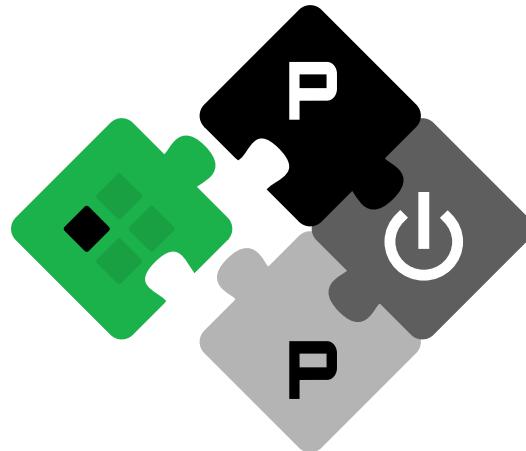


DEPARTMENT OF INFORMATION TECHNOLOGY AND
ELECTRICAL ENGINEERING

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PULPINO implementation in 65nm CMOS

Semester Project

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Abstract

PULPINO is an open-source microcontroller like system, based on a small 32-bit RISC-V core that was developed at ETH Zurich. The core has an IPC close to 1, full support for the base integer instruction set (RV32I), compressed instructions (RV32C) and partial support for the multiplication instruction set extension (RV32M). It implements our non-standard extensions for hardware loops, post-incrementing load and store instructions, ALU and MAC operations. To allow embedded operating systems such as FreeRTOS to run, a subset of the privileged specification is supported. When the core is idle, the platform can be put into a low power mode, where only a simple event unit is active and wakes up the core in case an event/interrupt arrives.

The PULPINO platform is available for RTL simulation, FPGA and as an ASIC in UMC 65nm (Imperio). It has full debug support on all targets. In addition we support extended profiling with source code annotated execution times through KCacheGrind in RTL simulations.

PULPINO is based on IP blocks from the PULP project, the Parallel Ultra-Low-Power Processor that is developed as a collaboration between multiple universities in Europe, including the Swiss Federal Institute of Technology Zurich (ETHZ), University of Bologna, Politecnico di Milano, Swiss Federal Institute of Technology Lausanne (EPFL) and the Laboratory for Electronics and Information Technology of Atomic Energy and Alternative Energies Commission (CEA-LETI).

Declaration of Originality

I hereby confirm that I am the sole author of the written work here enclosed and that I have compiled it in my own words. Parts excepted are corrections of form and content by the supervisor. For a detailed version of the declaration of originality, please refer to Appendix B

Florian Zaruba,
Zurich, December 2015

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Part I.

PULPINO

Chapter 1

Introduction

PULPINO is a open-source 32-bit micro-controller like system based on IPs mostly taken from its bigger brother the Open Parallel Ultra-Low-Power Processing-Platform (PULP) project. It is a single core system built for the OpenRISC and RISC-V cores developed here at IIS. PULPINO uses two separate single-port data and instruction RAMs and also includes a boot ROM that contains a boot loader which retrieves data and instructions from an external SPI flash during startup. PULPINO is entirely open source and licensed under Solderpad Hardware License.

In fact this project mostly originates from the idea to open-source the PULP project. Since PULP is a huge project PULPINO is the first effort in doing so. The direct relation to the PULP project is even expressed in the name chosen for the project: In Italian, adding an "-ino" at the end of a word usually means that word corresponds to a minimized version. It has been always one of the projects main aims to provide a simple and easy to use computing platform with extensive possibilities to communicate with the outside world.

Apart from the open source release, having a smaller platform has some tremendous advantages for the PULP project as well. The PULPINO platform easily allows us to evaluate new features without considering the overhead of the whole PULP platform in the first place. This is true regarding simple RTL simulation as well as for Synthesis estimates.

In addition to the opportunity stated above there is still the educational aspect of the project. Due to its simplicity it can be of great value for students who want to gather deep understanding of the basic building blocks of a micro-controller like system. This relates to the SoC architecture as well as the idea and construction of a RISC core. It is often useful for ones understanding of a concept to have the possibility to observe a working implementation.

1. Introduction

Last but not least, we hope that the open sourcing of PULPINO helps the open source hardware community to gather more momentum in the development of software tools necessary to simulate, synthesize and manufacturing open ASIC designs.

PULPINO is mainly targeted at RTL simulation and ASIC's, although there is also an FPGA version available.

1.1. General Overview

PULPINO provides you with a 32-bit Harvard architecture (e.g. it has physically and logically separated instruction and data RAMs). At its heart it has a Reduced Instruction Set Computer (RISC) core operating. We currently support two different instruction sets (ISAs) for two distinct cores. This can either be our OpenRISC core OR1ON or our RISC-V implementation RI5CY. The cores are pin compatible and can therefore be swapped at one's convenience. Both cores process instructions within a four stage in-order pipeline.

The core has debug support enabled through the Advanced Debug Unit (ADB) partially adapted from the OpenCores project. The debug unit provides outside world communication via a standardized JTAG TAP. The core region (including the core, the debug unit and the RAMs) is communicating over a standard Advanced eXtensible Interface Bus (AXI). A dedicated AXI to APB bridge connects the internal AXI bus to the (slower) Advanced Peripheral Bus (APB). Both bus specifications are part of theAdvanced Microcontroller Bus Architecture (AMBA) specification.

1.2. Document Structure

This document is separated into two different parts. Part I deals with the general concept behind PULPINO and everything that is needed to start developing programs and/or specialized IPs easily. It starts with an introduction to the build framework and the project structure so that the reader can easily follow along. If you want to have the sources while reading the chapters I would highly recommend to start with reading the appendix on how to check out the project and get everything up and running.

I then aim to give a more detailed description of the overall architecture, the different IP cores and their peculiarities. This section concludes in a explanation of the functional verification framework that is shipped alongside PULPINO.

The second part contains ASIC (Imperio) specific information. It gives insight on the measures taken for the tape-out as well as chip related information and concludes with a chip data sheet. Since Imperio is the ASIC of PULPINO everything explained in the first part of the document is directly applicable to Imperio as well.

1. Introduction

In the appendix you can find a summary of details needed to start developing for PULPINO. This includes a register description and a API description amongst others and it is supposed to act as a quick reference card for application developers.

1.3. Related Work

At the moment one can see a landsliding transition happening in the open-source hardware community. This began with the effort of the OpenRISC project in (?) which was the first open-source release of a micro-controller like architecture. At the moment this is currently climaxing with Berkely's RISC-V project and conferences on a regular basis that focus entirely on open source hardware development (e.g.: ORCONF and RISC-V Workshops).

Although there are several implementations of openRISC and RISC-V cores freely available the PULP project group has always been one of the early adaptors of both ISAs, hence we developed and maintain our own cores from the very beginning. This has the advantage of being leading edge from the very beginning and being able to improve our cores in terms of area and power. One principle idea of PULPINO is to give a well established and silicon proven design back to the community on which they can build their implementations and/or extensions on.

1.3.1. OpenRISC

OpenRISC is a project started by the OpenCores community in order to establish an open source ISA and provide a reference implementation in Verilog. The first core design was called OpenRISC 1200 (OR1200) and has been published under GNU General Public License (GNU GPL). Based on that core design they have implemented a SoC variant called ORPSoC (OpenRISC Reference Platform System-on-Chip). Unfortunately until the time of this writing there has been no open source ASIC implementation of ORPSoC but the project is still under maintenance and can be run on FPGAs as well.

Nevertheless there are numerous commercial ASIC implementations based on OpenRISC 1200 and ORPSoC, for example BA12 from Beyond Semiconductor or SD1106 E by Samsung used as a main processing unit in there Digital Television (DTV) devices.

1.3.2. RISC-V

RISC-V is a project initiated by the electrical engineering department of University of California Berkely (UCB). It aims to create an open and freely available Instruction Set Architecture (ISA) standard. The design of the ISA aims satisfy a very broad field of application purposes. Ranging from small scale micro-controllers to full-blown out-of-order many core architectures.

1. Introduction

Specifically interesting in relation to the present work is their Z-scale implementation. It features a 32-bit 3-stage single-issue in-order pipeline with support for the RV32IM ISA (integer base arithmetics and multiplication) and M/U privilege modes. Communication with the memories takes place over a 32bit AHB-lite bus.

Currently UCB provides two versions of the z-scale core. One is written in their own hardware description language (HDL) called chisel while the other implementation is conducted entirely in Verilog. Both are distributed under a 3-clause BSD license.

The emerging ecosystem that comes along with the growing popularity of the RISC-V ISA comes in handy for the PULPINO project as well. The various virtual platforms provided by UCB can emulate code that will natively run on PULPINO. In addition it provides us with a tool-chain that supports the official RISC-V ISA.

1.3.3. Spain University

1.3.4. lowRISC

lowRISC is a community project that aims to create a fully open hardware system. This also includes the processor design which they intend to base on the RISC-V ISA. Their final aim is to start volume production of open silicon and open source PCB designs.

They plan to have specialized cores entirely dedicated to external I/O (so called minion cores). This will give hardware support for basic tasks such as shifting data in or out more efficiently. In a more final implementation minion cores should also be able to handle more complex communication protocols like Ethernet or USB for example. lowRISC's current idea is to use the RISC-V core developed at ETH Zurich for their minion cores implementation. The very same core is used in for PULPINO's ASIC implementation described in the second part of this document.

Chapter 2

Preliminaries / Background

2.1. Getting Started

Chapter 3

Theory / Algorithms

3.1. FreeRTOS

FreeRTOS is a popular, well-supported, open-source real time operating system published under GPL. It is widely used throughout the industry for various projects and it sees itself as the de-facto standard solution for microcontroller and small microprocessors. It underlies strong peer reviewed quality control and provides the developer with well documented sources.

With its highly configurable nature it allows for preemptive scheduling as well as cooperative scheduling. Additionally it offers queues for inter process communication (IPC) and synchronization constructs through critical sections and mutual exclusion (mutex). It can also make use of more advanced hardware features like a memory protection unit (MPU) and different privilege levels.

The hardware dependent code is cleanly separated through a distinct portable layer that abstracts all hardware related features. This makes it easily possible to port application code between two different devices albeit their architectural differences. The operating system (OS) specific implementations like the scheduler and synchronization constructs are entirely written in C and therefore architecture independent. Depending on your resources and requirements it is possible to employ different memory allocations schemes. Several implementations are shipped with freeRTOS itself but you are free to implement your own allocation scheme. The shipped allocation schemes start from simple block based array allocation up to calls to standard (newlib) C library functions `malloc()` and `free()`.

To my extent this is the first implementation of a RISC-V portable layer. Although the implementation makes use of non (yet) standardized features like interrupts and timers it should be no big problem to adapt it for feature use of the standardized facilities.

3. Theory / Algorithms

3.1.1. Purpose of an Operating System

The purpose of an OS can be manifold. But what unites them all is the purpose to share computational resources between different tasks (programs, processes). Essentially giving the application user the feeling as if the programs are executed in parallel. It therefore distributes the processing time amongst each of the programs. Furthermore it should be possible for the tasks to communicate with each other and to acquire shared resources (for example I/O or a shared variable). This is especially true for the case of freeRTOS.

In freeRTOS scheduling is provided in two different ways. On the one hand it maintains a preemptive scheduler that can preempt the currently running task and give execution time to another task. On the other hand freeRTOS has a cooperative scheduling algorithm as well. This means that the program given control to, essentially runs as long as it returns control back to the OS. There is no way for the OS to interrupt the currently running task by any means. The process of switching between tasks is called context switch. Nevertheless freeRTOS uses the tick interrupt in this setting as well in order to figure out how long the task has been running and to eventually schedule a different task accordingly.

Regardless of the scheduling scheme it is crucial for the OS to be able to track whether a task is ready to run or e.g.: has previously been suspended. It therefore assigns it to different states depending on the reason the task was swapped out beforehand. In freeRTOS a task can be in one of the following four states:

- Running: When a task is actually utilizing the processor it is said to be in the running state.
- Ready: A task is said to be ready if it is not utilizing the core at the moment (it is not in the running state) but is ready to run as soon as the OS decides to switch it in.
- Blocked: A process is blocked if it currently waiting for a temporal (e.g.: a timed delay) or an external event (e.g.: release of a shared resource).
- Suspended: A task is suspended if it has been told so through an explicit function call to `vTaskSuspend()`.

The whole state diagram is depicted in figure 3.1. When a task gets switched in the scheduling algorithm has to decided which new task is given processor time. There are different approaches to that. For example a round robin scheduler assigns fixed time slots to every process and the different tasks are therefore provided with equal computation time. FreeRTOS pursues a slightly different approach. At the creation of each task the programmer can assign a priority to the task he is creating. Based on the priority freeRTOS schedules the next task accordingly, beginning with the highest priority task either in the ready or running state. Least precedence is given to lower priority tasks.

3. Theory / Algorithms

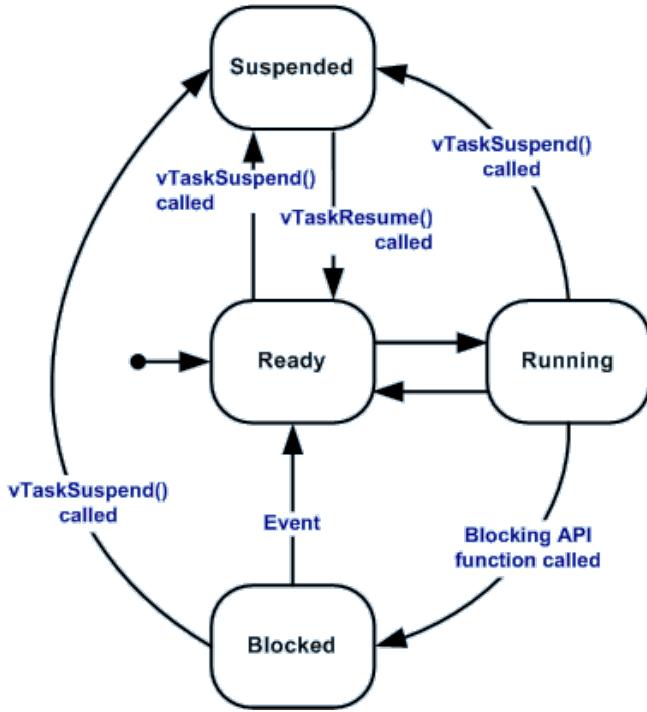


Figure 3.1.: FreeRTOS task state diagram. TODO: list resource

The idle task has priority zero. If two tasks share the same priority freeRTOS schedules them in a round robin fashion.

In the preemptive case the OS needs a way to preempt a currently running task. It does this by registering a interrupt service routine (ISR) triggered by a timer that is configured by the OS according to the users specification. The interrupt triggers an asynchronous change in the control flow and directs control back to the OS that then decides whether the current task shall be switch out or not. Figure 3.4 depicted the difference between a preemptive and cooperative context switch.

3.1.2. Directory structure

Since freeRTOS aims high portability, the directory structure directly reflects this property. Everything that is architectural specific resides in the **portable** folder. This begins with basic configuration macros and continues with implementation of the actual context switch in **port.c**.

3. Theory / Algorithms

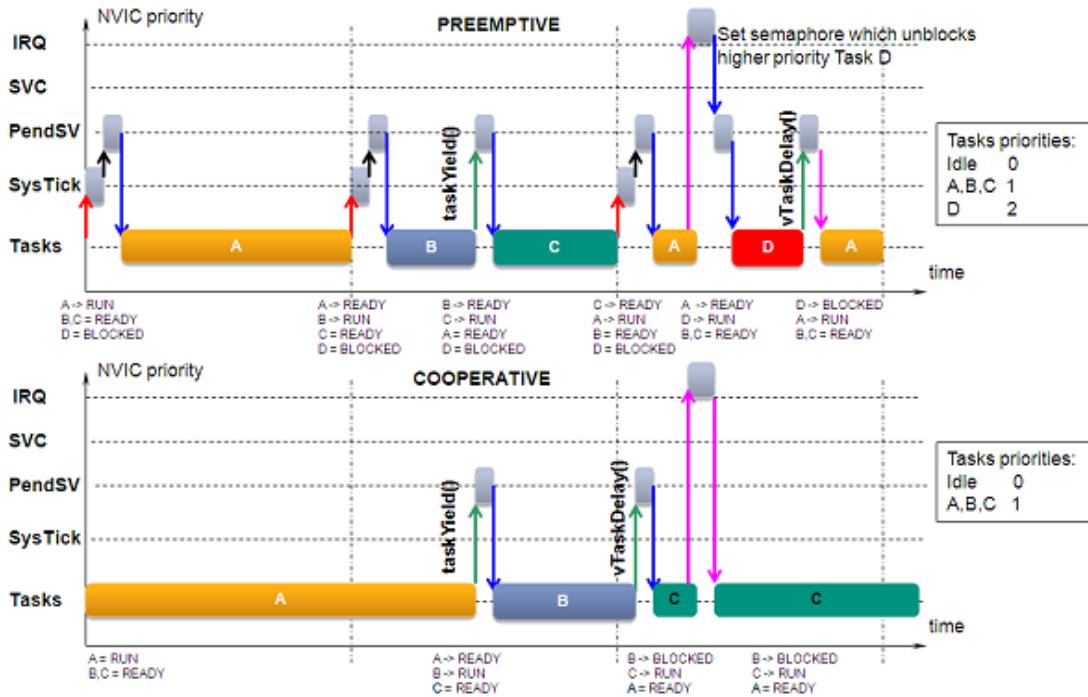


Figure 3.2.: Preemptive and cooperative context switch

```

/
├── main.c ..... Entry point of user program
├── FreeRTOSConfig.h User defined and application specific freeRTOS configuration
├── update-ips.py . This script reads the ip_list.txt and pulls all ips from the GIT server
├── include ..... Folder containing scripts used by continuous integration
├── portable ..... Contains the actual source files of your report.
│   ├── GCC ..... Portable layer specific to GCC
│   ├── RI5CY ..... Portable layer specific to the microcontroller's architecture
│   │   ├── portmacro.h ..... architecture related configuration file
│   │   └── port.c ..... Actual portable layer implementation
│   └── MemMang ..... Memory management schemes.
├── event_groups.c ..... freeRTOS eventing scheme.
└── list.c ..... List implementation - Task utility
└── tasks.c ..... Task implementation.
└── timers.c ..... Software timers.

```

3. Theory / Algorithms

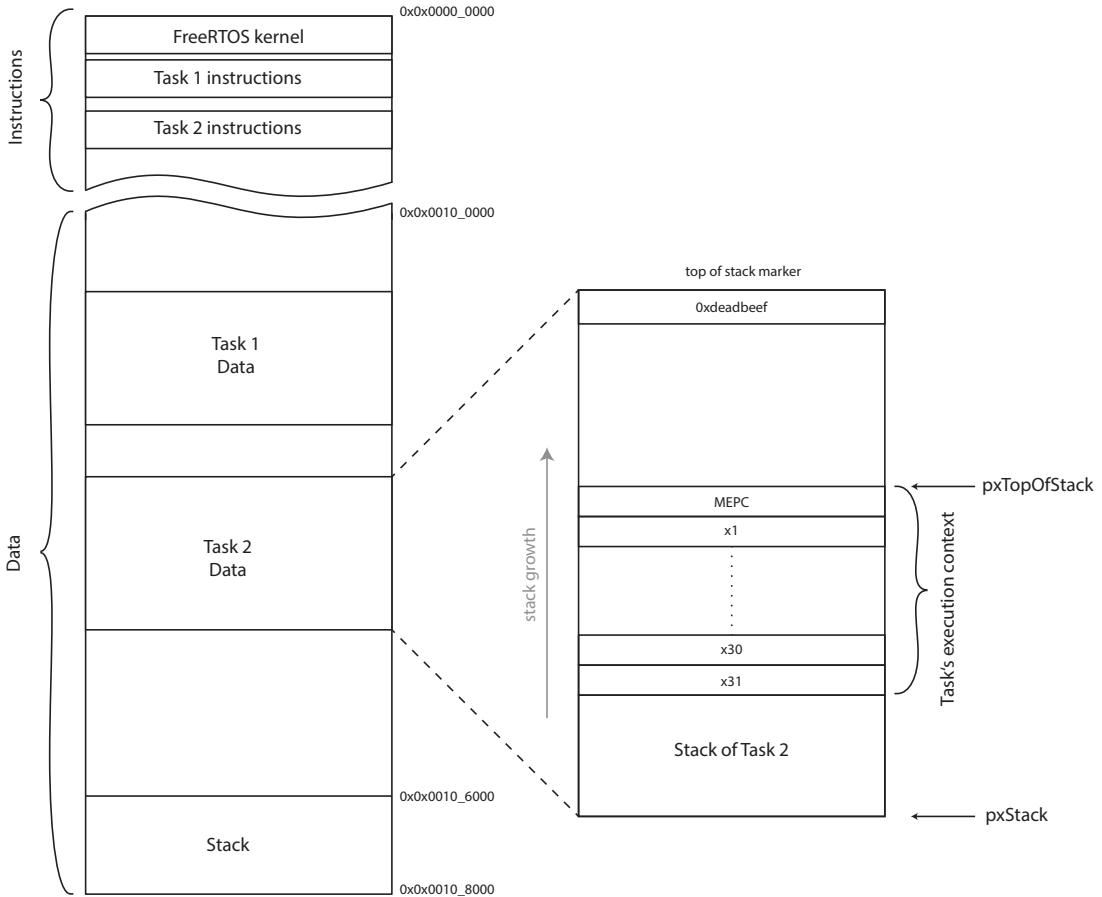


Figure 3.3.: FreeRTOS memory management and stack content of a switched out task (Task 2)

3.1.3. Portable layer

The portable layers purpose is to abstract all device specific information to the OS. In particular this means implementation of the actual context switch, interrupt service routines (ISRs) that trigger the context switch and stack initialization for task creation. All device specific codes resides here.

3.1.4. Context Switch

Context switches can occur in two different settings depending on the scheduling algorithm in use. According to that, there are differences in the program control flow. Nevertheless the main idea of the context switch stays the same.

3. Theory / Algorithms

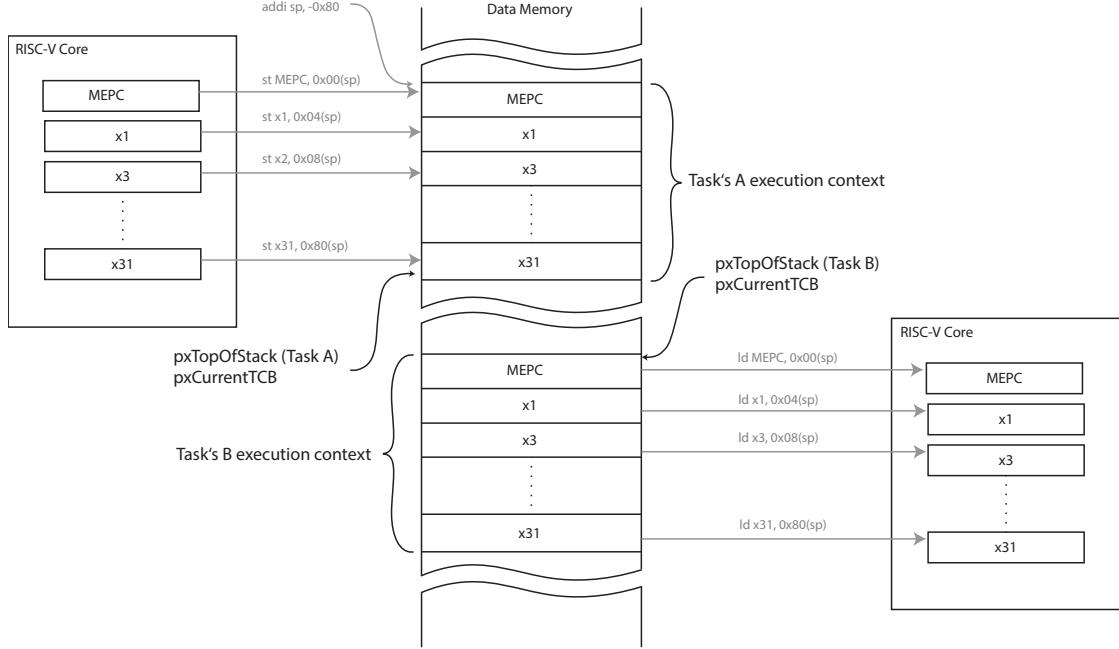


Figure 3.4.: FreeRTOS context switch

Each task in freeRTOS manages its own stack (figure 3.3). The task's memory region is allocated when the tasks gets registered for the first time and reside entirely in the heap regardless of the global linker settings. In order for FreeRTOS to manage the task's memories it stores task related information in its own task structure called Task Control Block (TCB). The TCB has essentially the following structure:

```
typedef struct tskTaskControlBlock
{
    volatile portSTACK_TYPE *pxTopOfStack;
    xListItem     xGenericListItem;
    xListItem     xEventListItem;
    unsigned      portBASE_TYPE uxPriority;
    portSTACK_TYPE *pxStack;
    ...
} tskTCB;
```

The `pxTopOfStack` variable points to the last element put on the stack of the task and must be the first element of the TCB structure. `pxStack` on the contrary points to the stack's base address.

If a task is switched out its current state is going to be saved into memory. For the

3. Theory / Algorithms

RISC-V RV32I this implies at least all general purpose registers and the MEPC register that has the program counter stored from which the interrupt service unit may return to. It does so by calling the `portSAVE_CONTEXT()` macro defined in `port.c`. This macro allocates some space on the stack and stores every register in a predefined order, starting with the MEPC. Finally it updates the `pxCurrentTCB` pointer that points to the TCB of the task switch out and updates the stack pointer. The stack pointer is therefore saved implicitly in the TCB.

The OS then figures out which task that is going to run next (based on the principles mentioned beforehand) and afterwards calls the `portRESTORE_CONTEXT()` macro. This essentially performs the same function as the save routine but in reverse order, e.g. it loads the stack pointer of the task that is going to be switched in from the `pxCurrentTCB` and restores all registers from memory in the same order as they have been saved.

For the cooperative case this happens within a normal function call, e.g.: a task decides that it may want to yield and therefore gives a call to `vPortYield()`. The scheduler saves the current context and restores it after it has figured out which task is going to be switched in. It is crucial that the save and restore sequence does not get interrupted therefore interrupts are disabled throughout the whole process.

For the preemptive case this happens within an ISR. The only difference to the cooperative case is that the return from the interrupt (ERET) will use the MEPC register to find out where the current task has been interrupted from.

3.1.5. Stack initialization

The purpose of the stack initialization is to setup a task structure in the data RAM to look like it has been already running and was only switched out by the scheduler. To this point the OS has already allocated some space on the stack. What remains for the initialization to do is to store the start address of the task on the same place we would have stored the return address (register x1) and the MEPC if the task has been switched out. It therefore can simply restore the context of the task albeit it has never been running before.

Remaining functionality that is architecture depended is the configuration of the timer interrupt and a call to return to directly jump to the tasks code. We have to manually call the `ret` directive since we do not want to return to the function that has called `xPortStartScheduler` but to the program.

3.2. Second Section

Part II.
Imperio

Hardware Architecture

In this chapter I will give an architectural overview of the PULPINO SoC. As described in the instructional chapter both cores available for PULPINO feature a 32-bit 4-stage in order pipeline with distinct ports to the instruction and data RAMs. Since the cores are totally pin compatible one can swap them as needed without modifying any RTL.

PULPINO uses a 32-bit wide AXI as its main interconnect. The memories and the core itself are connected to the AXI Bus via dedicated bus adapters. The APB peripherals are connected to the AXI bus through a AXI2APB adapter. As all components within the system have access to the AXI bus they share a common memory map. This makes it particularly easy to write and read registers from each peripheral, the core and memories' content. The overall device architecture is depicted in figure 4.1.

4.1. Core

PULPINO comes with two cores available. Both cores have been developed by the PULP group. This can either be the RISC-V core RI5CY or the pin compatible OpenRISC core OR10N.

4.1.1. OpenRISC - OR10N

OR10N was developed as part of a semester thesis here at IIS by Renzo Andri and Matthias Baer in 2014. It was meant to replace the former OpenRISC 1200 core used for the PULP project. The core employs a 32-bit 4 Stage in-order pipeline and has shown to be significantly faster than the reference implementation of the OpenCores community called OpenRISC 1200 [1].

4. Hardware Architecture

4.1.2. RISC-V - RI5CY

RI5CY is a 4-stage in-order CPU based on the freely available RISC-V instruction set developed at UCB. The core has been mainly developed by Sven Stucki as part of his master's thesis (TODO: Cition??). RI5CY is loosely based on OR10N.

The RISC-V instruction set comes in a very modular and extendable flavor [2]:

- **RV32I, RV64I:** Is the 32-bit or 64-bit respectively, base integer instruction set. It describes general instruction formats and includes all operations to modify (integer) data and control flow. We fully support the base integer instruction set with our RI5CY core.
- **M Standard Extension:** The M standard extension describes multiplication and division operations that multiply or divide values held in two integer registers. We provide only partial support for the M extension since our current multiplier implementation uses a single-cycle 32 bit lower result multiplier. As a matter of fact we do not support divisions and multiplications that return the upper half of the result.
- **A (Atomic), F (single precision floating point) and D (double precision floating point) standard extension:** We currently do not support any of these extensions.
- **C standard compressed ISA:** The compressed ISA specification is currently a proposal but will likely be frozen in the near future. The compressed ISA aims to reduce static and dynamic code size by adopting a simple compression scheme (i.e. small immediate values, one of the registers is the zero register $x0, \dots$). According to the current compressed ISA draft specification typically 50%-60% of the RISC-V instructions in a program can be replaced with RVC instructions, resulting in a 25%-30% code-size reduction [3].

In addition the RISC-V ISA provides the opportunity to define instruction set extensions that are not currently officially supported. We do make particular use of this with support of post-increment load and store instructions, hardware loops and packed-SIMD instructions.

4.2. AXI Interconnect

PULPINO features an AXI bus as its main interconnect. Memories and the core are connected via dedicated bus adapters developed by the PULP group. The main advantage of having everything sharing one interconnect is the fact that the whole architecture becomes memory mapped. Resulting in the fact that

4.2.1. SPI Slave

4.3. Advanced Debug Unit

4.4. APB Peripherals

4.4.1. Interrupt and Sleep Unit

The unit is conducted as an APB peripheral. Each interrupt can be enabled or disabled and can have its pending status set or cleared by software (resulting in the fact that we support "soft interrupts"). The units main purpose is to keep track of all arriving interrupts and outputting the interrupt with the highest priority (starting from 0 up to 31) - iff it is enabled - to the core in a one-hot encoded fashion.

The interrupt unit can basically handle two types of interrupt sources:

- **Pulsed interrupt request** - the interrupt request is at least one clock cycle long. When the interrupt controller receives a pulse at its interrupt input, the pending status is set and held until the interrupt gets served.
- **Level triggered interrupt request** - the interrupt source holds the request high until the interrupt is serviced.

The interrupt output to the core is level sensitive. As long as there is a pending interrupt the corresponding interrupt request line (`irq_o`) gets asserted. If the core wants to acknowledge an external interrupt it needs to clear the corresponding pending interrupt by writing 1 to the `clear_pending` (ICP) register. The interrupt is then de-asserted.

The event unit has exactly the same RTL layout as the interrupt unit. The only difference is that its `signal_o` is not forwarded to the processor core. An event can wake the core from sleep state. (TODO: provide a facility to get the currently pending event).

The sleep unit's task is to put the core into a low power mode by disabling its clock (through a clock gate). It therefore needs to track the sleep status of the core through a simple FSM (see figure ??). The sleep unit is tightly coupled to the interrupt unit since it needs to wake the processor if an enabled interrupt arrives. The sleep controller is as well conducted as an APB peripheral with two registers (see figure ??):

1. **Sleep Control Register:** By writing the lowest bit (SE - Sleep Enable) to 1 the core requests to be put to sleep. Upon wakeup this bit is cleared by the controller.
2. **Sleep Status Register:** This register contains the current sleep status of the core. This is helpful if for example you want to get the sleep status through the debug interface. Writes to this location are ignored.

4. Hardware Architecture

If the core signals that it is idle and wants to be put to sleep it writes the SE register. The controller then enters the **SHUTDOWN** state where the fetch enable signal of the core is de-asserted and no more instructions are fetched. After the processor has flushed its pipeline (signaled by a low `core_busy` signal) its clock is gated and the **SLEEP** state is entered. It now resides in a lower power state and can only be waked up by an external interrupt event (`signal_i` asserted).

4.4.2. Timer Unit

The timer provides a facility to cycle accurately time certain events and/or trigger interrupts or events respectively. In detail it should be possible to generate a timer overflow interrupt/event if the timer reaches its highest value and a timer output compare event when the timer is equal to a certain value set in the timer output compare register.

Additionally a timer control register makes it possible to set a pre-scaler, enable/disable timer overflow and timer output compare interrupts/events and to start and stop the timer respectively.

4.4.3. PULPINO peripheral

In order to control certain features of the SoC a special set of control registers is needed to do so. Since this is highly application specific (e.g. it only applies to this distinct SoC configuration) it has been my intention to logically and physically separate this sort of functionality into an independent peripheral.

Specifically this peripheral allows you to control the function of pads (e.g. whether they should be used as GPIO or perform there special function like SPI, UART, etc.). Furthermore this unit allows you to reconfigure the boot address. The boot address is the address the core starts fetching instructions as soon as the fetch enable signal of the core has been asserted.

4.4.4. I2C

4.4.5. UART

4.4.6. SPI Master

4. Hardware Architecture

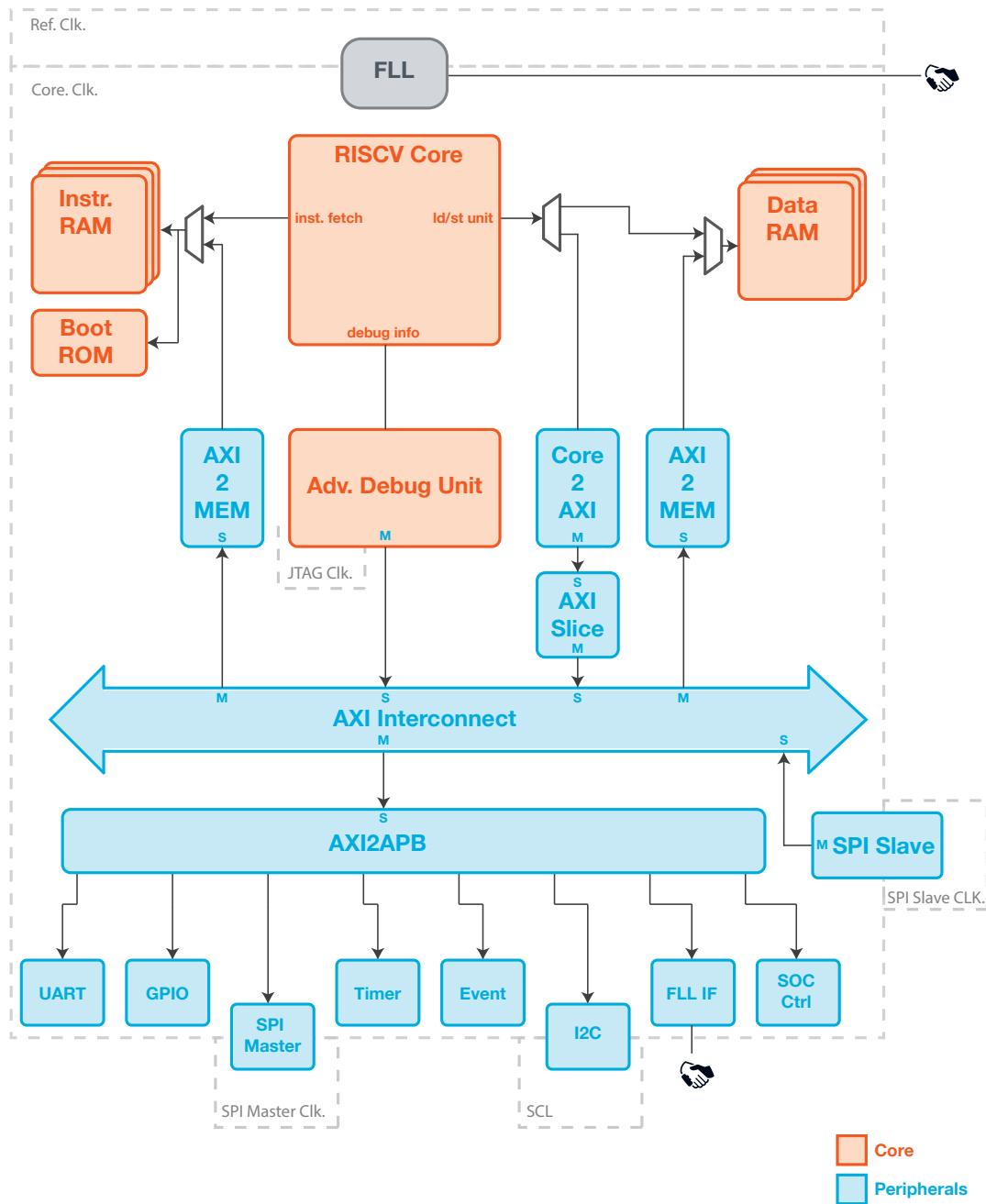


Figure 4.1.: PULPINO block diagram

Chapter 5

Design Implementation and Results

This chapter is about the architecture variant you actually implemented and its resulting performance; e.g., SNR, image quality, peak throughput, required bandwidth ... (whatever quality and performance metrics apply). In an ASIC or FPGA project you would also specify the key figures of your design; e.g., area/lut usage, timing figures, interface widths... In an ASIC project you would also talk about backend specific things such as the floorplan of your chip, design for test (and test coverage), power simulation, special clocking circuitry and pad/bonding diagrams.

5.1. First Section

5.2. Second Section

5.3. Verification

5.3.1. Functional

Do not forget to include information about how you managed to do the functional verification (golden model, testbench, etc.). Figure 5.1 illustrates an example setup.

5. Design Implementation and Results

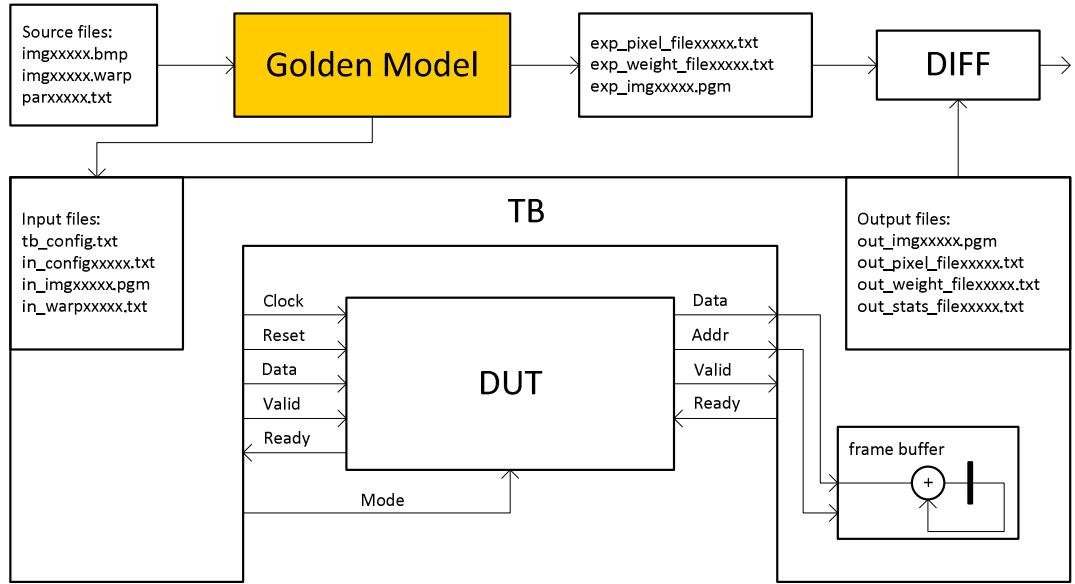


Figure 5.1.: Functional verification setup.

5.3.2. Design for Testability (DFT)

Automated Testpattern Generation

5.4. Results

If you only have very few results, it might be a better approach to insert them into this chapter (instead of putting the results into a separate one).

Results

If you have a large amount of results you can move them to this separate chapter.

6.1. First Section

6.2. Second Section

Chapter 7

Conclusion and Future Work

Draw your conclusions from the results you achieved and summarize your contributions. Comparisons (e.g., of hardware figures) with related work are also appropriate here. Point out things that could or need to be investigated further.

7.1. First Section

7.2. Second Section

Appendix A

Task Description



Institut für Integrierte Systeme
Integrated Systems Laboratory

SEMESTER PROJECT AT THE DEPARTMENT OF
INFORMATION TECHNOLOGY AND ELECTRICAL ENGINEERING

FALL SEMESTER 2015

Florian Zaruba

PULPino implementation in 65nm CMOS

September 15, 2015

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Handout: September 14, 2015
Due: December 18, 2015

The final report will be turned in electronic format. All copies remain property of the Integrated Systems Laboratory.

A. Task Description

1 Introduction

At the Integrated Systems Laboratory (IIS) we have been working on a Parallel Ultra-Low Power Processor (PULP) System for the past two years[1]. Throughout the project we have worked on different processor cores. For the first few designs, the original or1k code from the opensource project was used[2]. We then heavily modified this core and improved its IPC (instructions per clock) close to its optimum value of 1. In a next step we started a new implementation from scratch, and called this implementation Or10n[3]. This core has been the main processor core used in PULP projects.

The RISC-V[4] effort started also during this time and is being driven by the Computer Science Division of the EECS Department at the University of California, Berkeley. At the moment, this instruction set architecture (ISA) is very popular in academic circles, so much so that several members of the Open RISC projected have stated that they would stop working on the OpenRISC project and concentrate on RISC-V.

For this reason, we have also investigated the possibility to have a 32-bit version of the RISC-V architecture and during a recent Master Thesis we have developed RI5CY, our own implementation of the RISC-V32 architecture that is reaching a level of maturity close to that of the latest Or10n cores. This core has attracted much attention, also from the lowrisc project[5] of the Cambridge University with which we have a close collaboration.

From the start the intention was to make the entire PULP project open, and provide everyone access to high-quality processor complete with all support (tool flow, debugging, FPGA and ASIC mapping scripts). Until now, we have been unable to rollout a release mainly due to lack of experience in large open projects, and the state of the documentation. As a first step we have decided to release PULPino, a single core processor that uses the same cores we have developed, together with a selected set of peripherals. The release is expected within 2015 and should also contain an FPGA mapping to the popular ZED platform which will allow many people to start using it.

This project has attracted considerable attention, and we have been asked whether or not the processor would support operating systems. In several instances a desire to run FreeRTOS[6] as well as sel4[7] was stated.

2 Project Description

The goal of this project is to implement the first ASIC version of PULPino in UMC65 CMOS process, and to make the necessary changes to the system to run FreeRTOS and/or Sel4. The group is already working on a PULPino release (for FPGA) and the goal is to work together to adapt and extend the PULPino so that it can also support the FreeRTOS and/or sel4. This will at the very least require a timer unit that needs to be added to the system, but may also require some additional changes such as support for supervisor mode commands etc. The tape-out is scheduled to coincide with the student tape-out early in January 2016.

A. Task Description

We will join the Orconf conference in October in Geneva[8], to present the PULPino project to a wider audience, and we expect to get some more feedback from the community in general on this topic. Following this conference, and time permitting, we might wish to integrate the ideas from this meeting into the current project as well.

3 Goals

First and foremost, the goal of this project, is to learn and experience the design process for a digital ASIC. At the end of the project a chip in UMC65 will be taped out. We expect that the manufactured chip:

- Uses the latest PULP core either Or10n or RI5CY.
- Be able to boot from an external EEPROM like other PULP systems
- Run an operating system (FreeRTOS, sel4 or other) and a demo application on it.
- Have a basic set of interfaces (SPI, GPIO)

We would like that this work complements our current PULPino project. Furthermore, it would be good if the result of this project could be done in a way that will benefit future collaborations with our partners, specifically ACP which has an interest in running OsmocomBB on FreeRTOS and Simless (part of the LowRISC project) that wants to develop a security module based on a core running sel4.

4 Project Realization

4.1 Project Plan

Within the first month of the project you will be asked to prepare a project plan. This plan should identify the tasks to be performed during the project and sets deadlines for those tasks. The prepared plan will be a topic of discussion of the first week's meeting between you and your advisers. Note that the project plan should be updated constantly depending on the project's status.

4.2 Meetings

Weekly meetings will be held between the student and the assistants. The exact time and location of these meetings will be determined within the first week of the project in order to fit the students and the assistants schedule. These meetings will be used to evaluate the status and progress of the project. Beside these regular meetings, additional meetings can be organized to address urgent issues as well.

A. Task Description

4.3 HDL Guidelines

Since most of the PULP project is written in System Verilog, it is strongly suggested to use System Verilog for this project as well. However, any other HDL can also be used if there are strong arguments to use them.

Adapting a consistent naming scheme is one of the most important steps in order to make your code easy to understand. If signals, processes, and entities are always named the same way, any inconsistency can be detected easier. Moreover, if a design group shares the same naming convention, all members would immediately *feel at home* with each others code. At the IIS we make use of the naming convention proposed by the Microelectronics Design Zentrum [9]. The PULP code uses a similar but slightly different style. Thus, try to maintain the PULP naming convention in order to create readable and maintainable HDL code. Note that there might still be some legacy code which may not be compatible to the naming convention. It is not the goal of this work to re-write and adapt all code to a common naming convention, but the newly developed code should be compatible, and the top-level interfaces to legacy code should be adapted to be compatible to the rest of the system.

4.4 Report

Documentation is an important and often overlooked aspect of engineering. One final report has to be completed within this project.

The common language of engineering is de facto English. Therefore, the final report of the work is preferred to be written in English. Any form of word processing software is allowed for writing the reports, nevertheless the use of L^AT_EX with Tgif¹ or any other vector drawing software (for block diagrams) is strongly encouraged by the IIS staff.

Final Report The final report has to be presented at the end of the project and a digital copy need to be handed in. Note that this task description is part of your report and has to be attached to your final report.

4.5 Presentation

There will be a presentation (15 min presentation and 5 min Q&A) at the end of this project (usually last Thursday of the semester) in order to present your results to a wider audience. The exact date will be determined towards the end of the work.

¹Tgif is a simple vector drawing software, quite useful for drawing block diagrams. For further information about Tgif we refer to <http://bourbon.usc.edu:8001/tgif/index.html> and <http://www.dz.ee.ethz.ch/en/information/how-to/drawing-schematics.html>.

A. Task Description

References

- [1] PULP home page: <http://pulp.ethz.ch>
- [2] Opencores website: <http://opencores.org>
- [3] Or10n project website: http://iis-projects.ee.ethz.ch/index.php/Ultra-low_power_processor_design
- [4] The RISC-V website: <http://riscv.org>
- [5] The LowRISC website: <http://www.lowrisc.org>
- [6] The FreeRTOS website: <http://www.freertos.org>
- [7] The Sel4 website: <https://sel4.systems>
- [8] The ORconf2015 website: openrisc.io/orconf
- [9] The EDA www page (ETH Zurich internal) <http://eda.ee.ethz.ch> and VHDL naming conventions: http://eda.ee.ethz.ch/index.php/Naming_Conventions
- [10] H. Kaeslin. “Top-Down Digital VLSI Design, 1st Edition From Architectures to Gate-Level Circuits and FPGAs”. *Morgan Kaufmann*, 2014.

Zurich, September 15, 2015

Prof. Dr. Luca Benini

Appendix **B**

Declaration of Originality



Eidgenössische Technische Hochschule Zürich
Swiss Federal Institute of Technology Zurich

Declaration of originality

The signed declaration of originality is a component of every semester paper, Bachelor's thesis, Master's thesis and any other degree paper undertaken during the course of studies, including the respective electronic versions.

Lecturers may also require a declaration of originality for other written papers compiled for their courses.

I hereby confirm that I am the sole author of the written work here enclosed and that I have compiled it in my own words. Parts excepted are corrections of form and content by the supervisor.

Title of work (in block letters):

This is a sample title

Authored by (in block letters):

For papers written by groups the names of all authors are required.

Name(s):

First

Second

First name(s):

Student

Student

With my signature I confirm that

- I have committed none of the forms of plagiarism described in the 'Citation etiquette' information sheet.
- I have documented all methods, data and processes truthfully.
- I have not manipulated any data.
- I have mentioned all persons who were significant facilitators of the work.

I am aware that the work may be screened electronically for plagiarism.

Place, date

Zurich, 01.01.2000

Signature(s)

First student Signature

Second student Signature

For papers written by groups the names of all authors are required. Their signatures collectively guarantee the entire content of the written paper.

B. Declaration of Originality

B.1. File Structure

Describe how the project directories/files are organized, e.g.:

```
/  
└── README ..... A README with some general information about the project.  
└── 01_report ..... The source files of the project report.  
└── 02_presentation ..... The source files of the presentation.  
└── 03_designflow ..... Some designflow-specific files.
```

What needs to be done to run an RTL simulation (stimuli generation, compilation...)?

B.2. Datasets

If you have a data set comprising several test images, you could depict and describe them here. Use a simple naming scheme such that you can easily refer to certain elements of this data set in the text.

B.3. More Evaluation Results

If you conducted an extensive evaluation you could move surplus graphs/results to the appendix.

B.4. Algorithms / Tables

Large algorithm boxes and tables may clutter your chapters and impair the readability. If they are not very important, consider moving them to the appendix as well.

ASIC Datasheet (Imperio)

Contents

C.1. Features	32
C.2. Description	33
C.3. Packaging	33
C.4. Bonding Diagram	33
C.5. Pin Map	36
C.6. Pin Description	36
C.7. Interface Description	36
C.8. Register Map	36
C.9. Operation Modes	36
C.9.1. Functional Modes	36
C.9.2. Test Modes	36
C.10. Electrical Specifications	36
C.10.1. Recommended Operating Regions	36
C.10.2. Absolute Maximum Ratings	36

C.1. Features

- RISC-V 32-bit architecture.
 - 31 x 32-bit General Purpose Registers
 - Support for RV32C and partial support for M standard extension

C. ASIC Datasheet (*Imperio*)

- Support for hardware loops, post incremental load and stores and SIMD packed instructions
- 64 kByte RAM (32 KByte Data and Instruction)
- 512 kByte boot ROM
- Integrated FLL that offers variable speed from 0-1.2 GHz
- JTAG Debug Interface
- 19 GPIOs
- Peripheral Features
 - Two 32-bit counter
 - UART
 - I2C
 - SPI Master
 - SPI Slave
- Full scanable design with 7 scan chains.

C.2. Description

C.3. Packaging

A QFN40 package is used with 6 power pins.

C.4. Bonding Diagram

The extended power (ep) bonding is used for this chip. The clock pin is placed on the recommended position in order to facilitate the already manufactured tester boards in use at IIS.

C. ASIC Datasheet (Imperio)

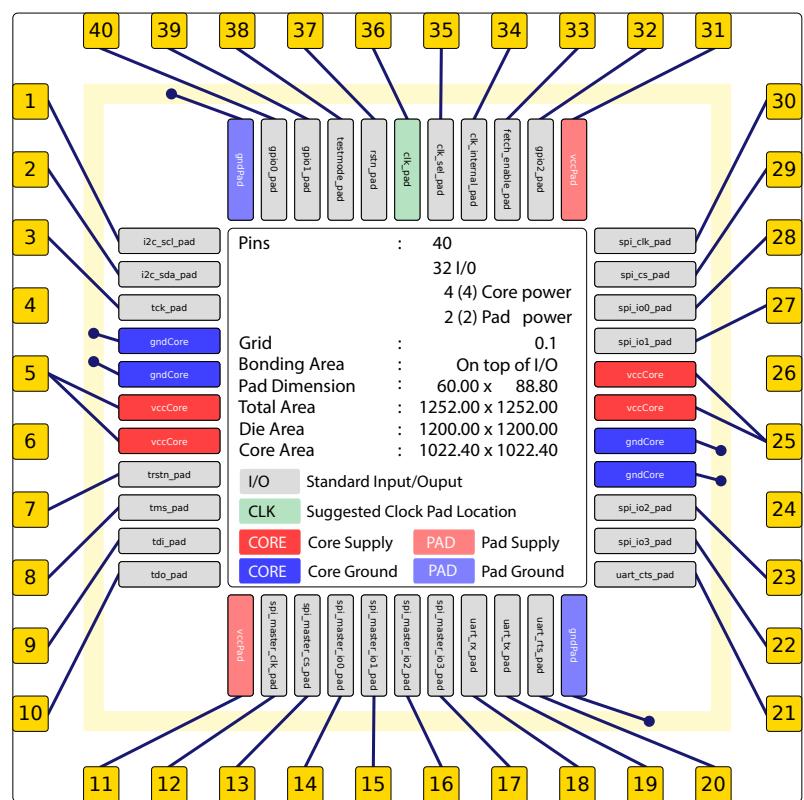


Figure C.1.: Bonding diagram.

C. ASIC Datasheet (*Imperio*)

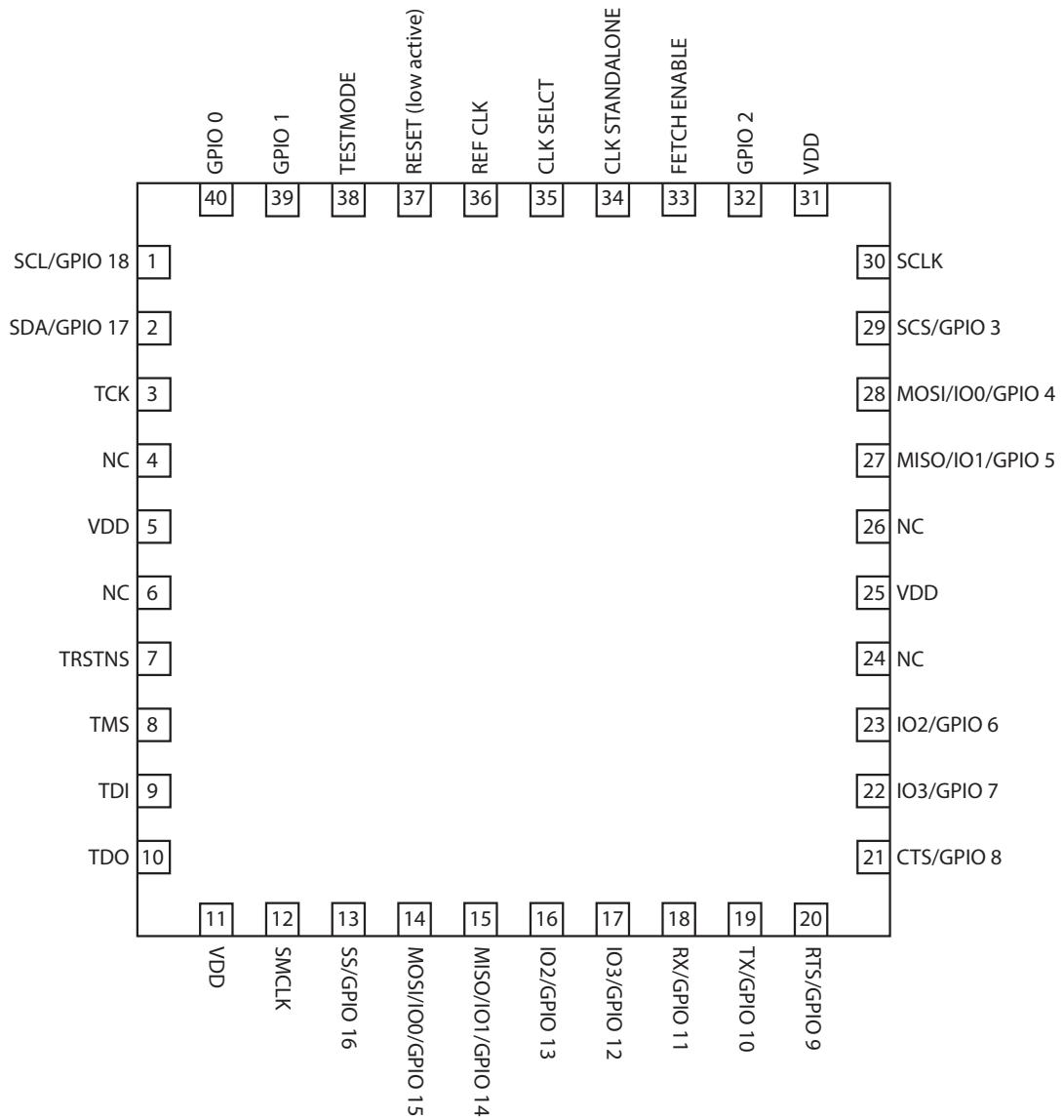


Figure C.2.: Imperio pinout (QFN40)

C. ASIC Datasheet (Imperio)

C.5. Pin Map

C.6. Pin Description

C.7. Interface Description

C.8. Register Map

C.9. Operation Modes

C.9.1. Functional Modes

C.9.2. Test Modes

C.10. Electrical Specifications

C.10.1. Recommended Operating Regions

C.10.2. Absolute Maximum Ratings

Appendix D

PULPINO environment

D.0.1. Requirements

You should have at least the following programs and tools installed:

- **git** \geq 2.4.8
- **ModelSim** in a version \geq 10.2c
- **CMake** \geq 2.8.0, if you want to use Ninja (a build framework comparable to Make) you need a CMake version that supports this (\geq 3.1.0)
- **riscv-toolchain** if you do not want to use the advanced interrupt features you can go with the official version maintained by UCB¹. Otherwise I recommend using the version maintained at ETHZ.

As the C shell is the de-facto standard in engineering I would highly recommend you to use it. This setup has not been tested with any other shell like for example bash.

D.0.2. Directory Structure

/	
`-- README	README file with a quick start guide.
`-- ips_list.txt	Listing of all ip cores that are used by the project
`-- update-ips.py	Updates all IPs according to ip_list.txt
`-- ci	Folder containing scripts used by continuous integration
`-- setup.csh	Setup scripts that initialize the CI environment
`-- *.csh	Runs the corresponding tests
`-- doc	Contains the actual source files of your report.

¹as

D. PULPINO environment

```

├── datasheet ..... PULPINO
├── api ..... Driver api description
└── report ..... Contains this report
fpga ..... This folder contains everything special needed for FPGA emulation
ips ..... Contains the IP cores used for PULPINO.
├── adv_dbg_if ..... Source of the Advanced Debug Unit (ADU)
└── apb ..... APB peripherals
    ├── apb_event_unit ..... APB Event and Interrupt Unit
    ├── apb_fll_if ..... FLL configuration interface
    ├── apb_gpio ..... APB General Purpose I/O
    ├── apb_i2c ..... APB I2C
    ├── apb_pulpino ..... APB SoC Control for PULPINO
    ├── apb_spi_master ..... APB SPI Master
    ├── apb_timer ..... APB Timer
    └── apb_uart ..... TL16C550 compatible UART implementation.
axi ..... AXI interconnect and AXI peripherals
├── axi2apb ..... AXI to APB adapter
├── axi_mem_if_DP ..... AXI to memory adapter
├── axi_node ..... AXI Bus
├── axi_slice_dc ..... Slices the AXI Bus and inserts registers
└── axi_spi_slave ..... AXI SPI Slave
or10n ..... Source of the RISCV core
riscv ..... Source of the OpenRISC core
scm ..... Standard Cell Memories
scripts ..... Scripts used for compiling the corresponding IPs
rtl ..... Contains glue logic and project specific RTL.
├── components ..... Technology dependent standard cells and their behavioral
    counterparts
├── scripts ..... Scripts used for compiling the corresponding RTL
└── top.sv ..... Top level entity
sw ..... Contains software for PULPINO.
├── apps ..... Here is the actual source code for every application.
└── libs ..... Libraries and HALs for PULPINO
ref ..... Contains linker script and c runtime initialization code.
utils ..... Contains scripts that are needed for simulation.
cmake_configure.or1k.llvm.sh ... Sample script to configure environment for
    LLVM and the OpenRISC core.
cmake_configure.riscv.gcc.sh ... Sample script to configure environment for
    GCC and the RISC-V core.
tb ..... Contains RTL testbench and helper packages needed.
vsim ..... Contains scripts needed for simulation.
└── scripts ..... Compile scripts - invoked by CMake.

```

D. PULPINO environment

└ `tcl_files` . The actual scripts location to run the CMake target with desired configuration.

D.1. Getting started

PULPINO is organized to use different git repositories for every IP. Start by checking out the main repository.

```
sh~> git clone git@iis-git.ee.ethz.ch:pulp-project/pulpino.git
```

By invoking the `update_ips.py` Python script you start pulling all remaining IPs specified in the `ips_list.txt` file.

```
sh~> ./update-ips.py
```

After the script has successfully pulled all IPs you can start running simulations. The whole PULPINO project uses CMake as a meta build framework and make or ninja respectively as the main build framework. CMake supports out of tree builds. Create a folder somewhere in the project e.g. in the `sw` subdirectory and copy the `cmake\configure.*.*sh` (depending on the setup you'd like to run) into the newly created build directory.

```
sh~sw/> mkdir build  
sh~sw/> cp cmake_configure.riscv.gcc.sh build/
```

Change into that build directory and executed the shell script.

```
sh~sw/> cd build  
sh~sw/build> ./cmake_configure.riscv.gcc.sh build
```

If you are at ETH you probably need to prefix the shell script with `riscv`. Invoking that script starts the CMake configuration. It sets up all make/ninja targets and creates the necessary directory structure to run simulations. Before you can start you have to compile the RTL sources with ModelSim. We provide the following target to do so:

```
sh~sw/build> make vcompile
```

Based on how you initialized your build framework it builds the correct core automatically (depending on whether you used `cmake_configure.riscv.gcc.sh` or `cmake_configure.or1k.llvm.sh`).

The final step in running a simulation comprises of invoking the program you want to run. Have a look at the `sw/apps` folder. You can see that every program is contained in its own uniquely named directory. CMake automatically creates a simulation target

D. PULPINO environment

for each of those programs. For example if you want to run the helloworld program just type:

```
sh~sw/build> make helloworld.vsim
```

You are as well given the possibility to run ModelSim without the GUI. To do so invoke your program with **.vsimc**. For example:

```
sh~sw/build> make helloworld.vsimc
```

To use Ninja instead of make have a look at the configuration scripts. After you have reconfigured your environment with the new script just call ninja instead of make:

```
sh~sw/build> ninja helloworld.vsim
```

The call to *.vsim generates all files necessary to run the simulation inside your current build folder. It therefore copies the application structure from the apps folder. All outputfiles are written to the corresponding app folder within the build folder. What maybe especially useful for debugging is the output of the coretracer. Every instruction that is executed by the core is put into the TODO:NAme file.

D.1.1. Utilities

As soon as you get more comfortable with the build environment you are probably going to want start developing application. In order to support you and make your life a bit easier we have implemented some utility targets.

To disassemble a program call the *.read target:

```
sh~sw/build> make helloworld.read
```

Sometimes it is difficult to have an overview of the cores control flow. We support the possibility to annotate the core's tracer output with the section name from the disassembly. This prints some sort of stack trace to a separate file called TODO:filename inside the built folder. That feature can be particularly useful if you want to debug highly nested function calls. To annotate the core's trace call:

```
sh~sw/build> make helloworld.annotate
```

Appendix E

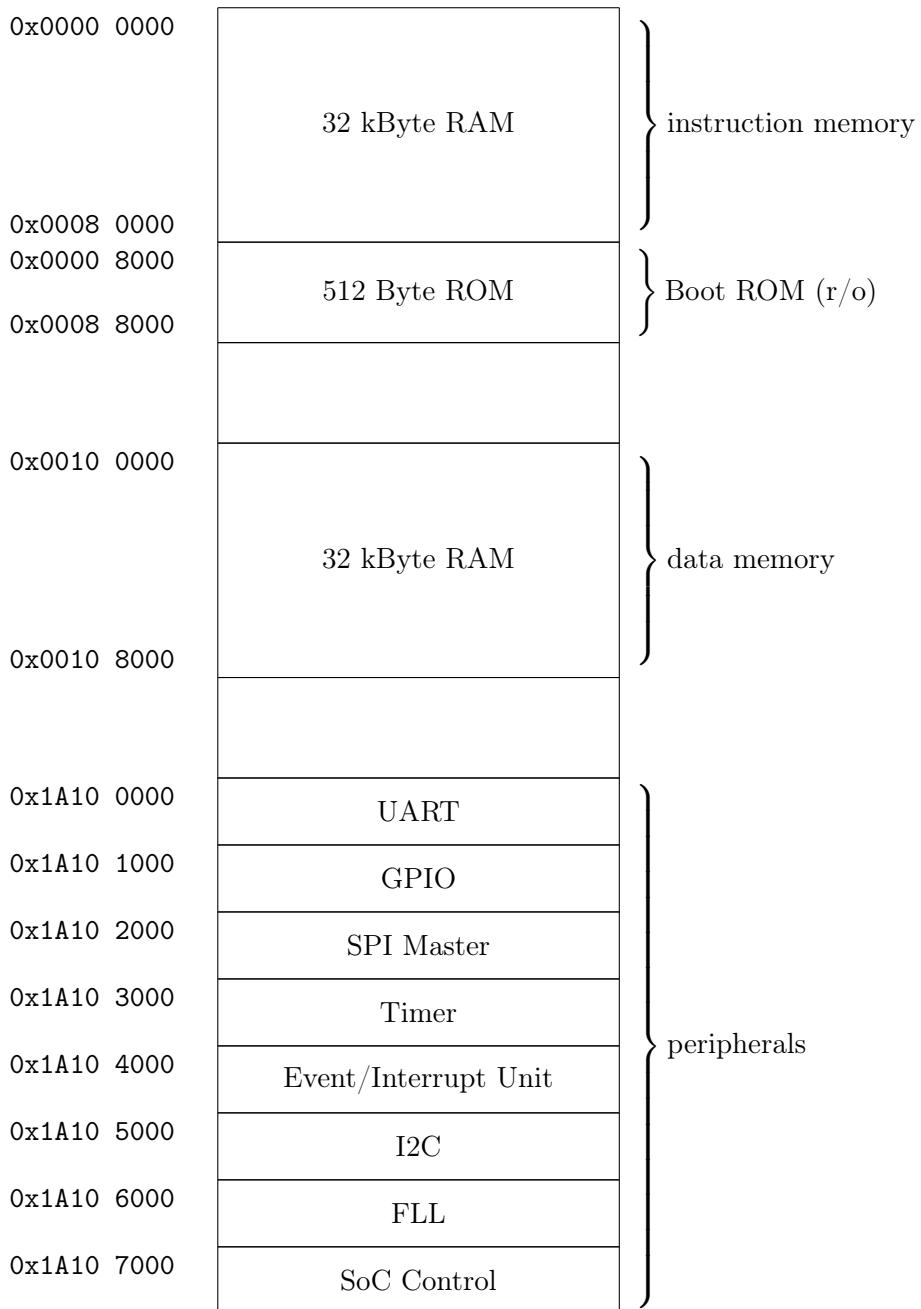
Memory and Register Map

The following section is an exhaustive listing of all registers available in the current implementation. All registers are read/write except for those where it is explicitly stated otherwise.

This section begins with an overview of the system's memory map and concludes with the register listing. It is meant to be some sort of reference card for the application developer. For any description about highlevel functionality please refer to the section describing the architecture.

E. Memory and Register Map

E.1. Memory Map



E. Memory and Register Map

E.2. Register Map

E.2.1. UART

E.2.2. GPIO

E.2.3. SPI Master

E.2.4. Timer

E.2.5. Event/Interrupt Unit

E.2.6. I2C

E.2.7. FLL

E.2.8. SoC Control

31	Interrupt enable register	0	IER
	Interrupt pending register		IPR
	Interrupt set pending register		ISPR
	Interrupt clear pending register		ICPR

•

31	Event enable register	0	EER
	Event pending register		EPR
	Event set pending register		ESPR
	Event clear pending register		ECPR

•

31	unused	0	SCR
	unused		SSR

E. Memory and Register Map

31	6 5 4 3 2 1 0	
Timercount		
unused	TPRE	TOC TOI TIE
Timer output compare value		

•

E. Memory and Register Map

Bibliography

- [1] R. Andri and M. Baer, “Implementation and optimization of the openrisc processor,” IIS, ETH Zurich, Tech. Rep., February 2014.
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