

# **Multi-core RISC Processor Design and Implementation (Rev. 2.02)**

ELEC5881M - Final Report

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## **Abstract**

This interim report details the 4-month progress on a project to design, implement, and verify, a multi-core FPGA RISC processor. The project has been split into two stages: firstly to build a functional single-core RISC processor, and then secondly to add multiprocessor principles and functionality to it.

Current multiprocessor and network-on-chip communication methods have been discussed and how they could be included in this multi-core RISC design. To-date, a 16-bit instruction set architecture has been designed featuring common load/store instructions, comparison, and bitwise operations. A single-core processor has been implemented in Verilog and verified using simulations/test benches running various simple software programs.

Future tasks have been planned and will focus on the second stage of the project. Work will start on designing a loosely coupled multiprocessor communication interface and bringing them to the single-core processor.

## Revision History

Date	Version	Changes
10/04/2019	2.02	Update future stages.
05/04/2019	2.01	Fix processor RTL diagram.
04/04/2019	2.00	Initial processor RTL diagram.
01/04/2019	1.00	Initial section outline.

Document revisions.

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Name: Ben David Lancaster

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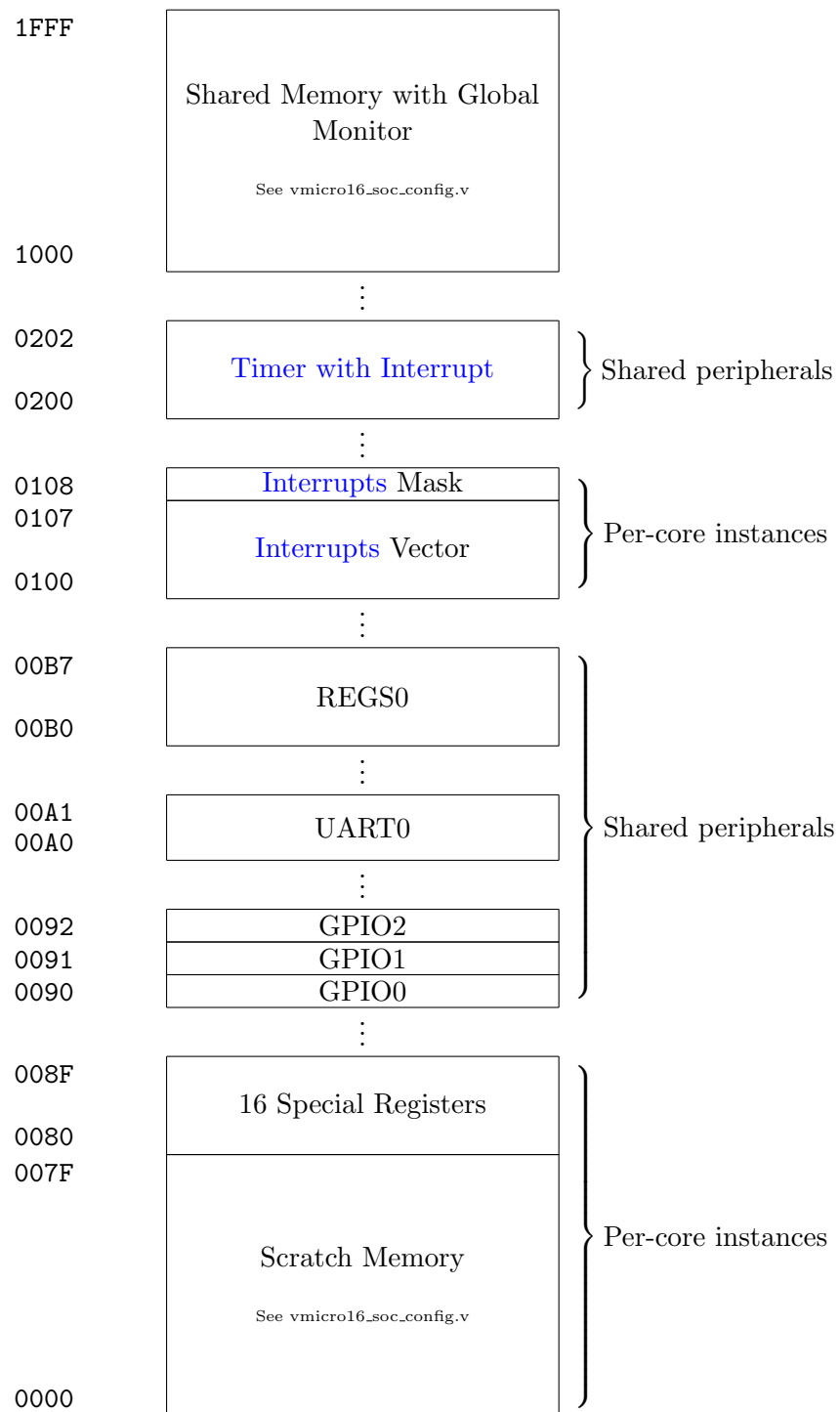
# Chapter 1

## Memory Mapping

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The Vmicro16 processor uses a memory-mapping scheme to communicate with peripherals and other cores.

## 1.1 Memory Map

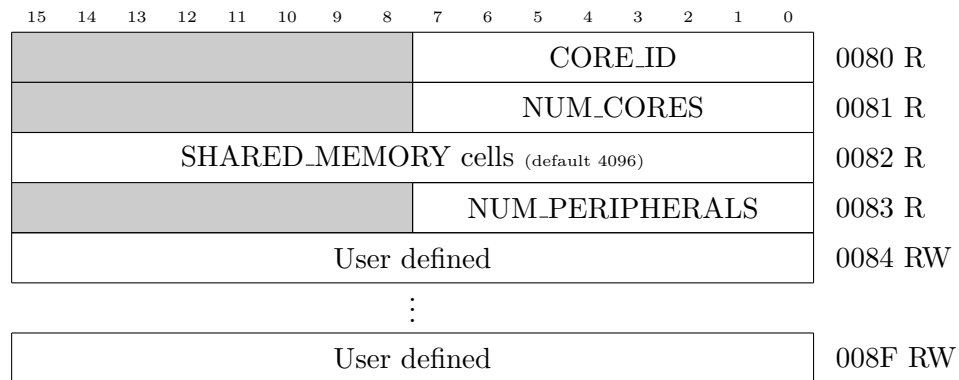


**Figure 1.1:** Memory map showing addresses of various memory sections.



## 1.2 Special Registers

From the software perspective, it is important for both the developer and software algorithms to know the target system's architecture to better utilise the resources available to them. Software written for one architecture with  $N$  cores must also run on an architecture with  $M$  cores. To enable such portability, the software must query the system for information such as: number of processor cores and the current core identifier. Without this information, the developer would be required to produce software for each individual architecture (e.g. an Intel i5 with 4 cores or an Intel i7 with 8 cores, or an NVIDIA GTX 970 with.



**Figure 1.2:** Vmicro16 Special Registers layout (0x0080 - 0x008F).

# Chapter 2

## Interrupts

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This section describes the design, considerations, and implementation, of interrupt functionality within the Vmicro16 processor.

### 2.1 Why Interrupts?

Interrupts are used to enable asynchronous behaviour within a processor.

Interrupts are commonly used to signal actions from asynchronous sources, for example an input button or from a UART receiver signalling that data has been received.

### 2.2 Hardware Implementation

#### 2.2.1 Context Switching

When acting upon an incoming interrupt the current state the processor must be saved so that changes from the interrupt handler, such as register writes and branches, do not affect the current state. After the interrupt handler function signals it has finished (by using the *Interrupt Return* `intr` instruction) the saved state is restored. In the case of the Vmicro16 processor, the program counter `r_pc[15:0]` and register set `regs` instance are the only states that are saved. Going forth, the terms *normal mode* and *interrupt mode* are used to describe what registers the processor should use when executing instructions.

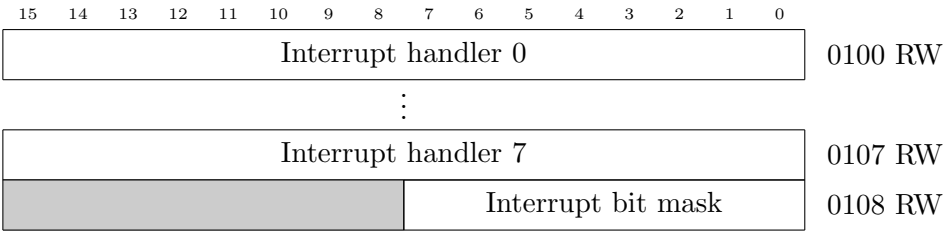
When saving the state, to avoid clocking 128 bits (8 registers of 16 bits) into another register, which would increase timing delays and logic elements, a dedicated register set for the interrupt mode (`regs_isr`) is multiplexed with the normal mode register set (`regs`). Then depending on the mode (identified by the register `regs_use_int`) the processor can easily switch between the two large states without significantly affecting timing.

The timing diagram in Figure 2.1 visually describes this process.



**Figure 2.1:** Time diagram showing the TIMR0 peripheral emitting a 1us periodic interrupt signal (out) to the processor. The processor acknowledges the interrupt (int\_pending\_ack) and enters the interrupt mode (regs\_use\_int) for a period of time. When the interrupt handler reaches the Interrupt Return instruction (indicated by w\_intr) the processor returns to normal mode and restores the normal state.

2.3 Software Interface



**Figure 2.2:** The interrupt vector consists of eight 16-bit values that point to memory addresses of the instruction memory to jump to.

### 2.3.1 Software Example

```
1 entry:
2     // Set interrupt vector at 0x100
3     // Move address of isr0 function to vector[0]
4     movi    r0, isr0
5     // create 0x100 value by left shifting 1 8 bits
6     movi    r1, #0x1
7     movi    r2, #0x8
8     lshft   r1, r2
9     // write isr0 address to vector[0]
10    sw      r0, r1
11
12    // enable all interrupts by writing 0x0f to 0x108
13    movi    r0, #0x0f
14    sw      r0, r1 + #0x8
15    halt                    // enter low power idle state
16
17 isr0:
18     movi    r0, #0xff      // arbitrary name
19     intr                    // do something
                             // return from interrupt
```

# Chapter 3

## Peripherals

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### 3.1 GPIO Interface

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
GPIO0 Output																0090 RW
GPIO1 Output																0091 RW
GPIO1 Input																0092 R

### 3.2 Timer with Interrupt

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Load Value																0200 RW
													I	R	S	0201 W
Prescaler																0202 W

### 3.3 UART Interface

15	8	7	1	0		
			Transmit Data		00A0 W	
			Receive Data		00A1 R	
				E	I	00A2 R/W

## Chapter 4

# System-on-Chip Layout

The Vmicro16 processor uses



Figure 4.1: •

# Chapter 5

## Interconnect

The Vmicro16 processor uses

# Chapter 6

## Introduction

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This project will detail the design, implementation, and verification, of a new multi-core RISC processor aimed at FPGA devices. This project was chosen due to my interest in processor design, in which I have only previously designed single-core RISC processors and wish to extend this knowledge to gain a basic understanding of multi-core communication, design considerations, and the limitations of parallelism first hand.

I will use this opportunity to further develop my knowledge of FPGA and processor design by implementing, designing, and verifying, a multi-core RISC processor from scratch, including the design of a communication interface between multiple cores.

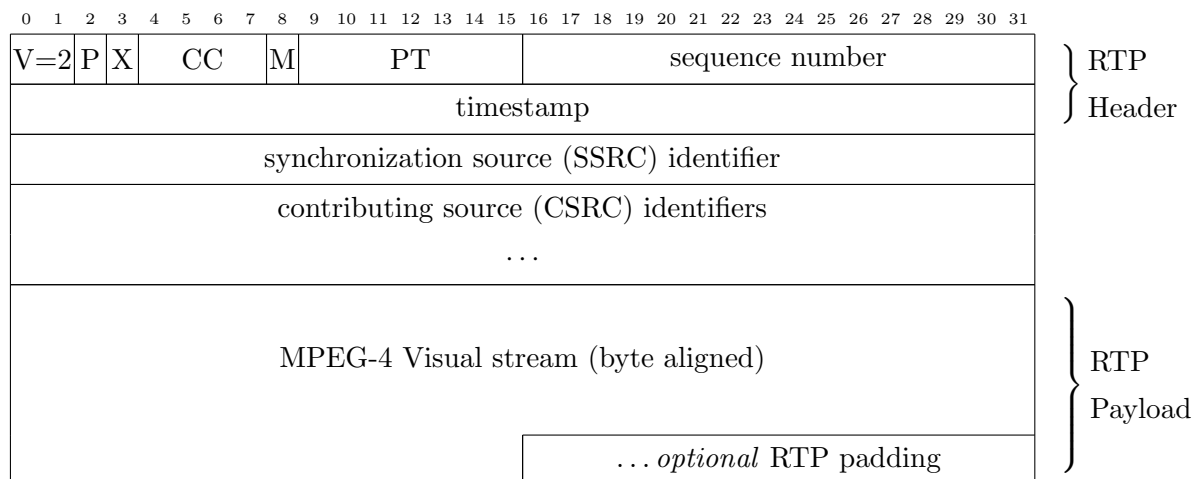


Figure 6.1: Foo

### 6.1 Why Multi-core?

Moore's Law states that the number of transistors in a chip will double every 2 years [1]. CPU designers would utilize the additional transistors to add more pipeline stages in the processor to reduce the propagation delay [2] which would allow for higher clock frequencies.



The size of transistors have been decreasing [] and today can be manufactured in sub-10 nanometer range. However, the extremely small transistor size increases electrical leakage and other negative effects resulting in unreliability and potential damage to the transistor []. The high transistor count produces large amounts of heat and requires increasing power to supply the chip. These trade-offs are currently managed by reducing the input voltage, utilising complex cooling techniques, and reducing clock frequency. These factors limit the performance of the chip significantly. These are contributing factors to Moore's Law *slowing* down. The capacity limit of the current-generation planar transistors is approaching and so in order for performance increases to continue, other approaches such as alternate transistor technologies like Multigate transistors [1], software and hardware optimisations, and multi-processor architectures are employed.

This report will focus on the latter: to produce a small multi-core processor that can utilise software-based parallelism to gain performance benefits, compared to a larger single-core design.

## 6.2 Why RISC?

RISC architectures feature simpler and fewer instructions compared to CISC, which emphasises instructions that perform larger tasks. A single CISC instruction might be performed with multiple RISC instructions. Because of the fewer and simpler instructions, RISC machines rely heavily on software optimisations for performance. RISC instruction sets are based on load/store architectures, where most instructions are either register-to-register or memory reading and writing [2]. This constraint greatly reduces complexity.

RISC architectures are easier to design implement, especially for beginners, due to their simpler instructions that share the same pipeline, compared to CISC where there may be different pipeline for each instruction, which would greatly consume FPGA resources.

## 6.3 Why FPGA?

Field programmable gate arrays (FPGA) are a great choice for prototyping digital logic designs due to their programmable nature and quick development times.

My previous experience with FPGAs in previous projects will reduce risk and learning times and allow for more time to be spent on adding and extending features (discusses further in section 8.1).

FPGAs, however, may not be suitable for prototyping all register-transistor logic (RTL) projects. Larger RTL projects, such as large commercial processors, may greatly exceed the logic cell resources available in today's high-end FPGA devices and may only be prototyped through silicon fabrication, which can be expensive. This resource limitation will not be problem as the project aims to produce a small and minimal design specifically for learning about multi-core architectures.

# Chapter 7

## Background

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### 7.1 Amdahl's Law and Parallelism

In many applications, not restricted to software, there may exist many opportunities for processes or algorithms to be performed in parallel. These algorithms can be split into two parts: a serial part that cannot be parallelised, and a part that can be parallelised. Amdahl's Law defines a formula for calculating the maximum *speedup* of a process with potential parallelism opportunities when ran in parallel with  $n$  many processors. Speedup is a term used to describe the potential performance improvements of an algorithm using an enhanced resource (in this case, adding parallel processors) compared to the original algorithm. Amdahl's Law is defined below, where the potential speedup  $S_p$  is dependant on the portion of program that can be parallelised  $p$  and the number of processing cores  $n$ :

$$S_p = \frac{1}{(1 - p) + \frac{p}{n}} \quad (7.1)$$

This formula will be used throughout the project to gauge the performance of the multi-core design running various software algorithms.

### 7.2 Loosely and Tightly Coupled Processors

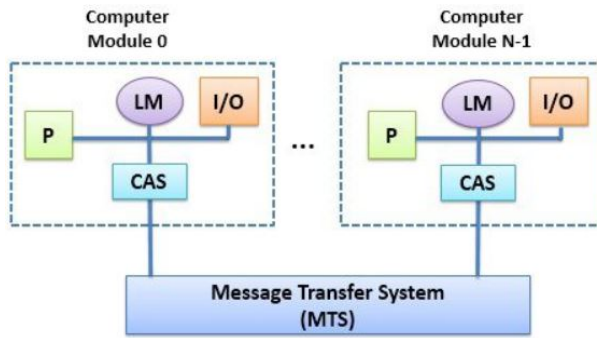
Multiprocessor systems can be generalised into two architectures: loosely and tightly coupled, and each architecture has advantages and disadvantages. In loosely coupled systems, each processing node is self-contained – each node has its own dedicated memory and IO modules. Communication between nodes is performed over a *Message Transfer System (MTS)* [3] in a master-slave control architecture.

Scalability in loosely coupled systems is generally easier to implement as each node can simply be appended to the shared MTS interface without large modifications to the rest of the system. Scalability is an important concern in this project as I wish to test the developed solution with a range of processing nodes.

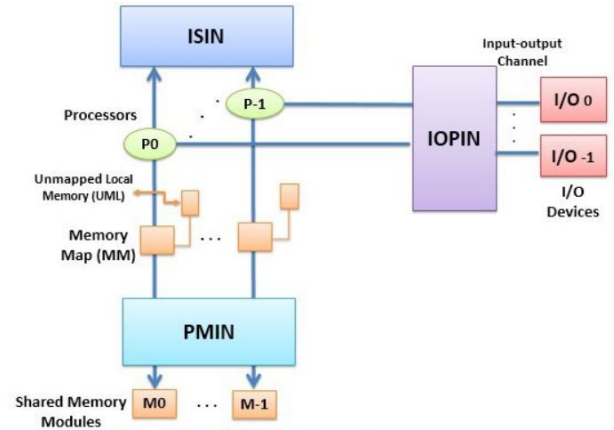
As loosely coupled system's nodes feature their own memory and IO modules, they generally perform better in cases where interaction between nodes is not prominent – each node can store a separate part of the software program in its memory module allowing simultaneous executing of the program.

In scenarios where inter-node communication is prominent however, access to the MTS interface must be scheduled to avoid access conflicts which introduces delays and idle times in the software programs execution, resulting in lower throughput. Figure 7.1 shows a general layout of a loosely coupled multiprocessor system.

Tightly coupled systems feature processing nodes that do not have their own dedicated memory or IO modules – each node is directly connected to a shared memory module using a dedicated port. In scenarios where inter-node communication is prominent, tightly coupled systems are generally better suited as nodes are directly connected to a shared memory and do not need to wait to use a shared bus.



**Figure 7.1:** A loosely coupled multiprocessor system. Each node features its own memory and IO modules and uses a Message Transfer System to perform inter-node communication. Image source: [3].



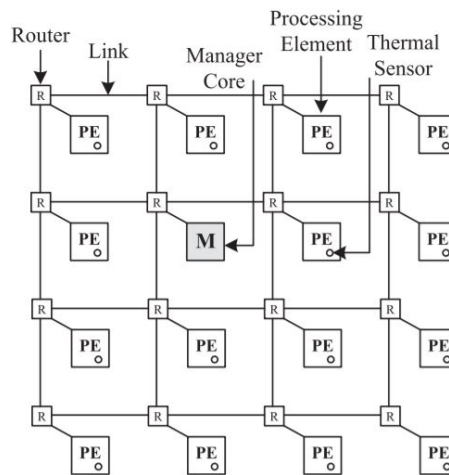
**Figure 7.2:** A tightly coupled multiprocessor system. Nodes are directly connected to memory and IO modules. Image source: [3].

This project will utilise a loosely coupled architecture due to its easier scalability implementation and my previous experience with the design of single-core processors. Although it will require a scheduler to access the MTS, the experience and knowledge gained from this task will be greatly beneficial for future projects.

### 7.3 Network-on-chip Architectures

Network-on-chip (NoC) architectures implement on-chip communication mechanisms that are based on network communication principles, such as routing, switching, and massive scalability [4]. NoC's can generally support hundreds to millions of processing cores. Figure 7.3 shows an example 16-core network-on-chip architecture. NoC's can scale to very large sizes while not sacrificing performance because each processor core is able to drive the network rather than needing to wait for a shared bus to become free before doing so.

The greater the number of cores in a network-on-chip design, the greater quality of service (QoS) problems arise. As such, network-on-chip architectures suffer the same problems as networks, such as fairness and throughput [5].



**Figure 7.3:** A multiprocessor network-on-chip architecture with 16 processing nodes. Nodes are connected in a grid formation with routers and links. Image source: [6].

# Chapter 8

## Project Overview

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This chapter discusses the the project’s requirements, goals, and structure.

### 8.1 Project Deliverables

The project’s deliverables are split into two sections: core deliverables (CD) – each deliverable must be satisfied for the project to be a minimum viable product (MVP), and extended deliverables (ED) – deliverables that are not required for a MVP – features that only improve upon an existing feature.

#### 8.1.1 Core Deliverables (CD)

The project’s core deliverables are described below.

##### **CD1 Design a compact 16-bit RISC instruction set architecture.**

The instruction set will be the primary interface to control the processor from software. An instruction set will be required to implement the custom multi-core communication interface.

It was decided to design a new instruction set rather than to extend an existing architecture as this will increase my knowledge of the constraints to consider when designing instruction sets and processors.

**CD2 Design and implement a Verilog RISC core that implements the ISA in CD1.**

The Verilog RISC core will be able to run software program written for the instruction set architecture.

**CD3 Design and implement an on-chip interconnect for multi-core processing (2 to 32 cores) using the RISC core from CD2.**

The interconnect will be a chief requirement to enable multi-core communication. The interconnect should support up to 32 cores, however FPGA implementation constraints may limit this due to limited resources.

The interconnect will control communication between the cores to enable software parallelism.

**CD4 Analyse performance of serial and parallel software algorithms, such as parallel DFT, on the processor.**

To evaluate the effectiveness of the developed solution, a serial and parallel implementation of a simple computing algorithm (parallel reduction, sorting) will be ran on the processor and it's performance analysed. Effectiveness will be rated on total algorithm run-time and the speed-up gained by adding more cores.

**CD5 Allow the RISC core to be easily compiled to multiple FPGA vendors (Xilinx, Altera).**

The developed solution should be generic and portable to allow it to be used across a wide-range of FPGA vendors and devices.

Verilog is a generic implementation-independent hardware-description language and so designing implementation specific modules is recommended.

A key consideration for this requirement is to consider the varying hard IP provided by the FPGA vendors (such as BRAM, ethernet, and PCIe [7, 8]). To overcome this problem, the developed Verilog code will conditionally compile where vendor specific requirements are present.

**8.1.2 Extended Deliverables (ED)**

The project's extended deliverables are described below.

**ED1** Design a RISC core with an instructions-per-clock (IPC) rating of at least 1.0 (a single-cycle CPU).

**ED2** Design a RISC core with a pipe-lined data path to increase the design's clock speed.

**ED3** Design a scalable multi-core interconnect supporting arbitrary (more than 32) RISC core instances (manycore) using Network-on-Chip (NoC) architecture.

**ED4** Design a compiler-backend for the PRCO304 [9] compiler to support the ISA from1 CD1. This will make it easier to build complex multi-core software for the processor.

**ED5** The RISC core can communicate to peripherals via a memory-mapped addresses using the Wishbone bus.

**ED6** Implement various memory-mapped peripherals such as UART, GPIO, LCD, to aid visual representation of the processor during the demonstration viva.

**ED7** Store instruction memory in SPI flash.

**ED8** Reprogram instruction memory at runtime from host computer.

**ED9** Processor external debugger using host-processor link.

## 8.2 Project Timeline

### 8.2.1 Project Stages

The project is split up into many stages to aid planning and management of the project. There are 8 unique stage areas: 1. Initial project conception; 2 Basic RISC core development; 3. Extended RISC core development; 4. Multi-core development; 5. Processor quality-of-life (QoL) improvements; 6. Compiler development; 7. Demo preparation, and 8. Final report.

The project stages are shown in Table [8.1](#).

### 8.2.2 Project Stage Detail

#### Stages 1.0 through 1.2 – Research and Project Conception

These stages cover initial research of existing problems and solutions in the multiprocessor area. The instruction set architecture is also proposed that later stages will implement.

#### Stages 2.1 through 2.3 – Processor module Design, Implementation, and Integration

These stages cover the design, implementation, and integration of key processor core modules such as the instruction decoder, register sets and local memory. Integration of all the modules is a challenging task because some modules have both asynchronous and synchronous signals that need to be timed correctly in order for other modules to receive valid data. An example of this is the register set which has asynchronous read ports that are later clocked in the instruction decode stage.

#### Stages 3.1 through 3.4 – Advanced Processor Implementation

These stages add advanced features to the processor to provide a more functional product. Although these stages are classified as extended, their technical requirement to design and implement is not great and so are have time allocations in the project schedule. The extended features that these stages introduce are: pipelined processor stages – to drastically increase processor performance; provide a memory-mapped peripheral interface through the MMU; provide a Wishbone master interface to the MMU – allowing external peripherals such as GPIO and LCD displays to be utilised in a modular fashion; and to implement a cache memory for each processor core.

Stage	Title	Start Date	Days	Core	Applicable Deliverables
1.0	Research	Feb 04	7	x	
1.1	Requirement gathering/review	Feb 11	14	x	
1.1	Processor specification, architecture, ISA	Feb 18	100	x	<b>CD1</b>
1.2	Stage/Time Allocation Planning	Feb 25	7	x	
2.1	Decoder, Register Set, impl & integration	Feb 25	14	x	<b>CD2</b>
2.2	Register set impl & integration	Mar 04	14	x	<b>CD2</b>
2.3	Local memory impl & integration	Mar 11	14	x	<b>CD2</b>
3.1	Memory mapped register layout & impl	Apr 01	21		<b>ED5</b>
3.2	Wishbone peripheral bus connected to MMU	Apr 08	21		<b>ED5</b>
3.3	Pipelined implementation and verification	Apr 15	21		<b>ED2</b>
3.4	Cache memory design & impl	Apr 22	28		<b>ED2</b>
4.1	Multi-core communication interface	TBD	TBD	x	<b>CD3</b>
4.2	Shared-memory controller	TBD	TBD	x	<b>CD3</b>
4.3	Scalable multi-core interface (10s of cores)	TBD	TBD	x	<b>CD3</b>
4.4	Multi-core example program (reduction)	TBD	TBD	x	<b>CD4</b>
5.1	SPI-FPGA interface for OTG programming	TBD	TBD		<b>ED7</b>
5.2	FPGA-PC interfacing	TBD	TBD		<b>ED9</b>
5.3	FPGA-PC debugging (instruction breakpoints)	TBD	TBD		<b>ED9</b>
6.1	Compiler backend for vmicro16	TBD	TBD		<b>ED4</b>
6.2	Compiler support for multi-core codegen	TBD	TBD		<b>ED4</b>
7.1	Wishbone peripherals for demo	TBD	TBD	x	<b>CD4</b>
8.1	Final Report	TBD	TBD	x	

**Table 8.1:** Project stages throughout the life cycle of the project.**Stages 4.1 through 4.4 – Multiprocessor Functionality**

These stages are dedicated to adding multiprocessor functionality using a loosely coupled architecture to the processor.

**Stages 5.1 through 5.3 – Debugging Features**

These stages cover debugging features and are classified as extended due to the large development time required to implement them as well as not being related to multiprocessor systems.

**Stages 6.1 through 6.2 – Compiler Backends**

These stages cover the implementation of a compiler backend to ease software writing and programming of the processor.



### Stage 7.1 – Wishbone Peripherals

Additional Wishbone peripherals, such as SPI and timers will be added to produce a more useful multiprocessor system.

### Stage 8.1 – Final Report

This stage is dedicated to the final report write-up. It is expected to be an iterative task that is active throughout the lifespan of the project.

#### 8.2.3 Timeline

The project stages from Table 8.1 are displayed below in a Gantt chart.

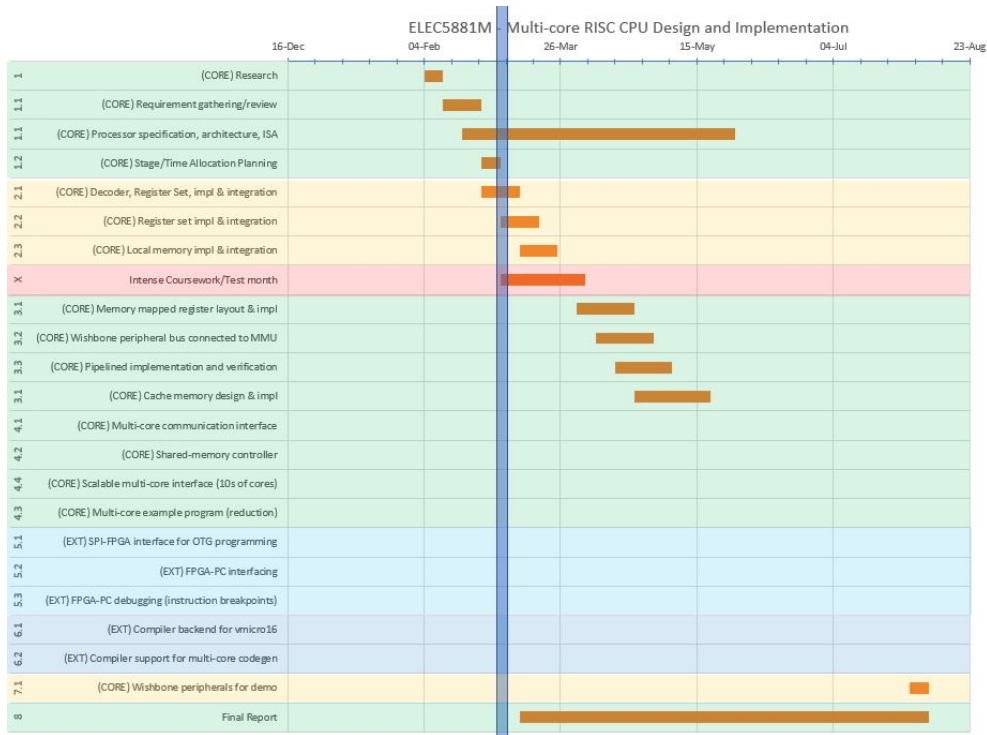


Figure 8.1: Project stages in a Gantt chart.

## 8.3 Resources

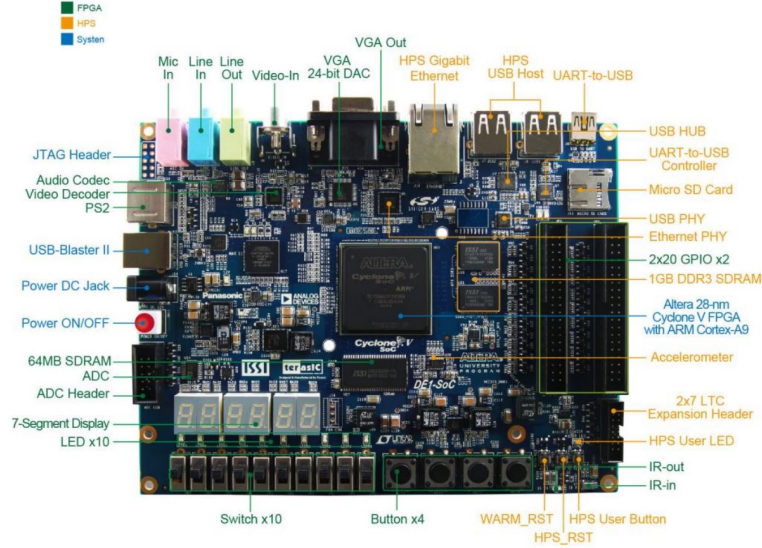
This section describes the hardware and software resources required to fulfil the project.

### 8.3.1 Hardware Resources

Core deliverable **CD5** requires the designed RISC core to be implemented and demonstrated on multiple FPGA devices. Although my design should synthesise for physical IC implementation, due to high costs and lengthy production times, it is not a primary development target. Due to having past experience with Xilinx FPGAs from my placement work and experience with Altera from university modules it was decided to target the Xilinx Spartan 6 XC6SLX9 and the Altera Cyclone V.

### Terasic DE1-SoC Development Board

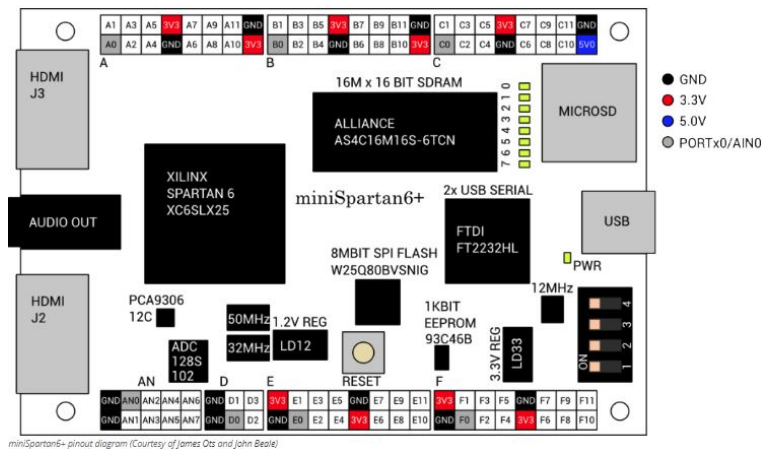
The Terasic DE1-SoC development board features a large Cyclone V FPGA and many peripherals, such as seven-segment displays, 64 MB SDRAM, ADCs, and buttons and switches, which will aid demonstration of the project. The development board is available through the university so the cost is negligible. Figure 8.2 shows the peripherals (green) available to the FPGA.



**Figure 8.2:** Terasic DE1-SoC development board featuring the Altera Cyclone V FPGA and many peripherals. Image source: [10].

### Minispartan 6+ FPGA Development Board

The Minispartan 6+ is a hobbyist FPGA development board with fewer peripherals than the DE1-SoC. The board features a Xilinx Spartan 6 XC6SLX9 which has far fewer resources than the DE1-SoC's Cyclone V however it's simplicity and my familiarity with Xilinx's software suite will speed up development. The development board is shown in Figure 8.3.



**Figure 8.3:** Minispartan-6+ development board featuring the Xilinx Spartan 6 XC6SLX9. Note that the XC6SLX9 and XC6SLX25 FPGAs share the same board. Image source: [11].

### 8.3.2 Software Resources

#### Intel Quartus

Intel Quartus Prime is a paid-for SoC, CPLD, and FPGA software suite targeting Intel's Stratix, Arria, and Cyclone based FPGAs. The university provides student licences which will be used via VPN.

#### Xilinx ISE Webpack

Xilinx ISE Webpack is Xilinx's free software suite for FPGA development for Spartan 6 based FPGAs. Due to ISE's intuitive and fast work flow, most of the initial simulation and verification processes will be performed using ISE. This will greatly improve development times.

#### Verilator

Verilator is an open-source Verilog to C++ transpiler which provides a C++ interface to simulate Verilog modules and read/write values similar to a test bench. Verilator will be used for specific modules within the RISC core such as the ALU and decoder as Verilator is useful when performing exhaustive verification.

## 8.4 Legal and Ethical Considerations

The RISC core is designed to be used as an academic research and educational tool to aid learning and understanding of RISC and multi-core machines. It should not be used for roles where mission critical or safety is a factor.

The processor does not provide any memory protection features and any software running on the processor has full access to all memory.

The processor does not store/track/predict software instructions. The processor uses pipelining techniques to improve performance which results in future instructions entering the pipeline even if the software's logical sequence does not include these instructions. This could result in security vulnerabilities similar to Intel's Spectre vulnerability [12].

# Chapter 9

## Current Progress

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This chapter discusses the current progress made towards the project, including designs, implementation, and current results.

### 9.1 RISC Core

Following the project time line described in section 8.2, the first couple months have been dedicated to the design and implementation of the instruction set architecture and RISC core with stages 1-3. Good progress has been made in both deliverables, the ISA and the RISC core, and the progress is on-time with the initial project time line. The core has been nicknamed *Vmicro16* – short for Verilog microprocessor 16-bit.

#### 9.1.1 Instruction Set Architecture

A 16-bit instruction set architecture (ISA) has been designed using an iterative approach. There currently exists 32 unique instructions covering most generic RISC operations (add, load/store, branch, compare, etc.) and atleast 16 opcodes available to be provide multi-core communication and functionality. This number should be adequate to support these features when the work begins on the multi-core project stages (stages 4-7).

#### Design Goals

Having past experience designing and implementing ISAs for previous projects, I wanted to use that knowledge to design an even more efficient and compact instruction set that could provide much greater functionality. The technical design goals of the ISA are described below:

##### **ISA1 Use a fixed width of 16-bits for all instructions.**

This will significantly reduce RTL resources and encourage efficiency by not wasting spare bits. In addition, many SPI flash and RAMs support 16-bit wide data reads

which will allow each instruction fetch to only require one clock cycle, thus increasing processor performance.

**ISA2 Be able to select at least two registers for common instructions.**

This will reduce the number of required instructions to manipulate register data. A disadvantage of using two instead of three register selects is that instructions are always destructive – they always *destroy* existing data in the destination register (e.g.  $R0 = \text{ADD } R0 \ R1$ ) unlike constructive instructions that provide a unique register select for the destination (e.g.  $R2 = \text{ADD } R0 \ R1$ ).

**ISA3 Reduce bit-space for frequently used instructions (MOV, MOVI, ADD).**

Due to the 16-bit limit, two register selects, and immediate values, the opcode bits are reduced resulting in fewer unique instructions. To overcome this constraint, spare bits in other instructions will be appended to the opcode bits to extend the opcode range. This however, will require a more complex decoder that must first switch the opcode, then switch any spare bits to determine the final opcode. This method will significantly increase the number of unique instructions provided by the instruction set.

**ISA4 Provide frequently used actions as options for existing instructions.**

In software, frequently used actions include incrementing/decrementing by 1 and performing logical comparisons which usually take more than one instruction on some RISC architectures. As they are common actions, the instruction overhead and time may be significant and can affect performance. To provide a solution to this problem, in addition to using spare bits to extend the opcode range, spare bits will be used to signify a frequently used action to be performed by the ALU.

As shown in Figure 9.1, frequently used commands such as incrementing/decrementing and logical comparisons are provided by setting spare bits to special values. For example, the instructions `ARITH_UADDI` and `ARITH_SSUBI` extend the `ARITH_U` and `ARITH_S` opcodes by filling the spare bit, 4. If this bit is not set (0), the instruction allows for a 4-bit immediate value to be added in addition to the two register selects. The 4-bit immediate allows adding a small number to the ALU which is useful in the case of software for loops where an increment/decrement of more than 1 is required.

Another example is the `SETC` instruction. Inspired by Intel's x86 `SETCC`, the instruction sets the destination register to zero or one depending on the result of the `CMP` instruction's flags. Without this instruction, multiple branches would be required to convert the comparison's flags to logical zeros and ones.

**ISA5 Provide instructions for performing bitwise manipulations.**

RISC processors are commonly used for microprocessing and microcontroller actions which typically includes bit manipulation. The ISA provides bitwise OR, XOR, AND, NOT, and shifting instructions under a single opcode to fill this need.

**ISA6 Provide instructions for explicitly performing signed and unsigned arithmetic.**

Performing signed and unsigned arithmetic is a key requirement for RISC applications and so it was decided to provide such instructions. Software programmers can easily switch between signed and unsigned arithmetic by setting bit 11 in the **ARITH** instruction family. Being able to change between signed and unsigned arithmetic instructions by changing a single bit will make the RISC processor's decoder module smaller and less complex.

Without explicit unsigned and signed instructions, extra instructions would be required to perform addition and subtraction. In addition, due to two's complement representation of signed numbers, the highest immediate operand value would be halved, resulting in more instructions to reach the desired value.

	15-11	10-8	7-5	4-0	rd ra simm5
	15-11	10-8	7-0		rd imm8
	15-11	10-0			nop
	15	14:12	11:0		extended immediate
NOP	00000		X		
LW	00001	Rd	Ra	s5	Rd <= RAM[Ra+s5]
SW	00010	Rd	Ra	s5	RAM[Ra+s5] <= Rd
<b>BIT</b>	<b>00011</b>	<b>Rd</b>	<b>Ra</b>	<b>s5</b>	<b>bitwise operations</b>
BIT_OR	00011	Rd	Ra	00000	Rd <= Rd   Ra
BIT_XOR	00011	Rd	Ra	00001	Rd <= Rd ^ Ra
BIT_AND	00011	Rd	Ra	00010	Rd <= Rd & Ra
BIT_NOT	00011	Rd	Ra	00011	Rd <= ~Ra
BIT_LSHFT	00011	Rd	Ra	00100	Rd <= Rd << Ra
BIT_RSHFT	00011	Rd	Ra	00101	Rd <= Rd >> Ra
MOV	00100	Rd	Ra	X	Rd <= Ra
MOVI	00101	Rd		i8	Rd <= i8
<b>ARITH_U</b>	<b>00110</b>	<b>Rd</b>	<b>Ra</b>	<b>s5</b>	<b>unsigned arithmetic</b>
ARITH_UADD	00110	Rd	Ra	11111	Rd <= uRd + uRa
ARITH_USUB	00110	Rd	Ra	10000	Rd <= uRd - uRa
ARITH_UADDI	00110	Rd	Ra	0AAAA	Rd <= uRd + Ra + AAAA
<b>ARITH_S</b>	<b>00111</b>	<b>Rd</b>	<b>Ra</b>	<b>s5</b>	<b>signed arithmetic</b>
ARITH_SADD	00111	Rd	Ra	11111	Rd <= sRd + sRa
ARITH_SSUB	00111	Rd	Ra	10000	Rd <= sRd - sRa
ARITH_SSUBI	00111	Rd	Ra	0AAAA	Rd <= sRd - sRa + AAAA
<b>BR</b>	<b>01000</b>	<b>Rd</b>		<b>i8</b>	<b>conditional branch</b>
BR_U	01000	Rd		0000 0000	Any
BR_E	01000	Rd		0000 0001	Z=1
BR_NE	01000	Rd		0000 0010	Z=0
BR_G	01000	Rd		0000 0011	Z=0 and S=0
BR_GE	01000	Rd		0000 0100	S=0
BR_L	01000	Rd		0000 0101	S != 0
BR_LE	01000	Rd		0000 0110	Z=1 or (S != 0)
BR_S	01000	Rd		0000 0111	S=1
BR_NS	01000	Rd		0000 1000	S=0
CMP	01001	Rd	Ra	X	SZO <= CMP(Rd, Ra)
SETC	01010	Rd	Ra	X	Rd <= Imm8 == SZO ? 1 : 0
<b>MOVI_LARGE</b>	<b>1</b>	<b>Rd</b>	<b>i12</b>		<b>Rd &lt;= i12</b>

**Figure 9.1:** Initial Vmicro16 16-bit instruction set architecture. Coloured regions represent instruction families (bitwise, branching, arithmetic, etc.).

The ISA table is shown in Figure 9.1. The top 5 bits (15-11) are dedicated to the opcode resulting in 32 unique values. Currently only the bits 14-11 are used (**NOP** to **SETC**) leaving the top bit spare. Initially, this bit was reserved to indicate an extended immediate instruction,

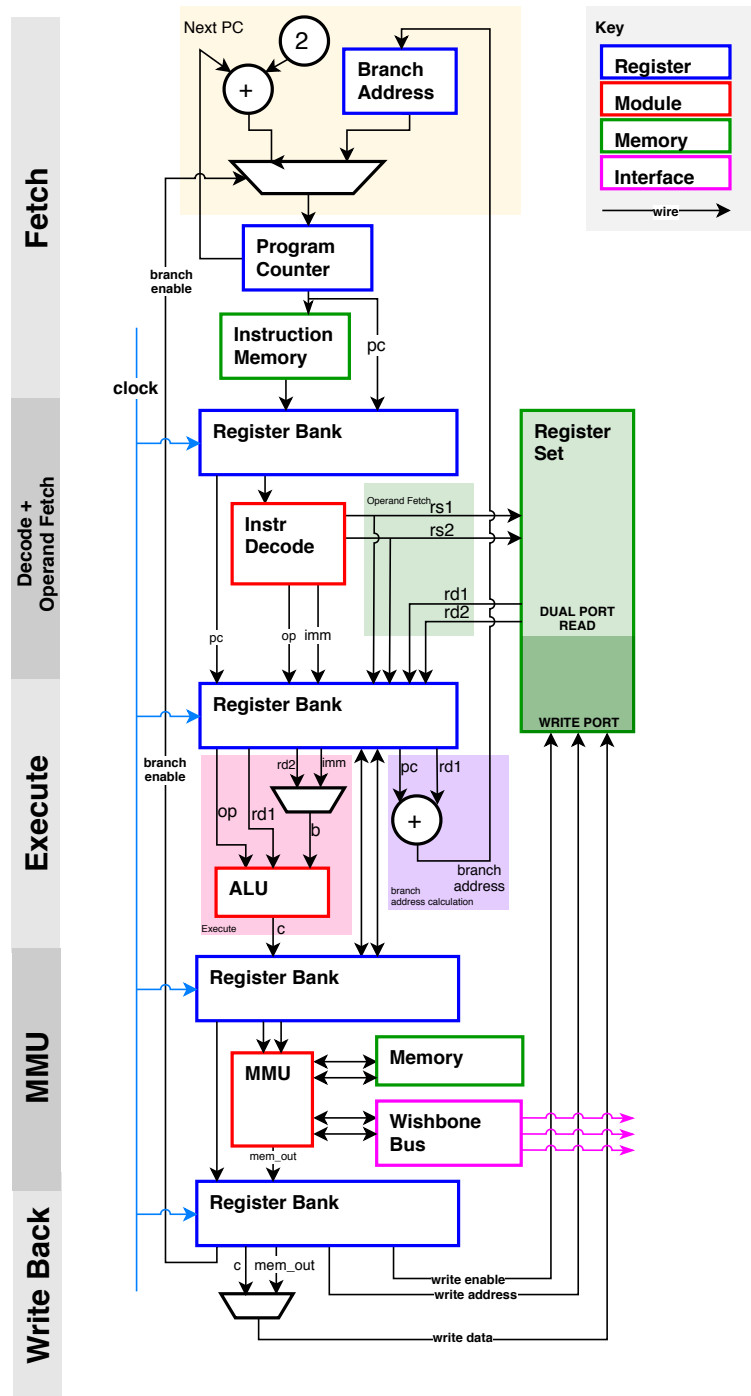
MOVI12, supporting a large 12-bit immediate value, however later in the design it was decided that the top bit would indicate special instructions dedicated for multi-core operation. This leaves 16 spare unique opcodes for this purpose.

### 9.1.2 Design and Implementation

The RISC core design is a traditional 5-stage processor (fetch, decode, execute, memory, write-back).

To satisfy [CD5](#), the Verilog code will be self-contained in a single file. This reduces the hierarchical complexity and eases cross-vendor project set-up as only a single file is required to be included. A disadvantage with this single file approach is that some external Verilog verification tools that I plan to use, such as Verilator, do not currently support multiple Verilog modules (due to an unfixed bug) within a single file.





**Figure 9.2:** Vmicro16 RISC 5-stage RTL diagram showing: instruction pipelining (data passed forward through clocked register banks at each stage); branch address calculation; ALU operand calculation (rd2 or imm); and program counter incrementing.

## Instruction and Data Memory

The design uses separate instruction and data memories similar to a Harvard architecture computer. This architecture was chosen due because I find it easier to implement.

## Register File

To support design goal [ISA2](#), the register set features a dual-port read and single-port write. This allows instructions to read 2 registers simultaneously for any instruction. The single-port write allows the instruction output to be written to the register file.

## Pipelining

The extended deliverable [ED1](#), to provide atleast 1 instructions per clock. Previous processor designs of mine have all required multiple clocks per instruction as it is a lot easier to implement. Modern processors today can output 1 or more instructions per clock through the use of instruction pipelining. This technique increases throughput of the processor by performing each stage in parallel. In this pipeline, instructions still travel through each stage in the same order, the difference is that the fetch stage does not wait for the final stage to complete and so fetches a new instruction every clock cycle, resulting in each stage operating on new data every clock cycle. To extend my knowledge in CPU pipelining, extended deliverable [ED1](#) is proposed.

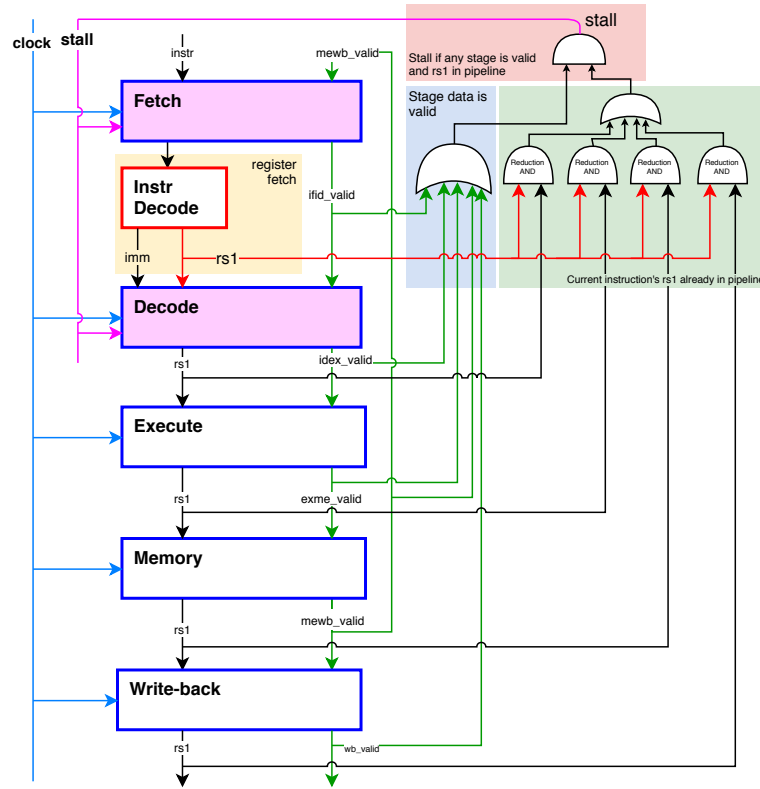
Instruction pipelining is harder to implement as data and control hazards can occur. Data hazards occur when instructions are dependant on the output of a previous instruction that has not left the pipeline, for example a register dependency. Methods to detect this hazard include checking if the register selects in the decode stage are present in future stages of the pipeline. If this check is true, then the current instruction depends on an instruction in the pipeline, and the processor can either wait until the dependant instruction has left the pipeline (i.e. has been written back to registers) or insert a NOP that will produce a *bubble* in the pipeline allowing the final stage to execute before the dependant instruction continues.

Control hazards occur when conditional or interrupt branching instructions are in the pipeline and their result has not been calculated yet. This results in preceding instructions entering the pipeline when they should not be executed due to the conditional branch. To detect this hazard, for instructions that perform branching or conditional execution, a global flag is set. When the outcome of the conditional check is performed, stages after decode are allowed to commit their results. Fortunately this technique is fairly simple implement.

This project's RISC processor implements these two hazard detectors and solutions to resolve them. The data hazard resolver implements a `valid` signal that is passed forward from stage to stage. This signal is low when a hazard has occured and indicates that receiving stage should not operate on the previous stage's data. Each stage's `valid` signal is dependant on the previous stages `valid` signal. This allows future stages to stall when a hazard is detected in previous stages. A diagram of the implementation of these hazards in the processor is shown in [Figure 9.3](#).

## Memory Management Unit

It was decided to use a memory management unit (MMU) to make it easier and extensible to communicate with external peripherals or additional registers. This method would transparently use the existing LW/SW instructions which removes the requirement for a unique instruction for each peripheral.



**Figure 9.3:** Pipeline data hazard detection. The register selects are passed forward through each stage and compared to the IDEX (latest instruction) register selects. If they match, the latest instruction depends on the output of an instruction in the pipeline, the IFID and IDEX stages are stalled to allow the instruction in the pipeline to commit.

## Proposed Memory Mapped Addresses

The peripheral addresses are currently based on classes. For example, a memory-mapped address may use the upper byte to address a peripheral and the lower byte to address a register/function in that peripheral.

Later in the project, I plan to rewrite the addressing scheme to use a simpler address format which is closer to commonly used peripheral addressing schemes used today. The proposed memory mapped addresses for each system and peripheral are listed below.

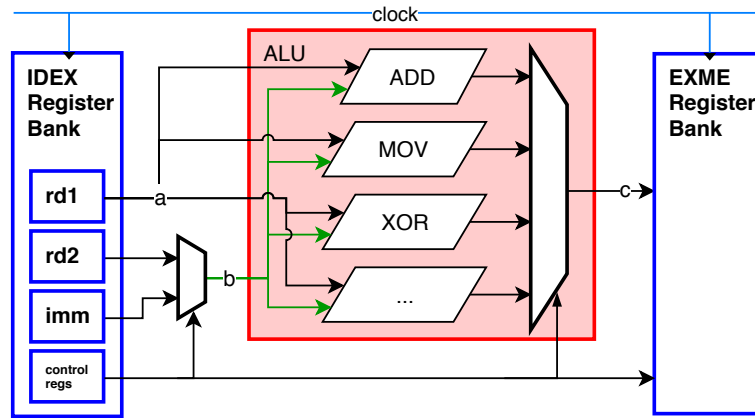
Address (16-bit aligned)	Peripheral Name
0x0000	NOP (reads returns 0, writes do nothing)
0x00ZZ	Per-core scratch RAM (ZZ = 8-bit RAM address)
0x0100	Extended Core Registers 1
0x0200	Extended Core Registers 2
0x03ZZ	Wishbone Master controller select (ZZ contains 8-bit wishbone slave address)
0x1XYZ	Master core controller (X = slave select, Y = instruction, Z = data)

**Table 9.1:** Provisional memory-mapped addresses table.

## ALU Design

The Vmicro16's ALU is an asynchronous module that has 3 inputs: data a; data b; and opcode op, and outputs data value c. The ALU is able to operate on both register data (rd1 and rd2) and immediate values. A switch is used to set the b input to either the rd2 or imm value from the previous stage.

Currently, the ALU does not store flags to indicate overflow, equality, or zero values in the module itself. Instead the ALU outputs the result of the **CMP**, which calculates such flags, to be written back to the register set in the write-back stage. This means that in order to perform a conditional operation, such as a branch, the register containing the **CMP** flags must be included in the instruction.



**Figure 9.4:** Vmicro16 ALU diagram showing clocked inputs from the previous IDEX stage being

The Verilog implementation of the ALU is shown in Figure 9.5. The ALU's asynchronous output is clocked with other registers, such as destination register **rs1** and other control signals, in the EXME register bank.

```

322     input                mmu_lwex,
323     input                mmu_swex,
324     output reg [MEM_WIDTH-1:0] mmu_out,
325
326     // interrupts
327     output reg [`DATA_WIDTH*`DEF_NUM_INT-1:0] ints_vector,
328     output reg [`DEF_NUM_INT-1:0] ints_mask,
329
330     // TO APB interconnect
331     output reg [`APB_WIDTH-1:0] M_PADDR,
332     output reg                M_PWRITE,
333     output reg                M_PSELx,
334     output reg                M_PENABLE,
335     output reg [MEM_WIDTH-1:0] M_PWDATA,
```

**Figure 9.5:** Vmicro16's ALU implementation named `vmicro16_alu`. `vmicro16.v`

## Decoder Design

Instruction decoding occurs in the between the IFID and IDEX stages. The decoder extracts register selects and operands from the input instruction. The decoder outputs are asynchronous which allows the register selects to be passed to the register set and register data to be read asynchronously. The register selects and register read data is then clocked into the IDEX register bank.

```

224         //`define TEST_BR
225         `ifdef TEST_BR
226             mem[0] = {`VMICRO16_OP_MOVI,      3'h0, 8'h0};
227             mem[1] = {`VMICRO16_OP_MOVI,      3'h3, 8'h3};
228             mem[2] = {`VMICRO16_OP_MOVI,      3'h1, 8'h2};
229             mem[3] = {`VMICRO16_OP_ARITH_U, 3'h0, 3'h1, 5'b11111};
230             mem[4] = {`VMICRO16_OP_BR,        3'h3, `VMICRO16_OP_BR_U};
231             mem[5] = {`VMICRO16_OP_MOVI,      3'h0, 8'hFF};
232         `endif
233
234         //`define ALL_TEST
235         `ifdef ALL_TEST
236             // Standard all test
237             // REGS0
238             mem[0] = {`VMICRO16_OP_MOVI,      3'h0, 8'h81};
239             mem[1] = {`VMICRO16_OP_SW,        3'h1, 3'h0, 5'h0}; // MMU[0x81] = 6
240             mem[2] = {`VMICRO16_OP_SW,        3'h2, 3'h0, 5'h1}; // MMU[0x82] = 6
241             // GPI00
242             mem[3] = {`VMICRO16_OP_MOVI,      3'h0, 8'h90};
243             mem[4] = {`VMICRO16_OP_MOVI,      3'h1, 8'hD};
244             mem[5] = {`VMICRO16_OP_SW,        3'h1, 3'h0, 5'h0};
245             mem[6] = {`VMICRO16_OP_LW,        3'h2, 3'h0, 5'h0};

```

**Figure 9.6:** Vmicro16's decoder module code showing nested bit switches to determine the intended opcode. vmicro16.v

In Figure 9.6, it can be seen that the first 8 opcode cases are represented using the same 15-11 bits, however the VMICRO16\_OP\_BIT instructions require another bit range to be compared to determine the output opcode.

### 9.1.3 Verification

Currently, the only verification method used is manual inspection of the output waveforms of a test bench. For now, it is easier and faster to spot erroneous states by hand due to the large complexity of the pipeline. Later in the project, automatic test benches will be utilised.

## Known Bugs

Known bugs exist within the RISC core however none are critical as they can be easily avoided in software.

### BUG1 Stall detection does not consider load/store instructions.

Due to instruction pipelining techniques used by the processor and lack of address

checking in the EXME and MEWB stages, LW instructions immediately after SW instructions:

```
SW R0 (R2+16)
```

```
LW R1 (R2+16)
```

will not return the previously stored value. In addition, because of the target address is calculated by the ALU (e.g. `R2+16`), detecting matching addresses at IFID and IDEX stage is not trivial, and because of this, a hardware fix is not planned for the final version. It is possible to overcome this problem in software by placing at least 5 NOP instructions after each SW.

# Chapter 10

## Future Work

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### 10.1 Project Status

Four months have passed since the start of the project and significant progress has been made to the final deliverable.

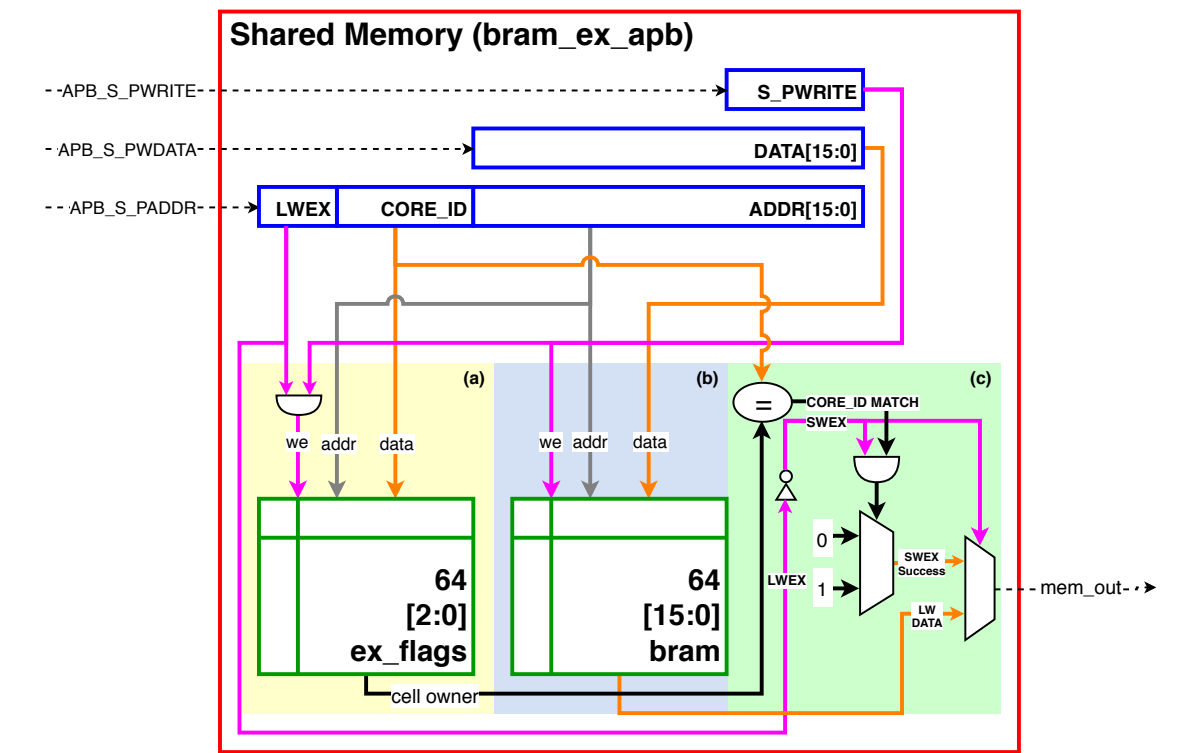


Figure 10.1: Caption for BRAMex

The current active stage is *3.3 Pipeline Implementation and Verification* where the processor pipeline is being verified against of range of simple software sequences. It is important that this verification is thorough and the output is bug free as future additions to the processor will

utilise this foundation.

### 10.1.1 Updated Project Time Line

The project table described in section 8.2 did not allocate times for stages 4.1 and later. This was due to expected high demand from other modules and exams in this time period and so it was decided to not allocate times that would later not be followed.

Now that this time period is closer, time allocations have been assigned for stages 4, 7, and 8. The state of stage 5's extended deliverables, to implement debugging interfaces, have changed from *Unknown* to *Cancelled* due to expected high workload from other modules in the next month. The cancellation of these stages will not severely affect the final functionality of the deliverable however it will make debugging the processor slightly more difficult. It was decided to remove these extended features to allow for more time to be spent on core functionality.

The updated project status is shown in Table 10.1 and in Figure 10.2.

### 10.1.2 Future Work

May and early June are reserved for work on other modules and preparation for exams. From mid-June, work will resume on verifying the end of stage 3 and then work will start on stage 4 (focussed on designing and implementing multiprocessor features). After stage 4, software algorithms will be compiled for the ISA and evaluated against Amdahl's Law.

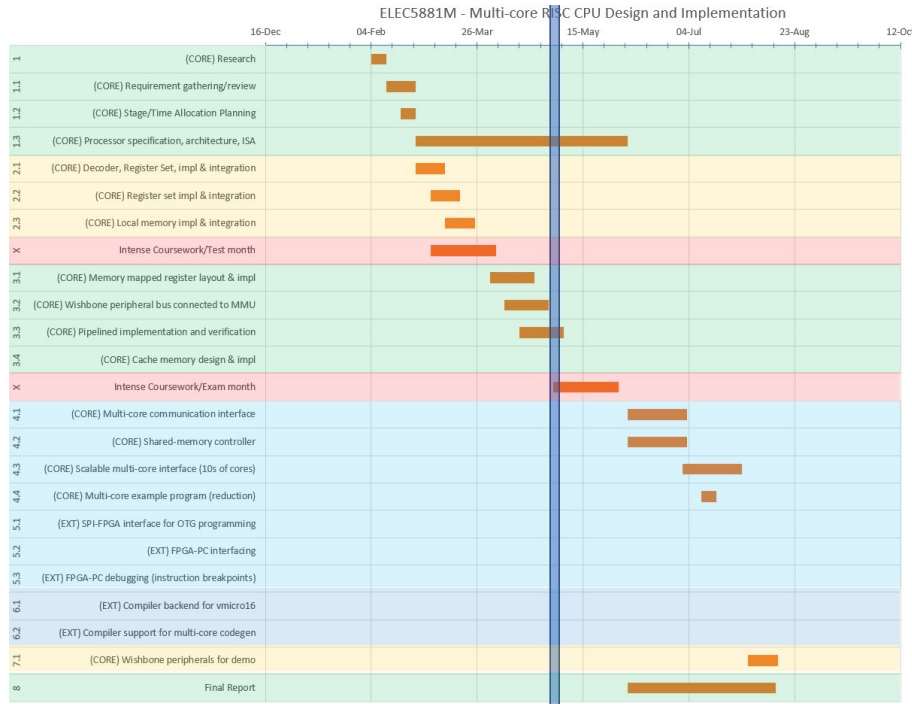


Figure 10.2: Updated project time gantt chart showing time allocations for stage 4.



Stage	Title	Start Date	Core	Status
1.0	Research	Feb 04	x	Completed
1.1	Requirement gathering/review	Feb 11	x	Completed
1.1	Processor specification, architecture, ISA	Feb 18	x	Completed
1.2	Stage/Time Allocation Planning	Feb 25	x	Completed
2.1	Decoder, Register Set, impl & integration	Feb 25	x	Completed
2.2	Register set impl & integration	Mar 04	x	Completed
2.3	Local memory impl & integration	Mar 11	x	Completed
3.1	Memory mapped register layout & impl	Apr 01		On-going
3.2	Wishbone peripheral bus connected to MMU	Apr 08		On-going
3.3	Pipeline implementation and verification	Apr 15		On-going
3.4	Cache memory design & impl	<del>Apr 22</del>		Cancelled
4.1	Multi-core communication interface	Jun 05	x	Planned
4.2	Shared-memory controller	Jun 05	x	Planned
4.3	Scalable multi-core interface (10s of cores)	Jul 01	x	Planned
4.4	Multi-core example program (reduction)	Jul 10	x	Planned
5.1	SPI-FPGA interface for OTG programming	<del>TBD</del>		Cancelled
5.2	FPGA-PC interfacing	<del>TBD</del>		Cancelled
5.3	FPGA-PC debugging (instruction breakpoints)	<del>TBD</del>		Cancelled
6.1	Compiler backend for vmicro16	TBD		Unknown
6.2	Compiler support for multi-core codegen	TBD		Unknown
7.1	Wishbone peripherals for demo	Aug 01	x	Planned
8.1	Final Report	Jun 05	x	Planned

**Table 10.1:** Updated project stages.

## Chapter 11

# Conclusion

With the end of Moore's Law looming, processor designers must use other strategies to continue improving performance of processors – multiprocessor and parallelism being a primary strategy. This projects sets out to improve my knowledge on multiprocessor communication by designing, implementing, and verifying a multiprocessor – and I believe starting from scratch is the best way to accomplish this learning task.

To date, a compact 16-bit RISC instruction set has been designed and implemented in a Verilog single-core processor. Whilst single-core verification is still on-going, good progress has been made and extended deliverables from stage 3, such as instruction pipelining and memory-mapped peripherals via a Wishbone bus, has been implemented successfully.

Stage 5's extended deliverables and the cache memory have been cancelled but they do not effect the core functionality of the processor. The planned project time-line for future stages is realistic and accomplishing the project's goals appears achievable.

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# Appendix A - Code Listing

## top\_ms.v

The top level implementation file is described here.

```
1  module seven_display # (
2      parameter INVERT = 1
3  ) (
4      input  [3:0] n,
5      output [6:0] segments
6  );
7      reg [6:0] bits;
8      assign segments = (INVERT ? ~bits : bits);
9
10     always @(n)
11     case (n)
12         4'h0: bits = 7'b0111111; // 0
13         4'h1: bits = 7'b0000110; // 1
14         4'h2: bits = 7'b1011011; // 2
15         4'h3: bits = 7'b1001111; // 3
16         4'h4: bits = 7'b1100110; // 4
17         4'h5: bits = 7'b1101101; // 5
18         4'h6: bits = 7'b1111101; // 6
19         4'h7: bits = 7'b0000111; // 7
20         4'h8: bits = 7'b1111111; // 8
21         4'h9: bits = 7'b1100111; // 9
22         4'hA: bits = 7'b1110111; // A
23         4'hB: bits = 7'b1111100; // B
24         4'hC: bits = 7'b0111001; // C
25         4'hD: bits = 7'b1011110; // D
26         4'hE: bits = 7'b1111001; // E
27         4'hF: bits = 7'b1110001; // F
28     endcase
29 endmodule
30
31 // minispartan6+ XC6SLX9
32 module top_ms # (
33     parameter GPIO_PINS = 8
34 ) (
35     input          CLK50,
36     input  [3:0]   SW,
37     // UART
38     //input        RXD,
39     output         TXD,
40     // Peripherals
41     output [7:0]   LEDS,
42
43     // SSDs
44     output [6:0]   ssd0,
45     output [6:0]   ssd1,
46     output [6:0]   ssd2,
47     output [6:0]   ssd3,
48     output [6:0]   ssd4,
49     output [6:0]   ssd5
50 );
51     localparam POR_CLKS = 8;
52     reg [3:0]   por_timer = 0;
53     reg        por_done = 0;
54     reg        por_reset = 1;
55     always @(posedge CLK50)
56     if (!por_done) begin
57         por_reset <= 1;
58         if (por_timer < POR_CLKS)
59             por_timer <= por_timer + 1;
60         else
61             por_done <= 1;
62     end
63     else
64         por_reset <= 0;
65
66     //wire [15:0]      M_PADDR;
67     //wire            M_PWRITE;
68     //wire [5-1:0]    M_PSELx; // not shared
69     //wire            M_PENABLE;
70     //wire [15:0]      M_PWDATA;
71     //wire [15:0]      M_PRDATA; // input to intercon
72     //wire            M_PREADY; // input to intercon
```

```

73
74 wire [7:0] gpio0;
75 wire [15:0] gpio1;
76 wire [7:0] gpio2;
77
78
79 vmicro16_soc soc (
80     .clk      (CLK50),
81     .reset    (por_reset | (~SW[0])),
82
83     // .M_PADDR    (M_PADDR),
84     // .M_PWRITE   (M_PWRITE),
85     // .M_PSELx    (M_PSELx),
86     // .M_PENABLE  (M_PENABLE),
87     // .M_PWDATA   (M_PWDATA),
88     // .M_PRDATA   (M_PRDATA),
89     // .M_PREADY   (M_PREADY),
90
91     .uart_tx    (TXD),
92     .gpio0      (LEDS[3:0]),
93     .gpio1      (gpio1),
94     .gpio2      (gpio2),
95
96     // .debug0     (LEDS[3:0]),
97     .debug1     (LEDS[7:4])
98 );
99
100 // SSD displays (split across 2 gpio ports 1 and 2)
101 wire [3:0] ssd_chars [0:5];
102 assign ssd_chars[0] = gpio1[3:0];
103 assign ssd_chars[1] = gpio1[7:4];
104 assign ssd_chars[2] = gpio1[11:8];
105 assign ssd_chars[3] = gpio1[15:12];
106 assign ssd_chars[4] = gpio2[3:0];
107 assign ssd_chars[5] = gpio2[7:4];
108 seven_display ssd_0 (.n(ssd_chars[0]), .segments (ssd0));
109 seven_display ssd_1 (.n(ssd_chars[1]), .segments (ssd1));
110 seven_display ssd_2 (.n(ssd_chars[2]), .segments (ssd2));
111 seven_display ssd_3 (.n(ssd_chars[3]), .segments (ssd3));
112 seven_display ssd_4 (.n(ssd_chars[4]), .segments (ssd4));
113 seven_display ssd_5 (.n(ssd_chars[5]), .segments (ssd5));
114
115 endmodule

```

## apb\_intercon.v

The

```

1 module seven_display # (
2     parameter INVERT = 1
3 ) (
4     input  [3:0] n,
5     output [6:0] segments
6 );
7     reg [6:0] bits;
8     assign segments = (INVERT ? ~bits : bits);
9
10    always @(n)
11    case (n)
12        4'h0: bits = 7'b0111111; // 0
13        4'h1: bits = 7'b0000110; // 1
14        4'h2: bits = 7'b1011011; // 2
15        4'h3: bits = 7'b1001111; // 3
16        4'h4: bits = 7'b1100110; // 4
17        4'h5: bits = 7'b1101101; // 5
18        4'h6: bits = 7'b1111101; // 6
19        4'h7: bits = 7'b0000111; // 7
20        4'h8: bits = 7'b1111111; // 8
21        4'h9: bits = 7'b1100111; // 9
22        4'hA: bits = 7'b1110111; // A
23        4'hB: bits = 7'b1111100; // B
24        4'hC: bits = 7'b0111001; // C
25        4'hD: bits = 7'b1011110; // D
26        4'hE: bits = 7'b1111001; // E
27        4'hF: bits = 7'b1110001; // F
28    endcase
29 endmodule
30
31 // minispartan6+ XC6SLX9
32 module top_ms # (
33     parameter GPIO_PINS = 8
34 ) (
35     input          CLK50,
36     input  [3:0]   SW,
37     // UART
38     //input        RXD,
39     output         TXD,
40     // Peripherals
41     output [7:0]   LEDS,
42
43     // SSDs
44     output [6:0]   ssd0,
45     output [6:0]   ssd1,
46     output [6:0]   ssd2,

```

```

47     output [6:0] ssd3,
48     output [6:0] ssd4,
49     output [6:0] ssd5
50 );
51 localparam POR_CLKS = 8;
52 reg [3:0] por_timer = 0;
53 reg      por_done = 0;
54 reg      por_reset = 1;
55 always @(posedge CLK50)
56     if (!por_done) begin
57         por_reset <= 1;
58         if (por_timer < POR_CLKS)
59             por_timer <= por_timer + 1;
60         else
61             por_done <= 1;
62     end
63     else
64         por_reset <= 0;
65
66 //wire [15:0]      M_PADDR;
67 //wire            M_PWRITE;
68 //wire [5-1:0]    M_PSELx; // not shared
69 //wire            M_PENABLE;
70 //wire [15:0]     M_PWDATA;
71 //wire [15:0]     M_PRDATA; // input to intercon
72 //wire            M_PREADY; // input to intercon
73
74 wire [7:0] gpio0;
75 wire [15:0] gpio1;
76 wire [7:0] gpio2;
77
78
79 vmicro16_soc soc (
80     .clk      (CLK50),
81     .reset    (por_reset | (~SW[0])),
82
83     // .M_PADDR    (M_PADDR),
84     // .M_PWRITE   (M_PWRITE),
85     // .M_PSELx    (M_PSELx),
86     // .M_PENABLE  (M_PENABLE),
87     // .M_PWDATA   (M_PWDATA),
88     // .M_PRDATA   (M_PRDATA),
89     // .M_PREADY   (M_PREADY),
90
91     .uart_tx    (TXD),
92     .gpio0      (LEDS[3:0]),
93     .gpio1      (gpio1),
94     .gpio2      (gpio2),
95
96     // .debug0     (LEDS[3:0]),
97     .debug1     (LEDS[7:4])
98 );
99
100 // SSD displays (split across 2 gpio ports 1 and 2)
101 wire [3:0] ssd_chars [0:5];
102 assign ssd_chars[0] = gpio1[3:0];
103 assign ssd_chars[1] = gpio1[7:4];
104 assign ssd_chars[2] = gpio1[11:8];
105 assign ssd_chars[3] = gpio1[15:12];
106 assign ssd_chars[4] = gpio2[3:0];
107 assign ssd_chars[5] = gpio2[7:4];
108 seven_display ssd_0 (.n(ssd_chars[0]), .segments (ssd0));
109 seven_display ssd_1 (.n(ssd_chars[1]), .segments (ssd1));
110 seven_display ssd_2 (.n(ssd_chars[2]), .segments (ssd2));
111 seven_display ssd_3 (.n(ssd_chars[3]), .segments (ssd3));
112 seven_display ssd_4 (.n(ssd_chars[4]), .segments (ssd4));
113 seven_display ssd_5 (.n(ssd_chars[5]), .segments (ssd5));
114
115 endmodule

```

## vmicro16.v

The single core RISC processor is defined in this file. It contains many submodules such as the decoder and local memory.

```

1 // This file contains multiple modules.
2 // Verilator likes 1 file for each module
3 /* verilator lint_off DECLFILENAME */
4 /* verilator lint_off UNUSED */
5 /* verilator lint_off BLKSEQ */
6 /* verilator lint_off WIDTH */
7
8 // Include Vmicro16 ISA containing definitions for the bits
9 `include "vmicro16_isa.v"
10
11 `include "clog2.v"
12 `include "formal.v"
13
14
15
16
17

```

```

18
19 module vmicro16_bram_apb # (
20     parameter BUS_WIDTH    = 16,
21     parameter MEM_WIDTH    = 16,
22     parameter MEM_DEPTH    = 64,
23     parameter APB_PADDR    = 0
24 ) (
25     input clk,
26     input reset,
27     // APB Slave to master interface
28     input  [`clog2(MEM_DEPTH)-1:0] S_PADDR,
29     input                               S_PWRITE,
30     input                               S_PSELx,
31     input                               S_PENABLE,
32     input  [BUS_WIDTH-1:0]          S_PWDATA,
33
34     output [BUS_WIDTH-1:0]          S_PRDATA,
35     output                               S_PREADY
36 );
37 wire [MEM_WIDTH-1:0] mem_out;
38
39 assign S_PRDATA = (S_PSELx & S_PENABLE) ? mem_out : 16'h0000;
40 assign S_PREADY = (S_PSELx & S_PENABLE) ? 1'b1 : 1'b0;
41 assign we       = (S_PSELx & S_PENABLE & S_PWRITE);
42
43 always @(*)
44     if (S_PSELx && S_PENABLE)
45         $display($time, "\t\tMEM => %h", mem_out);
46
47 always @(posedge clk)
48     if (we)
49         $display($time, "\t\tBRAM[%h] <= %h", S_PADDR, S_PWDATA);
50
51 vmicro16_bram # (
52     .MEM_WIDTH    (MEM_WIDTH),
53     .MEM_DEPTH    (MEM_DEPTH),
54     .NAME          ("BRAM")
55 ) bram_apb (
56     .clk           (clk),
57     .reset         (reset),
58
59     .mem_addr      (S_PADDR),
60     .mem_in        (S_PWDATA),
61     .mem_we        (we),
62     .mem_out       (mem_out)
63 );
64 endmodule
65
66
67 // This module aims to be a SYNCHRONOUS, WRITE_FIRST BLOCK RAM
68 // https://www.xilinx.com/support/documentation/user_guides/ug473_7Series_Memory_Resources.pdf
69 // https://www.xilinx.com/support/documentation/user_guides/ug383.pdf
70 // https://www.xilinx.com/support/documentation/sw_manuals/xilinx2016_4/ug901-vivado-synthesis.pdf
71
72 module vmicro16_bram # (
73     parameter MEM_WIDTH    = 16,
74     parameter MEM_DEPTH    = 64,
75     parameter CORE_ID      = 0,
76     parameter USE_INITS    = 0,
77     parameter PARAM_DEFAULTS_R0 = 0,
78     parameter PARAM_DEFAULTS_R1 = 0,
79     parameter NAME         = "BRAM"
80 ) (
81     input clk,
82     input reset,
83
84     input  [`clog2(MEM_DEPTH)-1:0] mem_addr,
85     input  [MEM_WIDTH-1:0]          mem_in,
86     input                               mem_we,
87     output reg [MEM_WIDTH-1:0]      mem_out
88 );
89 // memory vector
90 reg [MEM_WIDTH-1:0] mem [0:MEM_DEPTH-1];
91
92 // not synthesizable
93 integer i;
94 initial begin
95     for (i = 0; i < MEM_DEPTH; i = i + 1) mem[i] = 0;
96     mem[0] = PARAM_DEFAULTS_R0;
97     mem[1] = PARAM_DEFAULTS_R1;
98
99     if (USE_INITS) begin
100         //`define TEST_SW
101         `ifdef TEST_SW
102             $readmemh("E:\\Projects\\uni\\vmicro16\\sw\\verilog_memh.txt", mem);
103         `endif
104
105         `define TEST_ASM
106         `ifdef TEST_ASM
107             $readmemh("E:\\Projects\\uni\\vmicro16\\sw\\asm.s.hex", mem);
108         `endif
109
110         //`define TEST_COMPILER
111         `ifdef TEST_COMPILER
112             mem[0] = 16'h2f3f;
113             mem[1] = 16'h2903;
114             mem[2] = 16'h4100;
115             mem[3] = 16'h3fa1;
116             mem[4] = 16'h16e0;

```

```

117     mem[5] = 16'h26e0;
118     mem[6] = 16'h3fa1;
119     mem[7] = 16'h2890;
120     mem[8] = 16'h10d8;
121     mem[9] = 16'h3fa1;
122     mem[10] = 16'h2891;
123     mem[11] = 16'h10d9;
124     mem[12] = 16'h3fa1;
125     mem[13] = 16'h2892;
126     mem[14] = 16'h10da;
127     mem[15] = 16'h3fa1;
128     mem[16] = 16'h28a0;
129     mem[17] = 16'h10db;
130     mem[18] = 16'h3fa1;
131     mem[19] = 16'h2880;
132     mem[20] = 16'h10dc;
133     mem[21] = 16'h3fa1;
134     mem[22] = 16'h28b0;
135     mem[23] = 16'h10dd;
136     mem[24] = 16'h3fa1;
137     mem[25] = 16'h28b1;
138     mem[26] = 16'h10de;
139     mem[27] = 16'h3fa1;
140     mem[28] = 16'h08dc;
141     mem[29] = 16'h0800;
142     mem[30] = 16'h3fa1;
143     mem[31] = 16'h10e0;
144     mem[32] = 16'h2801;
145     mem[33] = 16'h0be0;
146     mem[34] = 16'h37a1;
147     mem[35] = 16'h4b00;
148     mem[36] = 16'h5001;
149     mem[37] = 16'h2b00;
150     mem[38] = 16'h4860;
151     mem[39] = 16'h292c;
152     mem[40] = 16'h4101;
153     mem[41] = 16'h2864;
154     mem[42] = 16'h292e;
155     mem[43] = 16'h4100;
156     mem[44] = 16'h0000;
157     mem[45] = 16'h28c8;
158     mem[46] = 16'h0000;
159     mem[47] = 16'h08dc;
160     mem[48] = 16'h0800;
161     mem[49] = 16'h3fa1;
162     mem[50] = 16'h10e0;
163     mem[51] = 16'h2805;
164     mem[52] = 16'h0be0;
165     mem[53] = 16'h37a1;
166     mem[54] = 16'h5860;
167     mem[55] = 16'h10df;
168     mem[56] = 16'h08df;
169     mem[57] = 16'h3fa1;
170     mem[58] = 16'h10e0;
171     mem[59] = 16'h2830;
172     mem[60] = 16'h0be0;
173     mem[61] = 16'h37a1;
174     mem[62] = 16'h307f;
175     mem[63] = 16'h3fa1;
176     mem[64] = 16'h10e0;
177     mem[65] = 16'h08db;
178     mem[66] = 16'h0be0;
179     mem[67] = 16'h37a1;
180     mem[68] = 16'h1300;
181     mem[69] = 16'h2832;
182     mem[70] = 16'h27c0;
183     mem[71] = 16'h0ee0;
184     mem[72] = 16'h37a1;
185     mem[73] = 16'h6000;
186     `endif
187
188     `define TEST_COND
189     `ifndef TEST_COND
190         mem[0] = {`VMICRO16_OP_MOVI, 3'h7, 8'hc0}; // lock
191         mem[0] = {`VMICRO16_OP_MOVI, 3'h7, 8'hc0}; // lock
192     `endif
193
194     `define TEST_CMP
195     `ifndef TEST_CMP
196         mem[0] = {`VMICRO16_OP_MOVI, 3'h0, 8'h0A};
197         mem[1] = {`VMICRO16_OP_MOVI, 3'h1, 8'h0B};
198         mem[2] = {`VMICRO16_OP_CMP, 3'h1, 3'h0, 5'h1};
199     `endif
200
201     `define TEST_LWEX
202     `ifndef TEST_LWEX
203         mem[0] = {`VMICRO16_OP_MOVI, 3'h0, 8'hc5};
204         mem[1] = {`VMICRO16_OP_SW, 3'h0, 3'h0, 5'h1};
205         mem[2] = {`VMICRO16_OP_LW, 3'h2, 3'h0, 5'h1};
206         mem[3] = {`VMICRO16_OP_LWEX, 3'h2, 3'h0, 5'h1};
207         mem[4] = {`VMICRO16_OP_SWEX, 3'h3, 3'h0, 5'h1};
208     `endif
209
210     `define TEST_MULTICORE
211     `ifndef TEST_MULTICORE
212         mem[0] = {`VMICRO16_OP_MOVI, 3'h0, 8'h90};
213         mem[1] = {`VMICRO16_OP_MOVI, 3'h1, 8'h33};
214         mem[2] = {`VMICRO16_OP_SW, 3'h1, 3'h0, 5'h0};
215         mem[3] = {`VMICRO16_OP_MOVI, 3'h0, 8'h80};

```



```

216     mem[4] = {'VMICRO16_OP_LW,      3'h2, 3'h0, 5'h0};
217     mem[5] = {'VMICRO16_OP_MOVI,    3'h1, 8'h33};
218     mem[6] = {'VMICRO16_OP_MOVI,    3'h1, 8'h33};
219     mem[7] = {'VMICRO16_OP_MOVI,    3'h1, 8'h33};
220     mem[8] = {'VMICRO16_OP_MOVI,    3'h0, 8'h91};
221     mem[9] = {'VMICRO16_OP_SW,      3'h2, 3'h0, 5'h0};
222     `endif
223
224     //`define TEST_BR
225     `ifdef TEST_BR
226     mem[0] = {'VMICRO16_OP_MOVI,    3'h0, 8'h0};
227     mem[1] = {'VMICRO16_OP_MOVI,    3'h3, 8'h3};
228     mem[2] = {'VMICRO16_OP_MOVI,    3'h1, 8'h2};
229     mem[3] = {'VMICRO16_OP_ARITH_U,  3'h0, 3'h1, 5'b11111};
230     mem[4] = {'VMICRO16_OP_BR,      3'h3, `VMICRO16_OP_BR_U};
231     mem[5] = {'VMICRO16_OP_MOVI,    3'h0, 8'hFF};
232     `endif
233
234     //`define ALL_TEST
235     `ifdef ALL_TEST
236     // Standard all test
237     // REGS0
238     mem[0] = {'VMICRO16_OP_MOVI,    3'h0, 8'h81};
239     mem[1] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0}; // MMU[0x81] = 6
240     mem[2] = {'VMICRO16_OP_SW,      3'h2, 3'h0, 5'h1}; // MMU[0x82] = 6
241     // GPIO0
242     mem[3] = {'VMICRO16_OP_MOVI,    3'h0, 8'h90};
243     mem[4] = {'VMICRO16_OP_MOVI,    3'h1, 8'hD};
244     mem[5] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
245     mem[6] = {'VMICRO16_OP_LW,      3'h2, 3'h0, 5'h0};
246     // TIMO
247     mem[7] = {'VMICRO16_OP_MOVI,    3'h0, 8'h07};
248     mem[8] = {'VMICRO16_OP_LW,      3'h3, 3'h0, 5'h03};
249     // UART0
250     mem[9] = {'VMICRO16_OP_MOVI,    3'h0, 8'hA0}; // UART0
251     mem[10] = {'VMICRO16_OP_MOVI,    3'h1, 8'h41}; // ascii A
252     mem[11] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
253     mem[12] = {'VMICRO16_OP_MOVI,    3'h1, 8'h42}; // ascii B
254     mem[13] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
255     mem[14] = {'VMICRO16_OP_MOVI,    3'h1, 8'h43}; // ascii C
256     mem[15] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
257     mem[16] = {'VMICRO16_OP_MOVI,    3'h1, 8'h44}; // ascii D
258     mem[17] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
259     mem[18] = {'VMICRO16_OP_MOVI,    3'h1, 8'h45}; // ascii D
260     mem[19] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
261     mem[20] = {'VMICRO16_OP_MOVI,    3'h1, 8'h46}; // ascii E
262     mem[21] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
263     // BRAMO
264     mem[22] = {'VMICRO16_OP_MOVI,    3'h0, 8'hC0};
265     mem[23] = {'VMICRO16_OP_MOVI,    3'h1, 8'hA};
266     mem[24] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h5};
267     mem[25] = {'VMICRO16_OP_LW,      3'h2, 3'h0, 5'h5};
268     // GPIO1 (SSD 24-bit port)
269     mem[26] = {'VMICRO16_OP_MOVI,    3'h0, 8'h91};
270     mem[27] = {'VMICRO16_OP_MOVI,    3'h1, 8'h12};
271     mem[28] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
272     mem[29] = {'VMICRO16_OP_LW,      3'h2, 3'h0, 5'h0};
273     // GPIO2
274     mem[30] = {'VMICRO16_OP_MOVI,    3'h0, 8'h92};
275     mem[31] = {'VMICRO16_OP_MOVI,    3'h1, 8'h56};
276     mem[32] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h0};
277     `endif
278
279     //`define TEST_BRAM
280     `ifdef TEST_BRAM
281     // 2 core BRAMO test
282     mem[0] = {'VMICRO16_OP_MOVI,    3'h0, 8'hC0};
283     mem[1] = {'VMICRO16_OP_MOVI,    3'h1, 8'hA};
284     mem[2] = {'VMICRO16_OP_SW,      3'h1, 3'h0, 5'h5};
285     mem[3] = {'VMICRO16_OP_LW,      3'h2, 3'h0, 5'h5};
286     `endif
287
288 end
289
290 always @(posedge clk) begin
291     // synchronous WRITE_FIRST (page 13)
292     if (mem_we) begin
293         mem[mem_addr] <= mem_in;
294         $display($time, "\t\t%s[%h] <= %h",
295             NAME, mem_addr, mem_in);
296     end else
297         mem_out <= mem[mem_addr];
298     end
299
300     // TODO: Reset impl = every clock while reset is asserted, clear each cell
301     // one at a time, mem[i++] <= 0
302 endmodule
303
304
305 module vmicro16_core_mmu # (
306     parameter MEM_WIDTH      = 16,
307     parameter MEM_DEPTH     = 64,
308
309     parameter CORE_ID        = 3'h0,
310     parameter CORE_ID_BITS  = `clog2(`CORES)
311 ) (
312     input clk,
313     input reset,
314

```

```

315     input req,
316     output busy,
317
318     // From core
319     input [MEM_WIDTH-1:0] mmu_addr,
320     input [MEM_WIDTH-1:0] mmu_in,
321     input mmu_we,
322     input mmu_lwex,
323     input mmu_swex,
324     output reg [MEM_WIDTH-1:0] mmu_out,
325
326     // interrupts
327     output reg [DATA_WIDTH*DEF_NUM_INT-1:0] ints_vector,
328     output reg [DEF_NUM_INT-1:0] ints_mask,
329
330     // TO APB interconnect
331     output reg [APB_WIDTH-1:0] M_PADDR,
332     output reg M_PWRITE,
333     output reg M_PSELx,
334     output reg M_PENABLE,
335     output reg [MEM_WIDTH-1:0] M_PWDATA,
336     // from interconnect
337     input [MEM_WIDTH-1:0] M_PRDATA,
338     input M_PREADY
339 );
340 localparam MMU_STATE_T1 = 0;
341 localparam MMU_STATE_T2 = 1;
342 localparam MMU_STATE_T3 = 2;
343 reg [1:0] mmu_state = MMU_STATE_T1;
344
345 reg [MEM_WIDTH-1:0] per_out = 0;
346 wire [MEM_WIDTH-1:0] tim0_out;
347
348 assign busy = req || (mmu_state == MMU_STATE_T2);
349
350 // tightly integrated memory usage
351 wire tim0_en = (mmu_addr >= DEF_MMU_TIMO_S)
352               && (mmu_addr <= DEF_MMU_TIMO_E);
353 wire sreg_en = (mmu_addr >= DEF_MMU_SREG_S)
354               && (mmu_addr <= DEF_MMU_SREG_E);
355 wire intv_en = (mmu_addr >= DEF_MMU_INTSV_S)
356               && (mmu_addr <= DEF_MMU_INTSV_E);
357 wire intm_en = (mmu_addr >= DEF_MMU_INTSM_S)
358               && (mmu_addr <= DEF_MMU_INTSM_E);
359
360 wire apb_en = !(tim0_en, sreg_en, intv_en, intm_en);
361 wire tim0_we = (tim0_en && mmu_we);
362 wire intv_we = (intv_en && mmu_we);
363 wire intm_we = (intm_en && mmu_we);
364
365 // Special register selects
366 localparam SPECIAL_REGS = 8;
367 wire [MEM_WIDTH-1:0] sr_val;
368
369 // Interrupt vector and mask
370 initial ints_vector = 0;
371 initial ints_mask = 0;
372 wire [2:0] intv_addr = mmu_addr[clog2(DEF_NUM_INT)-1:0];
373 always @(posedge clk)
374     if (intv_we)
375         ints_vector[intv_addr*DATA_WIDTH +: DATA_WIDTH] <= mmu_in;
376
377 always @(posedge clk)
378     if (intm_we)
379         ints_mask <= mmu_in;
380
381
382 always @(ints_vector)
383     $display($time, "\tC%d\t\tints_vector W: | %h %h %h %h | %h %h %h %h |", CORE_ID,
384             ints_vector[0*DATA_WIDTH +: DATA_WIDTH],
385             ints_vector[1*DATA_WIDTH +: DATA_WIDTH],
386             ints_vector[2*DATA_WIDTH +: DATA_WIDTH],
387             ints_vector[3*DATA_WIDTH +: DATA_WIDTH],
388             ints_vector[4*DATA_WIDTH +: DATA_WIDTH],
389             ints_vector[5*DATA_WIDTH +: DATA_WIDTH],
390             ints_vector[6*DATA_WIDTH +: DATA_WIDTH],
391             ints_vector[7*DATA_WIDTH +: DATA_WIDTH]
392     );
393
394 always @(intm_we)
395     $display($time, "\tC%d\t\tintm_we W: %b", CORE_ID, ints_mask);
396
397 // Output port
398 always @(*)
399     if (tim0_en) mmu_out = tim0_out;
400     else if (sreg_en) mmu_out = sr_val;
401     else if (intv_en) mmu_out = ints_vector[mmu_addr[2:0]*DATA_WIDTH +: DATA_WIDTH];
402     else if (intm_en) mmu_out = ints_mask;
403     else mmu_out = per_out;
404
405 // APB master to slave interface
406 always @(posedge clk)
407     if (reset) begin
408         mmu_state <= MMU_STATE_T1;
409         M_PENABLE <= 0;
410         M_PADDR <= 0;
411         M_PWDATA <= 0;
412         M_PSELx <= 0;
413         M_PWRITE <= 0;

```

```

414     end
415   else
416     casex (mmu_state)
417       MMU_STATE_T1: begin
418         if (req && apb_en) begin
419           M_PADDR <= {mmu_lwex, mmu_swex, CORE_ID[CORE_ID_BITS-1:0], mmu_addr[MEM_WIDTH-1:0]};
420           M_PWDATA <= mmu_in;
421           M_PSELx <= 1;
422           M_PWRITE <= mmu_we;
423
424           mmu_state <= MMU_STATE_T2;
425         end
426       end
427
428     `ifdef FIX_T3
429       MMU_STATE_T2: begin
430         M_PENABLE <= 1;
431
432         if (M_PREADY == 1'b1) begin
433           mmu_state <= MMU_STATE_T3;
434         end
435       end
436
437       MMU_STATE_T3: begin
438         // Slave has output a ready signal (finished)
439         M_PENABLE <= 0;
440         M_PADDR <= 0;
441         M_PWDATA <= 0;
442         M_PSELx <= 0;
443         M_PWRITE <= 0;
444         // Clock the peripheral output into a reg,
445         // to output on the next clock cycle
446         per_out <= M_PRDATA;
447
448         mmu_state <= MMU_STATE_T1;
449       end
450     `else
451       // No FIX_T3
452       MMU_STATE_T2: begin
453         if (M_PREADY == 1'b1) begin
454           M_PENABLE <= 0;
455           M_PADDR <= 0;
456           M_PWDATA <= 0;
457           M_PSELx <= 0;
458           M_PWRITE <= 0;
459           // Clock the peripheral output into a reg,
460           // to output on the next clock cycle
461           per_out <= M_PRDATA;
462
463           mmu_state <= MMU_STATE_T1;
464         end else begin
465           M_PENABLE <= 1;
466         end
467       end
468     `endif
469   endcase
470
471   vmicro16_bram # (
472     .MEM_WIDTH (MEM_WIDTH),
473     .MEM_DEPTH (SPECIAL_REGS),
474     .USE_INITS (0),
475     .PARAM_DEFAULTS_R0 (CORE_ID),
476     .PARAM_DEFAULTS_R1 (`DEF_INT_MASK),
477     .NAME ("ram_sr")
478   ) ram_sr (
479     .clk (clk),
480     .reset (reset),
481     .mem_addr (mmu_addr[`clog2(SPECIAL_REGS)-1:0]),
482     .mem_in (),
483     .mem_we (),
484     .mem_out (sr_val)
485   );
486
487   // Each M core has a TIMO scratch memory
488   vmicro16_bram # (
489     .MEM_WIDTH (MEM_WIDTH),
490     .MEM_DEPTH (MEM_DEPTH),
491     .USE_INITS (0),
492     .NAME ("TIMO")
493   ) TIMO (
494     .clk (clk),
495     .reset (reset),
496     .mem_addr (mmu_addr[7:0]),
497     .mem_in (mmu_in),
498     .mem_we (tim0_we),
499     .mem_out (tim0_out)
500   );
501 endmodule
502
503
504
505 module vmicro16_regs # (
506   parameter CELL_WIDTH = 16,
507   parameter CELL_DEPTH = 8,
508   parameter CELL_SEL_BITS = `clog2(CELL_DEPTH),
509   parameter CELL_DEFAULTS = 0,
510   parameter DEBUG_NAME = "",
511   parameter CORE_ID = 0,
512   parameter PARAM_DEFAULTS_R0 = 16'h0000,

```

```

513     parameter PARAM_DEFAULTS_R1 = 16'h0000
514 ) (
515     input clk,
516     input reset,
517     // Dual port register reads
518     input [CELL_SEL_BITS-1:0] rs1, // port 1
519     output [CELL_WIDTH-1 :0] rd1,
520     //input [CELL_SEL_BITS-1:0] rs2, // port 2
521     //output [CELL_WIDTH-1 :0] rd2,
522     // EX/WB final stage write back
523     input we,
524     input [CELL_SEL_BITS-1:0] ws1,
525     input [CELL_WIDTH-1:0] wd
526 );
527 reg [CELL_WIDTH-1:0] regs [0:CELL_DEPTH-1] /*verilator public_flat*/;
528
529 // Initialise registers with default values
530 // Really only used for special registers used by the soc
531 // TODO: How to do this on reset?
532 integer i;
533 initial
534     if (CELL_DEFAULTS)
535         $readmemh(CELL_DEFAULTS, regs);
536     else begin
537         for(i = 0; i < CELL_DEPTH; i = i + 1)
538             regs[i] = 0;
539         regs[0] = PARAM_DEFAULTS_R0;
540         regs[1] = PARAM_DEFAULTS_R1;
541     end
542
543 always @(regs)
544     $display($time, "\tC%02h\t\t| %h %h %h %h | %h %h %h %h |",
545         CORE_ID,
546         regs[0], regs[1], regs[2], regs[3],
547         regs[4], regs[5], regs[6], regs[7]);
548
549 always @(posedge clk)
550     if (reset) begin
551         for(i = 0; i < CELL_DEPTH; i = i + 1)
552             regs[i] <= 0;
553         regs[0] <= PARAM_DEFAULTS_R0;
554         regs[1] <= PARAM_DEFAULTS_R1;
555     end
556     else if (we) begin
557         $display($time, "\tC%02h: REGS #s: Writing %h to reg[%d]",
558             CORE_ID, DEBUG_NAME, wd, ws1);
559
560         // Perform the write
561         regs[ws1] <= wd;
562     end
563
564 // sync writes, async reads
565 assign rd1 = regs[rs1];
566 //assign rd2 = regs[rs2];
567 endmodule
568
569
570 module vmicro16_regs_apb # (
571     parameter BUS_WIDTH      = 16,
572     parameter DATA_WIDTH    = 16,
573     parameter CELL_DEPTH     = 8,
574     parameter PARAM_DEFAULTS_R0 = 0,
575     parameter PARAM_DEFAULTS_R1 = 0
576 ) (
577     input clk,
578     input reset,
579     // APB Slave to master interface
580     input [clog2(CELL_DEPTH)-1:0] S_PADDR,
581     input S_PWRITE,
582     input S_PSELx,
583     input S_PENABLE,
584     input [DATA_WIDTH-1:0] S_PWDATA,
585     output [DATA_WIDTH-1:0] S_PRDATA,
586     output S_PREADY
587 );
588 wire [DATA_WIDTH-1:0] rd1;
589
590 assign S_PRDATA = (S_PSELx & S_PENABLE) ? rd1 : 16'h0000;
591 assign S_PREADY = (S_PSELx & S_PENABLE) ? 1'b1 : 1'b0;
592 assign reg_we = (S_PSELx & S_PENABLE & S_PWRITE);
593
594 always @(*)
595     if (reg_we)
596         $display($time, "\t\tREGS_APB[%h] <= %h", S_PADDR, S_PWDATA);
597
598 always @(*)
599     `rassert(reg_we == (S_PSELx & S_PENABLE & S_PWRITE))
600
601 vmicro16_regs # (
602     .CELL_DEPTH      (CELL_DEPTH),
603     .CELL_WIDTH      (DATA_WIDTH),
604     .PARAM_DEFAULTS_R0 (PARAM_DEFAULTS_R0),
605     .PARAM_DEFAULTS_R1 (PARAM_DEFAULTS_R1)
606 ) regs_apb (
607     .clk      (clk),
608     .reset    (reset),
609
610
611

```

```

612     .rs1    (S_PADDR),
613     .rd1    (rd1),
614
615     // .rs2    (),
616     // .rd2    (),
617
618     .we      (reg_we),
619     .ws1     (S_PADDR),
620     .wd      (S_PWDATA) // either alu_c or mem_out
621 );
622 endmodule
623
624
625
626
627 module vmicro16_gpio_apb # (
628     parameter BUS_WIDTH = 16,
629     parameter DATA_WIDTH = 16,
630     parameter PORTS = 8,
631     parameter NAME = "GPIO"
632 ) (
633     input clk,
634     input reset,
635     // APB Slave to master interface
636     input [0:0] S_PADDR, // not used (optimised out)
637     input S_PWRITE,
638     input S_PSELx,
639     input S_PENABLE,
640     input [DATA_WIDTH-1:0] S_PWDATA,
641
642     output [DATA_WIDTH-1:0] S_PRDATA,
643     output S_PREADY,
644     output reg [PORTS-1:0] gpio
645 );
646 assign S_PRDATA = (S_PSELx & S_PENABLE) ? gpio : 16'h0000;
647 assign S_PREADY = (S_PSELx & S_PENABLE) ? 1'b1 : 1'b0;
648 assign ports_we = (S_PSELx & S_PENABLE & S_PWRITE);
649
650 always @(posedge clk)
651     if (reset)
652         gpio <= 0;
653     else if (ports_we) begin
654         $display($time, "\t%s <= %h", NAME, S_PWDATA[PORTS-1:0]);
655         gpio <= S_PWDATA[PORTS-1:0];
656     end
657 endmodule
658
659 // Decoder is hard to parameterise as it's very closely linked to the ISA.
660
661 module vmicro16_dec # (
662     parameter INSTR_WIDTH = 16,
663     parameter INSTR_OP_WIDTH = 5,
664     parameter INSTR_RS_WIDTH = 3,
665     parameter ALU_OP_WIDTH = 5
666 ) (
667     //input clk, // not used yet (all combinational)
668     //input reset, // not used yet (all combinational)
669
670     input [INSTR_WIDTH-1:0] instr,
671
672     output [INSTR_OP_WIDTH-1:0] opcode,
673     output [INSTR_RS_WIDTH-1:0] rd,
674     output [INSTR_RS_WIDTH-1:0] ra,
675     output [3:0] imm4,
676     output [7:0] imm8,
677     output [11:0] imm12,
678     output [4:0] simm5,
679
680     // This can be freely increased without affecting the isa
681     output reg [ALU_OP_WIDTH-1:0] alu_op,
682
683     output reg has_imm4,
684     output reg has_imm8,
685     output reg has_imm12,
686     output reg has_we,
687     output reg has_br,
688     output reg has_mem,
689     output reg has_mem_we,
690     output reg has_cmp,
691
692     output halt,
693     output intr,
694
695     output reg has_lwex,
696     output reg has_swex
697
698     // TODO: Use to identify bad instruction and
699     // raise exceptions
700     //, output is_bad
701 );
702 assign opcode = instr[15:11];
703 assign rd = instr[10:8];
704 assign ra = instr[7:5];
705 assign imm4 = instr[3:0];
706 assign imm8 = instr[7:0];
707 assign imm12 = instr[11:0];
708 assign simm5 = instr[4:0];
709
710 // exme_op

```

```

711 always @(*) case (opcode)
712     `VMICRO16_OP_SPCL: casez(instr[11:0])
713         `VMICRO16_OP_SPCL_NOP,
714         `VMICRO16_OP_SPCL_HALT,
715         `VMICRO16_OP_SPCL_INTR: alu_op = `VMICRO16_ALU_NOP;
716         default: alu_op = `VMICRO16_ALU_NOP; endcase
717
718     `VMICRO16_OP_LW: alu_op = `VMICRO16_ALU_LW;
719     `VMICRO16_OP_SW: alu_op = `VMICRO16_ALU_SW;
720     `VMICRO16_OP_LWEX: alu_op = `VMICRO16_ALU_LW;
721     `VMICRO16_OP_SWEX: alu_op = `VMICRO16_ALU_SW;
722
723     `VMICRO16_OP_MOV: alu_op = `VMICRO16_ALU_MOV;
724     `VMICRO16_OP_MOVI: alu_op = `VMICRO16_ALU_MOVI;
725
726     `VMICRO16_OP_BR: alu_op = `VMICRO16_ALU_BR;
727     `VMICRO16_OP_MULT: alu_op = `VMICRO16_ALU_MULT;
728
729     `VMICRO16_OP_CMP: alu_op = `VMICRO16_ALU_CMP;
730     `VMICRO16_OP_SETC: alu_op = `VMICRO16_ALU_SETC;
731
732     `VMICRO16_OP_BIT: casez (simm5)
733         `VMICRO16_OP_BIT_OR: alu_op = `VMICRO16_ALU_BIT_OR;
734         `VMICRO16_OP_BIT_XOR: alu_op = `VMICRO16_ALU_BIT_XOR;
735         `VMICRO16_OP_BIT_AND: alu_op = `VMICRO16_ALU_BIT_AND;
736         `VMICRO16_OP_BIT_NOT: alu_op = `VMICRO16_ALU_BIT_NOT;
737         `VMICRO16_OP_BIT_LSHFT: alu_op = `VMICRO16_ALU_BIT_LSHFT;
738         `VMICRO16_OP_BIT_RSHFT: alu_op = `VMICRO16_ALU_BIT_RSHFT;
739         default: alu_op = `VMICRO16_ALU_BAD; endcase
740
741     `VMICRO16_OP_ARITH_U: casez (simm5)
742         `VMICRO16_OP_ARITH_UADD: alu_op = `VMICRO16_ALU_ARITH_UADD;
743         `VMICRO16_OP_ARITH_USUB: alu_op = `VMICRO16_ALU_ARITH_USUB;
744         `VMICRO16_OP_ARITH_UADDI: alu_op = `VMICRO16_ALU_ARITH_UADDI;
745         default: alu_op = `VMICRO16_ALU_BAD; endcase
746
747     `VMICRO16_OP_ARITH_S: casez (simm5)
748         `VMICRO16_OP_ARITH_SADD: alu_op = `VMICRO16_ALU_ARITH_SADD;
749         `VMICRO16_OP_ARITH_SSUB: alu_op = `VMICRO16_ALU_ARITH_SSUB;
750         `VMICRO16_OP_ARITH_SSUBI: alu_op = `VMICRO16_ALU_ARITH_SSUBI;
751         default: alu_op = `VMICRO16_ALU_BAD; endcase
752
753     default: begin
754         alu_op = `VMICRO16_ALU_NOP;
755         $display($time, "\tDEC: unknown opcode: %h ... NOPPING", opcode);
756     end
757 endcase
758
759 // Special opcodes
760 //assign nop == ((opcode == `VMICRO16_OP_SPCL) & (~instr[0]));
761 //assign halt = ((opcode == `VMICRO16_OP_SPCL) & instr[0]);
762 //assign intr = ((opcode == `VMICRO16_OP_SPCL) & instr[1]);
763
764 // Register writes
765 always @(*) case (opcode)
766     `VMICRO16_OP_LWEX,
767     `VMICRO16_OP_SWEX,
768     `VMICRO16_OP_LW,
769     `VMICRO16_OP_MOV,
770     `VMICRO16_OP_MOVI,
771     // `VMICRO16_OP_MOVI_L,
772     `VMICRO16_OP_ARITH_U,
773     `VMICRO16_OP_ARITH_S,
774     `VMICRO16_OP_SETC,
775     `VMICRO16_OP_BIT,
776     `VMICRO16_OP_MULT: has_we = 1'b1;
777     default: has_we = 1'b0;
778 endcase
779
780 // Contains 4-bit immediate
781 always @(*)
782     if( ((opcode == `VMICRO16_OP_ARITH_U) && (simm5[4] == 0)) ||
783         ((opcode == `VMICRO16_OP_ARITH_S) && (simm5[4] == 0)) )
784         has_imm4 = 1'b1;
785     else
786         has_imm4 = 1'b0;
787
788 // Contains 8-bit immediate
789 always @(*) case (opcode)
790     `VMICRO16_OP_MOVI,
791     `VMICRO16_OP_BR: has_imm8 = 1'b1;
792     default: has_imm8 = 1'b0;
793 endcase
794
795 // Contains 12-bit immediate
796 //always @(*) case (opcode)
797 //    `VMICRO16_OP_MOVI_L: has_imm12 = 1'b1;
798 //    default: has_imm12 = 1'b0;
799 //endcase
800
801 // Will branch the pc
802 always @(*) case (opcode)
803     `VMICRO16_OP_BR: has_br = 1'b1;
804     default: has_br = 1'b0;
805 endcase
806
807 // Requires external memory
808 always @(*) case (opcode)
809     `VMICRO16_OP_LW,

```

```

810     `VMICRO16_OP_SW,
811     `VMICRO16_OP_LWEX,
812     `VMICRO16_OP_SWEX: has_mem = 1'b1;
813     default:           has_mem = 1'b0;
814 endcase
815
816 // Requires external memory write
817 always @(*) case (opcode)
818     `VMICRO16_OP_SW,
819     `VMICRO16_OP_SWEX: has_mem_we = 1'b1;
820     default:           has_mem_we = 1'b0;
821 endcase
822
823 // Affects status registers (cmp instructions)
824 always @(*) case (opcode)
825     `VMICRO16_OP_CMP: has_cmp = 1'b1;
826     default:           has_cmp = 1'b0;
827 endcase
828
829 // Performs exclusive checks
830 always @(*) case (opcode)
831     `VMICRO16_OP_LWEX: has_lwex = 1'b1;
832     default:           has_lwex = 1'b0;
833 endcase
834
835 always @(*) case (opcode)
836     `VMICRO16_OP_SWEX: has_swex = 1'b1;
837     default:           has_swex = 1'b0;
838 endcase
839 endmodule
840
841
842 module vmicro16_alu # (
843     parameter OP_WIDTH = 5,
844     parameter DATA_WIDTH = 16,
845     parameter CORE_ID = 0
846 ) (
847     // input clk, // TODO: make clocked
848
849     input [OP_WIDTH-1:0] op,
850     input [DATA_WIDTH-1:0] a, // rs1/dst
851     input [DATA_WIDTH-1:0] b, // rs2
852     input [3:0] flags,
853     output reg [DATA_WIDTH-1:0] c
854 );
855 localparam TOP_BIT = (DATA_WIDTH-1);
856 // 17-bit register
857 reg [DATA_WIDTH:0] cmp_tmp = 0; // = {carry, [15:0]}
858 wire r_setc;
859
860 always @(*) begin
861     cmp_tmp = 0;
862     case (op)
863         // branch/nop, output nothing
864         `VMICRO16_ALU_BR,
865         `VMICRO16_ALU_NOP: c = {DATA_WIDTH{1'b0}};
866         // load/store addresses (use value in rd2)
867         `VMICRO16_ALU_LW,
868         `VMICRO16_ALU_SW: c = b;
869         // bitwise operations
870         `VMICRO16_ALU_BIT_OR: c = a | b;
871         `VMICRO16_ALU_BIT_XOR: c = a ^ b;
872         `VMICRO16_ALU_BIT_AND: c = a & b;
873         `VMICRO16_ALU_BIT_NOT: c = ~(b);
874         `VMICRO16_ALU_BIT_LSHFT: c = a << b;
875         `VMICRO16_ALU_BIT_RSHFT: c = a >> b;
876
877         `VMICRO16_ALU_MOV: c = b;
878         `VMICRO16_ALU_MOVI: c = b;
879         `VMICRO16_ALU_MOVI_L: c = b;
880
881         `VMICRO16_ALU_ARITH_UADD: c = a + b;
882         `VMICRO16_ALU_ARITH_USUB: c = a - b;
883         // TODO: ALU should have simm5 as input
884         `VMICRO16_ALU_ARITH_UADDI: c = a + b;
885
886         `ifdef DEF_ALU_HW_MULT
887             `VMICRO16_ALU_MULT: c = a * b;
888         `endif
889
890         `VMICRO16_ALU_ARITH_SADD: c = $signed(a) + $signed(b);
891         `VMICRO16_ALU_ARITH_SSUB: c = $signed(a) - $signed(b);
892         // TODO: ALU should have simm5 as input
893         `VMICRO16_ALU_ARITH_SSUBI: c = $signed(a) - $signed(b);
894
895         `VMICRO16_ALU_CMP: begin
896             // TODO: Do a-b in 17-bit register
897             // Set zero, overflow, carry, signed bits in result
898             cmp_tmp = a - b;
899             c = 0;
900
901             // N Negative condition code flag
902             // Z Zero condition code flag
903             // C Carry condition code flag
904             // V Overflow condition code flag
905             c[`VMICRO16_SFLAG_N] = cmp_tmp[TOP_BIT];
906             c[`VMICRO16_SFLAG_Z] = (cmp_tmp == 0);
907             c[`VMICRO16_SFLAG_C] = 0; //cmp_tmp[TOP_BIT+1]; // not used
908         end

```

```

909         // Overflow flag
910         // https://stackoverflow.com/questions/30957188/
911         // https://github.com/bendl/prco304/blob/master/prco_core/rtl/prco_alu.v#L50
912         case(cmp_tmp[TOP_BIT+1:TOP_BIT])
913             2'b01: c[`VMICRO16_SFLAG_V] = 1;
914             2'b10: c[`VMICRO16_SFLAG_V] = 1;
915             default: c[`VMICRO16_SFLAG_V] = 0;
916         endcase
917
918         $display($time, "\tC%02h: ALU CMP: %h %h = %h = %b", CORE_ID, a, b, cmp_tmp, c[3:0]);
919     end
920
921     `VMICRO16_ALU_SETC: c = { {15{1'b0}}, r_setc };
922
923     // TODO: Parameterise
924     default: begin
925         $display($time, "\tALU: unknown op: %h", op);
926         c = 0;
927         cmp_tmp = 0;
928     end
929     endcase
930 end
931
932 branch setc_check (
933     .flags      (flags),
934     .cond       (b[7:0]),
935     .en         (r_setc)
936 );
937 endmodule
938
939 // flags = 4 bit r_cmp_flags register
940 // cond = 8 bit VMICRO16_OP_BR_? value. See vmicro16_isa.v
941 module branch (
942     input [3:0] flags,
943     input [7:0] cond,
944     output reg en
945 );
946     always @(*)
947     case (cond)
948         `VMICRO16_OP_BR_U: en = 1; `VMICRO16_OP_BR_U: en = 1;
949         `VMICRO16_OP_BR_E: en = (flags[`VMICRO16_SFLAG_Z] == 1);
950         `VMICRO16_OP_BR_NE: en = (flags[`VMICRO16_SFLAG_Z] == 0);
951         `VMICRO16_OP_BR_G: en = (flags[`VMICRO16_SFLAG_Z] == 0) &&
952             (flags[`VMICRO16_SFLAG_N] == flags[`VMICRO16_SFLAG_V]);
953         `VMICRO16_OP_BR_L: en = (flags[`VMICRO16_SFLAG_Z] != flags[`VMICRO16_SFLAG_N]);
954         `VMICRO16_OP_BR_GE: en = (flags[`VMICRO16_SFLAG_Z] == flags[`VMICRO16_SFLAG_N]);
955         `VMICRO16_OP_BR_LE: en = (flags[`VMICRO16_SFLAG_Z] == 1) ||
956             (flags[`VMICRO16_SFLAG_N] != flags[`VMICRO16_SFLAG_V]);
957         default: en = 0;
958     endcase
959 endmodule
960
961
962 module vmicro16_core # (
963     parameter DATA_WIDTH      = 16,
964     parameter MEM_INSTR_DEPTH = 64,
965     parameter MEM_SCRATCH_DEPTH = 64,
966     parameter MEM_WIDTH       = 16,
967
968     parameter CORE_ID          = 3'h0
969 ) (
970     input      clk,
971     input      reset,
972
973     output [7:0] dbug,
974
975     // interrupt sources
976     input  [ `DEF_NUM_INT-1:0 ] ints,
977     input  [ `DEF_NUM_INT*DATA_WIDTH-1:0 ] ints_data,
978     output [ `DEF_NUM_INT-1:0 ] ints_ack,
979
980     // APB master to slave interface (apb_intercon)
981     output [ `APB_WIDTH-1:0 ] w_PADDR,
982     output                w_PWRITE,
983     output                w_PSELx,
984     output                w_PENABLE,
985     output [DATA_WIDTH-1:0] w_PWDATA,
986     input  [DATA_WIDTH-1:0] w_PRDATA,
987     input                w_PREADY
988 );
989     localparam STATE_IF = 0;
990     localparam STATE_R1 = 1;
991     localparam STATE_R2 = 2;
992     localparam STATE_ME = 3;
993     localparam STATE_WB = 4;
994     localparam STATE_FE = 5;
995     localparam STATE_IDLE = 6;
996     localparam STATE_HALT = 7;
997     reg [2:0] r_state = STATE_IF;
998
999     reg [DATA_WIDTH-1:0] r_pc      = 16'h0000;
1000     reg [DATA_WIDTH-1:0] r_pc_saved = 16'h0000;
1001     reg [DATA_WIDTH-1:0] r_instr  = 16'h0000;
1002     wire [DATA_WIDTH-1:0] w_mem_instr_out;
1003     wire                w_halt;
1004
1005     assign dbug = {7'h00, w_halt};
1006
1007

```



```

1008 wire [4:0] r_instr_opcode;
1009 wire [4:0] r_instr_alu_op;
1010 wire [2:0] r_instr_rsd;
1011 wire [2:0] r_instr_rsa;
1012 reg [DATA_WIDTH-1:0] r_instr_rdd = 0;
1013 reg [DATA_WIDTH-1:0] r_instr_rda = 0;
1014 wire [3:0] r_instr_imm4;
1015 wire [7:0] r_instr_imm8;
1016 wire [4:0] r_instr_simm5;
1017 wire r_instr_has_imm4;
1018 wire r_instr_has_imm8;
1019 wire r_instr_has_we;
1020 wire r_instr_has_br;
1021 wire r_instr_has_cmp;
1022 wire r_instr_has_mem;
1023 wire r_instr_has_mem_we;
1024 wire r_instr_halt;
1025 wire r_instr_has_lwex;
1026 wire r_instr_has_swex;
1027
1028 wire [DATA_WIDTH-1:0] r_alu_out;
1029
1030 wire [DATA_WIDTH-1:0] r_mem_scratch_addr = $signed(r_alu_out) + $signed(r_instr_simm5);
1031 wire [DATA_WIDTH-1:0] r_mem_scratch_in = r_instr_rdd;
1032 wire [DATA_WIDTH-1:0] r_mem_scratch_out;
1033 wire r_mem_scratch_we = r_instr_has_mem_we && (r_state == STATE_ME);
1034 reg r_mem_scratch_req = 0;
1035 wire r_mem_scratch_busy;
1036
1037 reg [2:0] r_reg_rs1 = 0;
1038 wire [DATA_WIDTH-1:0] r_reg_rd1_s;
1039 wire [DATA_WIDTH-1:0] r_reg_rd1_i;
1040 wire [DATA_WIDTH-1:0] r_reg_rd1 = regs_use_int ? r_reg_rd1_i : r_reg_rd1_s;
1041 //wire [15:0] r_reg_rd2;
1042 wire [DATA_WIDTH-1:0] r_reg_wd = (r_instr_has_mem) ? r_mem_scratch_out : r_alu_out;
1043 wire r_reg_we = r_instr_has_we && (r_state == STATE_WB);
1044
1045 // branching
1046 wire w_intr;
1047 wire w_branch_en;
1048 wire w_branching = r_instr_has_br && w_branch_en;
1049 reg [3:0] r_cmp_flags = 4'h00; // N, Z, C, V
1050
1051 always @(r_cmp_flags)
1052 $display($time, "\tC%02h:\tALU CMP: %b", CORE_ID, r_cmp_flags);
1053
1054 // 2 cycle register fetch
1055 always @(*) begin
1056 r_reg_rs1 = 0;
1057 if (r_state == STATE_R1)
1058 r_reg_rs1 = r_instr_rsd;
1059 else if (r_state == STATE_R2)
1060 r_reg_rs1 = r_instr_rsa;
1061 else
1062 r_reg_rs1 = 3'h0;
1063 end
1064
1065 wire [DEF_NUM_INT*DATA_WIDTH-1:0] ints_vector;
1066 wire [DEF_NUM_INT-1:0] ints_mask;
1067 wire has_int = ints & ints_mask;
1068 reg int_pending = 0;
1069 reg int_pending_ack = 0;
1070 reg regs_use_int = 0;
1071 always @(posedge clk)
1072 if (int_pending_ack)
1073 // We've now branched to the isr
1074 int_pending <= 0;
1075 else if (has_int)
1076 // Notify fsm to switch to the ints_vector at the last stage
1077 int_pending <= 1;
1078 else if (w_intr)
1079 // Return to Interrupt instruction called,
1080 // so we've finished with the interrupt
1081 int_pending <= 0;
1082
1083
1084 // cpu state machine
1085 always @(posedge clk)
1086 if (reset) begin
1087 r_pc <= 0;
1088 r_state <= STATE_IF;
1089 r_instr <= 0;
1090 r_mem_scratch_req <= 0;
1091 r_instr_rdd <= 0;
1092 r_instr_rda <= 0;
1093 end
1094 else begin
1095
1096 if (r_state == STATE_IF) begin
1097 if (w_halt) begin
1098 $display("");
1099 $display("");
1100 $display($time, "\tC%02h: PC: %h HALT", CORE_ID, r_pc);
1101 r_state <= STATE_HALT;
1102 end else begin
1103 r_instr <= w_mem_instr_out;
1104
1105 $display("");
1106 $display($time, "\tC%02h: PC: %h", CORE_ID, r_pc);

```

```

1107         $display($time, "\tC%02h: INSTR: %h", CORE_ID, w_mem_instr_out);
1108
1109
1110         r_state <= STATE_R1;
1111     end
1112 end
1113 else if (r_state == STATE_R1) begin
1114     // primary operand
1115     r_instr_rdd <= r_reg_rd1;
1116     r_state <= STATE_R2;
1117 end
1118 else if (r_state == STATE_R2) begin
1119     // Choose secondary operand (register or immediate)
1120     if (r_instr_has_imm8) r_instr_rda <= r_instr_imm8;
1121     else if (r_instr_has_imm4) r_instr_rda <= r_reg_rd1 + r_instr_imm4;
1122     else
1123         r_instr_rda <= r_reg_rd1;
1124
1125     if (r_instr_has_mem) begin
1126         r_state <= STATE_ME;
1127         // Pulse req
1128         r_mem_scratch_req <= 1;
1129     end else
1130         r_state <= STATE_WB;
1131 end
1132 else if (r_state == STATE_ME) begin
1133     // Pulse req
1134     r_mem_scratch_req <= 0;
1135     // Wait for MMU to finish
1136     if (!r_mem_scratch_busy)
1137         r_state <= STATE_WB;
1138 end
1139 else if (r_state == STATE_WB) begin
1140     if (r_instr_has_cmp) begin
1141         $display($time, "\tC%02h: CMP: %h", CORE_ID, r_alu_out[3:0]);
1142         r_cmp_flags <= r_alu_out[3:0];
1143     end
1144
1145     if (int_pending) begin
1146         $display($time, "\tC%02h: Jumping to ISR: %h", CORE_ID, ints_vector[0 +: `DATA_WIDTH]);
1147         // TODO: check bounds
1148         // Save state
1149         r_pc_saved <= r_pc + 1;
1150         regs_use_int <= 1;
1151         int_pending_ack <= 1;
1152         // Jump to ISR
1153         r_pc <= ints_vector[0 +: `DATA_WIDTH];
1154     end else if (w_intr) begin
1155         $display($time, "\tC%02h: Returning from ISR: %h", CORE_ID, r_pc_saved);
1156         r_pc <= r_pc_saved;
1157         regs_use_int <= 0;
1158         int_pending_ack <= 0;
1159     end else if (w_branching) begin
1160         $display($time, "\tC%02h: branching to %h", CORE_ID, r_instr_rdd);
1161         r_pc <= r_instr_rdd;
1162         int_pending_ack <= 0;
1163     end
1164     else if (r_pc < (MEM_INSTR_DEPTH-1)) begin
1165         r_pc <= r_pc + 1;
1166         int_pending_ack <= 0;
1167     end
1168
1169     r_state <= STATE_FE;
1170 end
1171 else if (r_state == STATE_FE) begin
1172     r_state <= STATE_IF;
1173 end
1174 else if (r_state == STATE_HALT) begin
1175     end
1176 end
1177
1178 // Instruction ROM
1179 vmicro16_bram # (
1180     .MEM_WIDTH      (DATA_WIDTH),
1181     .MEM_DEPTH      (MEM_INSTR_DEPTH),
1182     .CORE_ID        (CORE_ID),
1183     .USE_INITS      (1),
1184     .NAME            ("INSTR_MEM")
1185 ) mem_instr (
1186     .clk            (clk),
1187     .reset          (reset),
1188     // port 1
1189     .mem_addr       (r_pc),
1190     .mem_in         (0),
1191     .mem_we         (1'b0), // ROM
1192     .mem_out        (w_mem_instr_out)
1193 );
1194
1195 // MMU
1196 vmicro16_core_mmu # (
1197     .MEM_WIDTH      (DATA_WIDTH),
1198     .MEM_DEPTH      (MEM_SCRATCH_DEPTH),
1199     .CORE_ID        (CORE_ID)
1200 ) mmu (
1201     .clk            (clk),
1202     .reset          (reset),
1203     .req            (r_mem_scratch_req),
1204     .busy           (r_mem_scratch_busy),
1205     // interrupts
1206     .ints_vector    (ints_vector),

```

```

1206     .ints_mask      (ints_mask),
1207     // port 1
1208     .mmu_addr        (r_mem_scratch_addr),
1209     .mmu_in          (r_mem_scratch_in),
1210     .mmu_we          (r_mem_scratch_we),
1211     .mmu_lwex        (r_instr_has_lwex),
1212     .mmu_swex        (r_instr_has_swex),
1213     .mmu_out         (r_mem_scratch_out),
1214     // APB maste r to slave
1215     .M_PADDR         (w_PADDR),
1216     .M_PWRITE        (w_PWRITE),
1217     .M_PSELx         (w_PSELx),
1218     .M_PENABLE       (w_PENABLE),
1219     .M_PWDATA        (w_PWDATA),
1220     .M_PRDATA        (w_PRDATA),
1221     .M_PREADY        (w_PREADY)
1222 );
1223
1224 // Instruction decoder
1225 vmicro16_dec dec (
1226     // input
1227     .instr            (r_instr),
1228     // output async
1229     .opcode           (),
1230     .rd               (r_instr_rsd),
1231     .ra               (r_instr_rsa),
1232     .imm4             (r_instr_imm4),
1233     .imm8             (r_instr_imm8),
1234     .imm12            (),
1235     .simm5            (r_instr_simm5),
1236     .alu_op           (r_instr_alu_op),
1237     .has_imm4         (r_instr_has_imm4),
1238     .has_imm8         (r_instr_has_imm8),
1239     .has_we           (r_instr_has_we),
1240     .has_br           (r_instr_has_br),
1241     .has_cmp          (r_instr_has_cmp),
1242     .has_mem          (r_instr_has_mem),
1243     .has_mem_we       (r_instr_has_mem_we),
1244     .halt             (w_halt),
1245     .intr             (w_intr),
1246     .has_lwex         (r_instr_has_lwex),
1247     .has_swex         (r_instr_has_swex)
1248 );
1249
1250 // Software registers
1251 vmicro16_regs # (
1252     .CORE_ID          (CORE_ID),
1253     .CELL_WIDTH       (`DATA_WIDTH)
1254 ) regs (
1255     .clk              (clk),
1256     .reset            (reset),
1257     // async port 0
1258     .rs1              (r_reg_rs1),
1259     .rd1              (r_reg_rd1_s),
1260     // async port 1
1261     // .rs2            (),
1262     // .rd2            (),
1263     // write port
1264     .we               (r_reg_we && `regs_use_int),
1265     .ws1              (r_instr_rsd),
1266     .wd               (r_reg_wd)
1267 );
1268
1269 // Interrupt replacement registers
1270 vmicro16_regs # (
1271     .CORE_ID          (CORE_ID),
1272     .CELL_WIDTH       (`DATA_WIDTH),
1273     .DEBUG_NAME       ("REGSINT")
1274 ) regs_intr (
1275     .clk              (clk),
1276     .reset            (reset),
1277     // async port 0
1278     .rs1              (r_reg_rs1),
1279     .rd1              (r_reg_rd1_i),
1280     // async port 1
1281     // .rs2            (),
1282     // .rd2            (),
1283     // write port
1284     .we               (r_reg_we && regs_use_int),
1285     .ws1              (r_instr_rsd),
1286     .wd               (r_reg_wd)
1287 );
1288
1289 // ALU
1290 vmicro16_alu # (
1291     .CORE_ID(CORE_ID)
1292 ) alu (
1293     .op               (r_instr_alu_op),
1294     .a                (r_instr_rdd),
1295     .b                (r_instr_rda),
1296     .flags            (r_cmp_flags),
1297     // async output
1298     .c                (r_alu_out)
1299 );
1300
1301 branch branch_check (
1302     .flags            (r_cmp_flags),
1303     .cond             (r_instr_imm8),
1304     .en               (w_branch_en)

```

```

1305     );
1306
1307 endmodule

```

## vmicro16\_soc.v

```

1  //
2  //
3
4  `include "vmicro16_soc_config.v"
5  `include "clog2.v"
6
7  module timer_apb # (
8      parameter CLK_HZ = 50_000_000
9  ) (
10     input clk,
11     input reset,
12
13     input clk_en,
14
15     // 0 16-bit value R/W
16     // 1 16-bit control R    b0 = start, b1 = reset
17     // 2 16-bit prescaler
18     input [1:0] S_PADDR,
19
20     input S_PWRITE,
21     input S_PSELx,
22     input S_PENABLE,
23     input [DATA_WIDTH-1:0] S_PWDATA,
24
25     output reg [DATA_WIDTH-1:0] S_PRDATA,
26     output S_PREADY,
27
28     output out,
29     output [DATA_WIDTH-1:0] int_data
30 );
31 //assign S_PRDATA = (S_PSELx & S_PENABLE) ? swex_success ? 16'hFOFO : 16'h0000;
32 assign S_PREADY = (S_PSELx & S_PENABLE) ? 1'b1 : 1'b0;
33 wire en = (S_PSELx & S_PENABLE);
34 wire we = (en & S_PWRITE);
35
36 reg [DATA_WIDTH-1:0] r_counter = 0;
37 reg [DATA_WIDTH-1:0] r_load = 0;
38 reg [DATA_WIDTH-1:0] r_pres = 0;
39 reg [DATA_WIDTH-1:0] r_ctrl = 0;
40
41 localparam CTRL_START = 0;
42 localparam CTRL_RESET = 1;
43
44 localparam ADDR_LOAD = 2'b00;
45 localparam ADDR_CTRL = 2'b01;
46 localparam ADDR_PRE = 2'b10;
47
48 always @(*) begin
49     S_PRDATA = 0;
50     if (en)
51         case(S_PADDR)
52             ADDR_LOAD: S_PRDATA = r_counter;
53             ADDR_CTRL: S_PRDATA = r_ctrl;
54             //ADDR_CTRL: S_PRDATA = r_pres;
55             default: S_PRDATA = 0;
56         endcase
57     end
58
59 // prescaler counts from r_pres to 0, emitting a stb signal
60 // to enable the r_counter step
61 reg [DATA_WIDTH-1:0] r_pres_counter = 0;
62 wire counter_en = (r_pres_counter == 0);
63 always @(posedge clk)
64     if (r_pres_counter == 0)
65         r_pres_counter <= r_pres;
66     else
67         r_pres_counter <= r_pres_counter - 1;
68
69 always @(posedge clk)
70     if (we)
71         case(S_PADDR)
72             // Write to the load register:
73             // Set load register
74             // Set counter register
75             ADDR_LOAD: begin
76                 r_load <= S_PWDATA;
77                 r_counter <= S_PWDATA;
78                 $display($time, "\t\ttimr0: WRITE LOAD: %h", S_PWDATA);
79             end
80             ADDR_CTRL: begin
81                 r_ctrl <= S_PWDATA;
82                 $display($time, "\t\ttimr0: WRITE CTRL: %h", S_PWDATA);
83             end
84             ADDR_PRE: begin
85                 r_pres <= S_PWDATA;
86                 $display($time, "\t\ttimr0: WRITE PRES: %h", S_PWDATA);
87             end
88         endcase
89     else

```

```

90         if (r_ctrl[CTRL_START]) begin
91             if (r_counter == 0)
92                 r_counter <= r_load;
93             else if(counter_en)
94                 r_counter <= r_counter -1;
95             end else if (r_ctrl[CTRL_RESET])
96                 r_counter <= r_load;
97
98             // generate the output pulse when r_counter == 0
99             // out = (counter reached zero && counter started)
100             assign out = (r_counter == 0) && r_ctrl[CTRL_START];
101             assign int_data = {`DATA_WIDTH{1'b1}};
102         endmodule
103
104         // Shared memory with hardware monitor (LWEX/SWEX)
105
106         module vmicro16_bram_ex_apb # (
107             parameter BUS_WIDTH = 16,
108             parameter MEM_WIDTH = 16,
109             parameter MEM_DEPTH = 64,
110             parameter CORE_ID_BITS = 3,
111             parameter SWEX_SUCCESS = 16'h0000,
112             parameter SWEX_FAIL = 16'h0001
113         ) (
114             input clk,
115             input reset,
116
117             // |19 |18 |16 |15 |0|
118             // | LWEX | SWEX | 3 bit CORE_ID | S_PADDR |
119             input [19:0] S_PADDR,
120
121             input S_PWRITE,
122             input S_PSELx,
123             input S_PENABLE,
124             input [MEM_WIDTH-1:0] S_PWDATA,
125
126             output reg [MEM_WIDTH-1:0] S_PRDATA,
127             output S_PREADY
128         );
129
130         // exclusive flag checks
131         wire [MEM_WIDTH-1:0] mem_out;
132         wire [MEM_WIDTH-1:0] mem_out_ex;
133         reg swex_success = 0;
134
135         localparam ADDR_BITS = `clog2(MEM_DEPTH);
136
137         // hack to create a 1 clock delay to S_PREADY
138         // for bram to be ready
139         reg cdelay = 1;
140         always @(posedge clk)
141             if (S_PSELx)
142                 cdelay <= 0;
143             else
144                 cdelay <= 1;
145
146         //assign S_PRDATA = (S_PSELx & S_PENABLE) ? swex_success ? 16'hF0F0 : 16'h0000;
147         assign S_PREADY = (S_PSELx & S_PENABLE & (!cdelay)) ? 1'b1 : 1'b0;
148         assign we = (S_PSELx & S_PENABLE & S_PWRITE);
149         wire en = (S_PSELx & S_PENABLE);
150
151         // Similar to:
152         // http://infocenter.arm.com/help/index.jsp?topic=/com.arm.doc.dui0204f/Cihbghef.html
153
154         // mem_wd is the CORE_ID sent in bits [18:16]
155         localparam TOP_BIT_INDEX = `APB_WIDTH - 1;
156         localparam PADDR_CORE_ID_MSB = TOP_BIT_INDEX - 2;
157         localparam PADDR_CORE_ID_LSB = PADDR_CORE_ID_MSB - (CORE_ID_BITS-1);
158
159         // [LWEX, CORE_ID, mem_addr] from S_PADDR
160         wire lwex = S_PADDR[TOP_BIT_INDEX];
161         wire swex = S_PADDR[TOP_BIT_INDEX-1];
162         wire [CORE_ID_BITS-1:0] core_id = S_PADDR[PADDR_CORE_ID_MSB:PADDR_CORE_ID_LSB];
163         // CORE_ID to write to ex_flags register
164         wire [ADDR_BITS-1:0] mem_addr = S_PADDR[ADDR_BITS-1:0];
165
166         wire [CORE_ID_BITS:0] ex_flags_read;
167         wire is_locked = !ex_flags_read;
168         wire is_locked_self = is_locked && (core_id == (ex_flags_read-1));
169
170         // Check exclusive access flags
171         always @(*) begin
172             swex_success = 0;
173             if (en)
174                 if (swex)
175                     if (is_locked && !is_locked_self)
176                         // someone else has locked it
177                         swex_success = 0;
178                     else if (is_locked && is_locked_self)
179                         swex_success = 1;
180             end
181
182         always @(*)
183             if (swex)
184                 if (swex_success)
185                     S_PRDATA = SWEX_SUCCESS;
186                 else
187                     S_PRDATA = SWEX_FAIL;
188             else

```

```

189     S_PRDATA = mem_out;
190
191     wire reg_we = en && (!lwex && !is_locked)
192                 || (swex && swex_success));
193
194     reg [CORE_ID_BITS-1:0] reg_wd;
195     always @(*) begin
196         reg_wd = {{CORE_ID_BITS}{1'b0}};
197
198         if (en)
199             // if wanting to lock the addr
200             if (lwex)
201                 // and not already locked
202                 if (!is_locked) begin
203                     reg_wd = (core_id + 1);
204                 end
205             else if (swex)
206                 if (is_locked && is_locked_self)
207                     reg_wd = {{CORE_ID_BITS}{1'b0}};
208     end
209
210     // Exclusive flag for each memory cell
211     vmicro16_bram # (
212         .MEM_WIDTH  (CORE_ID_BITS + 1),
213         .MEM_DEPTH  (MEM_DEPTH),
214         .USE_INITS  (0),
215         .NAME        ("rexxram")
216     ) ram_exflags (
217         .clk         (clk),
218         .reset        (reset),
219
220         .mem_addr     (mem_addr),
221         .mem_in        (reg_wd),
222         .mem_we        (reg_we),
223         .mem_out       (ex_flags_read)
224     );
225
226     always @(*)
227         if (S_PSELx && S_PENABLE)
228             $display($time, "\t\tBRAMex[%h] READ %h\tCORE: %h", mem_addr, mem_out, S_PADDR[16 +: CORE_ID_BITS]);
229
230     always @(posedge clk)
231         if (we)
232             $display($time, "\t\tBRAMex[%h] WRITE %h\tCORE: %h", mem_addr, S_PWDATA, S_PADDR[16 +: CORE_ID_BITS]);
233
234     vmicro16_bram # (
235         .MEM_WIDTH  (MEM_WIDTH),
236         .MEM_DEPTH  (MEM_DEPTH),
237         .USE_INITS  (0),
238         .NAME        ("BRAMexinst")
239     ) bram_apb (
240         .clk         (clk),
241         .reset        (reset),
242
243         .mem_addr     (mem_addr),
244         .mem_in        (S_PWDATA),
245         .mem_we        (we && swex_success),
246         .mem_out       (mem_out)
247     );
248 endmodule
249
250
251
252
253 module vmicro16_soc (
254     input clk,
255     input reset,
256
257     //input  uart_rx,
258     output uart_tx,
259     output [^APB_GPI00_PINS-1:0] gpio0,
260     output [^APB_GPI01_PINS-1:0] gpio1,
261     output [^APB_GPI02_PINS-1:0] gpio2,
262
263     output [7:0] dbug0,
264     output [^CORES*8:0] dbug1
265 );
266     genvar di;
267     generate for (di = 0; di < ^CORES; di = di + 1) begin : gen_dbug0
268         assign dbug0[di] = dbug1[di*8];
269     end
270 endgenerate
271
272 // Peripherals (master to slave)
273 wire [^APB_WIDTH-1:0] M_PADDR;
274 wire M_PWRITE;
275 wire [^SLAVES-1:0] M_PSELx; // not shared
276 wire M_PENABLE;
277 wire [^DATA_WIDTH-1:0] M_PWDATA;
278 wire [^SLAVES*^DATA_WIDTH-1:0] M_PRDATA; // input to intercon
279 wire [^SLAVES-1:0] M_PREADY; // input
280
281 // Master apb interfaces
282 wire [^CORES*^APB_WIDTH-1:0] w_PADDR;
283 wire [^CORES-1:0] w_PWRITE;
284 wire [^CORES-1:0] w_PSELx;
285 wire [^CORES-1:0] w_PENABLE;
286 wire [^CORES*^DATA_WIDTH-1:0] w_PWDATA;
287 wire [^CORES*^DATA_WIDTH-1:0] w_PRDATA;

```

```

288     wire [`CORES-1:0]          w_PREADY;
289
290 // Interrupts
291 wire [`DEF_NUM_INT-1:0]      ints;
292 wire [`DEF_NUM_INT*`DATA_WIDTH-1:0] ints_data;
293 assign ints[7:1] = 0;
294 assign ints_data[`DEF_NUM_INT*`DATA_WIDTH-1:`DATA_WIDTH] = {`DEF_NUM_INT*(`DATA_WIDTH-1){1'b0}};
295
296
297
298 apb_intercon_s # (
299     .MASTER_PORTS(`CORES),
300     .SLAVE_PORTS  (`SLAVES),
301     .BUS_WIDTH    (`APB_WIDTH),
302     .DATA_WIDTH   (`DATA_WIDTH)
303 ) apb (
304     .clk          (clk),
305     .reset        (reset),
306     // APB master to slave
307     .S_PADDR      (w_PADDR),
308     .S_PWRITE     (w_PWRITE),
309     .S_PSELx      (w_PSELx),
310     .S_PENABLE    (w_PENABLE),
311     .S_PWDATA     (w_PWDATA),
312     .S_PRDATA     (w_PRDATA),
313     .S_PREADY     (w_PREADY),
314     // shared bus
315     .M_PADDR      (M_PADDR),
316     .M_PWRITE     (M_PWRITE),
317     .M_PSELx      (M_PSELx),
318     .M_PENABLE    (M_PENABLE),
319     .M_PWDATA     (M_PWDATA),
320     .M_PRDATA     (M_PRDATA),
321     .M_PREADY     (M_PREADY)
322 );
323
324
325
326 vmicro16_gpio_apb # (
327     .BUS_WIDTH    (`APB_WIDTH),
328     .DATA_WIDTH   (`DATA_WIDTH),
329     .PORTS        (`APB_GPIO0_PINS),
330     .NAME         ("GPIO0")
331 ) gpio0_apb (
332     .clk          (clk),
333     .reset        (reset),
334     // apb slave to master interface
335     .S_PADDR      (M_PADDR),
336     .S_PWRITE     (M_PWRITE),
337     .S_PSELx      (M_PSELx[`APB_PSELX_GPIO0]),
338     .S_PENABLE    (M_PENABLE),
339     .S_PWDATA     (M_PWDATA),
340     .S_PRDATA     (M_PRDATA[`APB_PSELX_GPIO0*`DATA_WIDTH +: `DATA_WIDTH]),
341     .S_PREADY     (M_PREADY[`APB_PSELX_GPIO0]),
342     .gpio         (gpio0)
343 );
344
345 // GPIO1 for Seven segment displays (16 pin)
346
347
348 vmicro16_gpio_apb # (
349     .BUS_WIDTH    (`APB_WIDTH),
350     .DATA_WIDTH   (`DATA_WIDTH),
351     .PORTS        (`APB_GPIO1_PINS),
352     .NAME         ("GPIO1")
353 ) gpio1_apb (
354     .clk          (clk),
355     .reset        (reset),
356     // apb slave to master interface
357     .S_PADDR      (M_PADDR),
358     .S_PWRITE     (M_PWRITE),
359     .S_PSELx      (M_PSELx[`APB_PSELX_GPIO1]),
360     .S_PENABLE    (M_PENABLE),
361     .S_PWDATA     (M_PWDATA),
362     .S_PRDATA     (M_PRDATA[`APB_PSELX_GPIO1*`DATA_WIDTH +: `DATA_WIDTH]),
363     .S_PREADY     (M_PREADY[`APB_PSELX_GPIO1]),
364     .gpio         (gpio1)
365 );
366
367 // GPIO2 for Seven segment displays (8 pin)
368
369
370 vmicro16_gpio_apb # (
371     .BUS_WIDTH    (`APB_WIDTH),
372     .DATA_WIDTH   (`DATA_WIDTH),
373     .PORTS        (`APB_GPIO2_PINS),
374     .NAME         ("GPIO2")
375 ) gpio2_apb (
376     .clk          (clk),
377     .reset        (reset),
378     // apb slave to master interface
379     .S_PADDR      (M_PADDR),
380     .S_PWRITE     (M_PWRITE),
381     .S_PSELx      (M_PSELx[`APB_PSELX_GPIO2]),
382     .S_PENABLE    (M_PENABLE),
383     .S_PWDATA     (M_PWDATA),
384     .S_PRDATA     (M_PRDATA[`APB_PSELX_GPIO2*`DATA_WIDTH +: `DATA_WIDTH]),
385     .S_PREADY     (M_PREADY[`APB_PSELX_GPIO2]),
386     .gpio         (gpio2)

```

```

387 );
388
389
390
391 apb_uart_tx uart0_apb (
392     .clk          (clk),
393     .reset        (reset),
394     // apb slave to master interface
395     .S_PADDR      (M_PADDR),
396     .S_PWRITE     (M_PWRITE),
397     .S_PSELx      (M_PSELx[APB_PSELX_UART0]),
398     .S_PENABLE    (M_PENABLE),
399     .S_PWDATA     (M_PWDATA),
400     .S_PRDATA     (M_PRDATA[APB_PSELX_UART0*DATA_WIDTH+: DATA_WIDTH]),
401     .S_PREADY     (M_PREADY[APB_PSELX_UART0]),
402     // uart wires
403     .tx_wire      (uart_tx),
404     .rx_wire      (uart_rx)
405 );
406
407
408
409 timer_apb timr0 (
410     .clk          (clk),
411     .reset        (reset),
412     // apb slave to master interface
413     .S_PADDR      (M_PADDR),
414     .S_PWRITE     (M_PWRITE),
415     .S_PSELx      (M_PSELx[APB_PSELX_TIMR0]),
416     .S_PENABLE    (M_PENABLE),
417     .S_PWDATA     (M_PWDATA),
418     .S_PRDATA     (M_PRDATA[APB_PSELX_TIMR0*DATA_WIDTH+: DATA_WIDTH]),
419     .S_PREADY     (M_PREADY[APB_PSELX_TIMR0]),
420     //
421     .out          (ints [DEF_INT_TIMR0]),
422     .int_data     (ints_data[DEF_INT_TIMR0*DATA_WIDTH+: DATA_WIDTH])
423 );
424
425 // Shared register set for system-on-chip info
426 // R0 = number of cores
427
428
429 vmicro16_regs_apb # (
430     .BUS_WIDTH     (APB_WIDTH),
431     .DATA_WIDTH    (DATA_WIDTH),
432     .CELL_DEPTH    (8),
433     .PARAM_DEFAULTS_R0 (CORES),
434     .PARAM_DEFAULTS_R1 (SLAVES)
435 ) regs0_apb (
436     .clk          (clk),
437     .reset        (reset),
438     // apb slave to master interface
439     .S_PADDR      (M_PADDR),
440     .S_PWRITE     (M_PWRITE),
441     .S_PSELx      (M_PSELx[APB_PSELX_REGS0]),
442     .S_PENABLE    (M_PENABLE),
443     .S_PWDATA     (M_PWDATA),
444     .S_PRDATA     (M_PRDATA[APB_PSELX_REGS0*DATA_WIDTH+: DATA_WIDTH]),
445     .S_PREADY     (M_PREADY[APB_PSELX_REGS0])
446 );
447
448
449
450 vmicro16_bram_ex_apb # (
451     .BUS_WIDTH     (APB_WIDTH),
452     .MEM_WIDTH     (DATA_WIDTH),
453     .MEM_DEPTH     (APB_BRAMO_CELLS),
454     .CORE_ID_BITS  (clog2(CORES))
455 ) bram_apb (
456     .clk          (clk),
457     .reset        (reset),
458     // apb slave to master interface
459     .S_PADDR      (M_PADDR),
460     .S_PWRITE     (M_PWRITE),
461     .S_PSELx      (M_PSELx[APB_PSELX_BRAMO]),
462     .S_PENABLE    (M_PENABLE),
463     .S_PWDATA     (M_PWDATA),
464     .S_PRDATA     (M_PRDATA[APB_PSELX_BRAMO*DATA_WIDTH+: DATA_WIDTH]),
465     .S_PREADY     (M_PREADY[APB_PSELX_BRAMO])
466 );
467
468 genvar i;
469 generate for(i = 0; i < CORES; i = i + 1) begin : cores
470
471     vmicro16_core # (
472         .CORE_ID      (i),
473         .DATA_WIDTH    (DATA_WIDTH),
474
475         .MEM_INSTR_DEPTH (DEF_MEM_INSTR_DEPTH),
476         .MEM_SCRATCH_DEPTH (DEF_MMU_TIMO_CELLS)
477     ) c1 (
478         .clk          (clk),
479         .reset        (reset),
480         .dbug         (dbug1[i*8+: 8]),
481
482         .ints         (ints),
483         .ints_data     (ints_data),
484
485         .w_PADDR      (w_PADDR [APB_WIDTH*i+: APB_WIDTH] ),

```



```

486         .w_PWRITE   (w_PWRITE [i]                ),
487         .w_PSELx    (w_PSELx  [i]                ),
488         .w_PENABLE   (w_PENABLE [i]              ),
489         .w_PWDATA    (w_PWDATA [ `DATA_WIDTH*i +: `DATA_WIDTH ] ),
490         .w_PRDATA    (w_PRDATA [ `DATA_WIDTH*i +: `DATA_WIDTH ] ),
491         .w_PREADY    (w_PREADY [i]              )
492     );
493 end
494 endgenerate
495
496
497 endmodule

```

## vmicro16\_isa.v

```

1  // Vmicro16 multi-core instruction set
2  `include "vmicro16_soc_config.v"
3
4  // TODO: Remove NOP by making a register write/read always 0
5  `define VMICRO16_OP_SPCL      5'b00000
6  `define VMICRO16_OP_LW       5'b00001
7  `define VMICRO16_OP_SW       5'b00010
8  `define VMICRO16_OP_BIT      5'b00011
9  `define VMICRO16_OP_BIT_OR   5'b00000
10 `define VMICRO16_OP_BIT_XOR  5'b00001
11 `define VMICRO16_OP_BIT_AND  5'b00010
12 `define VMICRO16_OP_BIT_NOT  5'b00011
13 `define VMICRO16_OP_BIT_LSHFT 5'b00100
14 `define VMICRO16_OP_BIT_RSHFT 5'b00101
15 `define VMICRO16_OP_MOV      5'b00100
16 `define VMICRO16_OP_MOVI     5'b00101
17 `define VMICRO16_OP_ARITH_U  5'b00110
18 `define VMICRO16_OP_ARITH_UADD 5'b11111
19 `define VMICRO16_OP_ARITH_USUB 5'b10000
20 `define VMICRO16_OP_ARITH_UADDI 5'b0????
21 `define VMICRO16_OP_ARITH_S   5'b00111
22 `define VMICRO16_OP_ARITH_SADD 5'b11111
23 `define VMICRO16_OP_ARITH_SSUB 5'b10000
24 `define VMICRO16_OP_ARITH_SSUBI 5'b0????
25 `define VMICRO16_OP_BR       5'b01000
26 `define VMICRO16_OP_CMP      5'b01001
27 `define VMICRO16_OP_SETC     5'b01010
28 `define VMICRO16_OP_MULT     5'b01011
29 `define VMICRO16_OP_LWEX     5'b01101
30 `define VMICRO16_OP_SWEX     5'b01110
31
32 // Special opcodes
33 `define VMICRO16_OP_SPCL_NOP  11'h000
34 `define VMICRO16_OP_SPCL_HALT 11'h001
35 `define VMICRO16_OP_SPCL_INTR 11'h002
36
37 // TODO: wasted upper nibble bits in BR
38 `define VMICRO16_OP_BR_U      8'h00
39 `define VMICRO16_OP_BR_E      8'h01
40 `define VMICRO16_OP_BR_NE     8'h02
41 `define VMICRO16_OP_BR_G      8'h03
42 `define VMICRO16_OP_BR_GE     8'h04
43 `define VMICRO16_OP_BR_L      8'h05
44 `define VMICRO16_OP_BR_LE     8'h06
45 `define VMICRO16_OP_BR_S      8'h07
46 `define VMICRO16_OP_BR_NS     8'h08
47
48 // flag bit positions
49 `define VMICRO16_SFLAG_N      4'h03
50 `define VMICRO16_SFLAG_Z      4'h02
51 `define VMICRO16_SFLAG_C      4'h01
52 `define VMICRO16_SFLAG_V      4'h00
53
54 // microcode operations
55 `define VMICRO16_ALU_BIT_OR    5'h00
56 `define VMICRO16_ALU_BIT_XOR  5'h01
57 `define VMICRO16_ALU_BIT_AND  5'h02
58 `define VMICRO16_ALU_BIT_NOT  5'h03
59 `define VMICRO16_ALU_BIT_LSHFT 5'h04
60 `define VMICRO16_ALU_BIT_RSHFT 5'h05
61 `define VMICRO16_ALU_LW       5'h06
62 `define VMICRO16_ALU_SW       5'h07
63 `define VMICRO16_ALU_NOP      5'h08
64 `define VMICRO16_ALU_MOV      5'h09
65 `define VMICRO16_ALU_MOVI     5'h0a
66 `define VMICRO16_ALU_MOVI_L   5'h0b
67 `define VMICRO16_ALU_ARITH_UADD 5'h0c
68 `define VMICRO16_ALU_ARITH_USUB 5'h0d
69 `define VMICRO16_ALU_ARITH_SADD 5'h0e
70 `define VMICRO16_ALU_ARITH_SSUB 5'h0f
71 `define VMICRO16_ALU_BR_U     5'h10
72 `define VMICRO16_ALU_BR_E     5'h11
73 `define VMICRO16_ALU_BR_NE    5'h12
74 `define VMICRO16_ALU_BR_G     5'h13
75 `define VMICRO16_ALU_BR_GE    5'h14
76 `define VMICRO16_ALU_BR_L     5'h15
77 `define VMICRO16_ALU_BR_LE    5'h16
78 `define VMICRO16_ALU_BR_S     5'h17
79 `define VMICRO16_ALU_BR_NS    5'h18
80 `define VMICRO16_ALU_CMP      5'h19

```

```
81  `define VMICRO16_ALU_SETC      5'h1a
82  `define VMICRO16_ALU_ARITH_UADDI 5'h1b
83  `define VMICRO16_ALU_ARITH_SSUBI 5'h1c
84  `define VMICRO16_ALU_BR        5'h1d
85  `ifdef DEF_ALU_HW_MULT
86  `define VMICRO16_ALU_MULT      5'h1e
87  `endif
88  `define VMICRO16_ALU_BAD       5'h1f
```