# M.EEC041 - Digital Systems Design 2021/2022

## Laboratory project 3 - V0.3 May 2022

CPUX - microprocessor with native support for complex number arithmetic

## Revision history

date	notes	author
May 17, 2022	V0.1	<u>jca@fe.up.pt</u>
	Preliminary version with first spec of the register bank	
May 19, 2022	V0.2 Corrected minor errors in the text Added a brief description of the processor architecture	jca@fe.up.pt
May 23, 2022	V0.3 Added the preliminary specification for the complex ALU (new text is in blue)	jca@fe.up.pt

#### 1 - Introduction

This project will build a microprocessor with native support for complex number arithmetic. The main functional characteristics of the processor are:

- 16 write/read registers, 64 bits (32 high bits real part, 32 low bits imaginary part)
- 9 read-only registers with fixed complex constants (real part = -1, 0, +1, imaginary part = -1, 0 +1)
- Arithmetic and logic unit (ALU) operating in complex or real mode, integer two's complement signed
- Three address register to register ALU instructions ( regdest <- regA op regB )
- Synchronous 64 bit data RAM, supporting address space up to 16k (configurable)
- Support for configuring custom instructions by expanding ALU operations

The whole circuit must be synchronous with the positive edge of the clock signal and the global reset must be synchronous and active high.

Figure 1 presents a simplified block diagram of the processor. The register bank implements a set of 16 read/write registers, each one holding a complex number represented by the real part in the high 32 bits and the imaginary part in the low 32 bits. A set of additional read-only registers provide 9 useful complex constants: 0+0j, 0+1j, 1+0j, 1+1j, 0-1j, -1-1j, 1-1j, -1+1j.

The register bank provides two operands to the ALU and receives one 64-bit result to be stored into one of the 16 read/write registers. The data input to the register bank can be the output result produced by the ALU, the data read from an external port or the data read from the data memory.

Additionally to the register bank the processor includes a synchronous dual port data RAM with 1024x64 bit (8 kByte). The access to the data RAM is done only with load/store instructions to/from registers. The read/write operations to the RAM are synchronous with the master clock allowing simultaneous write and read operations.

The ALU implements the basic arithmetic and logic operations on complex numbers and the conversion from rectangular to polar and polar to rectangular representation of complex numbers. In addition to the complex arithmetic performed on data represented by the real and imaginary components, the ALU also supports the multiplication and division operations performed independently for the high 32 bits and the low 32 bits of each data. Due to the diversity of the complexity of the operations implemented by the ALU, the number of clock cycles required for each operation is variable for different operations. The operation of the ALU is controlled by two handshake signals **start** and **done**. The complete specification of the ALU operation will be detailed soon.

TBD: instruction set, instruction encoding, performance specs.

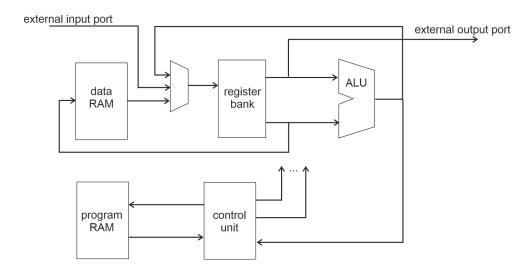


Figure 1 - Block diagram of CPUX

### 2 - Register bank

Implements a set of 16 write/read registers of 64 bits with one input port inA and two output ports outA and outB. The output data ports outA and outB are driven by two additional registers, to allow operation in pipeline. When a read operation is performed and the input reg\_cnstA/B is set, the corresponding output port is loaded with a predefined complex constant selected by the output port register address seloutA/B. The set of complex constants read when reg\_cnstA/B is set to 1 are 0+j0, 1+j0, 0+j1, 1+j1, -1+j0, 0-j1, -1-j1, -1+j1 and 1-j1. The assignment of each constant to the output port register address seloutA/B is implementation dependent and can be chosen to minimize the complexity of the circuit.

The write and read operations are synchronous with the clock. The writing data into a register is set by the following inputs:

inA: the data to write

regwen: register write enable must be set to 1

selwreg: specifies the address (0 to 15) of the destination register

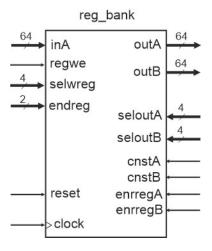
**endwreg**: enable data write: specifies which data field is written to the register, according to the following encoding: 2'b00: writes both data; 2'b01: writes only the high 32 bits; 2'b10: writes only the low 32 bits; 2'b11: swaps the high 32 bits with the low 32 bits

Data is read from the register bank to two independent ports in parallel, **outA** and **outB**. These two ports are implemented by two registers that are loaded with the data specified by the read register control signals:

**seloutA/seloutB:** the register address to read into port A and B or the constant specifier if cnstA/cnstB is 1

enrregA/enrregB: read enable, set to 1 to enable loading output registers outA/outB cnstA/cnstB: set to zero to load output ports with data from registers, set to 1 to load the output ports with the predefined constants. If cnstA/cnstB is 1 the read register address specifies the constant to load into the output ports.

The interface of this module and the Verilog header of the RTL code is presented in figure 2.



```
module reg bank (
                               // Master clock, active in the posedge
      input
                    clock.
      input
                               // Master reset, synchronous and active high
                    reset,
      //--- Data input port -
                               // Register write enable: set to 1 to write the register
      input
                    reawe.
                               11
                                   selected by selwreg with the data at port inA
      input [63:0] inA,
                               // Data input
      input
             [ 3:0] selwreg,
                               // Select register index [0 to 15] to write data from port inA
      input [ 1:0] endreg,
                               // Data enable: 00-write both data fields
                                               10/01-write only data field selected by 1'b0
                               //
                               //
                                               11: swap high word and low word
      //--- Data output ports -----
      output reg [63:0] outA,
                               // Data output A, registered
      output reg [63:0] outB,
                               // Data output B, registered
                               // Select register index [0 to 15] to output port outA
      input [ 3:0] seloutA,
      input
             [ 3:0] seloutB,
                                  Select register index [0 to 15] to output port outB
                               // Define whether the output ports A and B are loaded with
      input
                    cnstA,
                    cnstB.
                                    the contents of the register bank or a fixed constant
      input
                               11
                               // Read enable to output register outA (loads output register)
      input
                    enrregA,
                               // Read enable to output register outB (loads output register)
      input
                    enrregB
```

Figure 2 - Interface signals of the register bank (module reg\_bank.v)

#### 3 - Arithmetic and logic unit for complex numbers (module ALUX)

Module ALUX implements a set of functional units for performing arithmetic and logic operations on complex numbers. The ALUX receives two 64-bit operands and produces one 64-bit result. The operands and the result are composed by two 32-bit fields (signed integer), referred to by RE (the high 32 bits) and IM (the low 32 bits). For complex arithmetic operations, RE and IM represent the real and imaginary parts a complex data and for real arithmetic operations, the RE and IM fields are treated as two independent integers.

The interface of the ALUX is presented in figure 3. Signals **inA** and **inB** are the two 64-bit operands and **outAB** is the 64-bit result. The execution of the arithmetic and logic operations by module ALUX is controlled by two handshake signals **start** and **done** and a 5-bit control word, **opr**, defining the operation to execute.

The ALUX operation starts when signal **start** is set to 1 and the result is ready at output **outAB** when signal **done** is asserted. Both handshake signals are set to 1 during a single clock cycle. After initiating an operation, the input **start** must be ignored until the operation is completed (**done** set to 1).

The operations implemented by module ALUX require a variable number of clock cycles, as illustrated in the timing diagram of figure 4.

The initial set of operations to be implemented are described in next table, including the indication of the maximum duration of each operation, in clock cycles:

opr index	Operation:	Max	
	outAB <=	clocks	
0	A	1	
1	В	1	
2	A + B	2	Complex / real addition
3	A - B	2	Complex / real subtraction
4	A * B	6	Complex multiplication
5	A / B	40	Complex division
6	RE(A) * RE(B), IM(A) * IM(B)	4	Real multiplication
7	RE(A) / RE(B), IM(A) / IM(B)	34	Real division
8	A == B	1	Equality compare
9	{ MOD(A), ANG(A) }	38	Conversion to polar coords, operand A
10	{ MOD(B), ANG(B) }	38	Conversion to polar coords, operand B

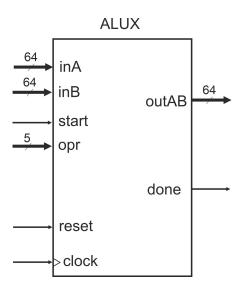


Figure 3 - Interface of the complex ALU (module ALUX.v)

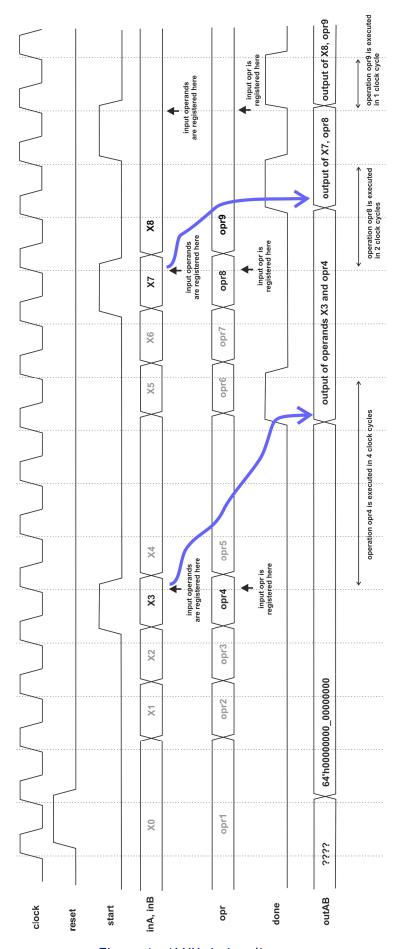


Figure 4 - ALUX timing diagram