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Design and Prototype Implementation of a Modular Reconfigurable Processor Architecture Kit

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Section 1

Introduction

Motivation

- Understanding the inner workings of a processor is hard
- Building even small processors from scratch is quite hard

How about having a building kit for learning, teaching and experimentation?

The Task

1. Research different approaches to processor construction
2. Identify common atomic components and their interaction
3. Design a set of modules that can be recombined into different processor architectures
4. Produce prototype modules, build demonstrative setups, and compare these

Quick Reminder

PCB: Printed Circuit Board

Units: 1 in = 2.54 cm = 1000 mil (US)

Caution

1 mil (US) = 1 thou (GB)

1 mil (GB) = 1 mm

Section 2

Initial Research

Where to begin?

- Modern architectures are terribly complex
- Details of commercial implementations are usually not public
- Many architectures are only described at the instruction level

Most promising approach

Check out the really old manuals and hobbyist projects

A Premature Bibliography

- *Intel 8080 Manual*, Sep. 1975
- *Cray-1 Reference Manual*, 1977
- *TMS 9900 Microprocessor Reference Manual*, 1976
- *UNIVAC 1107 Central Computer* in *UNIVAC 1107 Technical Bulletin*, Nov. 1961

Honorable Mention:

- Ben Eater's breadboard processor (<https://eater.net/8bit/>)

Section 3

Conceptualization and Interface Design

Didactic Considerations I

- Each module must encapsulate one well-defined functionality
- Use widely available, affordable standard components
- PCB layout must fit in a grid for easy recombination
- Design as few simple interfaces as possible

Didactic Considerations II

Conflict: Functional Purity vs. Versatility

Functional Purity: A module does exactly one thing.

→ As few additional components as possible

Versatility: A module should be used in many different combinations

→ Additional components are required

Design decisions must be made on a case-by-case basis.

Didactic Considerations III

Design Cornerstone

Data width: 8 bit

Address width: 16 bit (Can always scale down)

→ Usable and comprehensible

Starting out small

ALU reduced to an adder

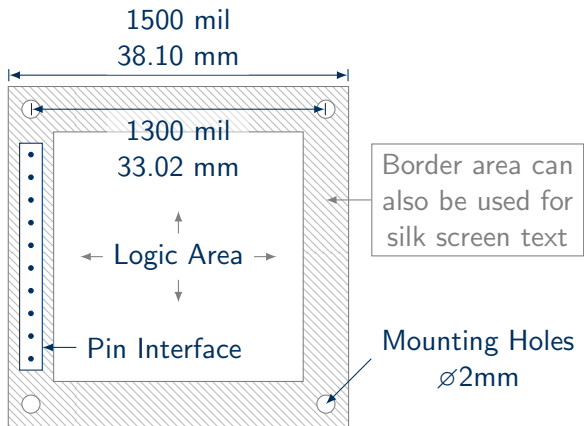
Control logic mapped to ROM lookup table

And: Only very low operation frequencies required (1 ... 100 Hz)

The Module Grid Layout I

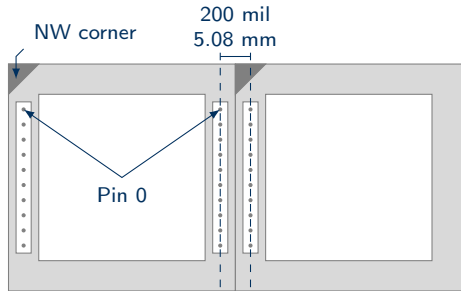
- Based on the common 2.54 mm raster
- Use through-hole mounting for easy assembly
- Modules may occupy multiple grid units
- Connection via dedicated bridge modules, ribbon cable or single jumper wires

The Module Grid Layout II



The Module Grid Layout III

- Tiling works horizontally and vertically
- Use compass directions as orientation reference



Interface Design I

- 2 interface types: *Control* and *Data*
- Each interface uses a 10×1-pin male header
- Pin 0 always is +5 V, Pin 9 always is *GND*

Interface Design II

Data Interface

- Always on the *West* and *East* side of the chip
- Pin 0 is always oriented *North*
- Primary data flow direction is *West* → *East*

0	○	+5V
1	○	Data 0
2	○	Data 1
3	○	Data 2
4	○	Data 3
5	○	Data 4
6	○	Data 5
7	○	Data 6
8	○	Data 7
9	○	GND

Interface Design III

Control Interface

- Always on the *North* and *South* side of the chip
- Pin 0 is always oriented *West*
- Primary control flow direction is *South* → *North*

0	○	+5V
1	○	CLK
2	○	\overline{CE}
3	○	\overline{IE}
4	○	\overline{OE}
5	○	Custom 0
6	○	Custom 1
7	○	Custom 2
8	○	RST
9	○	GND

Section 4

Modules

The Bare Necessities I

Clock Pulse Generator

- 2 modes of operation:
- Automatic (0.7 Hz ... 480 Hz)
- Manual stepping via push-button

Binary Counter, 16 bit (WIP)

- New current value can be set anytime

The Bare Necessities II

Adder, 8 bit

- Provides a Zero- and Overflow flag
- Optional signed interpretation of second argument also allows for subtraction

Bus Interconnect (WIP)

- 3 *Data* interfaces on East/West side
- Need to be chained
 - Exception: North/South interfaces are *Data*, not *Control*

Memory I

Register, 8 bit

- Based on 74HC173
- Provides dedicated $\overline{I\!E}$, $\overline{O\!E}$, RST

EEPROM

- Dual (C)AT28C256: 65 536 bytes
- Socketed, for programming via external tools

Memory II

RAM

- Dual 62256 or CY7194: 65 536 bytes
- Built-in address registers
- Address and data can be provided in parallel or byte-serial

Tricky Issue

How to easily load an initial program into the live RAM?

Solution

Added debugging / programming interface and programmer board.
→ Most complicated module so far

Section 5

Final Thoughts

Current State

Current State:

- Concept is complete
- Module design is nearly complete

Issues:

- Checking availability / alternatives for components is time-consuming
- Learning to use *KiCad* effectively took some time
- Designs need to be re-checked from time to time

Upcoming Improvements

- Increase logic area size on modules
- Externalize built-in registers of many modules
- Externalize built-in transceivers

Hot Question

Move transceivers into bus module or a separate module?

- Improved routing
- Easier to understand modules
- Improved design flexibility
- Forces user to learn when to use registers

Roadmap

The Plan:

- Finish the PCB designs
- Order PCBs, parts, and assemble them
- Build test architectures

Issues:

- PCBs and parts must be ordered in bulk for cost efficiency

Last Slide

Thank you for your attention.

Questions?

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Section 6

Appendix

