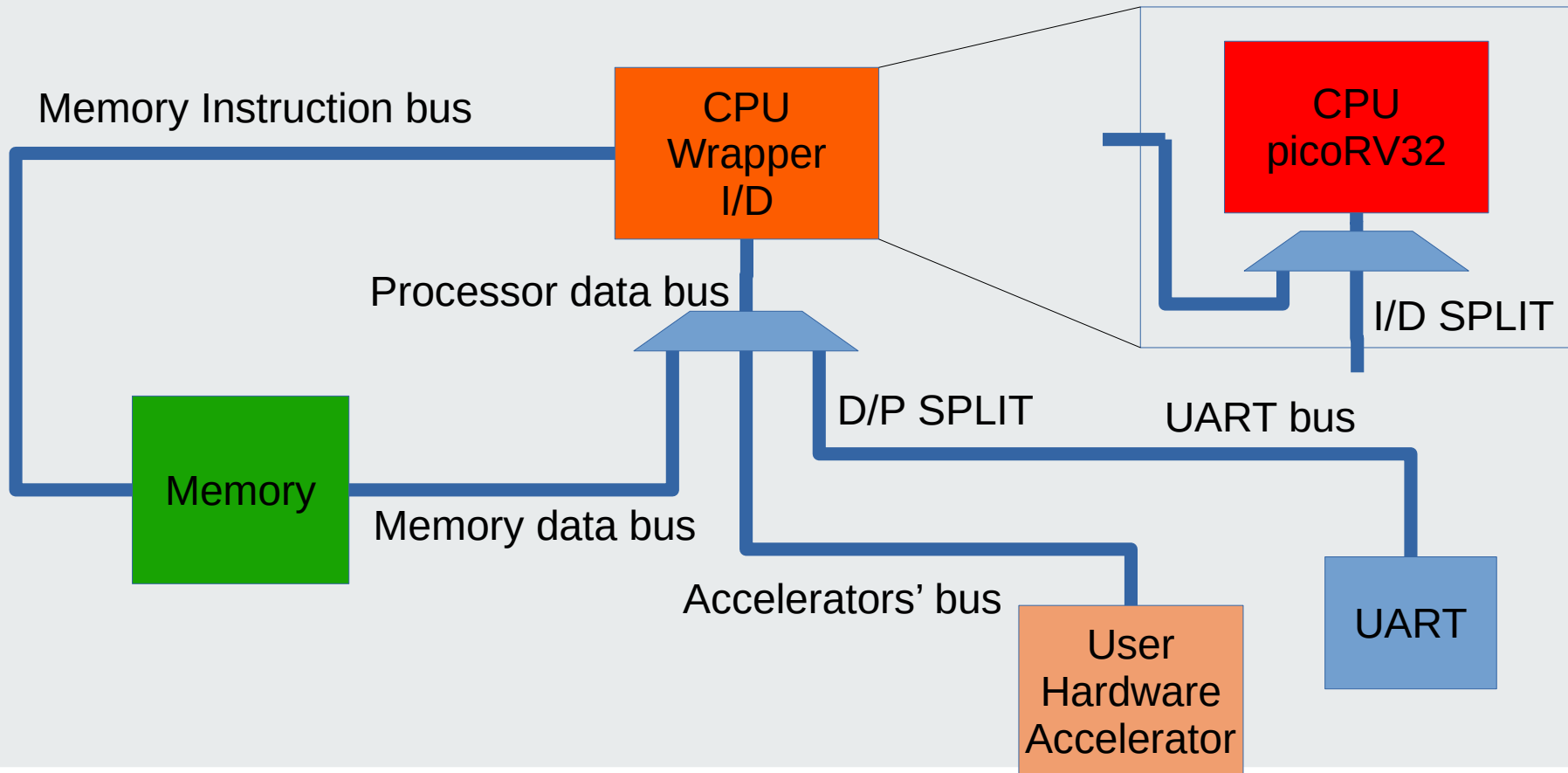


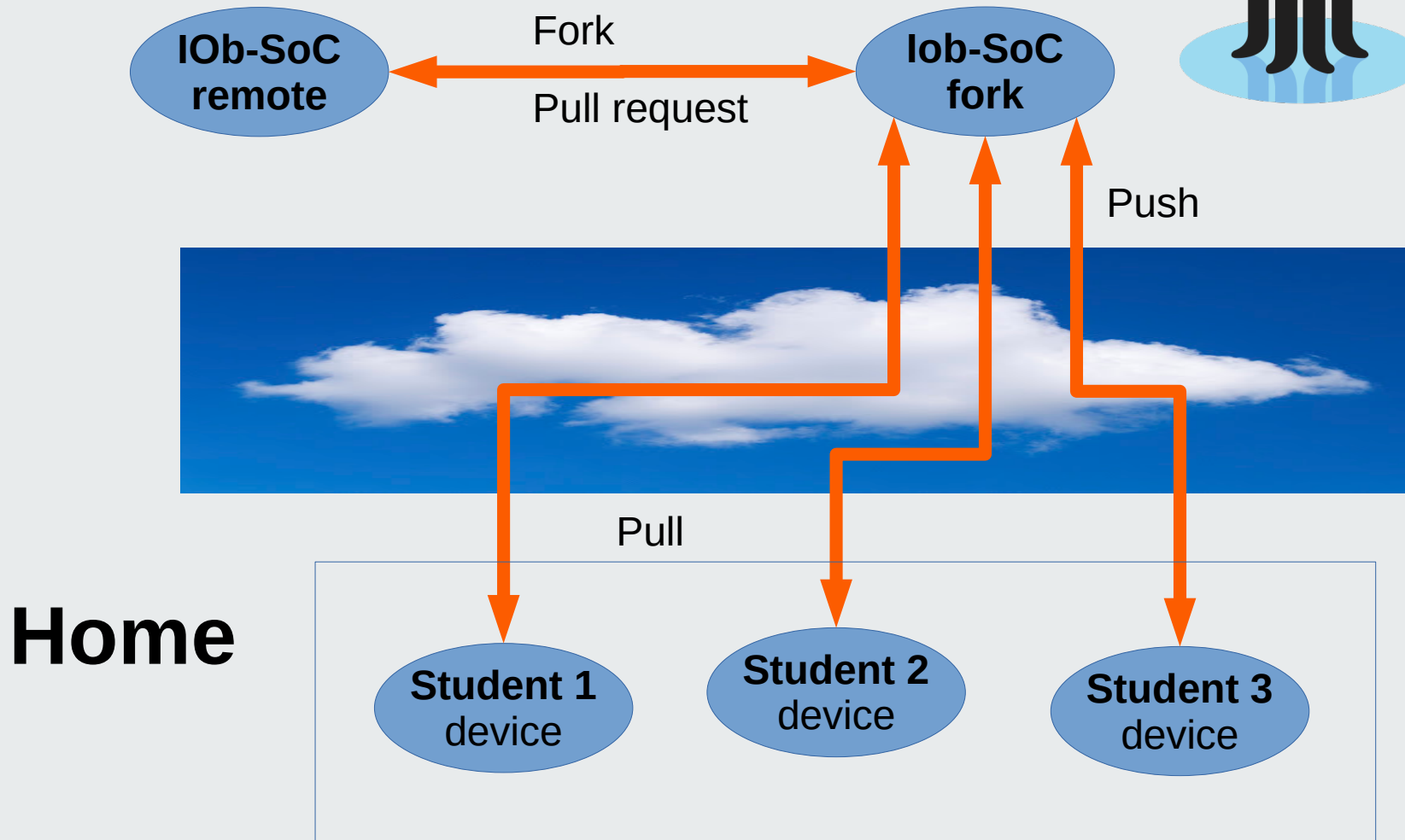
# **Electronic Systems of Computers**

Lecture 3: Iob-SoC Tour

# lob-SoC: recap of last lesson & more



# Github



# IOb-SoC: quick recap

- The PicoRV32 RISC-V CPU (open-source)
- Boot ROM (has small program to load user programs)
- SRAM (on-chip memory for running small programs or storing fast access data)
- UART interface for loading the program and for communication
- *Instruction and Data L1 Caches + shared L2 cache*
- *Other optional modules: Ethernet, UART, DMA*
- **Ready to attach user modules**

# Make recap, the include directive

**include** "my\_wonderful\_makefile\_segment.mk"

**dead:** **beef.c lib.c**

*Prerequisites (\$^)*

Target →

**gcc -o \$@ \$^**

**cat \$<**

Short for "beef.c lib.c"

Short for "dead"

Short for "beef.c"

Recipes →

# IOb-SoC Tour

- System configuration
- Firmware
- 32-bit CPU memory organization
- SRAM
- Peripherals
- Boot sequence
- Example boot sequence upgrade to use flash memory
- Top Makefile

# IOb-SoC: system configuration

- Accomplished using makefile segment **config.mk**
  - Located at *repo* root
- Parameters of most interest in config.mk
  - $\text{FIRM\_ADDR\_W} = \log_2(\text{firmware size in bytes})$
  - $\text{SRAM\_ADDR\_W} = \log_2(\text{SRAM size in bytes})$
  - PERIPHERALS = list of peripherals

## **config.mk: FIRM\_ADDR\_W**

- $\text{FIRM\_ADDR\_W} = \log_2(\text{firmware size in bytes})$
- Note the `_W` suffix: stands for WIDTH in bits
- The firmware bytes can be addressed with `FIRM_ADDR_W` bits
- Then there are  $2^{\text{FIRM\_ADDR\_W}}$  bytes in the firmware





# Firmware

- Firmware is the resident software of an embedded system
- Sits on non-volatile memory: ROM, EPROM, Flash
- It may never change...
- Some more complex devices may allow firmware upgrades (eg. smartphone)

# Memory organization for a 32-bit CPU

Full word addresses =

Byte address  $\gg 2$

0x00	Byte 3	Byte 2	Byte 1	Byte 0
0x04			...	Byte 4
0x08				
0x0C				
0x10				
0x14	Byte 23	...		Byte 20

Half word addresses =

Byte address  $\gg 1$

# A 32-bit CPU can

- With single instruction can
  - Read and write single bytes (char, uchar)
  - Read and write single half words (short, ushort)
  - Read and write single long words (int, uint)
- With multiple instructions can
  - Read and write multiple bytes (number array, string)
  - Read and write multiple half words (arrays)
  - Read and write multiple long words (arrays)
- Read = Load, Write = Store

# config.mk: SRAM\_ADDR\_W

- The SRAM bytes can be addressed with SRAM\_ADDR\_W bits
- Then there are  $2^{\text{SRAM\_ADDR\_W}}$  bytes in the memory
- If SRAM\_ADDR\_W is greater than FIRM\_ADDR\_W then the firmware **fits** in the SRAM and can run on it

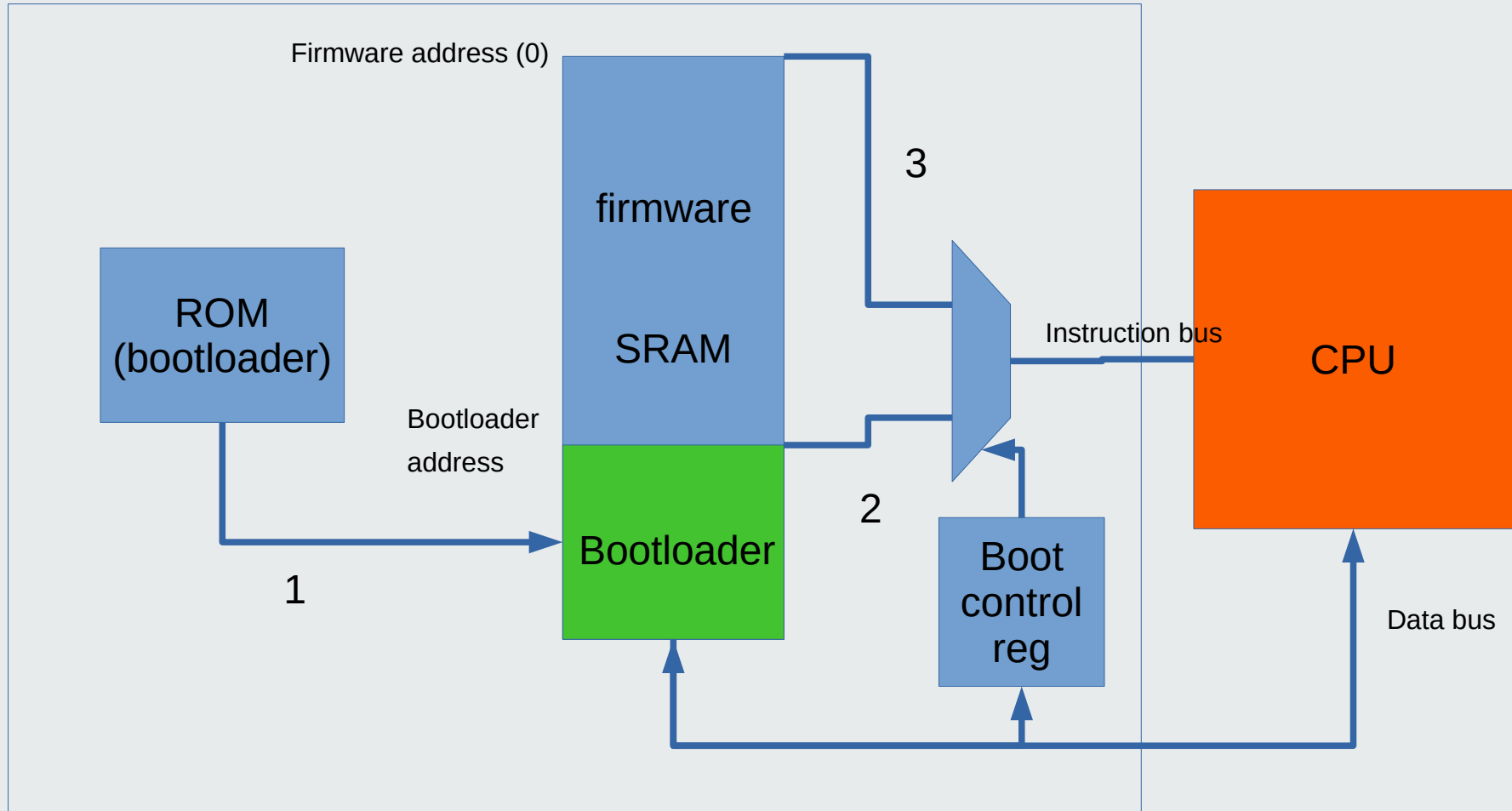
# config.mk: PERIPHERALS

- List of peripherals in the system
- By default contains only one peripheral: the UART
- Users can make peripherals and attach them to the IOb-SoC peripheral bus
- For this to happen
  - 1) the peripheral repository must follow a certain structure
  - 2) the peripheral repository must be placed in the **submodules** directory
  - 3) the directory name of the peripheral repository must be added to the PERIPHERALS list

# Iob-SoC boot sequence

- 1) Power on; Hardware reset (hard reset)
- 2) Bootloader program copied from ROM to SRAM by a special hardware circuit; bootloader runs on SRAM
- 3) When running, Bootloader awaits for user firmware to arrive via UART
- 4) Bootloader receives firmware from UART and loads it to SRAM
- 5) Bootloader sets Boot Control Register and restarts system
- 6) Boot Control Register tells bootloader to start running from a different address where firmware has been stored

# Iob-SoC boot sequence illustrated

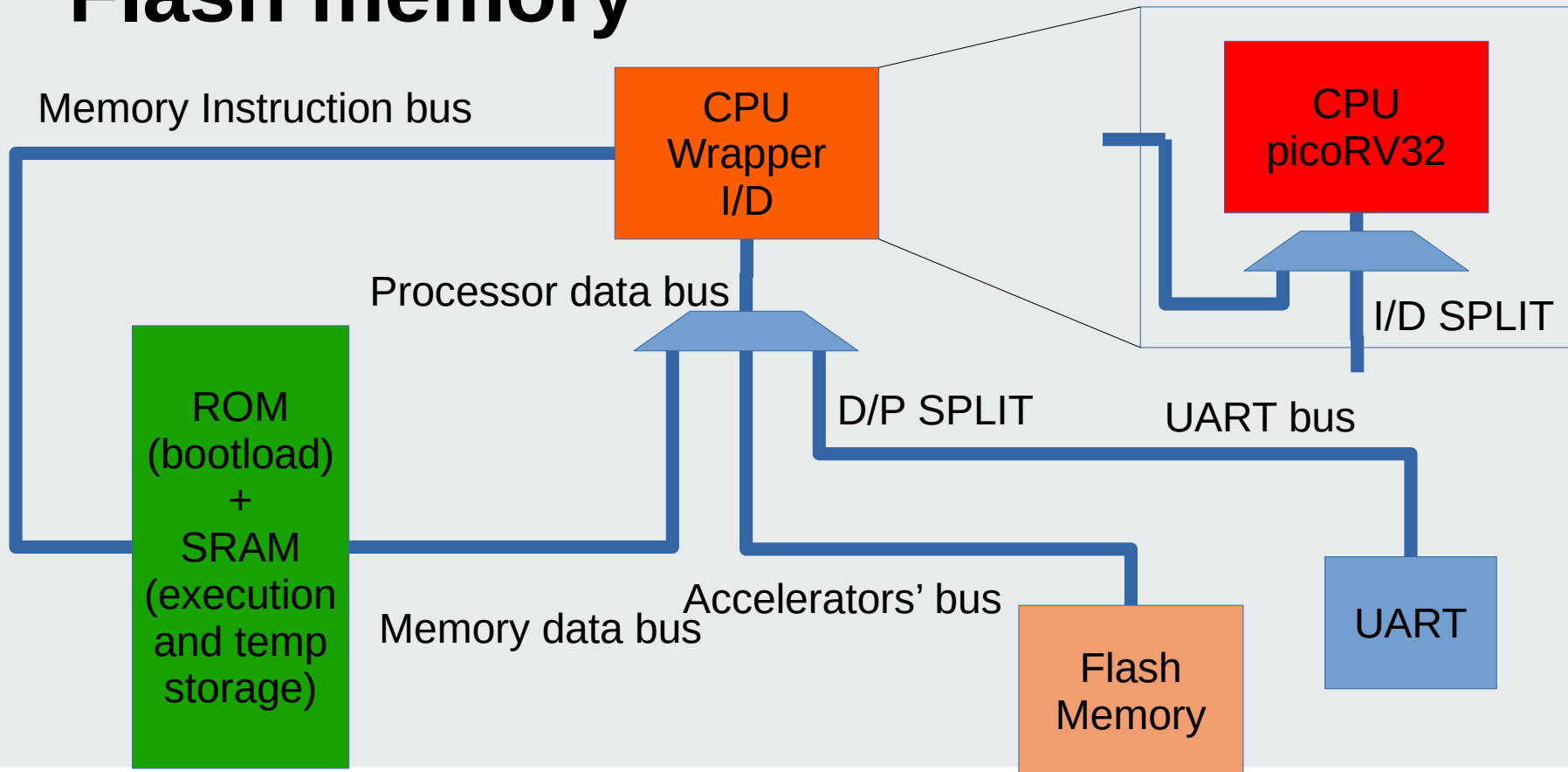


# Example: Upgrading IOb-SoC with Flash memory

- 1) Power on; Hardware reset (hard reset)
- 2) Bootloader program copied from ROM to SRAM by a special hardware circuit; bootloader runs on SRAM
- 3) Bootloader awaits for firmware to arrive by UART
- 4) Bootloader receives firmware from UART and loads it to FLASH
- 5) Boot loader reboots system (soft reset)
- 6) Boot loader starts again and awaits for firmware to arrive by UART
- 7) Bootloader times out and copies firmware from FLASH to SRAM
- 8) Bootloader sets boot control register and reboots system
- 9) Boot control register tells bootloader to start running from a different address where firmware has been stored



# Example: Upgrading IOb-SoC with Flash memory



# IOb-SoC: top Makefile

- The top Makefile contains the following targets
  - sim-build: compile for simulation but do not run. Used for checking compile errors
  - sim-run: simulate, eg. make sim-run INIT\_MEM=1
  - sim-waves: simulates and displays waveforms using gtkwave
  - sim-clean: cleans all simulation generated files
  - sim-test: automatic simulation test (takes a long time due to simulation speed)
  - fpga-build: compile for fpga but do not run
  - fpga-run: run on FPGA, eg. make fpga-run INIT\_MEM=0
  - fpga-clean: cleans all fpga compile generated files
  - fpga-test: automatic fpga test (takes a long time due to several compiles)
  - fw-build: builds the firmware and bootloader to check compile errors (called by simulation or fpga)
  - fw-clean: cleans embedded software compiler generated files
  - doc-build: makes all the documents in the document directory
  - doc-clean: cleans all document compilation generated files
  - doc-test: automatic documentation test
  - clean: complete detox, cleans every generated files

# IOb-SoC: README, LICENSE and test directory

- The README file
  - Several styles exist
  - Adopted style: brief description of the repo followed by what you can do with it, prompting action!
- LICENSE file
  - States under which conditions the files in repo can be used
  - Adopted license created by MIT with 2 clauses only
    - Keep copyright notice in the main files
    - Keep license text in the main files
- Testing
  - Golden test logs are saved in the simulation, fpga and documentation directories
  - Generated test log is compared to golden logs (.expected files) to yield pass/fail result