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FPGA Implementation of a 64-Bit RISC Processor Using VHDL

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ABSTRACT

In this paper, the Field Programmable Gate Array (FPGA) based 64-bit RISC processor with built-in-self test (BIST) feature implemented using VHDL and was, in turn, verified on Xilinx ISE simulator. The VHDL code supports FPGA, System-On-Chip (SOC), and Spartan 3E kit. This paper also presents the architecture, data path and instruction set (IS) of the RISC processor. The 64-bit processors, on the other hand, can address enormous amounts of memory up to 16 Exabyte's. The proposed design can find its applications in high configured robotic work-stations such as, portable pong gaming kits, smart phones, ATMs.

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1. INTRODUCTION

In today's technology, RISC Processors are playing a prominent and the RISC with BIST feature is one of the more dominant test pattern which can provides, in system testing of the Circuit-Under-Test (CUT). This is crucial to the quality component of testing. BIST design is becoming more complicated with the increase of IC size.

Though the RISC has less instruction set, as its the bit processing size increases then the test pattern becomes complicated and the structural faults are maintained high. And BIST is highly reliable, low cost. BIST is beneficial in many ways: First, it can reduce dependency on external Automatic Test Equipment (ATE). In addition, BIST can provide at speed, in system testing of the Circuit-Under-Test (CUT).

This is crucial to the quality component of testing. Also, BIST can overcome pin limitations due to packaging, make efficient use of available extra chip area, and provide more detailed information about the faults present. In our thesis, a 64 bit RISC processor with limited functionality is designed with an architecture that supports BIST.

The proposed design is done by implementing MICA (Minimal Instruction Set Computer Architecture) architecture. The design is implemented on Xilinx ISE 10.1i Simulator and programmed by using VHDL. The programmed code is supports FPGA Spartan-3E Kit. However, contemporary CAD tools allow the designer of hardwired control units almost as easy as micro programmed ones. This enables the single cycle rule to be enforced, while reducing transistor count.

In order to facilitate the implementation of most instruction as register-to-register operations, ALU is analyzed and an exhaustive set of test patterns is developed.

2. ARCHITECTURAL DESIGN - IMPLEMENTATION

In this session, Architecture, Data path, and the instruction set are described. The FPGA based RISC Processor has its architecture with BIST, control and timing module is a Hardware module. The ALU is divided into two parts as: The Operational Architecture (OA) and the Testing Architecture (TA).

Operational Architecture (OA) does the actual operation of the ALU. It has five units, 4-bit Carry Look Ahead adder (CLA), and a 4-bit AND, OR, XOR and INVERTER gates. There is a PreCLA to prepare the inputs based on the arithmetic operation to be done. There is a MUX which uses the select pins to select one of the results from the above five units.

Testing Architecture (TA), which comes into play only during testing, has a ROM which has the discovered test patterns stored in. There is an address decoder to select which of the test patterns will be applied. There is a TestMUX, which depending on the value on the TestMode pin will present the test pattern or the actual inputs to be operated upon, to the Operation Architecture.

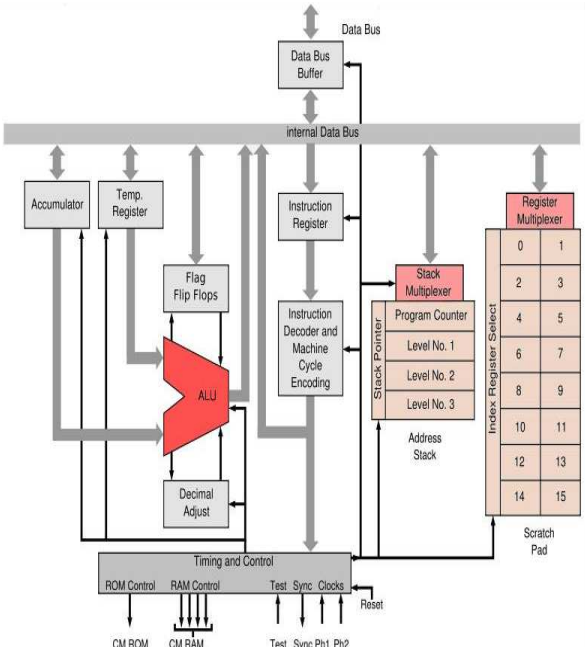

Figure 1. 64-bit RISC Processor Architecture.

Table 1: 33 Instruction Set (IS) for 64 bit RISC Processor

INSTRUCTIONS	DESCRIPTION
ADD – Arithmetic Addition	**ADD** dest. Src: Adds "src'' to "dest" and replacing the original contents of "destination". Both operands are binary.
IAND – Logical AND	**ADD** dest. Src: Performs a logical AND of the two operands replacing the destination with result.
SKIPZ – Skip on Zero	**Skipz**, Skips one clock cycle when data entered is zero.
LTR – Load Task Register (286+ privileged)	**LTR** src; Loads the currnt task register with the value specified in "src".
LSL – Load segment Limit (286+ protected)	**LSL** dest. Src: Loads the segment limit of a selector into the destination register if the selector is valid and visible at the current privilege level. If loading is successful the Zero Flag is set, otherwise it is cleared.
INOT – one's complement negation (Logical NOT)	**NOT** dest; Inverts the bits of the " dest" operand formatting the 1 s complement.
NEG – Two's complement negation	**NEG** dest; Subtracts the destination from 0and saves the 2scomplement of "dest" back into "dest".
POP – Pop Word off Stack	**POP** dest; Transfers word at the current stack top (SS:SP)to the destination then increments SP by two point to the new stack top. CS is not a valid destination.
PUSH – Push Word onto Stack	PUSH src **PUSH** immed (80188+only): Decrements SP by the size of the operand (two or four, byte values are sign extended) and transfers one word from source to the top (SS: SP).
SETS – Set if Signed(368+)	**SETS** dest; Sets the byte in the operand to1 if the Sign Flag is set, otherwise Sets the operand to 0.
ROL – Rotate Left	**ROL** dest, count ;Rotates the bits in the destination to the left count" times with all data

	pushed out the left side re-entering on the right. The Carry Flag will contain the value of the last bit rotated out.
ROR – Rotate Right	**ROR** dest, count; Rotates the bits in the destination to the right "count" Times with all data pushed out the right side re-entering on the left. The Carry Flag will contain the values of the last bit rotatd out.
SAL / SHL – Shift Arthemetic Left / Shift Logical	**SAL** dest, count **SHL** dest, count; Shifts the destination left by "count"bits with zeroes Shifted in on right. The carry Flag contains the last bit shifted out.
SAR – Shift Arthemetic Right	**SAR** dest, count; the destination right by "count" bits with the current sign bits replicated in the leftmost bit. The carry Flag contains the last bit shifted out.
SETC – Set if Carry (386+)	**SETC** dest; Sets the byte in the operand to 1 if the carry flag is set, Otherwise sets the operand to 0.
SETO – Set if Overflow	**SETO** dest; Sets the byte in the operand to 1 if the overflow flag is set, Otherwise sets the operand to 0.
STC – Set Carry	**STC**; Sets the Carry Flag to 1.
ST1 – Set Interrupt Flag (Enable Interrupt)	**ST1**; Sets the Interrupt Flag to 1, which enables recognition of all hardware, interrupts. If an interrupt is generated by a hardware device, an END of interrupt (EOI) must also be issued to enable other hardware interrupts of the same or lower priority.
SUB – Subtract	**SUB** dest,src; The source is subtracted from the destination and the result is stored in the destination.
VERR – Verify Read (286+protected)	**VERR** src; Verifies the specified segment selector is valid and is readable at the current privilege level. If the segment is readable, the Zero Flag is set, otherwise it is cleared.
CLC – Clear Carry	**CLC**; Clears the Carry Flag.
IXOR – Exclusive OR	**XOR** dest, src; Performs a bitwise exclusive OR of the operands and returns the results in the destination.
INAND – Logical NAND	**Inand** dest, src; Performs a bitwise logical NAND of the two operands replacing the destination with the result.
ADDI – Add Immediate	**ADD** dest, src; Adds " src" to "dest" and replacing the original contents of "dest" Both operands are binary. It performs immediate addition i.e., takes half clock cycle than in add Operation.
HLT – Halt CPU	**HLT**; Halts CPU until RESET line is activated, NMI or maskable interrupt received. The CPU becomes domant but retains the CS: IP for later restart.
SKIPN – Skip on Neg.	**Skipn;** Skipsone clock cycle when NEG instruction is executed.
VERW – Verify Write (286+protected)	**VERW** Src; Verifies the specified segments selector is valid and is rata bleat the current privilege level. If the segment is writable, the Zero Flag is set, otherwise it is cleared.
CLR – Clear	**Clr;** It clears every flag used in processor.
LD – Loads Data from Adress	**Id** dest; Transfer data at the current address to the destination then increments address to the point of new address.
ST – Stores Data to Adress	**St** src; Tranfers data from destination to the given address.
ISLL – Shift Logical Left	SAL dest, count **SHL** dest, count; Shifts the destination left by "count" bits with zeroes shifted in on right. The Carry Flag contains the last bit shifted out.
JAL – Jump and Link	dest, src; Jumps the pointer from source to destination . Mainly used in selection of the desired register at the moment.
BR – Branch	**Br** dest; Responsible for disabling the write enable for registers.

The architecture and data path for the proposed design are shown Fig. 1 and 2, respectively. Table 2 gives the salient technical features of the proposed processor. Table 1 provides detailed description of entire 33 instruction set.

Table 2: Salient Technical Features of RISC processor

Features of RISC processor	
Architecture	MICA
Instructions	33bit
Instruction Register	32 bit
Address Counter	32 bit
Data memory	64 bit
Data bus	64 bit
Address bus	32 bit

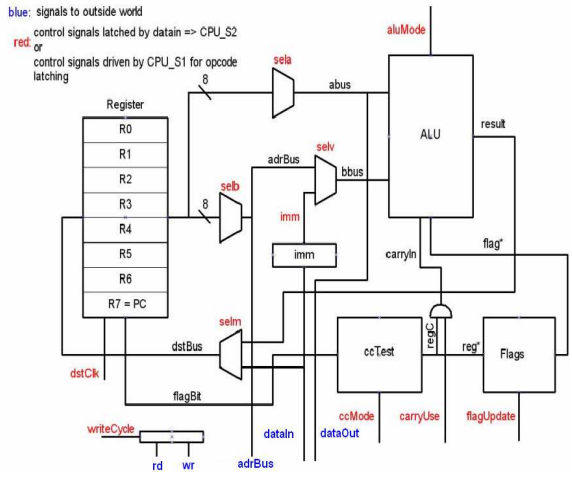

Figure 2. Data paths of 64 – RISC Processor

3. SYNTHESIS REPORT

Device Utilization Summary				
Logic Utilization	**Used**	**Available**	**Utilization**	**Note(s)**
Total Number Slice Registers	680	9,312	7%	
Number used as Flip Flops	294			
Number used as Latches	386			
Number of 4 input LUTs	3,371	9,312	36%	
Logic Distribution				
Number of occupied Slices	2,189	4,656	47%	
Number of Slices containing only related logic	2,189	2,189	100%	
Number of Slices containing unrelated logic	0	2,189	0%	
Total Number of 4 input LUTs	3,940	9,312	42%	
Number used as logic	3,371			
Number used as a route-thru	185			
Number used for Dual Port RAMs	128			
Number used for 32x1 RAMs	256			
Number of bonded IOBs	70	232	30%	
Number of GCLKs	5	24	20%	
Total equivalent gate count for design	68,507			
Additional JTAG gate count for IOBs	3,360			

Figure 3. Synthesis report.

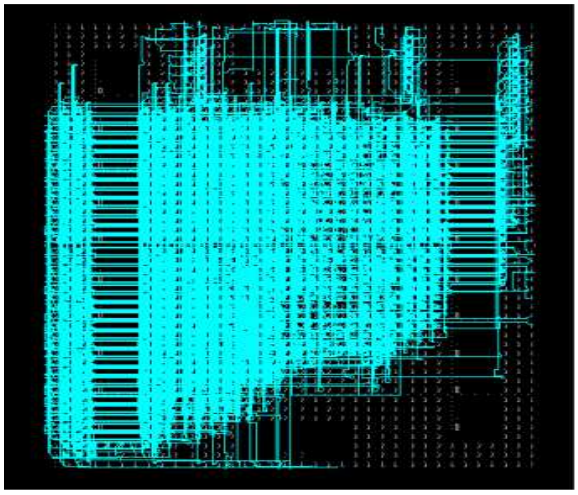

Figure 4. Routing Of RISC Processor

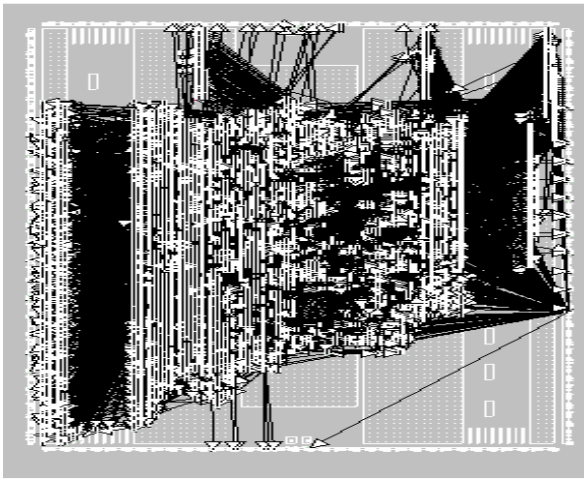

Figure 5. Floor Planning for RISC Processor

4. SIMULATION RESULTS

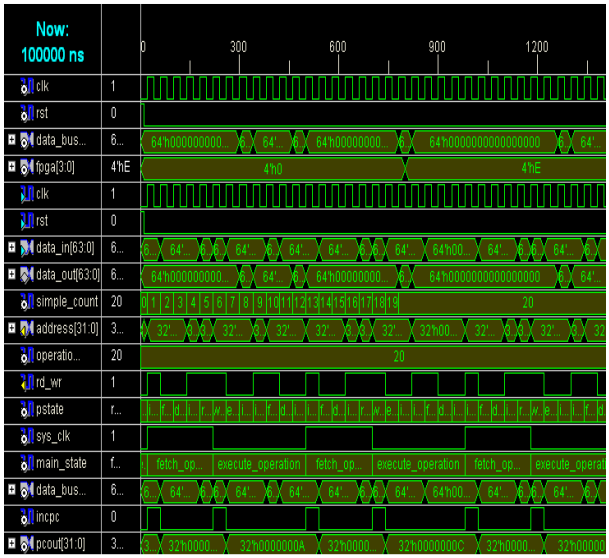

Figure 6. Simulation of top module with central processing unit inputs

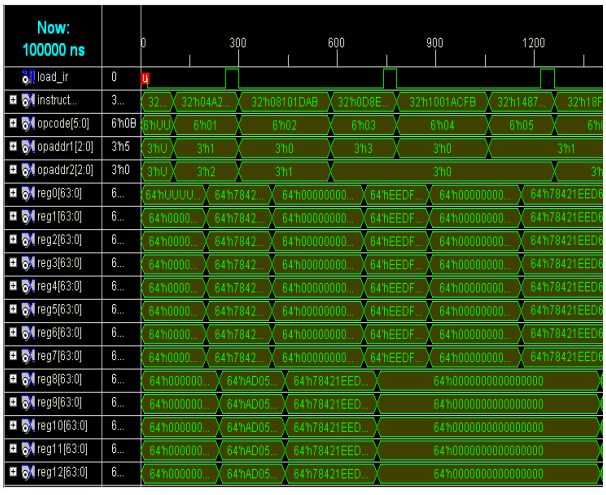

Figure 7. Simulation results of general purpose register

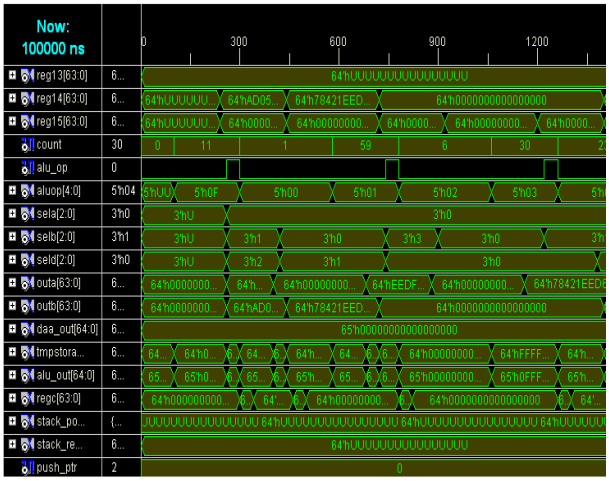

Figure 8. Simulation results for the ALU outputs.

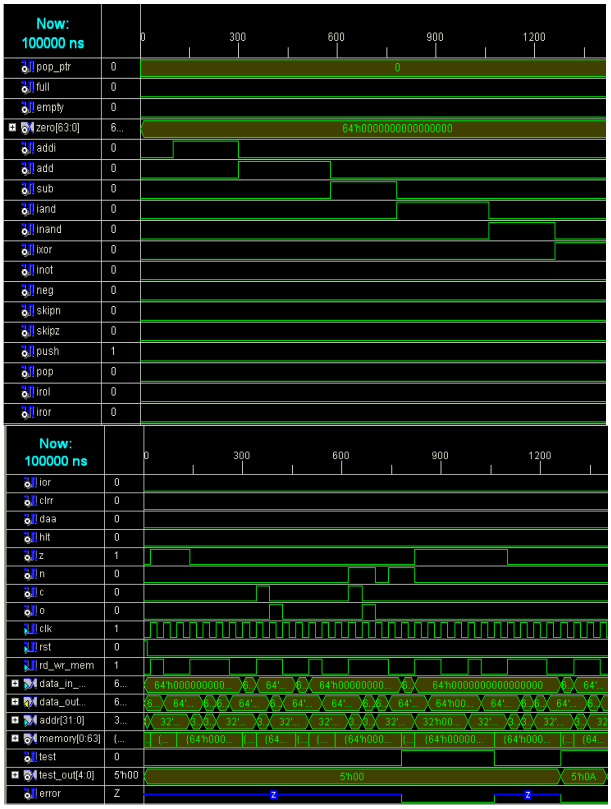

Figure 9. Simulation results of 33 instructions and memory module

The above results show the simulation of 64 bit RISC Processor. It has clock and reset signal are the input for the top module shows in 6. It consists of a 16 general purpose register of 64 bit size which is shown in 7. And the operation of arithmetic logic unit with program counter is shown in 8. The instruction set having 33 instructions and the memory module shown in Figure 9 and the total processor result is obtained by combining all the results which is verified using Xilinx ISE simulator

5. APPLICATIONS

The proposed design can find its applications in automation, high configured robotic work-stations such as, portable pong gaming kits, smart phones, Vender Machines, ATMs, bottling plant, etc.

Bottles start filling from the right side and boxes start to move from the left side. Here four tracks of bottles are used simultaneously therefore packing is made of four bottles. When bottle reaches to the fourth position, box moves to the first position. After that, bottle is dropped in the box and hence, box moves one position ahead. In this way, when box is at the fifth position, signal 'lb' is set to '1' indicating to lift the box.

5.1 Flow Chart for bottling Plant application

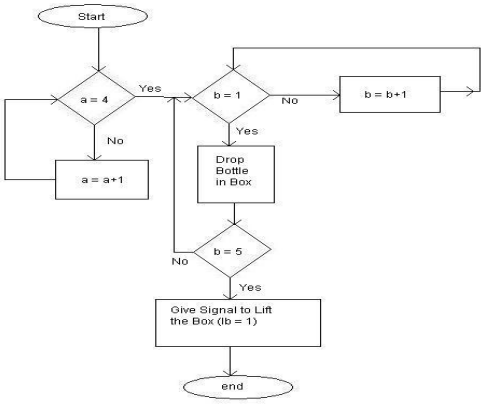

Figure 10. Flow chart for bottling plant

5.2 Algorithm for bottling Plant application:

```
a=1, b=7, weight=0

loop a till a = 8
   a = a+1;   wait for 15 secs
If  (a = 4)   then
   drop bottle in box
   a = a-1;
End If;
If  (a = 5)  then
    report error in bottle machine
  End If;
End loop;
loop b till b = 5
  b = b+1; wait till weight = 1;
  If  (b = 5)  then
       given signal to left box;
       b = b-1;
   End If;
        If  (b = 6)  then
            report error in packing machine
            End if;
End loop;
```

6. CONCLUSION

The 64-bit RISC Processor with 33 instructions set and MICA (Minimal Instruction Set Computer Architecture) architecture has been designed and it can be implemented on FPGA. The design is verified on Xilinx ISE 10.1i simulator and programmed by using VHDL. The programmed code can be implemented on FPGA Spartan-3E Kit. ALU is analyzed and an exhaustive set of test patterns is developed. Future work will be added by increasing the number of instructions and make a pipelined design with less clock cycles per instruction and more improvement can be added in the future work.

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