1011: IFL (SKIP = IFL, skip if L=0)
OPIF = 1100: IFZERO (SKIP = IFZERO, skip if Z=0)
OPIF = 1101: IFNEG (SKIP = FNEG, skip if N=0)
OPIF = 1110: IFROLL (SKIP = IR0 + IR1 + IR2)
OPIF = 1111: IFBRANCH Logic

Skip flag register

Title: cft-processor
Revision: Rev F
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 8/24
Simulation filename: skip_unit.v
More Info: <http://www.bedroomlan.org/cft>

Condition Multiplexing



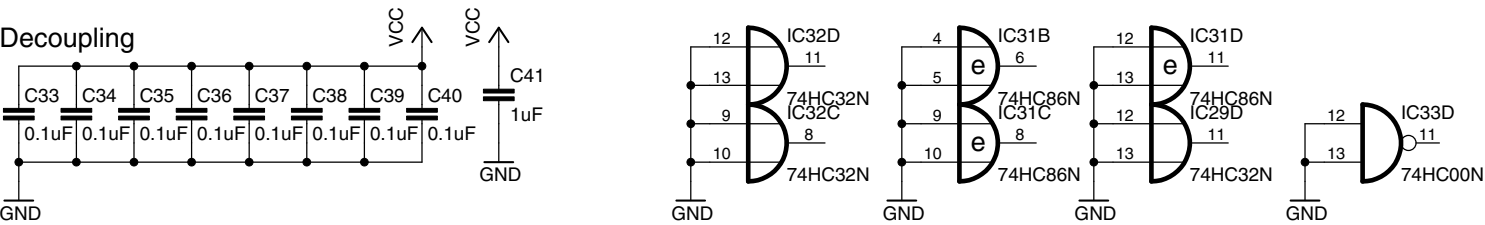
This generates glitches, but the Skip Flag Register filters them out.

OP1 Branch Logic (IR0..IR4)

OP2 Roll detection (IR0..IR3)

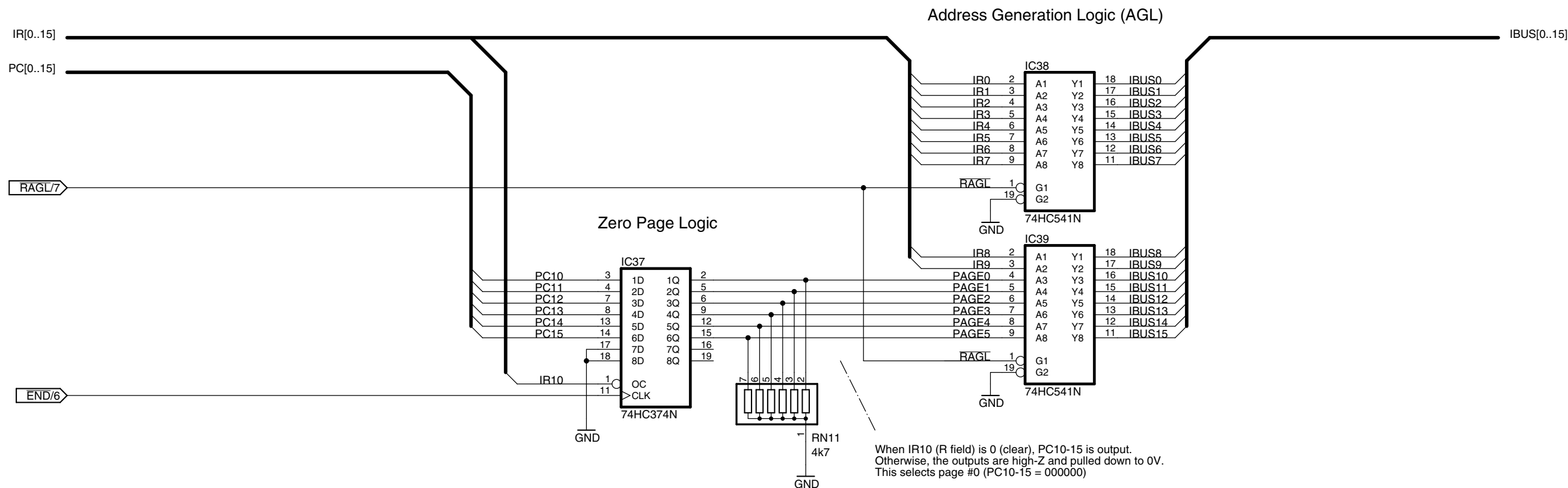
OP1_BRANCH = (SV + SL + SZ + SN) XOR IR4

Worst case propagation delay: 3 x 8.5ns + 9.5ns = 35ns



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Address Generation Logic



Notes

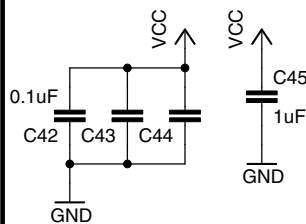
The value of the PC is clocked into the D-Flip Flop on the rising edge of **END**. At that point, the PC holds the value of the instruction about to be fetched.

If this registering doesn't take place, by the time the AGL is read, the PC will have been incremented (at the end of the fetch cycle), and pointing to the next instruction.

Thus, the AGL would generate addresses for PC+1. This works as the user expects for the first 1023 page offsets, and fails on the 1024th, where the AGL produces an address for the next page.

This would make programming with page-relative modes much less intuitive.

Decoupling

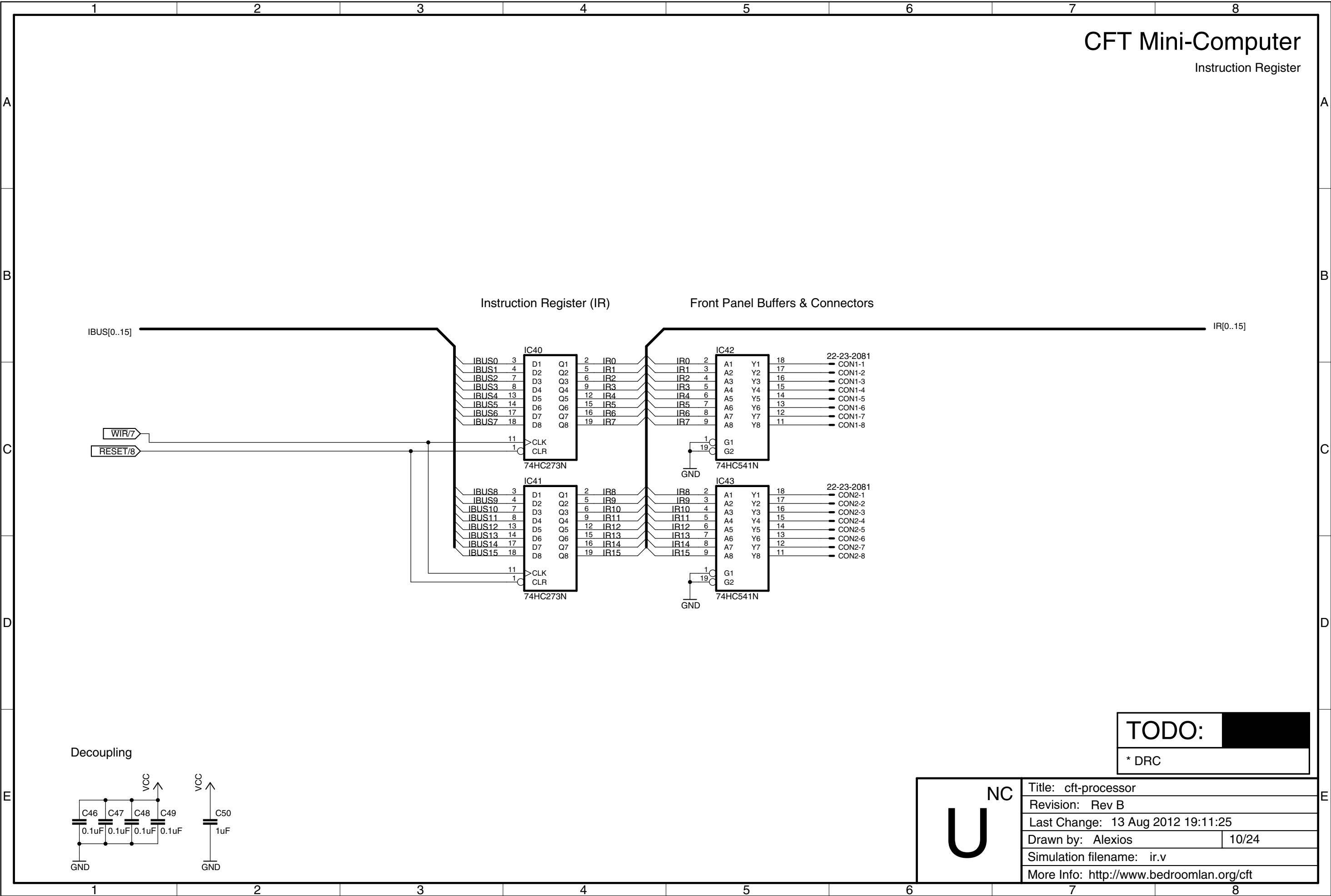


TODO:

* DRC

U NC

Title: cft-processor
Revision: Rev B
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 9/24
Simulation filename: agl.v
More Info: <http://www.bedroomlan.org/cft>

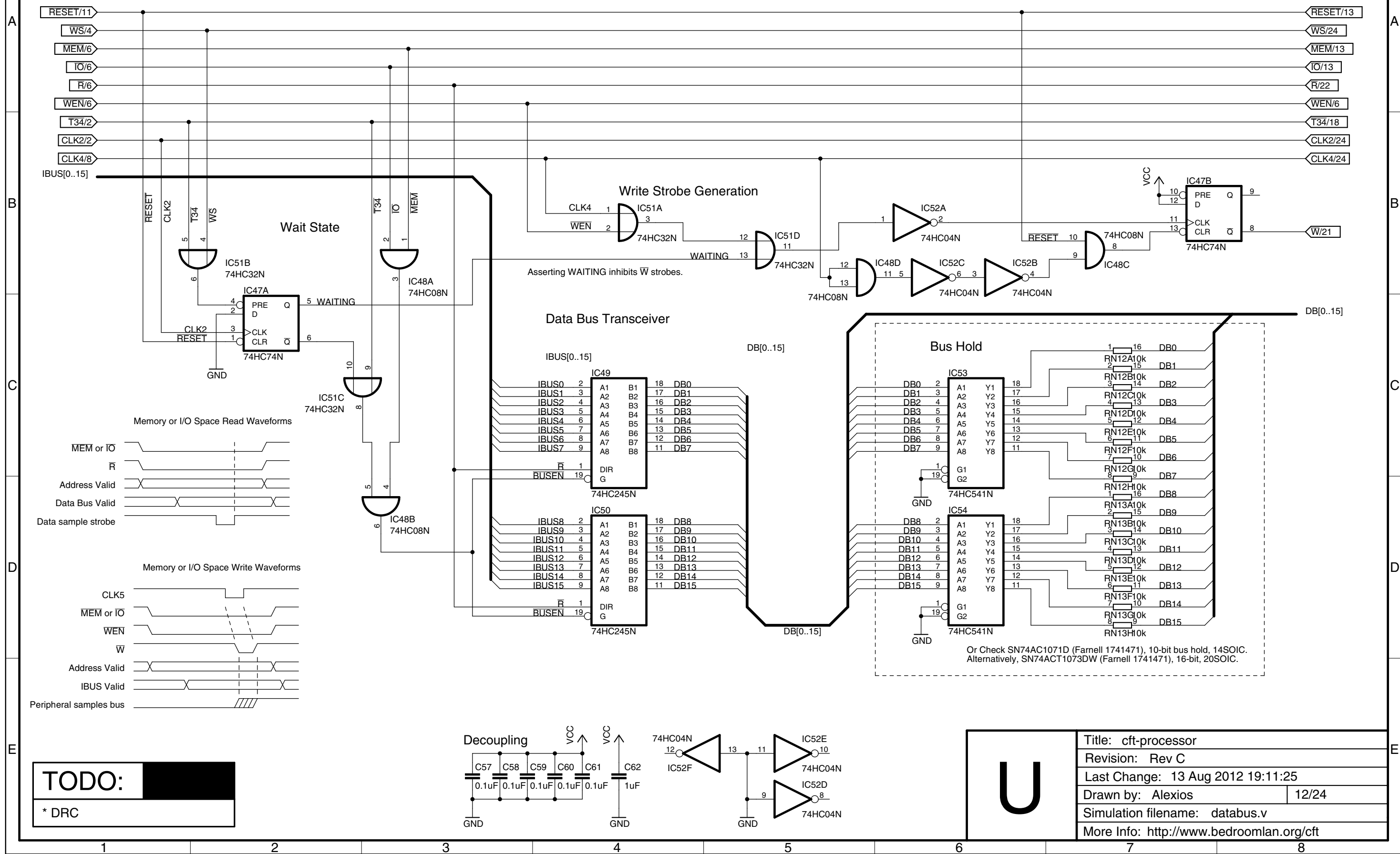


Interrupt State Machine



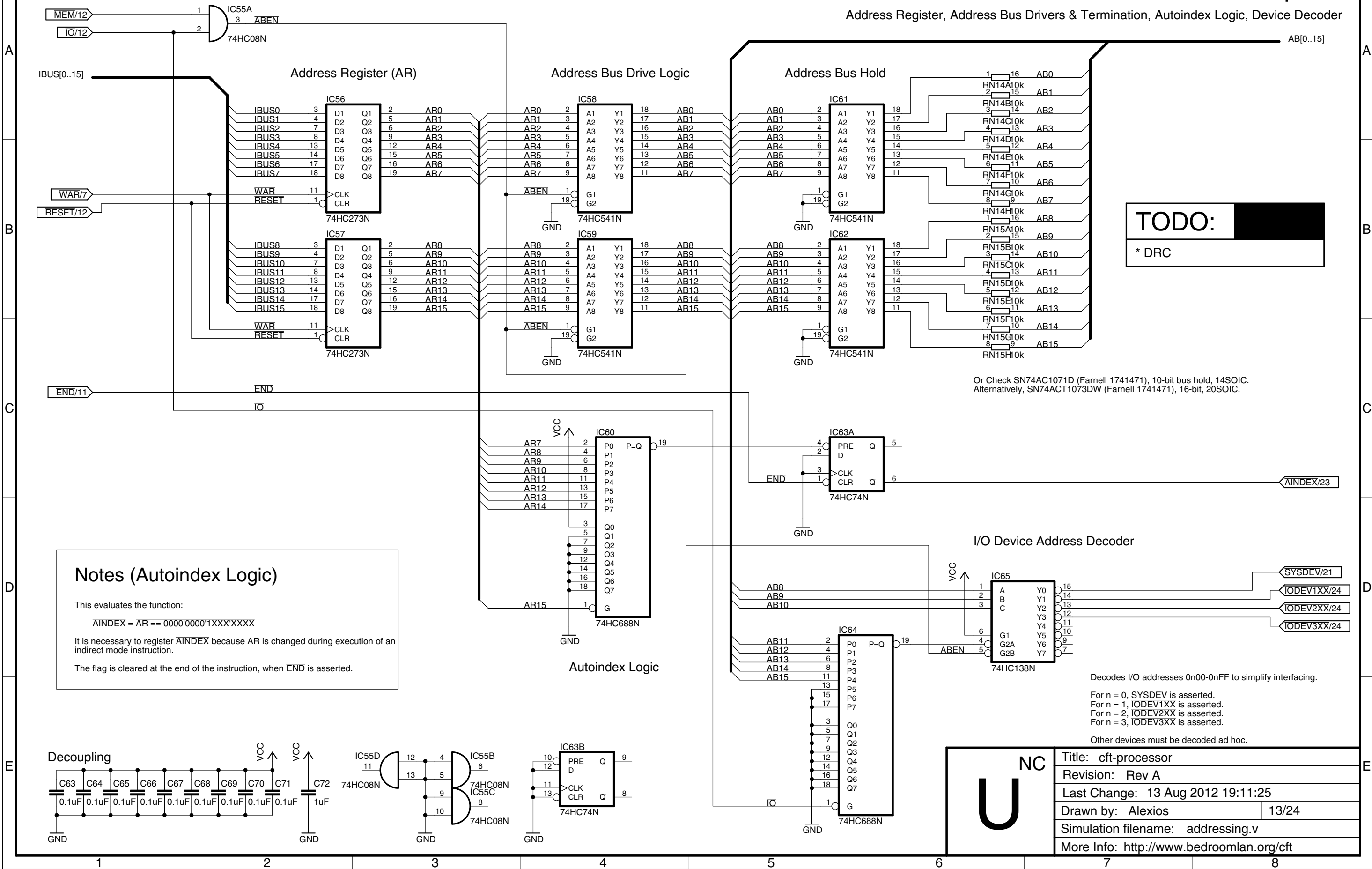
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Data Bus Driver & Bus Termination



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Address Register, Address Bus Drivers & Termination, Autoindex Logic, Device Decoder



TODO:

* DRC

Or Check SN74AC1071D (Farnell 1741471), 10-bit bus hold, 14SOIC.
Alternatively, SN74ACT1073DW (Farnell 1741471), 16-bit, 20SOIC.

Decodes I/O addresses 0n00-0nFF to simplify interfacing.

For n = 0, SYSDEV is asserted.
For n = 1, IODEV1XX is asserted.
For n = 2, IODEV2XX is asserted.
For n = 3, IODEV3XX is asserted.

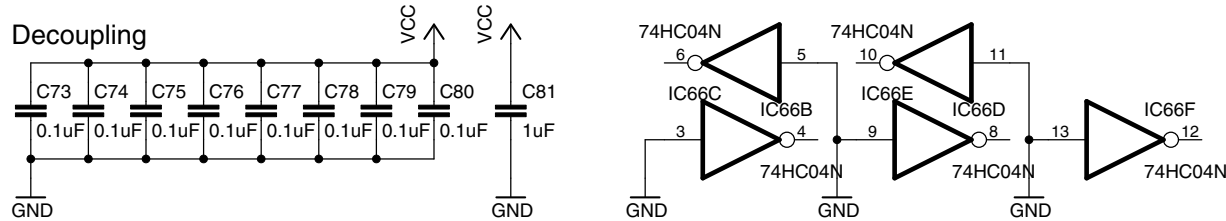
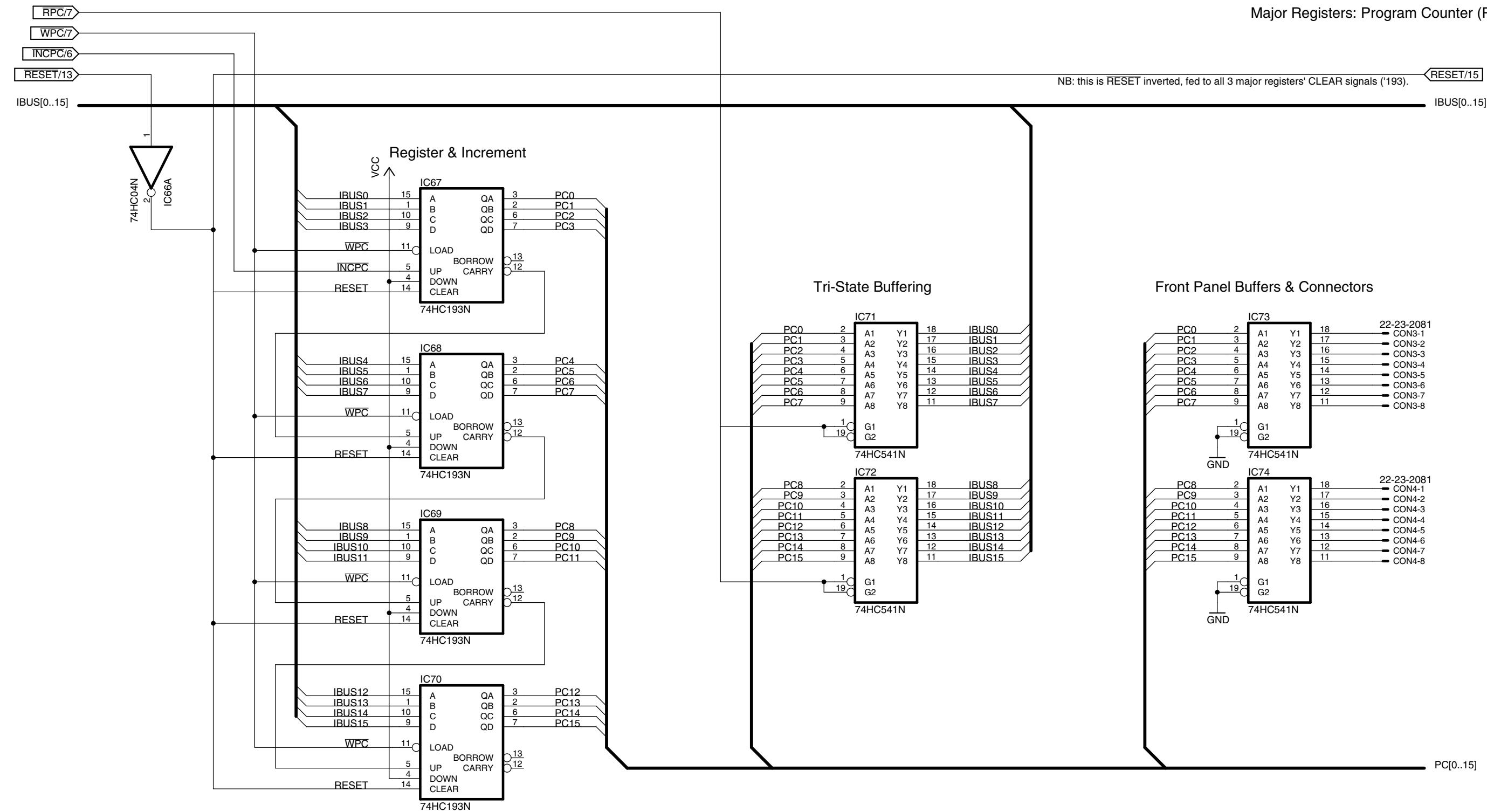
Other devices must be decoded ad hoc.

U NC	Title: cft-processor
	Revision: Rev A
	Last Change: 13 Aug 2012 19:11:25
	Drawn by: Alexios 13/24
	Simulation filename: addressing.v
More Info: http://www.bedroomlan.org/cft	

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Major Registers: Program Counter (PC)

NB: this is RESET inverted, fed to all 3 major registers' CLEAR signals ('193).



TODO:

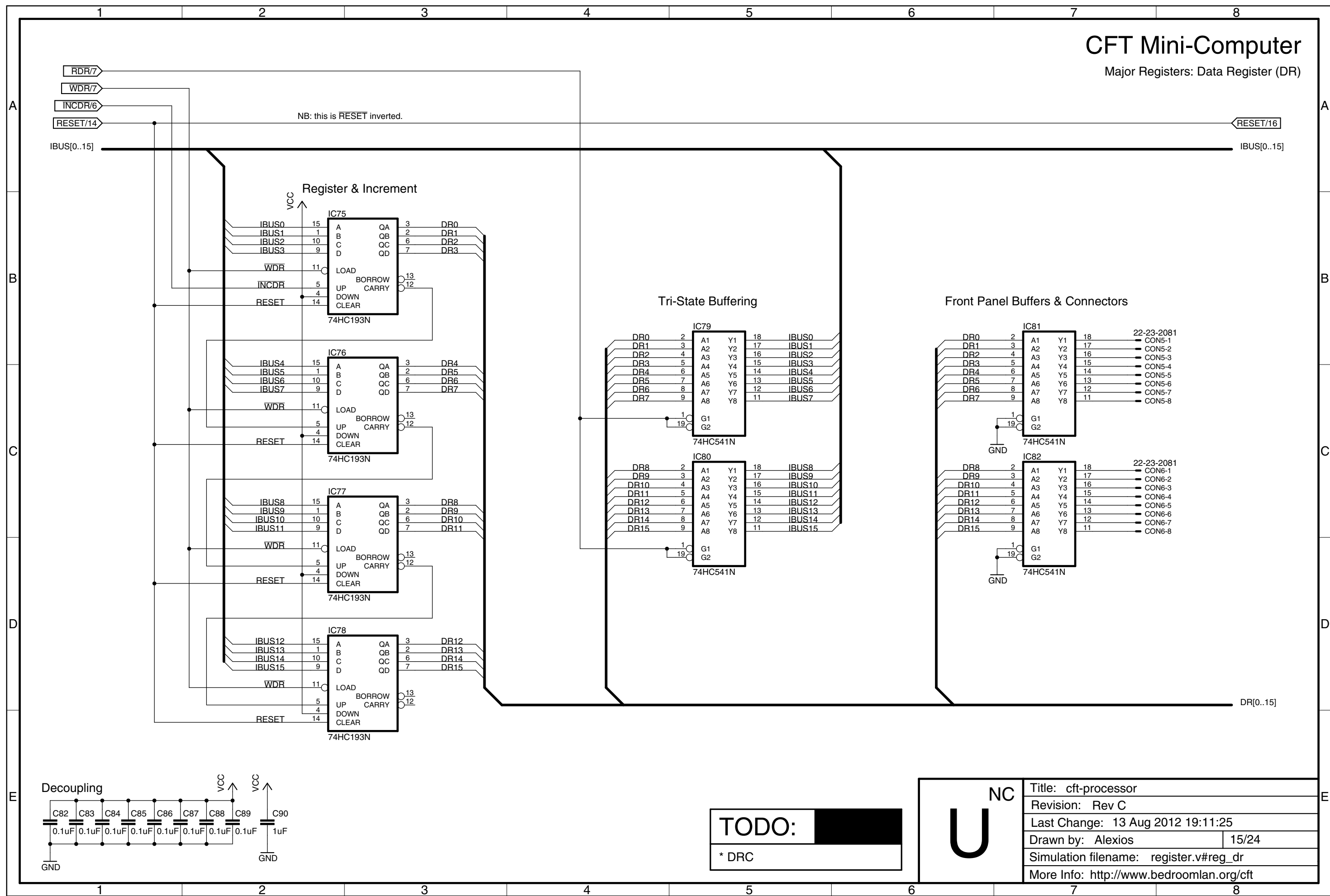
* DRC

NC
U

Title: cft-processor
Revision: Rev B
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 14/24
Simulation filename: register.v#reg_pc
More Info: <http://www.bedroomlan.org/cft>

CFT Mini-Computer

Major Registers: Data Register (DR)



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The L Register



L Register (D flip flop with toggle and reset)

Clears when $\overline{\text{CLL}}$ or RESET asserted.

Notes

Clock is the falling edge of CLK5 (the 'write' clock), so all inputs have had time to settle.

Since FLTADD is registered on the rising edge of CLK5, this implies that ADD carry out will toggle L one clock period after the addition itself.

Clear sources (asynchronous):

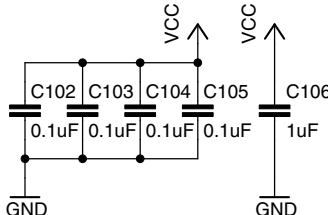
$\overline{\text{CLL}}$ resets it (L=0)
RESET resets it. (L=0)

Data out from a roll instruction sets the L register explicitly when L_LATCH is high.

Toggle Sources (synchronous, to avoid glitches):

ALU carry out (FLD)
CPL toggles it (L=L)

Decoupling



TODO:

* DRC

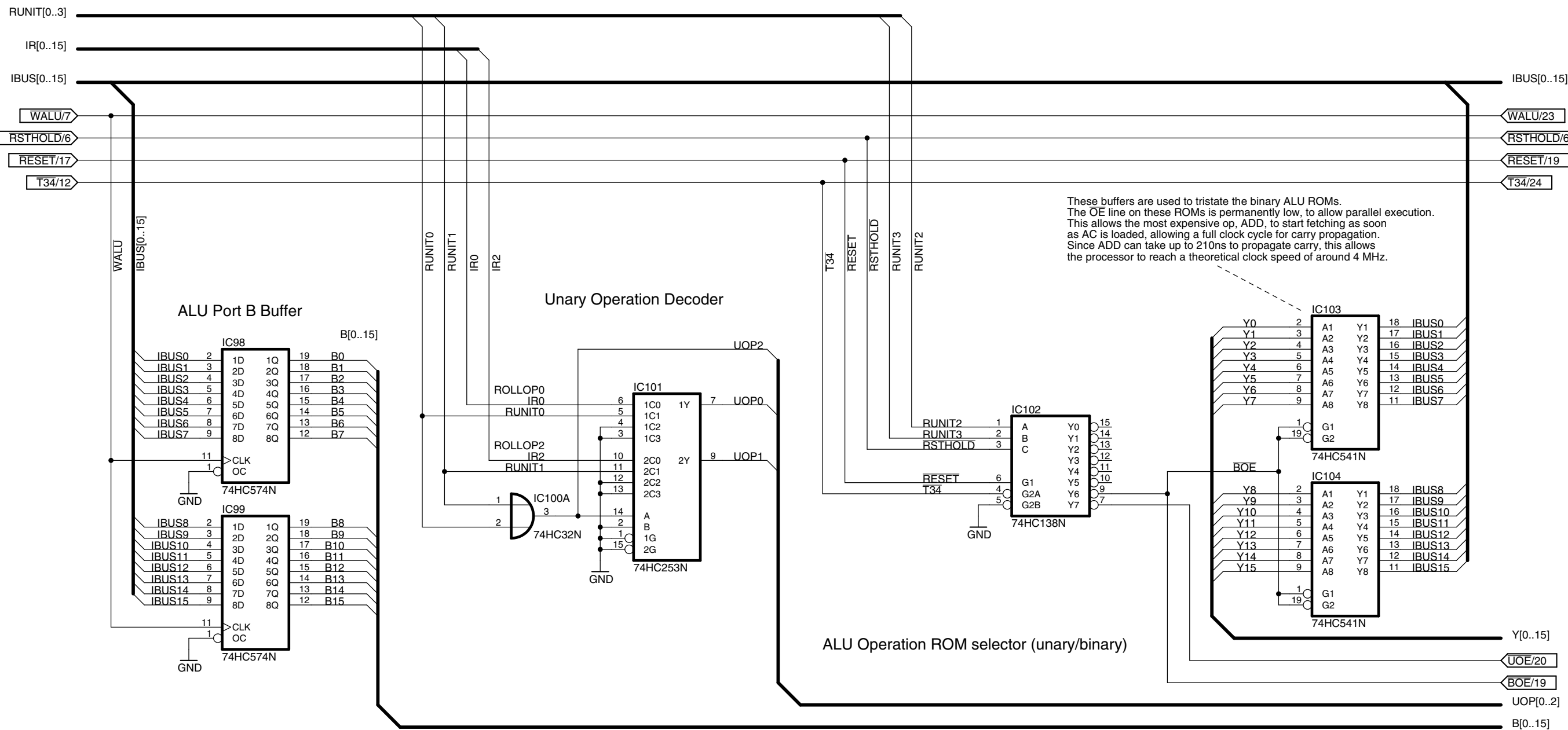
NC
U

Title: cft-processor
Revision: Rev B
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 17/24
Simulation filename: register.v#reg_L
More Info: <http://www.bedroomlan.org/cft>

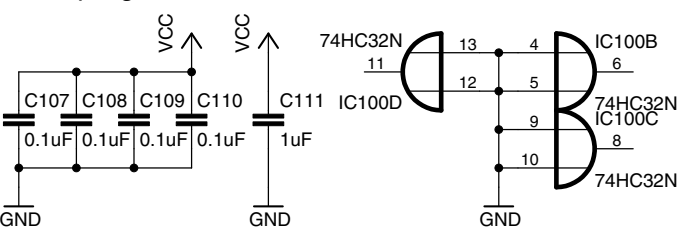
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Arithmetic/Logic Unit: Decoding Logic

These buffers are used to tristate the binary ALU ROMs.
The OE line on these ROMs is permanently low, to allow parallel execution.
This allows the most expensive op, ADD, to start fetching as soon as AC is loaded, allowing a full clock cycle for carry propagation.
Since ADD can take up to 210ns to propagate carry, this allows the processor to reach a theoretical clock speed of around 4 MHz.



Decoupling

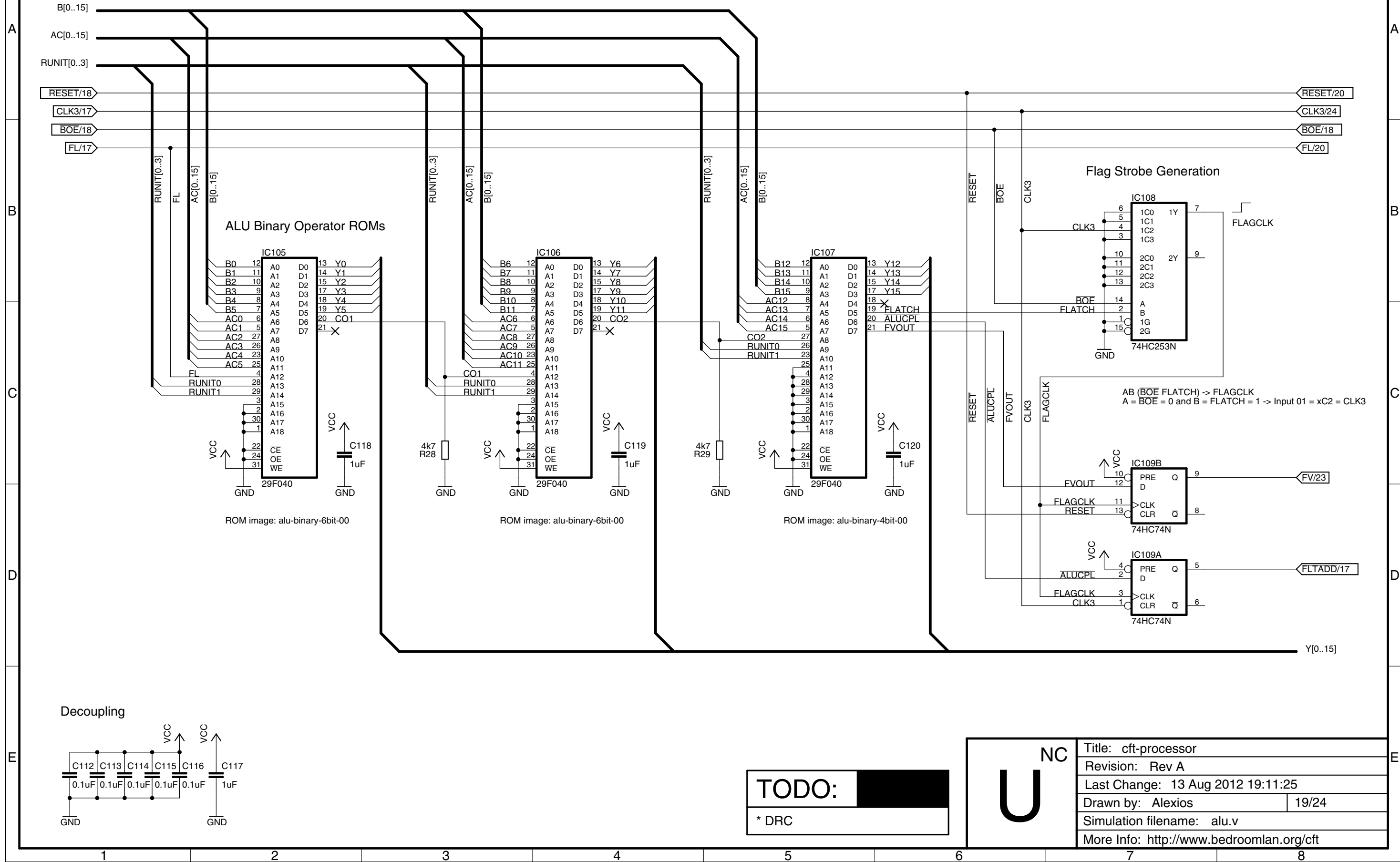


U NC

Title: cft-processor
Revision: Rev B
Last Change: 13 Aug 2012 19:11:25
Drawn by: Alexios 18/24
Simulation filename: alu.v
More Info: <http://www.bedroomlan.org/cft>

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ALU Binary Operators



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ALU Unary Operators and Constant Store

Unary Operations and Constant Store

Warning: each ROM receives a different subset of AC[0..15].

