

# ANY-1 Reference Guide

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## Programming Model

### Registers

#### Overview

The ANY-1 is a vector machine. The ISA is a 64-register machine with a unified register file for integer, floating-point, decimal-floating-point or posit arithmetic. There are many control and special/status (CSR) registers which hold an assortment of specific values relevant to processing.

#### General Purpose Registers (x0 to x63) / Scalar Registers

The register usage convention probably has more to do with software than hardware. Excepting a few special cases, the registers are general purpose in nature. Registers may hold integer, floating-point, decimal floating-point or posit values.

x0 always has the value zero. Register x63 is a read only alias of the instruction pointer register. Registers x61 and x62 are used for stack references and subject to stack bounds checking.

Register	Description / Suggested Usage	Saver
x0	always reads as zero (hardware)	
x2	constant building / temporary (cb)	
x3-x9	temporaries (t0-t6)	caller
x10-x19	register variables (s0-s9)	callee
x20-x27	function arguments (a0-a7) a7/g2	caller
x59	thread pointer (tp / g1)	
x60	global data pointer (g0)	callee
x61	base / frame pointer (fp)	callee
x62	current stack pointer (sp)	callee
x63	instruction pointer	

### Base Registers

Base registers are used as part of the memory management unit of the processing core and are further described in the mmu section of the document.

Base Regno	Usage	Selected By
b0 to b7	data	bits 60 to 63 of effective address
b8, b9	reserved	bits 60 to 63 of effective address
b10	Stack	bits 60 to 63 of effective address
b11	I/O	bits 60 to 63 of effective address
b12 to b15	code	bits 60, 63 of instruction pointer

### Control and Status Registers

#### Overview

There are numerous special purpose control and status registers in the design. Some registers are present to store variables for performance reasons that would otherwise be stored in main memory.

**[U/S/H/M/D]\_CAUSE (0x?006)**

This register contains a code indicating the cause of an exception or interrupt. The break handler will examine this code to determine what to do. Only the low order 16 bits are implemented. The high order bits read as zero and are not updateable.

**U\_SEMA (CSR 0x000C) Semaphores**

This register is available for user semaphores or flag use. Bits in this CSR may be set or cleared with one of the CSRxx instructions. This register has individual bit set / clear capability.

**S\_PTA (0x1003)**

This register contains the base address of the highest-level page directory for memory management, the paging table depth and the size of the pages mapped. The base address must be page aligned (4kB).

63	12	11	10	8	7	6	0
Paging Directory Base Address <sub>S63..12</sub>						~	TD

TD	
0	1 level lookup
1	2 level lookup
2	3 level lookup
3	4 level lookup
4 to 7	reserved

S	
0	map 16kB pages
1	map 4MB pages

**S\_TID (CSR 0x1010)**

This CSR register is reserved for use to contain the task id for the currently running task.

**S\_ASID – (CSR 0x101F)**

This register contains the address space identifier (ASID) or memory map index (MMI). The ASID is used in this design to select (index into) a memory map in the paging tables.

**S\_KEYS – (CSR 0x1020 to 0x1022)**

These registers contain a collection of keys associated with the process for the memory system. Each key is twenty bits in size. Each register contains three keys for a total of nine keys. All three registers are searched in parallel for keys matching the one associated with the memory page. Keyed memory enhances the security and reliability of the system.

63	60	59	40	39	20	19	0
~ <sub>4</sub>		key3		key2		key1	

**M\_BADADDR (CSR 0x3007)**

This register contains the effective address for a load / store operation that caused a memory management exception or a bus error. Note that the address of the instruction causing the exception is available in the XL register.

**M\_BAD\_INSTR (CSR 0x300B)**

This register contains a copy of the exceptioned instruction.

### M\_TVEC (0x3030 to 0x3033)

These registers are an alias for the D\_TVEC registers 0x4030 to 0x4033 which allows access to the TVEC registers from machine mode. They contain the address of the exception handling routine for a given operating level. The lower bits of the exception address are determined from the operating level. TVEC[1] to TVEC[4] are used by the REX instruction.

### D\_TVEC (0x4030 to 0x4034)

These registers contain the address of the exception handling routine for a given operating level. TVEC[4] (0x4034) is used directly by hardware to form an address of the debug routine. The lower eight bits of TVEC[4] are not used. The lower bits of the exception address are determined from the operating level. TVEC[1] to TVEC[4] are used by the REX instruction.

## Operating Modes

The core has five operating modes. The highest operating mode is operating mode four which is called the debug operating mode. Debug operating mode has complete access to the machine including special registers and features reserved for debug. Other operating levels may have more restricted access. When an interrupt occurs, the operating mode is set to the debug mode. The core vectors to an address depending on the current operating mode. When not operating at user mode addresses are not subjected to translation and the virtual address and physical address are the same.

Operating Mode	Moniker
0	user
1	supervisor
2	hypervisor
3	machine
4	debug

## Switching Operating Modes

The operating mode is automatically switched to the debug mode when an interrupt occurs. The BRK instruction may be used to switch operating modes. The REX instruction may also be used by a handler to switch the operating mode to a lower mode. One of the exception return instructions (RTD, RTE) will switch the operating level back to what it was prior to the interrupt or exception.

## Memory Management Unit - MMU

### Introduction

Many systems can benefit from the provision of virtual memory management. Virtual memory may be used to protect the address space of one app from another. Virtual memory can enhance the reliability and security of a system.

The simplified system MMU provides minimalistic base and bound and paging capabilities for a small to mid size system. There are two options available for paging, a simple page map ram, and a software managed TLB. The page mapping ram is not suitable for larger systems as the paging tables would be too large. Base bound and paging are applied only to user mode apps. In other operating modes the system sees a flat address space with no restrictions on access. Base address generation is applied to virtual addresses first to generate a linear address which is then mapped using a paged mapping system. Access rights are governed by the base register since all pages in the based on the same address are likely to require the same access. Support for access rights is optional if it is desired to reduce the hardware cost. To simplify hardware there are no bound registers. Bounds are determined by what memory is mapped into the base address area.

Associated with each memory page and stored in its own table is a memory key. The memory key is matched against the keyset in CSR registers. Access to the memory page is allowed only if one of the keys in the keyset matches the memory key, or if the page is marked generally accessible with the special key of zero. Memory may be shared between apps that share the same memory key.

### Base Registers

The upper address bits of a virtual or effective address are not used for addressing memory and are available to select base register. The MMU includes 16 base registers. The base register in use is selected by the upper nybble of the virtual address. If the program address has all ones in bits 24 to 63 then base addressing is bypassed. This provides a shared program area containing the BIOS and OS code.

Base Regno	Usage	Selected By
0 to 7	data	bits 60 to 63 of effective address
8, 9	reserved	bits 60 to 63 of effective address
10	Stack	bits 60 to 63 of effective address
11	I/O	bits 60 to 63 of effective address
12 to 15	code	bits 60, 63 of instruction pointer

### Base Register Format

63	4	3	0
Base Address <sub>60</sub>			RWX

The low order four bits of the base register are reserved for access rights bits. Supporting memory access rights is optional.

R: 1 = segment readable

W: 1 = segment writeable

X: 1 = segment executable

0	0								10
	1								11
	...								
	4094								18
	4095								19
1	0								
	1								
	...								
	4094								



	4095								
... 30 more address spaces									

The low order 14 bits of an address pass through both linear address generation and paging unchanged.

### The 16kB Page

Many memory systems use a 4kB page size. A 16kB page size is used here mainly to restrict the number of page entries in the page map table. A smaller page size would result in too many pages of memory to support multiple tasks. Even given a 16kB page size there are still 4096 pages of memory available in a map.

*The author was tempted to divide the page mapping table into several different regions capable of mapping different amounts of the address space (small, medium, and large areas). This potentially could allow more memory maps to be present while at the same time not increasing the page table size. However, it would add extra complexity to the memory system which is currently simpler in nature.*

### The MVMAP Instruction

The memory mapping table is managed with a dedicated instruction - [MVMAP](#). MVMAP allows high-speed access to the mapping table.

*While the memory mapping table could have been managed with CSRs or possibly be mapped into the main memory space, the author feels that having a dedicated instruction makes the software managing the tables simpler and cleaner.*

Rs1:

63	20	20	16	15	0
Unused - should be zero		ASID <sub>5</sub>		Virtual page number 16 bits max	

## TLB – Translation Lookaside Buffer

### Overview

The page map is limited in the translations it can perform because of its size. The solution to allowing more memory to be mapped is to use main memory to store the translations tables, then cache address translations in a translation look-aside buffer or TLB. This is sometimes also called an address translation cache ATC. The TLB offers a means of address virtualization and memory protection. A TLB works by caching address mappings between a real physical address and a virtual address used by software. The TLB deals with memory organized as pages. Typically, software manages a paging table whose entries are loaded into the TLB as translations are required.

### Size / Organization

The TLB has 1024 entries per set. The size was chosen as it is the size of one block ram for 32-bit data in the FPGA. This is quite a large TLB. Many systems use smaller TLBs. There is not really a need for such a large one, however it is available.

The TLB is organized as a four-way set associative cache.

## What is Translated

The TLB processes all user mode addresses including both instruction and data addresses. It is known as a *unified* TLB. Addresses in other modes of operation are not translated. Additionally, addresses with the top forty bits set are not translated to allow access to the BIOS and system rom.

## Page Size

Because the TLB caches address translations it can get away with a much smaller page size than the page map can for a larger memory system. 4kB is a common size for many systems. In this case the TLB uses 16kB pages to match the size of pages for keyed memory and segmentation. For a 512MB system (the size of the memory in the test system) there are 32,768 16kB pages.

## Management

The TLB unit is a software managed TLB. When a translation miss occurs, an exception is generated to allow software to update the TLB. It is left up to software to decide how to update the TLB. There may be a set of hierarchal page tables in memory, or there could be a hash table used to store translations.

The TLB is updated using the TLBRW instruction which both reads and writes the TLB. More descriptive text is present at the [TLBRW](#) instruction description.

## Flushing the TLB

The TLB maintains the address space (ASID) associated with a virtual address. This allows the TLB translations to be used without having to flush old translations from the TLB during a task switch.

## Global Bit

In addition to the ASID the TLB entries contain a bit that indicates that the translation is a global translation and should be present in every address space.

## PAM – Page Allocation Map

### Overview

Memory is organized into 32,768 16kB pages.

The PAM is a software structure made up of 32,768 bit-pairs stored in memory. There is a bit pair for each possible physical memory page. The PAM is used by software to manage the allocation of physical pages of memory.

### Memory Usage

Total memory used by the PAM is 8kB.

### Organization

The PAM is organized as a string of bit-pairs, one pair for each physical memory page. Bit pairs are used rather than single bits to mark allocated pages as it is convenient to also mark runs of pages. Marking runs of pages using bit-pairs makes it possible to free the pages of a previous allocation.

Bit-Pair Value	Meaning
0	Page of memory is free, available for use.
1	reserved

2	Page is allocated, end of run of pages
3	Page is allocated

## PMA - Physical Memory Attributes Checker

### Overview

The physical memory attributes checker is a hardware module that ensures that memory is being accessed correctly according to its physical attributes.

Physical memory attributes are stored in an eight-entry table. This table includes the address range the attributes apply to and the attributes themselves. Address ranges are resolved only to bit four of the address. Meaning the granularity of the check is 16 bytes.

Most of the entries in the table are hard-coded and configured when the system is built.

Physical memory attributes checking is applied in all operating modes.

### Register Description

Regno	Bits		
00	64	LB0	lower bound - address bits 4 to 67 of the physical address range
08	64	UB0	upper bound - address bits 4 to 67 of the physical address range
10	16	AT0	memory attributes
18	~	~	reserved
...	...	...	6 more register sets
E0	64	LB7	lower bound - address bits 4 to 67 of the physical address range
E8	64	UB7	upper bound - address bits 4 to 67 of the physical address range
F0	16	AT7	memory attributes
F8	~	~	reserved

### Attributes

Bitno														
0	X	may contain executable code												
1	W	may be written to												
2	R	may be read												
3	C	may be cached												
4-6	G	granularity <table><tr><td>G</td><td></td></tr><tr><td>0</td><td>byte accessible</td></tr><tr><td>1</td><td>wyde accessible</td></tr><tr><td>2</td><td>tetra accessible</td></tr><tr><td>3</td><td>octa accessible</td></tr><tr><td>4 to 7</td><td>reserved</td></tr></table>	G		0	byte accessible	1	wyde accessible	2	tetra accessible	3	octa accessible	4 to 7	reserved
G														
0	byte accessible													
1	wyde accessible													
2	tetra accessible													
3	octa accessible													
4 to 7	reserved													
7	~	reserved												
8-15	T	device type (rom, dram, eeprom, I/O, etc)												

## Key Cache

### Overview

Associated with each page of memory is a memory key. To access a page of memory the memory key must match with one of the keys in the applications keyset. The keyset is maintained in the keys CSRs. The key size of 20 bits is a minimum size recommended for security purposes.

The key associated with each memory page is stored in a table in main memory. Each key occupies a tetra-byte of memory to keep caching simple. So that two memory accesses are not required to access a page of memory this table of keys is cached. When a page of memory is accessed the key cache is accessed in parallel.

The key cache is a direct mapped cache organized as 256 lines of 16 keys. Key values are stored in LUT rams. 256 address tags are stored in LUT ram.

## Card Memory

### Overview

Also present in the memory system is Card memory. The card memory is a telescopic memory which reflects with increasing detail where in the memory system a pointer write has occurred. This is for the benefit of garbage collection systems. Card memory is updated using a write barrier when a pointer value is stored to memory.

### Organization

Memory is divided into 256-byte card memory pages. Each card has a single byte recording whether a pointer store has taken place in the corresponding memory area. To cover a 512MB memory system 2MB card memory is required at the outermost layer. The outer most 2MB card memory layer is itself divided into 4096 256-byte card pages. Note that each byte represents the pointer store status for a 256B region. The 4096B memory is further resolved to single octa indicating if any pointer store has taken place. Thus, for a 512MB memory system a three-level card memory is used.

Layer	Resolving Power	
0	2 MB	256B regions
1	4 kB	128kB regions
2	8 B	64 MB regions

There is only a single card memory in the system, used by all tasks.

### Location

Card memory must be based at physical address zero, extending up to the amount of card memory required. This is so that the address calculation of the memory update may be done with a simple right-shift operation.

### Operation

As a program progresses it writes pointer values to memory using the write barrier. Storing a pointer triggers an update to all the layers of card memory corresponding to the main memory location written. A byte is set in each layer of the card memory system corresponding to the memory location of the pointer store.

The garbage collection system can very quickly determine where pointer stores have occurred and skip over memory that has not been modified.

### Sample Write Barrier

```
; Milli-code routine for garbage collect write barrier.
; Usable with up to 64-bit memory systems.
; Three level card memory
;
```

GCWriteBarrier:

```
STO      a0,[a1]          ; store the value to memory at a1
SRL      a1,a1,#8         ; compute card address
STB      x0,[a1]          ; clear bit in card memory
SRL      a1,a1,#8         ; repeat for each table level
STB      x0,[a1]
SRL      a1,a1,#8
STB      x0,[a1]
;... more stores as needed
JMP      ra1
```

### System Memory Map

There are several components to the system which use tables in memory. These tables are statically allocated at the time the system is built. The table sizes depend on the size of main memory. The card memory table must be located at address zero. So, it is probably best to group the tables together at the low end of memory.

Address	Usage	
\$00000000 to \$001FFFFFFF	Card Memory (2 MB)	
\$00202000 to \$00203FFF	PAM (8kB 2 copies)	
\$00280000 to \$0029FFFF	Key memory (128 kB)	