

1. Preface
2. Design
3. Architecture
  3. 1. Registers
  3. 2. Instruction set
    3. 2. 1. RIS (register, immediate, shift)
    3. 2. 2. RRO (register, register, offset)
    3. 2. 3. I (immediate)
    3. 2. 4. nop
    3. 2. 5. set (immediate)
    3. 2. 6. load (using a register)
    3. 2. 7. store (using a register)
    3. 2. 8. halt
4. Conventions
  4. 1. Bit attributes
5. Physical memory map
6. DDR Controller
7. ROM
8. SRAM
9. Syscon
10. Interconnect
11. Interrupt controller
12. UART
  12. 1. Description
  12. 2. Initialization
  12. 3. Registers
    12. 3. 1. Register map
    12. 3. 2. UART\_STAT
    12. 3. 3. UART\_CTRL
    12. 3. 4. UART\_DATA
13. SPI
14. I2C
15. GPIO

# 1. Preface

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This project is in it's very, very early stage, and most of the documentation below is not what is actually implemented, it's just my thoughts or ideas written down.

This documentation is written in [Typora](#) and this is the recommended tool for viewing it. A PDF version of this documentation should be available [here](#) but it's not guaranteed to be up-to-date with this source.

## 2. Design

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The goal for Icarium is for it to be a very simple, embedded 64-bit System on Chip (SoC), which is suited for microkernels.

## 3. Architecture

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### 3.1. Registers

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Name	Description	Register id
r0	Reading this register will always return 0. Writing operations are ignored.	5'h00
r1	General purpose	5'h01
r2	General purpose	5'h02
r3	General purpose	5'h03
r4	General purpose	5'h04
r5	General purpose	5'h05
r6	General purpose	5'h06
r7	General purpose	5'h07
r8	General purpose	5'h08
r9	General purpose	5'h09
r10	General purpose	5'h0a
r11	General purpose	5'h0b
r12	General purpose	5'h0c
r13	General purpose	5'h0d
r14	General purpose	5'h0e
r15	General purpose	5'h0f
r16	General purpose	5'h10
r17	General purpose	5'h11
r18	General purpose	5'h12
r19	General purpose	5'h13
r20	General purpose	5'h14
r21	General purpose	5'h15
r22	General purpose	5'h16
r23	General purpose	5'h17
r24	General purpose	5'h18
r25	General purpose	5'h19
r26	General purpose	5'h1a
r27	General purpose	5'h1b

Name	Description	Register id
r28	General purpose	5'h1c
r29	General purpose	5'h1d
r30	General purpose	5'h1e
pc	Program counter.	5'h1f

## 3.2. Instruction set

All instructions are 64 bit wide.

General instruction types:

### 3.2.1. RIS (register, immediate, shift)

Opcode (7 bits)	Variant (2 bits)	Register (5 bits)	Immediate value (44 bits)	Shift (6 bits)
opcode [63:57]	variant [56:55]	reg [54:50]	imm [49:6]	shift [5:0]

### 3.2.2. RRO (register, register, offset)

Opcode (7 bits)	Variant (2 bits)	Destination register (5 bits)	Source register (5 bits)	Offset (45 bits)
opcode [63:57]	variant [56:55]	dst_reg [54:50]	src_reg [49:45]	off [44:0]

### 3.2.3. I (immediate)

Opcode (7 bits)	Variant (2 bits)	Immediate value (55 bits)
opcode [63:57]	variant [56:55]	imm [54:0]

### 3.2.4. nop

Format: I

Opcode: 7'h00000000

Does nothing.

### 3.2.5. set (immediate)

Format: RIS

Opcode: 7'b00000001

Variant: 2'b00

```
set r1, 0x80000000 shl 32
```

Will set the register `r1` to the value `0x8000000000000000`

### 3.2.6. load (using a register)

Format: RRO

Opcode: `7'h0000010`

Variant: `2'b00`

```
load r2, r1, 0x10
```

Will issue a read bus cycle to access memory at address which is stored in register `r1` having added the offset of `0x10` to it, and storing the result of this bus transaction into register `r2`.

### 3.2.7. store (using a register)

Format: RRO

Opcode: `7'h0000000`

Variant: `2'b00`

```
store r3, r1, 0x20
```

Will issue a write bus cycle with the data stored in address `r3` to the address stored in register `r1` having the offset `0x20` added

### 3.2.8. halt

Format: I

Opcode: `7'b1111111`

The `halt` instruction causes the CPU to halt. The only way of getting out of this state is by resetting the CPU.

## 4. Conventions

### 4.1. Bit attributes

Attribute	Meaning
RW	Read / write
RO	Read only
RsvZ	Reserved - always returns 0
RsvT	Reserved - writing a 1 will cause the CPU to trap

## 5. Physical memory map

Address range	Size	Device
0x0000000000000000 - 0x0000800000000000	128TiB	<a href="#">DDR RAM</a>
0x0000800000000000 - 0x0000800000000400	1KiB	<a href="#">ROM</a>
0x0000800080000000 - 0x0000800080000400	1KiB	<a href="#">SRAM</a>
0x0000800100000000 - 0x0000800100000000	?	<a href="#">Syscon</a>
0x0000800200000000 - 0x0000800200000000	?	<a href="#">Interconnect</a>
0x0000800300000000 - 0x0000800300000000	?	<a href="#">Interrupt controller</a>
0x0000801000000000 - 0x0000801000000000	?	<a href="#">UART</a>
0x0000802000000000 - 0x0000802000000000	?	<a href="#">SPI</a>
0x0000803000000000 - 0x0000803000000000	?	<a href="#">I2C</a>
0x0000804000000000 - 0x0000804000000000	?	<a href="#">GPIO</a>

## 6. DDR Controller

## 7. ROM

## 8. SRAM

## 9. Syscon

## 10. Interconnect

## 11. Interrupt controller

## 12. UART

### 12.1. Description

Icarium sports a very simple UART controller, which currently support a static configuration of 1 start bit, 8 data bits, no parity bits, 1 stop bit, 115200 baudrate.

There are no FIFOs, no DMA, nothing fancy.

## 12.2. Initialization

The UART controller is initialized after power-on. You can simply start writing to `UART_DATA` to start transmitting bytes, or read from it when data is ready.

## 12.3. Registers

### 12.3.1. Register map

Offset	Name	Description
<code>0x00</code>	<a href="#"><code>UART_STAT</code></a>	Status register
<code>0x08</code>	<a href="#"><code>UART_CTRL</code></a>	Control register
<code>0x10</code>	<a href="#"><code>UART_DATA</code></a>	Data register

### 12.3.2. UART\_STAT

Bit(s)	Name	Reset value	Attribute	Description
<code>62:1</code>	-	<code>62'h0</code>	RsvZ	Reserved
<code>1</code>	<code>STAT_RXD_DATA_READY</code>	<code>1'b0</code>	RO	Receiver data ready - if <code>1</code> then reading from <code>UART_DATA</code> will return valid data.
<code>0</code>	<code>STAT_TXD_BUSY</code>	<code>1'b0</code>	RO	Transmitter busy - if <code>1</code> then the controller is currently transmitting. Note: if this bit is set, then any write to <code>UART_DATA</code> is ignored.

### 12.3.3. UART\_CTRL

Bit(s)	Name	Reset value	Attribute	Description
63:3	-	60'h0	RsvZ	Reserved
3:1	CTRL_BAUD	3'b000	RW	<p>Baud rate - selects what baud rate to operate the UART on.</p> <p> 3'b000 - 1200  3'b001 - 2400  3'b010 - 4800  3'b011 - 9600  3'b100 - 19200  3'b101 - 38400  3'b110 - 57600  3'b111 - 115200 </p> <p>NOT IMPLEMENTED</p>
0	CTRL_ENA	1'b1	RW	<p>Enabled - shows the current state of the controller. If this bit is 1 then the controller is operating, and can send and receive data.</p> <p>NOT IMPLEMENTED</p>

#### 12.3.4. UART\_DATA

Bit(s)	Name	Reset value	Attribute	Description
63:8	-	56'h0	RsvZ	Reserved
7:0	DATA	8'h0	RW	<p>Writing to this register will trigger a transmit of the character, and reading from it will return any previously read character.</p> <p>Note: if STAT_RXD_DATA_READY is 0 then reading from this register will return invalid data</p> <p>Note: if STAT_TXD_BUSY is 1 then any writes to this register are ignored.</p>

## 13. SPI

## 14. I2C



## 15. GPIO

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