

ROIS24_24min processor

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Summary:

Supports 32-16M 24-bit word merged instruction/data RAM
 Single word data instructions to/from data register file
 Return address posted to register file. A return address stack or a C frame stack implemented via software.
 Parameterization: instruction address size (6-32), register file size (16-64) and word size (24-32).

Register file dominated ISA:

xxxxxx dddddd rrrrrr ssssss: two source registers and one destination register
 ADD, SUB, ADC, SBC, AND, ANDC, OR, XOR, LD, ST, CALL, JMPCC

xxxxxx dddddd rrrrrr nnnnnn: one unsigned immediate, one source register & one destination register
 ADDI, SUBI, ADCI, SBCI, ANDI, ANDCI, ORI, XORI, LDN, STN, IN, OUT, CALLN, JMPCCN

xxxxxx dddddd snnnnn nnnnnn: one signed immediate & one destination/condition code register
 LDI, BRCC, CALLR

xxxxxx nnnnnn nnnnnn nnnnnn: one unsigned immediate
 PFX

Condition codes: A/NOP, Z/NZ, CS/CC, MI/PL, VS/VC, LE/GT, GE/LT, LS/HL,
 OD/EV, 1/N1, M1/NM1, NM2/NM2, 01/NO1, 0M1/N0M1, 01M1/N01M1, 01M12/N01M12:

Twice as many condition codes provide the ability to test for even/odd, 1, -1 and -2. Test for max/min floating point exponent/mantissa also possible but not implemented.

Implementation:

| | 6-LUTs: | min | max | Current | Form |
|---|--------------------------------|-----|-----|---------|----------|
| Instructions: 1024x12 single port block RAM | | | | | |
| PC: 6 to 24 bit register with N, register file and PC+1inputs | | 06 | 24 | 09 | Dff+LUT |
| DM (register file): quad port LUT RAM | | 48 | 96 | 48 | 64x4 |
| Condition code | | 08 | 08 | 08 | Dff+LUTs |
| Inst decode | | 30 | 30 | 30 | LUT |
| Adders (2PC6-24, 2ALU24) | | 60 | 96 | 66 | LUT |
| MUXing (2 each 4:1 for PC6-24, 1 for ALU24) | | 36 | 72 | 42 | LUT |
| LUT Totals (estimate): | | 188 | 326 | 299 | LUT |
| Actual LUT count | Kintex-7-3, speed mode, 182MHz | | | 461 | 6-LUT |
| Actual LUT count | Kintex-7-3, area mode, 170MHz | | | 384 | 6-LUT |

Comments:

Multiply and divide not implemented. Floating-point not implemented. Rotates and shifts normally via multiply immediate. Source code uses inferred LUT/block RAM. See the "constants.vhd" file for op-code and condition code allocations.