System on a Chip

Steven Hall
Overview

• General purpose computer

• 64-bit RISC processor

• Memory: 256KiB RAM

• Peripherals: keyboard and monitor
Microsequencer

- Increments an instruction counter normally
- Changes value for branches and interrupts
- 32 interrupts, all maskable (mask can also be altered by operations)
Memory

- 256 KiB (32K x 64) dual-port Block RAM
- One port is read-only, for instruction fetch
- The other port is R/W, for data storage
- Load/store data storage interface
Split Datapaths

• Two similar datapaths of different widths: word (64-bit) and byte (8-bit)

• Nearly identical in structure and operation

• Special operation pair (SPLIT/JOIN) for interpath communication
Register File

**Word**
- 32 registers (register 31 always reads 0)
- Internal sign maintenance (65th bit)
- Ports: 2 read, 1 write

**Byte**
- 32 registers (register 31 always reads 0)
- Internal sign maintenance (9th bit)
- Ports: 2 read, 2 write + 8 special R/W
ALU

Operations supported (both word and byte):

- Add, subtract, multiply (maybe divide/mod)
- Shift (arithmetic or logical) and rotate
- Bitwise and, or, xor, nand, nor, xnor
- Two register operands or one and a literal
Special Modules

Stack

• Word-width stack implementation

• Interface through synchronous PUSH and POP operations

Timer

• Settable word-width millisecond counter

• Interface through synchronous set and get time operations
Control Logic

- Implements every operation by setting the control signals to appropriate values
- Has subordinate compare modules (word and byte) with compare flags
- Operations include: (un)cond. branches, I/O operations, byte swap, interrupt call
Input/Output

- Abstracts away peripheral operations
- Port-mapped I/O

**Devices:**
- PS/2 keyboard (converted to ASCII)
- 640x480 VGA text-mode display
Demonstration

Programs (in order of complexity):

• Echo keyboard input to display
• Generate and display text (i.e. the time)
• Manipulate keyboard input
• Keep information in memory over multiple application runs
• Text-based games
• Miniature file system and OS