



N1 Manual

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Revision History

| Date | Change |
|-------------------|--|
| March 21, 2019 | Initial release |
| March 22, 2019 | Changed encoding of ALU operands (see Table 2-1 and Table ??) |
| April 17, 2019 | Fixed some copy & paste errors |
| April 26, 2019 | Fixes and a description of the branch condition in Section 2.4 “Conditional Branches” |
| May 6, 2019 | Added input <code>pbus_rty_i</code> Corrected and specified reference point for relative addresses |
| May 7, 2019 | Changed definition of reference point for relative addresses |
| October 14 2019 | Added Section 3 “Extensions” Updated Section 7.1 “Integratation Parameters” |
| November 11, 2022 | Fixed typos Started chapter Section 8 “Architecture Description” |
| January 4, 2024 | Modified “Status and Control Instructions” in Figure 2-1 and Section 2.9 “Function Register Access” |
| February 5, 2024 | Extended sections Section 2.7 “Stack Instructions” and Section 3.1 “ROT Extension” , including a description of the stack underflow detection |
| February 12, 2024 | Swapped order of operands in shift instructions (see Table 2-1) |
| February 29, 2024 | Added Section ?? “??” , Section 3.2 “Interrupt Extension” , Section 3.3 “EKEY/EMIT Extension” , and Section 4-2 “Non-standard Forth words” Updated multiplication operators in Table 2-1 |
| April 24, 2025 | Added Section 8.2 “Common Internal Interfaces” and Section 8.2.1 “Stack Interface” Removed “Stack Bus” in Section 7.2 “Interfaces” |

Contents

| | |
|--|-----------|
| 1 Overview | 5 |
| 2 Instruction Set | 7 |
| 2.1 Return from a Call (;) | 8 |
| 2.2 Jump Instructions | 8 |
| 2.3 Call Instructions | 8 |
| 2.4 Conditional Branches | 8 |
| 2.5 Literals | 8 |
| 2.6 ALU Instructions | 8 |
| 2.7 Stack Instructions | 10 |
| 2.8 Memory Access Instructions | 14 |
| 2.9 Function Register Access | 14 |
| 3 Extensions | 17 |
| 3.1 ROT Extension | 17 |
| 3.2 Interrupt Extension | 19 |
| 3.3 EKEY/EMIT Extension | 19 |
| 4 Forth Words | 22 |
| 4.1 ANS Forth Words | 22 |
| 4.2 Non-Standard Forth Words | 24 |
| 5 Stacks | 26 |
| 5.1 Parameter Stack | 26 |
| 5.2 Return Stack Stack | 27 |
| 6 Reset, Exceptions, and Interrupts | 28 |
| 6.1 Reset | 28 |
| 6.2 Exceptions | 28 |
| 6.3 Interrupts | 29 |
| 7 Integration Guide | 30 |
| 7.1 Integratation Parameters | 30 |
| 7.2 Interfaces | 31 |
| 7.3 Target Specific Design Files | 33 |
| 8 Architecture Description | 34 |
| 8.1 Design Principles | 34 |
| 8.2 Common Internal Interfaces | 35 |
| 8.3 Instruction Execution Cycle | 36 |
| 8.4 Design Components | 38 |
| 9 Verification Status | 40 |
| 10 Tool Summary | 41 |
| 11 Glossary | 42 |
| 12 References | 45 |

List of Figures

| | | |
|-----|--|----|
| 2-1 | Instruction encoding | 7 |
| 2-2 | Transition encoding of stack instructions | 10 |
| 2-3 | Transitions to and from the intermediate stack | 11 |
| 3-1 | Stack transitions of the ROT extension | 17 |
| 3-2 | Interrupt Enable Register | 19 |
| 3-3 | EKEY? Register | 19 |
| 3-4 | EMIT? Register | 20 |
| 3-5 | EMIT? Register | 20 |
| 3-6 | EKEY/EMIT Register | 21 |
| 5-1 | Stack Architecture | 26 |
| 8-1 | Plain Linear Execution | 36 |
| 8-2 | Execution of an Extended Instruction | 37 |
| 8-3 | Execution of a Memory Access Instruction | 37 |
| 8-4 | Execution of a Change of Flow Instruction | 38 |
| 8-5 | Program flow interrupted by an exception - TBD | 38 |
| 8-6 | Block Diagram | 38 |

List of Tables

| | | |
|------|---|----|
| 2-1 | ALU operations | 9 |
| 2-2 | Common stack operations | 11 |
| 2-2 | Common stack operations | 12 |
| 2-2 | Common stack operations | 13 |
| 2-3 | Rules of Stack Underflow Detection | 14 |
| 2-4 | Function registers | 14 |
| 2-5 | Parameter Stack Depth Register Bit Description | 15 |
| 2-6 | Return Stack Depth Register Bit Description | 15 |
| 2-6 | Return Stack Depth Register Bit Description | 16 |
| 3-1 | Improved stack operations | 18 |
| 3-2 | Rules of Stack Underflow Detection | 18 |
| 3-3 | Exception and Interrupt Mask Register Bit Description | 19 |
| 3-4 | Exception and Interrupt Mask Register Bit Description | 20 |
| 3-5 | Exception and Interrupt Mask Register Bit Description | 20 |
| 3-6 | Exception and Interrupt Mask Register Bit Description | 21 |
| 3-7 | Exception and Interrupt Mask Register Bit Description | 21 |
| 4-1 | ANS Forth words | 22 |
| 4-1 | ANS Forth words | 23 |
| 4-1 | ANS Forth words | 24 |
| 4-2 | Non-standard Forth words | 25 |
| 6-1 | Throw codes | 29 |
| 10-1 | Tool Summary | 41 |

1 Overview

The N1 is a 16-bit stack machine, targeted for low-end FPGA applications. Its instruction set and architecture are designed for efficient execution of [Forth](#) code.

Here is a summary of the N1's characteristics:

Memory connection:

- 16-bit [Von-Neumann-Architecture](#)
- Separate address space for [stack](#) content
- [Wishbone](#) interfaces to main and stack memory
- Up to 128KB (main) memory space
- Memory addressable in 16-bit entities only

Stacks:

- Two hardware [stacks](#) ([parameter](#) and [return stack](#))
- Each [stack](#) consists of three segments:

[Upper stack:](#)

- Shift registers with selectable shift direction for each individual cell
- Fixed size
 - * Upper [parameter stack](#): 4 [cells](#)
 - * Upper [return stack](#): 1 [cell](#)

[Intermediate stack:](#)

- Buffer with lazy data transfers to and from the lower stack
- Configurable size

[Lower stack:](#)

- [RAM](#) space shared by both [stacks](#)
- [Stacks](#) grow towards each other
- Up to 128KB in size

Instruction set:

- Fixed instruction size of 16-bit
- [Jumps](#) and [calls](#)
 - [Indirect addressing](#)
 - [Direct addressing](#) within a 32KB window
 - Two bus cycle execution time
 - Return from [calls](#) performed concurrently with last instruction
- [Conditional branches](#)
 - [Direct relative addressing](#) within a 16KB range
 - Two bus cycles of execution time if branch is taken, one cycle if not
- [Literals](#)
 - [Immediate](#) encoding of literals between -2048 and 2047
 - Literals out of this range require one additional instruction
- [Arithmetic and logic operations](#)
 - Single cycle [ALU](#) operations include:

- * Sum and Difference
 - * Comparisons
 - * Signed and unsigned products
 - * Bitwise logic operations
 - * Multi-bit shifts
- Optional **immediate** encoding of one operand, using 5-bit encoding
- **Stack** operations
 - All 1024 stack transitions of the **upper stack** encodable
- Memory I/O
 - **Indirect addressing**
 - **Direct addressing** within a 511B window
 - Two bus cycle execution time if branch is taken, one cycle if not

Exceptions:

- Exception handler invoked by five error conditions:
 - **Parameter stack** overflow
 - **Parameter stack** underflow
 - **Return stack** overflow
 - **Return stack** underflow
 - Access violations in the (main) address space

Interrupts:

- Optional interrupt support through external interrupt controller
- Automatic interrupt acknowledge (flag clearing) supported

2 Instruction Set

The intent of the N1's instruction set is to map most of the essential Forth words to single cycle instructions. [Figure 2-1](#) illustrates the instruction format.

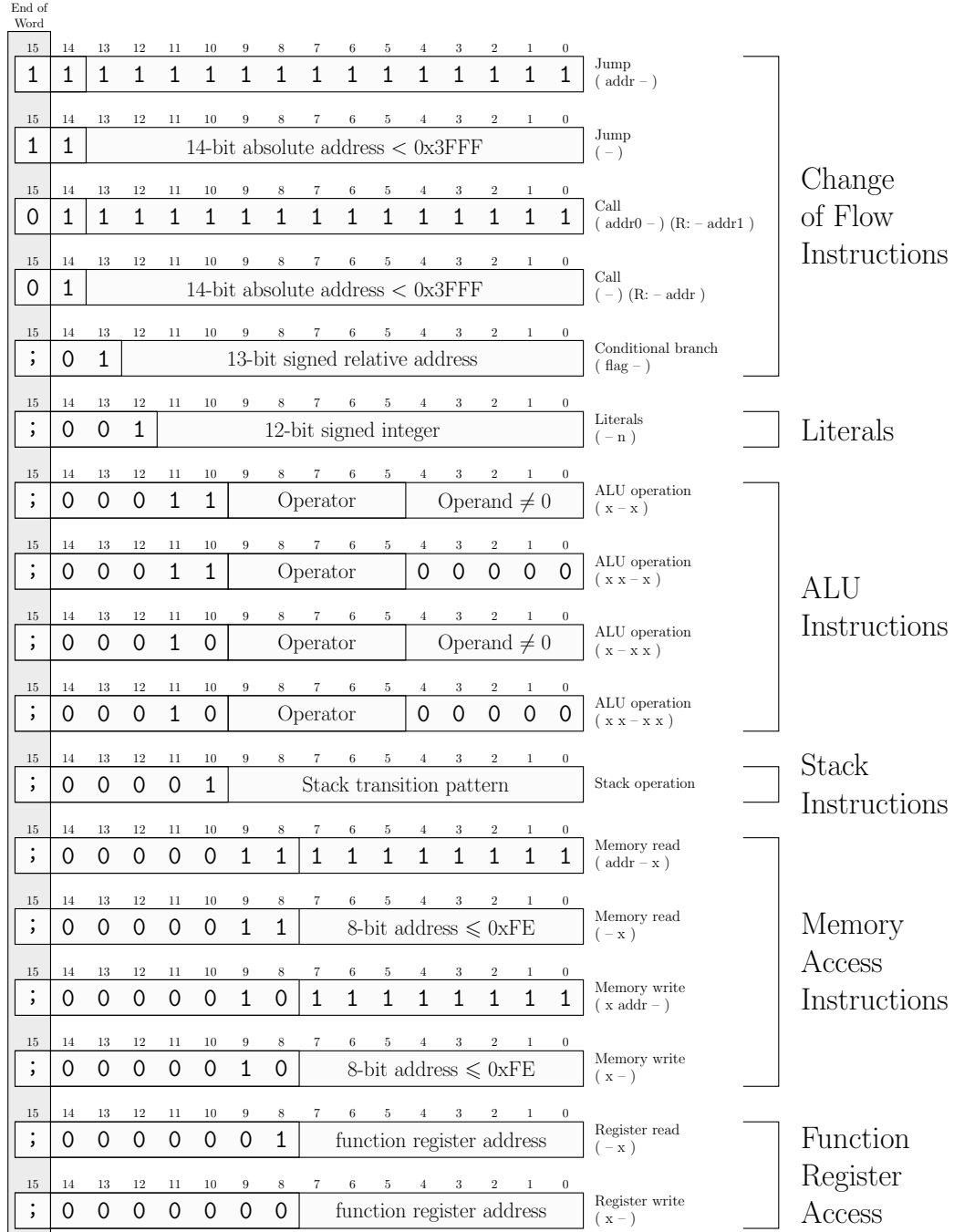


Figure 2-1: Instruction encoding

2.1 Return from a Call (;)

Rather than providing a dedicated instruction to end the execution of word in Forth and to return the caller's program flow, the N1 allows to perform this operation in parallel to the execution of any of its instructions. Each [opcode](#) contains a bit (bit 15) to indicate, that the current instruction is the last operation of the current word. If this bit is set, the program flow will resume at the calling word as soon as the operation is performed.

As shown in [Figure 2-1](#), bit 15 is also distinction between the encoding of [jump](#) and of [call](#) instructions. Considering that the last [call](#) in a word definition can be optimized to a [jump](#), bit 15 can be regarded as the termination bit for [call](#) instructions as well. For a Forth compiler, this means that the semi-colon (;) always translates to setting bit 15 of the last instruction.

2.2 Jump Instructions

[Jump](#) instructions transfer the program flow to any address location within the supported 128KB program space. [Jump](#) instructions consume an absolute destination address which can either be placed on the top of the [parameter stack](#) or encoded into the opcode of the instruction (only for destination addresses < 0x3FFF).

2.3 Call Instructions

[Call](#) instructions temporarily transfer the program flow to any address location within the supported 128KB program space, while pushing a return address onto the [return stack](#). [Call](#) instructions consume an absolute destination address which can either be placed on the top of the [Parameter stack](#) or encoded into the opcode of the instruction (only for destination addresses < 0x3FFF).

2.4 Conditional Branches

[Conditional branches](#) invoke a change of program flow depending on the argument at the [top](#) of the [parameter stack](#). If it is zero, then the branch is taken. The branch destination is a [relative address](#), encoded into the opcode of the instruction in the range of $\pm 8\text{KB}$. A relative address of value zero points to the instruction following the [conditional branches](#).

2.5 Literals

Signed integer [literals](#) of 12-bit length can be pushed onto the [parameter stack](#) within a single instruction. For larger integers a supplemental [ALU](#) instruction is required. (see encoding 11100 in [Table 2-1](#))

2.6 ALU Instructions

[ALU](#) instructions perform an operation on two [cell](#) values, resulting in a new double [cell](#) value. The result can either be placed entirely onto the [parameter stack](#), or truncated, discarding the most significant [cell](#). The first operand is always taken from the [parameter stack](#). The second operand can either be taken from the [parameter stack](#) or encoded into the opcode of the instruction. In the latter case, the interpretation of the embedded 5-bit value depends on the operation. The [immediate](#) value

is interpreted as either an unsigned (*uimm*), a sign extended (*simm*), or an offsetted (*oimm*) integer value:

$$\begin{aligned}
 uimm &= \text{opcode}[4:0] \\
 simm &= \begin{cases} \text{opcode}[4:0], & \text{if } \text{opcode}[4:0] < 16 \\ \text{opcode}[4:0] - 32, & \text{if } \text{opcode}[4:0] \geq 16 \end{cases} \\
 oimm &= \text{opcode}[4:0] - 16
 \end{aligned}$$

Table 2-1 lists the supported ALU operations.

Table 2-1: ALU operations

| Encoding | Operation | (x1 - d) | (x1 x2 - d) |
|----------|-----------------------------------|-------------------------|-----------------------|
| 00000 | Sum | $uimm + x1$ | $x1 + x2$ |
| 00001 | Absolute value | $oimm + \text{ABS}(x1)$ | $x1 + \text{ABS}(x2)$ |
| 00010 | Difference | $x1 - uimm$ | $x2 - x1$ |
| 00011 | Difference | $oimm - x1$ | $x1 - x2$ |
| 00100 | Unsigned minimum value | $\text{UMIN}(uimm, x1)$ | $\text{UMIN}(x1, x2)$ |
| 00101 | Signed maximum value | $\text{MAX}(oimm, x1)$ | $\text{MAX}(x1, x2)$ |
| 00110 | Unsigned maximum value | $\text{UMAX}(uimm, x1)$ | $\text{UMAX}(x1, x2)$ |
| 00111 | Signed minimum value | $\text{MIN}(oimm, x1)$ | $\text{MIN}(x1, x2)$ |
| 01000 | Equals comparison | $uimm = x1?$ | $x1 = x2?$ |
| 01001 | Equals comparison | $oimm = x1?$ | $x1 = x2?$ |
| 01010 | Not-equals comparison | $uimm \neq x1?$ | $x1 \neq x2?$ |
| 01011 | Not-equals comparison | $oimm \neq x1?$ | $x1 \neq x2?$ |
| 01100 | Unsigned greater-than comparison | $uimm > x1?$ | $x1 > x2?$ |
| 01101 | Signed lower-than comparison | $oimm < x1?$ | $x1 < x2?$ |
| 01110 | Unsigned lower-than comparison | $uimm < x1?$ | $x1 < x2?$ |
| 01111 | Signed greater-than | $oimm > x1?$ | $x1 > x2?$ |
| 10000 | Unsigned product | $uimm * x1$ | $x1 * x2$ |
| 10001 | Signed product | $simm * x1$ | $x1 * x2$ |
| 10010 | Reserved | | |
| 10011 | Reserved | | |
| 10100 | Logic AND | $simm \wedge x1$ | $x1 \wedge x2$ |
| 10101 | Logic XOR | $simm \oplus x1$ | $x1 \oplus x2$ |
| 10110 | Logic OR | $uimm \vee x1$ | $x1 \vee x2$ |
| 10111 | Reserved | | |
| 11000 | Logic right shift | $x1 \gg uimm$ | $x1 \gg x2$ |
| 11001 | Logic left shift | $x1 \ll uimm$ | $x1 \ll x2$ |
| 11010 | Arithmetic right shift | $x1 \gg uimm$ | $x1 \gg x2$ |
| 11011 | Reserved | | |
| 11100 | Set upper bits of a literal value | $simm, x1[11:0]$ | $simm, x2[11:0]$ |
| 11101 | Reserved | | |
| 11110 | Reserved | | |
| 11111 | Reserved | | |

2.7 Stack Instructions

The N1's stack instruction aims at efficiently implementing common stack operations of the [Forth](#) language, while only implementing the essential data paths, which are needed for plain push and pull operations.

The opcode of the stack instruction contains a 10-bit field to specify a transition pattern of the upper [cells](#) of the [parameter stack](#) and the [return stack](#). The structure transition pattern is shown in [Figure 2-2](#).

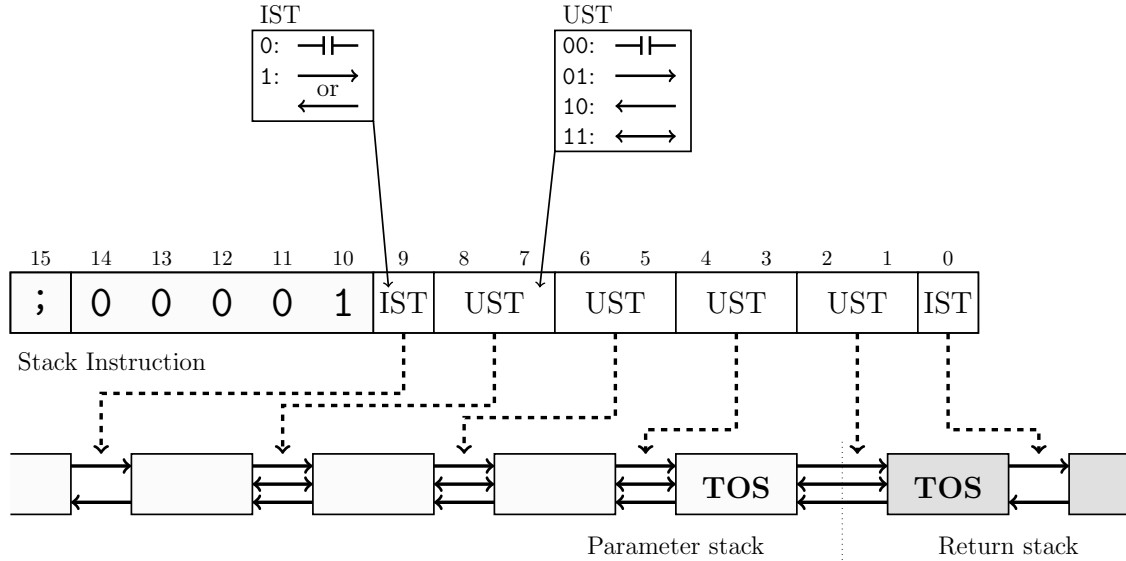


Figure 2-2: Transition encoding of stack instructions

The stack instruction contains four [UST](#) fields which control the data movement within the upper four [cells](#) of the [parameter stack](#) and the top [cell](#) of the [return stack](#). Each [UST](#) field determines the direction of data transfer between two neighboring stack [cells](#). Four options are selectable:

- No data transfer
- Data transfer upwards (or towards the [return stack](#))
- Data transfer downwards (or towards the [parameter stack](#))
- Data exchange between two stack [cells](#)

It is possible to put the [UST](#) fields into a combination which would trigger a data transfer of two source [cells](#) to a single destination [cell](#). These combinations are reserved for instruction set extensions (see [Section 3 “Extensions”](#)). If no related instruction set extension is implemented, the outcome of these stack operations is undefined. In practice, the resulting data in the destination [cell](#) is then a logic OR of all sources.

The two remaining [IST](#) fields in the stack instruction control the data movement of the [lower stacks](#). Two options are selectable:

- No data transfer
- Data shift throughout the entire [intermediate stack](#). The direction is determined by the data movement of the lowest cell of the [upper stack](#) (see [Figure 2-3](#)).

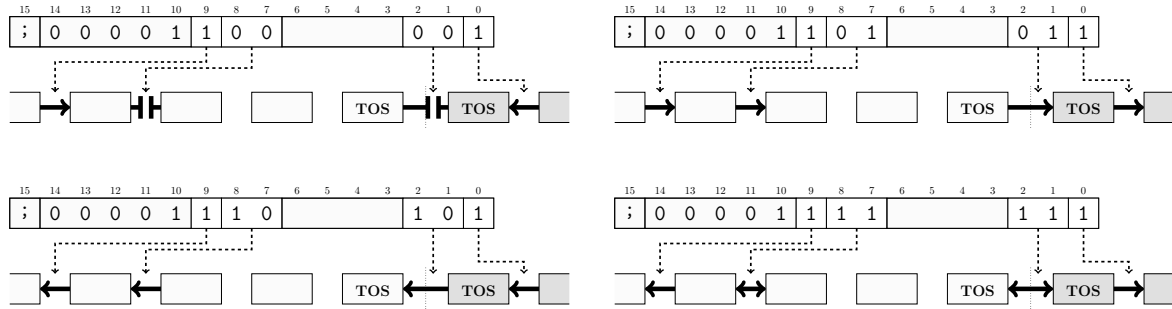


Figure 2-3: Transitions to and from the intermediate stack

2.7.1 Common Stack Operations

Table 2-2 shows how common [stack](#) operations in [Forth](#) are mapped N1 instructions.

Table 2-2: Common stack operations

| Word | Description | Transitions | Opcode |
|-------|-------------------------|-------------|------------------|
| DROP | (x -) | | 0x06A8 |
| DUP | (x - x x) | | 0x0750 |
| SWAP | (x1 x2 - x2 x1) | | 0x0418 |
| OVER | (x1 x2 - x1 x2 x1) | | 0x0758 |
| NIP | (x1 x2 - x2) | | 0x06A0 |
| TUCK | (x1 x2 - x2 x1 x2) | | 0x0750 0x0460 |
| ROT | (x1 x2 x3 - x2 x3 x1) | | 0x0460 0x0418 |
| -ROT | (x1 x2 x3 - x3 x1 x2) | | 0x0418 0x0460 |
| RDROP | (R: x -) | | 0x0401 |
| RDUP | (R: x - x x) | | 0x0407 0x0406 |
| >R | (x -) (R: - x) | | 0x06AB |
| R@ | (- x) (R: x - x) | | 0x0754 |
| R> | (- x) (R: x -) | | 0x0755 |
| 2DROP | (x1 x2 -) | | 0x06A8 0x06A8 |

...continued

Table 2-2: Common stack operations

| Word | Description | Transitions | Opcode |
|-------|---|-------------|--------|
| 2DUP | (x1 x2 – x1 x2 x1 x2) | | 0x0758 |
| | | | 0x0758 |
| 2SWAP | (x1 x2 x3 x4 – x3 x4 x1 x2) | | 0x0460 |
| | | | 0x0598 |
| | | | 0x0460 |
| 2OVER | (x1 x2 x3 x4 – x1 x2 x3 x4 x1 x2) | | 0x0780 |
| | | | 0x0460 |
| | | | 0x0798 |
| | | | 0x0460 |
| 2NIP | (x1 x2 x3 x4 – x3 x4) | | 0x06A0 |
| | | | 0x06A0 |
| 2TUCK | (x1 x2 x3 x4 – x3 x4 x1 x2 x3 x4) | | 0x046B |
| | | | 0x0587 |
| | | | 0x0418 |
| | | | 0x0460 |
| | | | 0x0755 |
| | | | 0x0755 |
| 2ROT | (x1 x2 x3 x4 x5 x6 – x3 x4 x5 x6 x1 x2) | | 0x06AB |
| | | | 0x0580 |
| | | | 0x06AB |
| | | | 0x0598 |
| | | | 0x0755 |
| | | | 0x0598 |
| | | | 0x0755 |
| | | | 0x0598 |
| | | | 0x0460 |

...continued

Table 2-2: Common stack operations

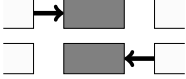
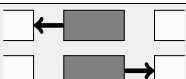
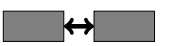
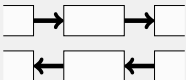
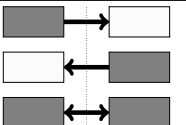
| Word | Description | Transitions | Opcode |
|--------|---|-------------|--|
| -2ROT | (x1 x2 x3 x4 x5 x6 - x5 x6 x1 x2 x3 x4) | | 0x0460 0x0598 0x06AB 0x0598 0x06AB 0x0598 0x0755 0x0418 0x0755 |
| 2RDROP | (R: x1 x2 -) | | 0x0401 0x0401 |
| 2RDUP | (R: x1 x2 - x1 x2 x1 x2) | | 0x0755 0x0757 0x06AB 0x06AB |
| 2>R | (x1 x2 -) (R: - x1 x2) | | 0x06AB 0x06AB |
| 2R@ | (- x1 x2) (R: x1 x2 - x1 x2) | | 0x0755 0x0757 |
| 2R> | (- x1 x2) (R: x1 x2 -) | | 0x0755 0x0755 |

2.7.2 Stack Underflow Detection

The required number of arguments for a stack instruction is determined by the transition pattern (UST and IST fields). The rules listed in Table 3-2 are applied.

subsubsectionCommon Stack Operations Table 2-2 shows how common *stack* operations in *Forth* are mapped N1 instructions.

Table 2-3: Rules of Stack Underflow Detection

| Rule | Transitions | Description |
|--------------|---|--|
| “DROP” Rule |  | A cell that will be dropped (overwritten, without passing on it’s content) from either direction must hold content, otherwise a stack underflow exception will be triggered. |
| “DUP” Rule |  | A cell that will be duplicated in either direction must hold content, otherwise a stack underflow exception will be triggered. |
| “SWAP” Rule |  | Two neighboring cells that will be swapped must both hold content, otherwise a stack underflow exception will be triggered. |
| “Shift” Rule |  | Cells that will be shifted in either direction, will not be checked for content |
| “Cross” Rule |  | Any cell that is shifted, swapped or duplicated across the parameter stack/return stack boundary must hold content, otherwise a stack underflow exception will be triggered. |

2.8 Memory Access Instructions

Memory access instruction perform read or write accesses to the system’s 64K word (128KB) address space. Data is solely accessed in 16-bit entities. Accesses to a 255 word (510B) window in the main address space, can be done through an immediate addressing. This offers faster access to frequently used system variables.

2.9 Function Register Access

The N1 processor provides a set [function registers](#), which provide access to a number of processor features (see [Table 2-4](#)). These [function registers](#) are read and written through special [opcodes](#).

Table 2-4: [Function registers](#)

| Address | Mnemonic | Name |
|---------|---------------------|--|
| 0x00 | PSD | Parameter Stack Depth Register |
| 0x01 | RSD | Return Stack Depth Register |
| 0x02 | IEN | Optional Interrupt Enable Register |
| 0x04 | EKEY? | Optional EKEY? Register |
| 0x05 | EMIT? | Optional EKEY/EMIT Register |
| 0x06 | PEEK | Optional PEEK Register |
| 0x07 | EKEY | Optional EKEY/EMIT Register |

2.9.1 Parameter Stack Depth Register (PSD)

Offset: 0x00

| | | | | | | | | | | | | | | | | |
|-------|--------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Read | PSD | | | | | | | | | | | | | | | |
| Write | PSDCLR | | | | | | | | | | | | | | | |

The current depth of the [parameter stack](#) is captured in the parameter stack depth register.

Writing 0x0000 to this register will clear the [parameter stack](#).

Table 2-5: Parameter Stack Depth Register Bit Description

| Bit | Postion | Description |
|--------|---------|--|
| PSD | 15..0 | Parameter Stack Depth Read: Current parameter stack depth |
| PSDCLR | 15..0 | Clear Parameter Stack Write: Writing the value 0x0000 will clear the parameter stack . All other write accesses have no effect. |

2.9.2 Return Stack Depth Register (RSD)

Offset: 0x01

| | | | | | | | | | | | | | | | | |
|-------|--------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Read | RSP | | | | | | | | | | | | | | | |
| Write | RSPCLR | | | | | | | | | | | | | | | |

The current depth of the [return stack](#) is captured in the parameter stack depth register.

Writing 0x0000 to this register will clear the [return stack](#).

Table 2-6: Return Stack Depth Register Bit Description

| Bit | Postion | Description |
|-----|---------|--|
| RSD | 15..0 | Return Stack Depth Read: Current return stack depth. |

...continued

Table 2-6: Return Stack Depth Register Bit Description

| Bit | Postion | Description |
|--------|---------|--|
| RSDCLR | 15..0 | Return Stack Depth Write: Writing the value 0x0000 will clear the return stack . All other write accesses have no effect. |

3 Extensions

The instruction set of the N1 processor (see [Section 2 “Instruction Set”](#)) reserves a number of undefined [opcodes](#) for functional extensions. These extensions imply a trade-off between hardware complexity and functional improvements. They can be selected individually for each system integrating the N1 processor (see [Section 7 “Integration Guide”](#)).

3.1 ROT Extension

The [ROT extension](#) adds two data paths to the [upper stack](#), allowing direct data transfers between the top and the third element of the [parameter stack](#). These new stack transitions are performed by the regular stack instructions (see [Section 2.7 “Stack Instructions”](#)), using some of the reserved stack transition patterns. [Figure 3-1](#) illustrates the usage of the [ROT extension](#).

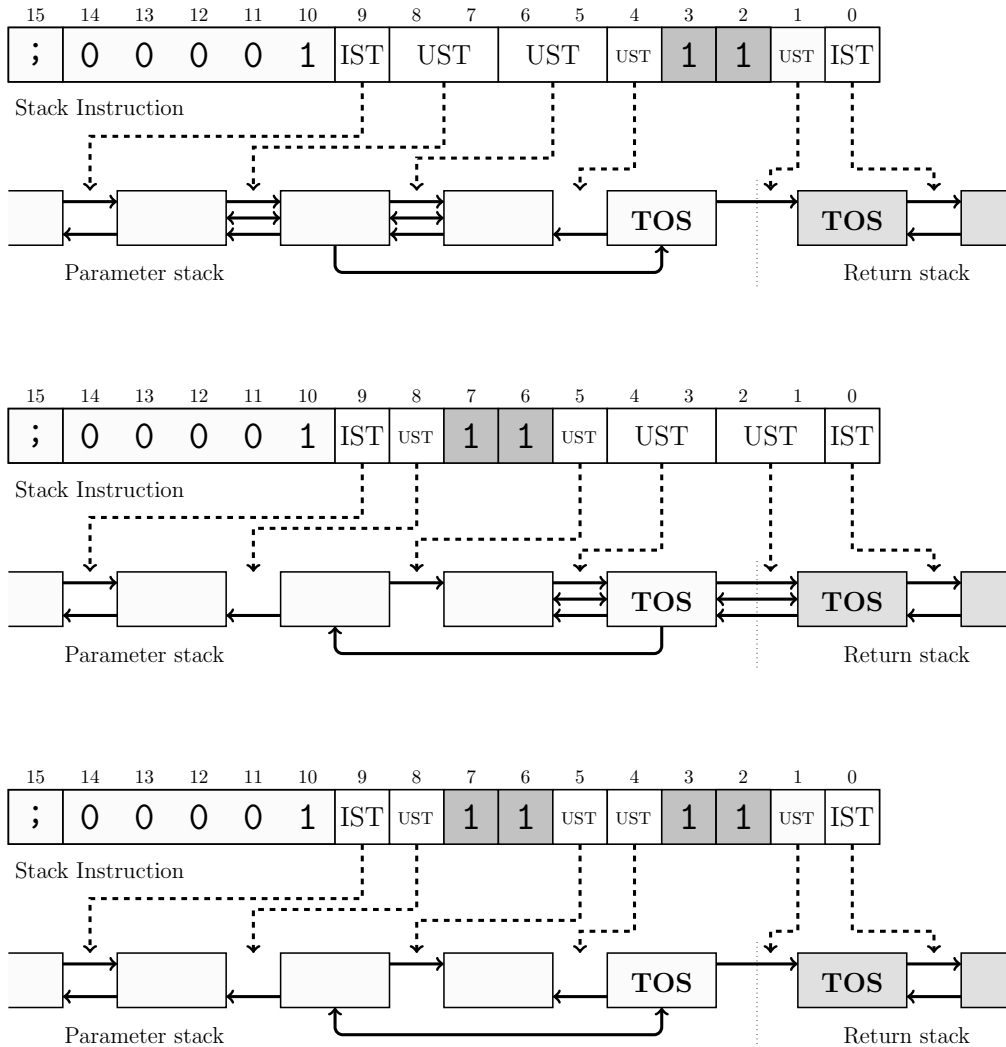
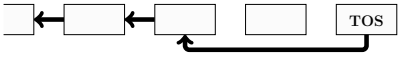




Figure 3-1: Stack transitions of the [ROT extension](#)

3.1.1 Accelerated Stack Operations

The [ROT extension](#) improves the execution time and code density of the three common stack operations TUCK, ROT, and -ROT (see [Table 3-1](#)). This means that all common single-cell [parameter stack](#) operations shown in [Table 2-2](#) can be executed in one cycle if the [ROT extension](#) is enabled.

Table 3-1: Improved stack operations

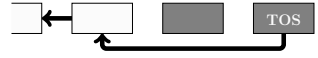
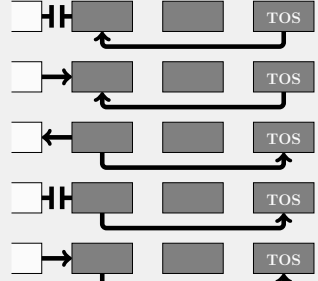
| Word | Description | Transitions | Opcode |
|------|-------------------------|--|--------|
| TUCK | (x1 x2 - x2 x1 x2) |  | 0x07C0 |
| ROT | (x1 x2 x3 - x2 x3 x1) |  | 0x041C |
| -ROT | (x1 x2 x3 - x3 x1 x2) |  | 0x04E0 |

N1 processors with [ROT extension](#) are backward compatible to the ones without. All stack operations can still be executed as listed in [Table 2-2](#), even if the [ROT extension](#) is enabled.

3.1.2 Stack Underflow Detection

The [ROT extension](#) introduces three new stack underflow detection rules. These rules are listed in [Table 3-2](#).

Table 3-2: Rules of Stack Underflow Detection

| Rule | Transitions | Description |
|-------------|---|---|
| “TUCK” Rule |  | If the downward ROT extension path is used and the target cell is shifted further downward, then the parameter stack must hold at least two values prior to the stack operation. |
| “ROT” Rule |  | For all other stack operations, which use any of the ROT extension paths and for which the “TUCK” rule does not apply, the parameter stack must hold at least three values prior to the stack operation. |

3.2 Interrupt Extension

Interrupt support is optional on the N1 processor. If it is available, the Interrupt Enable Register (IEN) (see [Figure 3-2](#)) is mapped into the [function register](#) space, allowing interrupts to be temporarily disabled.

Offset: 0x02

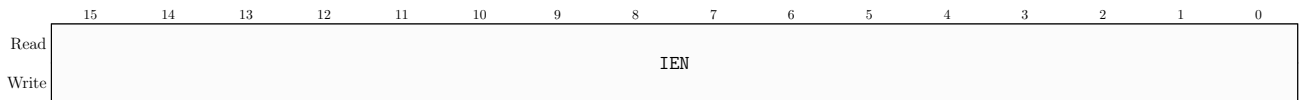


Figure 3-2: Interrupt Enable Register

Interrupt handling can be disabled through clearing the interrupt Enable Flag IEN. The IEN bit is automatically cleared when an interrupt service routine is started and must be set manually by writing a true value to the Interrupt Enable Register (see [Table 3-3](#)).

Table 3-3: Exception and Interrupt Mask Register Bit Description

| Bit | Position | Description |
|-----|----------|---------------------------------|
| IEN | 15..0 | Interrupt Enable Flag |
| | | Read: |
| | | true: Interrupts are enabled |
| | | false: Interrupts are disabled |
| | | Write: |
| | | true: Enable interrupts |
| | | false: Disable interrupts |

3.3 EKEY/EMIT Extension

The EKEY/EMIT extension adds support for an I/O device to the N1 core. [Forth](#) words EKEY, EKEY?, EMIT, and EMIT? are directly mapped to a set of [function register](#).

3.3.1 EKEY? Register

The EKEY? register (see [Figure 3-3](#)) indicates whether there is data to be received from the input device.

Offset: 0x04

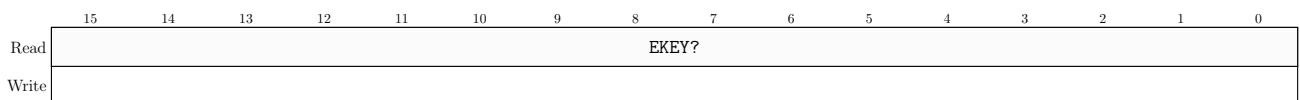


Figure 3-3: EKEY? Register

The EKEY? field in this read only register resembles the functionality of the EKEY? word (see [Table 3-6](#).

Table 3-4: Exception and Interrupt Mask Register Bit Description

| Bit | Postion | Description |
|-------|---------|--|
| EKEY? | 15..0 | Input Data Available Query Read: true: Input data is available false: Input data is not available |

3.3.2 EMIT? Register

The EMIT? (see [Figure 3-4](#)) register indicates whether the I/O device is ready to transmit data.

Offset: 0x05

| | | | | | | | | | | | | | | | | |
|-------|-------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Read | EMIT? | | | | | | | | | | | | | | | |
| Write | | | | | | | | | | | | | | | | |

Figure 3-4: EMIT? Register

The EMIT? field in this read only register resembles the functionality of the EMIT? word (see [Table ??](#).

Table 3-5: Exception and Interrupt Mask Register Bit Description

| Bit | Postion | Description |
|-------|---------|---|
| EMIT? | 15..0 | Output Device Ready Query Read: true: Output device is ready to transmit data false: Output device is not ready to transmit data |

3.3.3 Peek Register

The PEEK register (see [Figure 3-5](#)) allows the software to preview at the input buffer of the I/O device, without removing any data. This functionality is needed to implement the KEY? word.

Offset: 0x06

| | | | | | | | | | | | | | | | | |
|-------|------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Read | PEEK | | | | | | | | | | | | | | | |
| Write | | | | | | | | | | | | | | | | |

Figure 3-5: EMIT? Register

The data in the PEEK field (see Table ?? is only valid if EKEY? holds a true value.

Table 3-6: Exception and Interrupt Mask Register Bit Description

| Bit | Postion | Description |
|------|---------|---|
| PEEK | 15..0 | Input Data Preview Read: Next word of read data from the input device |

3.3.4 EKEY/EMIT Register

The EKEY/EMIT register (see [Figure 3-6](#) is used to receive data from and to transmit daza to the I/O device. Accesses to this register are blocking.

Offset: 0x07

| | | | | | | | | | | | | | | | | |
|-------|------|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|
| | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Read | EKEY | | | | | | | | | | | | | | | |
| Write | EMIT | | | | | | | | | | | | | | | |

Figure 3-6: EKEY/EMIT Register

The EKEY field resembles the EKEY word and the EMIT field resembles the EMIT word (see [Table 3-7](#)),

Table 3-7: Exception and Interrupt Mask Register Bit Description

| Bit | Postion | Description |
|------|---------|---|
| EKEY | 15..0 | Input Data Read: Input data, removed from input device when read. |
| EMIT | 15..0 | Output Data Read: Output data |

4 Forth Words

The following sections show recommended implementations of [Forth](#) words.

4.1 ANS Forth Words

The N1 processor aims at executing Forth code in an efficient way. [Table 4-1](#) provides a list of standard ANS Forth[1] words which can be directly mapped to N1 instructions.

Table 4-1: ANS Forth words

| Word | Stack | Description | Opcode |
|-------|---|--|--|
| ! | (x addr -) | Store x at addr | 0x02FF |
| * | (n1 u1 n2 u2 - n3 u3) | Multiply n1 u1 by n2 u2 | 0x0E00 |
| + | (n1 u1 n2 u2 - n3 u3) | Add n1 u1 to n2 u2 | 0x0C00 |
| + | (n1 u1 a-adr -) | Add n1 u1 to the cell at addr | 0x0403 0x03FF 0x0C00 0x0755 0x02FF |
| - | (n1 u1 n2 u2 - n3 u3) | Subtract n2 u2 from n1 u1 | 0x0C40 |
| 0< | (n - flag) | Test if n is negative | 0x0DF0 |
| 0<> | (x - flag) | Test if x is not zero | 0x0D70 |
| 0> | (n - flag) | Test if n is greater than zero | 0x0DB0 |
| 0= | (x - flag) | Test if x is not zero | 0x0D30 |
| 1+ | (n1 u1 - n2 u2) | Increment n1 u1 | 0x0C01 |
| 1- | (n1 u1 - n2 u2) | Decrement n1 u1 | 0x0C1F |
| 2! | (x1 x2 addr -) | Store x2 at addr and x1 at addr+1 | 0x0750 0x0460 0x02FF 0x0C01 0x02FF |
| 2* | (x1 - x2) | Shift x1 one bit towards the MSB | 0x0F41 |
| 2/ | (x1 - x2) | Shift x1 one bit towards the LSB , while the MSB remains unchanged | 0x0F40 |
| 2@ | (addr - x1 x2) | Fetch x2 from addr and x1 at addr+1 | 0x0750 0x0C01 0x03FF 0x0418 0x03FF |
| 2DROP | (x1 x2 -) | Drop cell pair x1 x2 | 0x06A8 0x06A8 |
| 2DUP | (x1 x2 - x1 x2 x1 x2) | Duplicate cell pair x1 x2 | 0x0758 0x0758 |
| 2OVER | (x1 x2 x3 x4 - x1 x2 x1 x2 x3 x4 x1 x2) | Copy cell pair x1 x2 to the TOS | 0x0750 0x0460 0x0789 0x0460 |

...continued

Table 4-1: ANS Forth words

| Word | Stack | Description | Opcode |
|---------|--|---|--|
| 2>R | (x1 x2 -) (R: - x1 x2) | Shift cell pair x1 x2 to the return stack | 0x06AB 0x06AB |
| 2R> | (- x1 x2) (R: x1 x2 -) | Shift cell pair x1 x2 to the parameter stack | 0x0755 0x0755 |
| 2R@ | (- x1 x2) (R: x1 x2 - x1 x2) | Copy cell pair x1 x2 to the parameter stack | 0x0755 0x0757 |
| 2ROT | (x1 x2 x3 x4 x4 x5 x6 - x3 x4 x5 x6 x1 x2) | Rotate three cell pairs | 0x06AB 0x0580 0x06AB 0x0598 0x0755 0x0598 0x0755 0x0598 0x0460 |
| 2SWAP | (x1 x2 x3 x4 - x3 x4 x1 x2) | Swap two cell pairs | 0x0460 0x0598 0x0460 |
| ; | (-) (R: addr -) | Return to the calling word | 0x8400 |
| < | (n1 n2 - flag) | Test if n1 is lower than n2 | 0x0DA0 |
| <> | (x1 x2 - flag) | Test if x1 is different than x2 | 0x0D40 |
| = | (x1 x2 - flag) | Test if x1 equals x2 | 0x0D00 |
| > | (n1 n2 - flag) | Test if n1 is greater than n2 | 0x0DE0 |
| >R | (x -) (R: - x) | Shift x on to the return stack | 0x06AB |
| ?DUP | (x - 0 x x) | Duplicate x if it is not zero | 0x0750 0x0D30 0x2001 0x06A8 |
| @ | (addr - x) | Fetch x from addr | 0x03FF |
| ABS | (n - u) | Absolute value of n | 0x0C30 |
| AND | (x1 x2 - x3) | Bitwise logic AND of x1 and x2 | 0x0E80 |
| BL | (- char) | Space character | 0x1020 |
| CELL+ | (addr1 - -addr2) | Increment addr1 | 0x0C01 |
| DEPTH | (- +n) | +n is the number of cells on the parameter stack without +n | 0x0100 |
| DROP | (x -) | Drop x from the /glsp | 0x06A8 |
| DUP | (x - x x) | Duplicate x | 0x0750 |
| EKEY | (- x) | Receive one input event u ¹ | 0x0107 |
| EKEY? | (- flag) | Return true if input event is available ⁴ | 0x0104 |
| EMIT | (x -) | Send x to the output device ⁴ | 0x0005 |
| EMIT? | (- flag) | Return true if the output device is ready for data ⁴ | 0x0105 |
| EXECUTE | (i*x xt - j*x) | Execute xt | 0x7FFF |
| FALSE | (- false) | FALSE flag | 0x1000 |

...continued

¹Requires the [EKEY/EMIT extension](#)

Table 4-1: ANS Forth words

| Word | Stack | Description | Opcode |
|--------|--------------------------------|---|---|
| I | (- n u) (R: n u - n u) | Copy the innermost loop index n u onto the parameter stack | 0x0754 |
| INVERT | (x1 - x2) | Bitwise inverse of x1 | 0x0EBF |
| J | (- n u) (R: x n u - x n u) | Copy the next-outer loop index n u onto the parameter stack | 0x0755 0x0407 |
| LSHIFT | (x1 u - x2) | Shift x1 u bits towards the MSB | 0x0F20 |
| M* | (n1 n2 - d) | Multiply n1 by n2 | 0x0A40 |
| M+ | (n1 n2 - d) | Add n1 to n2 | 0x0800 |
| MAX | (n1 n2 - n3) | n3 is the greater of n1 and n2 | 0x0CA0 |
| MIN | (n1 n2 - n3) | n3 is the lesser of n1 and n2 | 0x0CE0 |
| NEGATE | (n1 - n2) | n2 is the two's complement of n1 | 0x0C70 |
| NIP | (x1 x2 - x2) | Drop x1 | 0x06A0 |
| OR | (x1 x2 - x3) | Bitwise logic OR of x1 and x2 | 0x0EC0 |
| OVER | (x1 x2 - x1 x2 x1) | Copy x1 to the TOS | 0x0758 |
| R> | (- x) (R: x -) | Shift x to the parameter stack | 0x0755 |
| R@ | (- x) (R: x - x) | Copy x to the parameter stack | 0x0754 |
| RSHIFT | (x1 u - x2) | Shift x1 u bits towards the LSB | 0x0F00 |
| ROT | (x1 x2 x3 - x2 x3 x1) | Rotate the three topmost cells | 0x0460 0x0418 or 0x041C ² |
| S>D | (n - d) | Sign-extend n | 0x0A41 |
| SWAP | (x1 x2 - x2 x1) | Swap x1 and x2 | 0x0418 |
| TRUE | (- true) | TRUE flag | 0x1FFF |
| TUCK | (x1 x2 - x2 x1 x2) | Copy x1 below x2 | 0x0750 0x0460 or 0x07C0 ² |
| U< | (u1 u2 - flag) | Test if u1 is lower than u2 | 0x0DC0 |
| U> | (u1 u2 - flag) | Test if u1 is greater than u2 | 0x0D80 |
| UM* | (u1 u2 - d) | Multiply u1 by u2 | 0x0A00 |
| XOR | (x1 x2 - x3) | Bitwise logic XOR of x1 and x2 | 0x0EA0 |

4.2 Non-Standard Forth Words

To provide access to features which are unique to the N1 processor, the word definitions listed in [Table 4-2](#) are recommended.

²Requires the [ROT extension](#)

Table 4-2: Non-standard Forth words

| Word | Stack | Description | Opcode |
|--------|------------|---|------------------|
| CLRPS | (i*x-) | Clears the parameter stack | 0x1000 0x0000 |
| CLRRS | (i*x-) | Clears the return stack | 0x1000 0x0001 |
| IDIS | (-) | Disable interrupts ³ | 0x1000 0x0003 |
| IEN | (-) | Enable interrupts ³ | 0x1FFF 0x0003 |
| IEN? | (- flag) | Return true if interrupts are enabled ³ | 0x0103 |
| PEEK | (- x) | Read from the input device, while preserving the input event ⁴ | 0x0106 |
| RDEPTH | (- +n) | +n is the number of cells on the return stack | 0x0101 |

³Requires the [Interrupt extension](#)⁴Requires the [EKEY/EMIT extension](#)

5 Stacks

The N1 operates with two stacks: the [parameter stack](#) to perform data transactions and the [return stack](#) to manage the program flow. As illustrated in [Figure 5-1](#), each of these stacks consists of three segments: the [upper stack](#), the [intermediate stack](#), and the [lower stack](#).

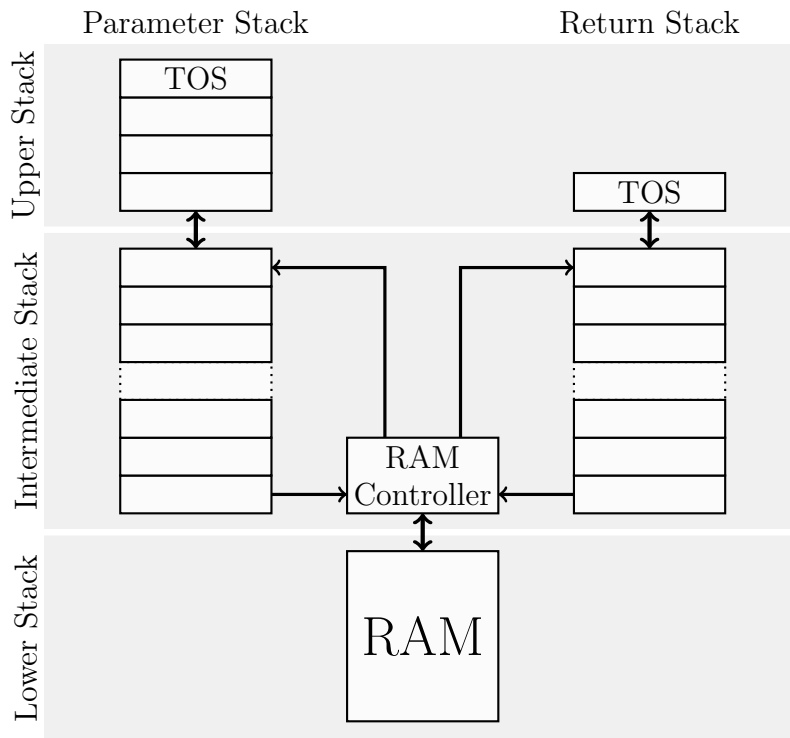


Figure 5-1: Stack Architecture

5.1 Parameter Stack

The [upper parameter stack](#) holds the four topmost data entries. Its purpose is to perform stack and [ALU](#) operations (see [Section 2.7 “Stack Instructions”](#) and [Section 2.6 “ALU Instructions”](#)). When the capacity of the [upper stack](#) is exceeded, older data entries are shifted to the [intermediate stack](#).

The [intermediate stack](#) serves as a buffer between the [upper stack](#) and the [lower stack](#), which resides in [RAM](#). The purpose of the [intermediate stack](#) is to minimize [RAM](#) traffic to and from the [lower stack](#). Push operations to the [intermediate stack](#) are only propagated to the [lower stack](#) when the buffer capacity is exceeded. Pull operations are only propagated when the [intermediate stack](#) is empty. [Stack](#) fluctuations within the [intermediate stack](#)’s capacity are not visible to the [lower stack](#).

The [lower stack](#) is a region of the [RAM](#), which is managed by a memory controller that is shared by the [parameter stack](#) and the [return stack](#). Within the [RAM](#), both stacks will grow towards each other. Moving cell content from one stack to the other (>R or R>) will never lead to a stack overflow.

5.2 Return Stack Stack

The [upper stack](#) of the [return stack](#) has the capacity of one [cell](#). The [intermediate stack](#) and [lower stack](#) are identical to the ones of the [parameter stack](#).

6 Reset, Exceptions, and Interrupts

There are three hardware mechanisms in the N1 processor, which can stop the ongoing program flow in order to react to an urgent hardware condition: Reset, Exceptions and Interrupts.

6.1 Reset

A reset puts the entire sequential logic of the N1 into a defined initial state. The [return stack](#) becomes completely cleared and the [parameter stack](#) is initialized to hold exactly one cell, containing the reset indicator 0x0000 (see [Table 6-1](#)). After every reset, program execution will begin at address 0x0000. Any context of the previous program flow is lost. Resets are generated by the system's hardware and occur at least once during power-up.

6.2 Exceptions

Exceptions are triggered by error conditions and allow the software to restore the functionality of the system. There are five error conditions, which can be detected by the N1 hardware:

[Parameter stack overflow](#)

A [parameter stack](#) overflow occurs when the capacity of the lower stack's RAM is exceeded

[Return stack stack underflow](#)

A [parameter stack](#) underflow occurs when an instruction requires more arguments than available on the [stack](#) and when a stack instruction would result in non-continuous filling of the stack.

[Return stack overflow](#)

A [return stack](#) overflow occurs when the capacity of the lower stack's RAM is exceeded

[Return stack underflow](#)

A [return stack](#) underflow occurs when an instruction requires more arguments than available on the [return stack](#).

[Address out of range](#)

This error condition indicates a memory access to a restricted address. This can either be caused by an instruction fetch or a data access

[Undefined word](#)

This error condition is triggered whenever an undefined [opcode](#) is executed or an unimplemented [function register](#) is accessed.

In any of these cases, the N1 processor will push a [throw code](#) (see [Table 6-1](#)) onto the [parameter stack](#) and proceed with code execution at address 0x0000. In case of a [parameter stack](#) overflow or a [return stack](#) overflow, both stacks will be cleared. Otherwise, the [return stack](#) and the lower content of the [parameter stack](#) remain untouched, allowing the [exception](#) to be caught by software. The [parameter stack](#) and the [parameter stack](#) remain untouched.

The context of the previous program execution is not preserved. The [throw codes](#) listed in [Table 6-1](#) comply with the exception word set of the ANS Forth standard [1].

Table 6-1: Throw codes

| Throw Code | Condition |
|---------------|---------------------------|
| 0x0000 (0) | Reset |
| 0xFFFFD (-3) | Parameter stack overflow |
| 0xFFFFC (-4) | Parameter stack underflow |
| 0xFFFFB (-5) | Parameter stack overflow |
| 0xFFFFA (-6) | Parameter stack underflow |
| 0xFFFF7 (-9) | Invalid memory address |
| 0xFFFF3 (-13) | Undefined word |

The five hardware exceptions can be easily complemented by user defined software exceptions. Software exceptions can be thrown by pushing a unique [throw code](#) onto the [parameter stack](#) and performing a [jump](#) to address 0x0000. Hardware and software exceptions can then be handled by a common exception handler routine.

6.3 Interrupts

interrupts are an optional feature (see [Section 3.2 “Interrupt Extension”](#))

7 Integration Guide

This section outlines the interfaces and configurations of the N1 processor for system integration.

7.1 Integratation Parameters

The N1 processor supports six Verilog integration parameters to configure the design for application specific needs:

SP.WIDTH

Stack pointer width.

This parameter determines the address width of the [lower stack](#). Values in the range of 5 to 16 are valid. The default value is 12.

IPS.DEPTH

Depth of the intermediate [parameter stack](#).

This parameter determines the number of [cells](#) in the [intermediate stack](#) of the [parameter stack](#). Any value larger than 2 is valid. The default value is 8. The purpose of the [intermediate stack](#) is to conceal fluctuations in stack usage to the [lower stack](#). The optimal value should be derived from the application use case.

IPS.BYPASS

Bypass the intermediate [parameter stack](#).

This parameter provides the option of bypassing the intermediate [parameter stack](#). If set to a non-zero value, the [lower stack](#) will be directly connected to the [upper stack](#). The default value is 0.

IRS.DEPTH

Depth of the intermediate [return stack](#).

This parameter determines the number of [cells](#) in the [intermediate stack](#) of the [return stack](#). Any value larger than 2 is valid. The default value is 8. The purpose of the [intermediate stack](#) is to conceal fluctuations in stack usage to the [lower stack](#). The optimal value should be derived from the application use case.

IRS.BYPASS

Bypass the intermediate [return stack](#).

This parameter provides the option of bypassing the intermediate [return stack](#). If set to a non-zero value, the [lower stack](#) will be directly connected to the [upper stack](#). The default value is 0.

PBUS.AADR.OFFSET

Offset for direct [jump](#) or [call](#) addressing.

This parameter determines the location of the 32KB window for [jumps](#) and [calls](#) with [direct addressing](#). The default value is 0x0000.

PBUS.MADR.OFFSET

Offset for direct data accesses.

This parameter determines the location of the 511B window for memory I/O with [direct addressing](#). This window should cover commonly used [Forth](#) variables. The default value is 0xFFFF.

EXT_ROT

Enable the [ROT extension](#).

Recovering from an exception requires some free [stack](#) space. This parameter enables the [ROT extension](#) if set to a non-zero value. It is disabled by default.

7.2 Interfaces

The N1 processor provides four interfaces which must be connected at system level. A fifth one (see [Section 7.2.4 “Probe Signals”](#)) is only to be used for verification and debug purposes.

7.2.1 Clock and Resets

This interface provides clocks and resets for all sequential logic in the N1 design.

clk_i

Single clock input.

This clock is used for all interfaces as well as all internal sequential logic.

async_rst_i

Asynchronous reset input.

This active high reset input may assert asynchronously, but must deassert synchronously. This signal is not required if a synchronous reset (**sync_rst_i**) is implemented. If unused, this input must be tied to 0.

sync_rst_i

Synchronous reset input.

This active high reset input must assert and deassert synchronously. This signal is not required if an asynchronous reset (**async_rst_i**) is implemented. If unused, this input must be tied to 0.

7.2.2 Program Bus

This interface connects the N1 to the main memory. All signals comply to the [Wishbone](#) protocol [2].

pbus_cyc_o

Cycle indicator output.

This output signal corresponds to signal **CYC_0** of the Wishbone specification [2].

pbus_stb_o

Strobe output.

This output signal corresponds to signal **STB_0** of the Wishbone specification [2].

pbus_we_o

Write enable output.

This output signal corresponds to signal **WE_0** of the Wishbone specification [2].

pbus_adr_o

Address bus.

These output signals correspond to bus **ADR_0** of the Wishbone specification [2].

pbus_dat_o

Write data bus.

These output signals correspond to bus **DAT_0** of the Wishbone specification [2].

pbus_tga_cof_jump_o

Change of flow indicator.

This output signal corresponds to bus **TGA_O** of the Wishbone specification [2]. It indicates, that the current bus access was caused by a **jump** instruction. This information may be used to trace the program flow.

pbus_tga_cof_cal_o

Change of flow indicator.

This output signal corresponds to bus **TGA_O** of the Wishbone specification [2]. It indicates, that the current bus access was caused by either a **call** instruction or an interrupt service request. This information may be used to trace the program flow.

pbus_tga_cof_bra_o

Change of flow indicator.

This output signal corresponds to bus **TGA_O** of the Wishbone specification [2]. It indicates, that the current bus access was caused by a **conditional branch** instruction. This information may be used to trace the program flow.

pbus_tga_cof_eow_o

Change of flow indicator.

This output signal corresponds to bus **TGA_O** of the Wishbone specification [2]. It indicates, that the current bus access was caused by a return from a **call**. This information may be used to trace the program flow.

pbus_ack_i

Acknowledge input.

This input signal corresponds to signal **ACK_I** of the Wishbone specification [2]. If unused, this input must be tied to 1.

pbus_err_i

Error indicator input.

This input signal corresponds to signal **ERR_I** of the Wishbone specification [2]. It informs the N1 processor, that the current address exceeds the valid range of the connected memory system. If unused, this input must be tied to 0.

pbus_rty_i

Retry input.

This input signal corresponds to signal **RTY_I** of the Wishbone specification [2]. It terminates the bus cycle, indicating that the target is not ready to accept or provide new data. In contrast to asserting **pbus_stall_i** or delaying **pbus_ack_i**, the bus cycle termination via **pbus_rty_i** does not block the processor from handling interrupts. If unused, this input must be tied to 0.

pbus_stall_i

Pipeline stall input.

This input signal corresponds to signal **STALL_I** of the Wishbone specification [2]. If unused, this input must be tied to 0.

pbus_dat_i

Read data bus.

These input signals correspond to bus **DAT_I** of the Wishbone specification [2].

7.2.3 Interrupt Interface

This interface connects an optional interrupt controller to the N1 processor.

`irq_ack_o`

Interrupt acknowledge.

This output signal asserts for one clock cycle, whenever the current interrupt is serviced. It may be used for automatic flag clearing.

`irq_req_i`

Interrupt request.

Any non-zero value driven to this bus interface is interpreted as interrupt request. The value determines the start address of the interrupt service routine that is to be executed by the N1 processor. This bus must be tied to 0x0000 if no interrupt controller is connected.

7.2.4 Probe Signals

This interface propagates all internal states of the N1 processor to the outside. It is solely intended for verification and debug purposes and should be left unconnected for system integration. The signals in this interface are specific to the internal implementation of the N1 processor and may change with every revision.

7.3 Target Specific Design Files

All adder and multiplier logic of the N1 design is located in a single [Verilog](#) module called `N1_dsp`. A synthesizable implementation of this module, can be found in the file `rtl/verilog/N1_dsp.synth.v`. If desired, this file can be replaced by one containing a alternative implementation of the `N1_dsp` module. An example is given in in the file `rtl/verilog/N1_dsp.iCE40UP5K.v`. It contains a custom implementation for Lattice iCE40 FPGAs, utilizing four hard instantiated `SB_MAC16` macro cells.

8 Architecture Description

The following sections provide some descriptions of the internal N1 design.

8.1 Design Principles

The RTL implementation of the N1 follows a number of design principles which are captured in following sections.

8.1.1 Naming Convention of Interface Signals

For all signals, which do not implement a common standard (e.g. [Wishbone](#)), the following signal naming rules are used throughout the design:

- All interface signals of a point-to-point connection, contain a mnemonic of the sending and the receiving block in its prefix. The format of the prefix is:
`<sender mnemonic>2<receiver mnemonic>...`
Example: `fc2ir_capture`
- Control signals which represent a request, end with a verb in imperative form.
Example: `fc2ir_expend`
- Status signals representing a busy indicator, have the postfix `..._bsy`
Example: `prs2fc_bsy`
- If a signal is connected to the interface of a module, a further postfix is added to indicate the signal direction:
 - Input signals: `..._i`
 - Output signals: `..._o`

Example: `prs2fc_bsy_o`

- Names of signals which are only used within one design block are kept short and don't follow a particular naming convention.

8.1.2 Handshaking

A high signal level of a control signal is interpreted as a request by the receiving design block. The request is expected to be immediately accepted by the receiver and processed in the next clock cycle, unless the receiver provides a busy indicator (`..._bsy`). In this case the request is only accepted if the busy indicator was deasserted in the cycle, in which the request is made.

8.1.3 Instruction Boundaries

The [instruction register](#) always contains the instruction which is currently in execution. Before the execution of an instruction can be concluded and the next one can begin, the following conditions must be fulfilled:

- The program bus must be available - TBD
- The parameter and the return stack must be available - TBD

8.2 Common Internal Interfaces

The subblocks in the N1 design use common interfaces for common functionality. These interfaces follow the [naming conventions](#) and [handshaking concept](#) described in [Section 8.1 “Design Principles”](#).

8.2.1 Stack Interface

All stacks are controlled using the following interface:

<stack name>_clear_i/_o (controller → stack)

Request to clear the stack.

<stack name>_clear_bsy_i/_o (controller ← stack)

Busy indicator.

The stack will be cleared if <stack name>_clear_i is asserted while

<stack name>_clear_bsy_o is deasserted.

<stack name>_push_i/_o (controller → stack)

Request to push a data word onto the stack.

<stack name>_push_data_i/_o[15:0] (controller → stack)

Data word to be pushed onto the stack.

<stack name>_push_bsy_i/_o (controller ← stack)

Busy indicator.

<stack name>_push_data_i will be pushed onto the stack if <stack name>_push_i is asserted while <stack name>_push_bsy_o and <stack name>_push_of_o are deasserted.

<stack name>_push_of_i/_o (controller ← stack)

Overflow indicator.

<stack name>_push_of_o is asserted when the stack is full and a new push request would cause an overflow.

<stack name>_pull_i/_o (controller → stack)

Request to pull a data word from the stack.

<stack name>_pull_data_i/_o[15:0] (controller ← stack)

Data word to be pulled from the stack. If the stack is not empty

(<stack name>_pull_uf_o deasserted) and ready for a pull operation

(<stack name>_pull_bsy_o deasserted), then <stack name>_pull_data_o always shows the data at the top of the stack.

<stack name>_pull_bsy_i/_o (controller ← stack)

Busy indicator.

The data at the top of the stack will be removed if <stack name>_pull_i is asserted while <stack name>_pull_bsy_o and <stack name>_pull_uf_o are deasserted.

<stack name>_pull_uf_i/_o (controller ← stack)

Underflow indicator.

<stack name>_pull_uf_o is asserted when the stack is empty and a new pull request would cause an underflow.

8.3 Instruction Execution Cycle

The execution cycle of the N1 processor characterized by the following design components:

Program Counter

A 16-bit register, which contains the memory location on the next instruction to be executed. It is implemented within the [DSP Block](#).

Address Bus

The address output of the [Program Bus \(pbus_adr_o\)](#).

Read Data Bus

The read data input of the [Program Bus \(pbus_dat_i\)](#)

Instruction Register

A 16-bit register holding the opcode of the instruction, which is currently executed (see [Section 8.4.2 “Instruction Register \(ir\)”](#)).

Instruction Stash Register

A 16-bit register to temporarily store an upcoming opcode. (see [Section 8.4.2 “Instruction Register \(ir\)”](#)).

The following sections show the timing relation of these design components in different execution scenarios.

8.3.1 Plain Linear Execution

Most of the N1 instructions are executed in a single clock cycle. [Figure 8-1](#) the typical linear execution flow of single cycle instructions.

The opcode stored in the instruction register determines which instruction is currently being executed. The program counter points to the address of the next instruction. The address bus is unregistered and always runs one clock cycle ahead of the program counter. The resulting data on the read data bus is captured by the instruction register in the next clock cycle.

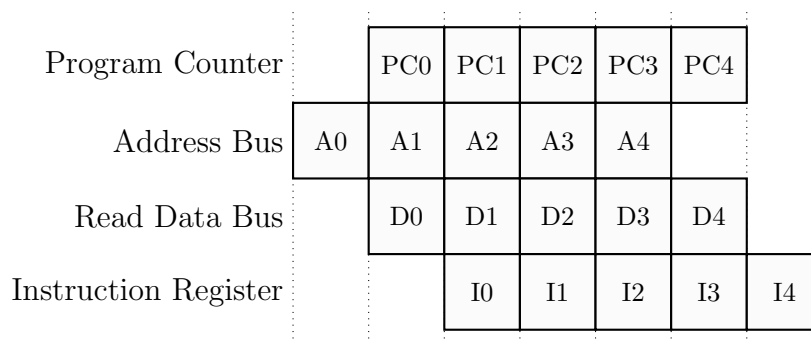


Figure 8-1: Plain Linear Execution

8.3.2 Execution of Extended Instructions

In some cases the execution of an instruction can span multiple cycles (i.e. non-concurrent control instructions or any instruction waiting for a blocked stack access). [Figure 8-2](#) illustrates the timing in these scenarios.

Whenever an opcode needs to be captured from the read data bus, but the instruction register is blocked by an instruction spanning multiple cycles, the incoming opcode needs to be temporarily stashed away in a separate register. When the execution of the ongoing instruction is finished, the stashed opcode is moved into the instruction register.

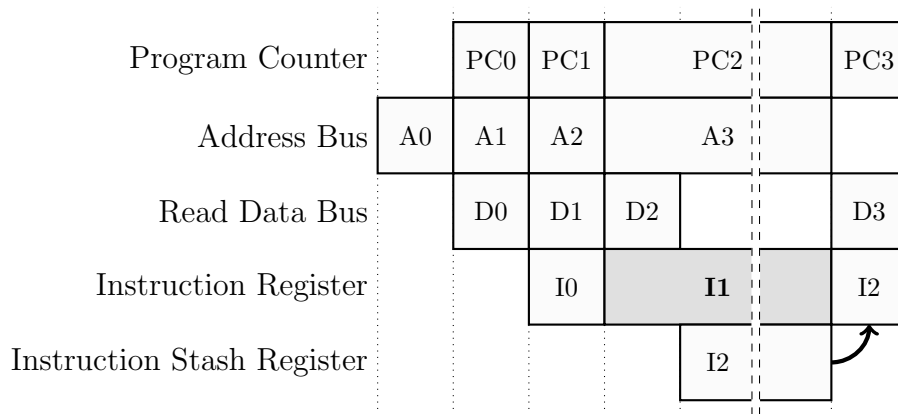


Figure 8-2: Execution of an Extended Instruction

8.3.3 Execution of Memory Access Instructions

A special case of multi-cycle instructions are [memory access instructions](#). These instructions perform their memory accesses on the program bus. [Figure 8-3](#) illustrates how opcode fetches and data accesses are interleaved.

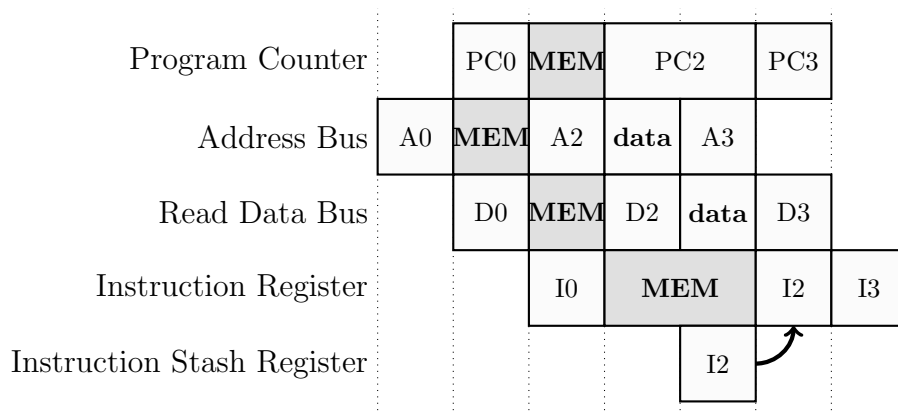


Figure 8-3: Execution of a Memory Access Instruction

8.3.4 Change of Flow Instructions

TBD

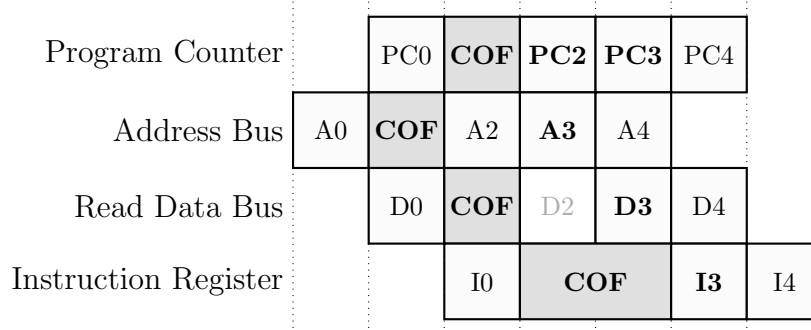


Figure 8-4: Execution of a Change of Flow Instruction

8.3.5 Exceptions and Interrupts

TBD

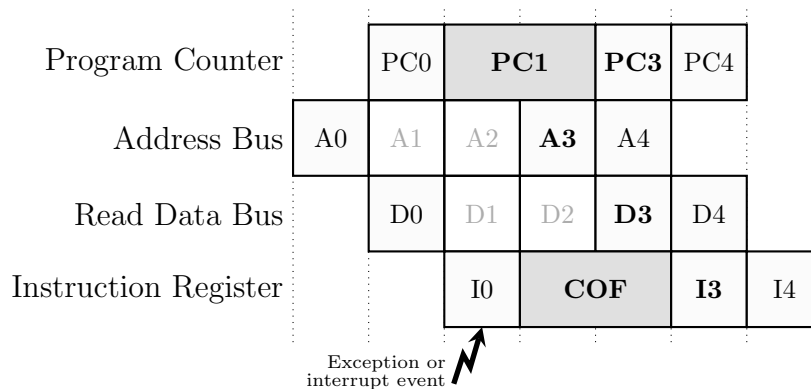


Figure 8-5: Program flow interrupted by an exception - TBD

8.4 Design Components

The N1 architecture is divided in 11 subblocks as shown in [Figure 8-6](#).

TBD

Figure 8-6: Block Diagram

8.4.1 Flow Control Block (fc)

The flow control block is implemented in the Verilog module `N1_fc` (`N1.fc.v`). It manages the [instruction cycles](#) of the N1 core. It handles the control and response

signals of the [program bus's Wishbone](#) interface and it communicates with the other N1 components by sending requests and receiving status information. No actual data passes through the N1_fc module. The interfaces to the N1 components, which are under the control of the flow control block, are explained in the following sections.

8.4.1.1 Control and Status Interface to the [Instruction Register](#)

The flow control block is able to request has the following request signals to the instruction register:

fc2ir_capture

Capture the [program bus's](#) read data (pbus_dat_i) in the instruction register at the next clock edge.

fc2ir_stash

Capture the [program bus's](#) read data (pbus_dat_i) in the stash register at the next clock edge.

fc2ir_expend

The read data input of the [Program Bus](#) (pbus_dat_i)

fc2ir_expend

Copy the stash regiesr's content into the instruction register at the next clock cycle.

The following status signala are coming from the instruction register:

8.4.2 Instruction Register (ir)

8.4.3 Arithmetic Logic Unit (alu)

TBD

8.4.4 DSP Block (dsp)

TBD

8.4.5 Exception Handler (excpt)

TBD

8.4.6 Upper Stack (us)

TBD

8.4.7 Intermediate Parameter Stack (ips)

TBD

8.4.8 Intermediate Return Stack (irs)

TBD

8.4.9 Lower Stack (ls)

TBD

9 Verification Status

The implementation of the N1 design is currently still ongoing. Verification has not yet begun.

10 Tool Summary

One of the main goals of the N1 project is to use a design and verification flow, based on open source EDA tools. [Table 10-1](#) summarizes the tools, used for this project.

Table 10-1: Tool Summary

| Tool | Version | Usage |
|------------------------------------|---------------|---|
| Verrilator [4] | 3.874 | Linting |
| Icarus Verilog [6] | 0.9.7 | Linting |
| Yosys [8] | 0.7+627 | Linting, Formal Verification |
| SymbiYosys [7] | Sep. 12, 2018 | Formal Verification |
| GTKWave [3] | 3.3.95 | Waveform Viewer |
| Verilog-Perl [5] | 3.418-1 | Gereration of design data for GTKWave [3] |

11 Glossary

;

End of a [word](#) definition in [Forth](#).

ALU

Arithmetic Logic Unit.

call

A change of the program flow, where a return address is kept on the [return stack](#) (see [Section 2.3 “Call Instructions”](#)).

cell

A data entity within a [stack](#).

conditional branch

A change of the program flow without return option, only if a certain (non-zero) argument value is given (see [Section 2.4 “Conditional Branches”](#)).

direct addressing

Addressmode, where the address is encoded into the [opcode](#) of an instruction

EKEY/EMIT extension

An optional extension to support EKEY and EMIT functionality, described in [Section 3.3 “EKEY/EMIT Extension”](#)

exception

An error condition that will disrupt the program flow.

Forth

Forth is an extensible stack-based programming language.

function register

A processor internal register, that provides access to a hardware feature.

immediate data

A data value, which is encoded into the [opcode](#) of an instruction

indirect addressing

Address mode, where the address ist stored on the [parameter stack](#).

intermediate stack

The section of the stack that serves as a buffer between the [lower stack](#) and the [upper stack](#). See [Section 5 “Stacks”](#).

Interrupt extension

An optional extension to support interrupts, described in [Section 3.2 “Interrupt Extension”](#)

IST

A bit field in the stack instruction which controls data movement on the intermediate [parameter stack](#) or [return stack](#). The mnemonic stands for “Intermediate Stack Transition”.

jump

A change of the program flow without return option (see [Section 2.2 “Jump Instructions”](#)).

LIFO

A memory which is accessible in last in - first out order.

literal

A fixed numerical value within the program code (see [Section 2.5 “Literals”](#)).

lower stack

The section of the stack which is stored in RAM. See [Section 5 “Stacks”](#).

LSB

The least significant bit.

MSB

The most significant bit.

opcode

Encoding of a machine instruction. Short for “operation code”.

parameter stack

A [LIFO](#) storage mainly for keeping call parameters and return values.

RAM

Random access memory.

relative addressing

Addressmode, where the address is given relative to the current position in the execution flow

return stack

A [LIFO](#) storage mainly for maintaining return addresses of [calls](#).

ROT extension

An optional extension of the N1 instruction set, described in [Section 3.1 “ROT Extension”](#)

stack

A [LIFO](#) storage.

throw code

A unique identifier for each type of exception.

TOS

The top [cell](#) of a [stack](#).

upper stack

The section of the stack that contains the [TOS](#). It supports reordering of its storage [cell](#). See [Section 5 “Stacks”](#).

UST

A bit field in the stack instruction which controls data movement between two neighboring [cells](#) in the upper [parameter stack](#) or [return stack](#). The mnemonic stands for “**U**pper **S**tack **T**ransition”.

Verilog

The hardware description language used for the N1 implementation.

Von-Neumann-Architecture

A computer architecture where instruction fetches and data I/O occur over the same memory interface.

Wishbone

An open bus protocol. see [\[2\]](#)

word

The term word refers to a callable code sequence in [Forth](#) terminology.

12 References

- [1] American National Standard for Information Systems, 1994.
- [2] Wishbone b4. http://cdn.opencores.org/downloads/wbspec_b4.pdf, 2010.
- [3] BSI. Gtkwave. <http://gtkwave.sourceforge.net>.
- [4] Wilson Snyder. Verilator. <http://www.veripool.org/verilator>.
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- [6] Stephen Williams. Icarus verilog. <http://iverilog.icarus.com>.
- [7] Clifford Wolf. Symbiyosys. <https://github.com/cliffordwolf/SymbiYosys>.
- [8] Clifford Wolf. Yosys open synthesis suite. <http://www.clifford.at/yosys>.