

Lesson learned from Retro-uC and search for  
ideal HDL for open source silicon  
3/2/2019

Staf Verhaegen  
Chips4Makers

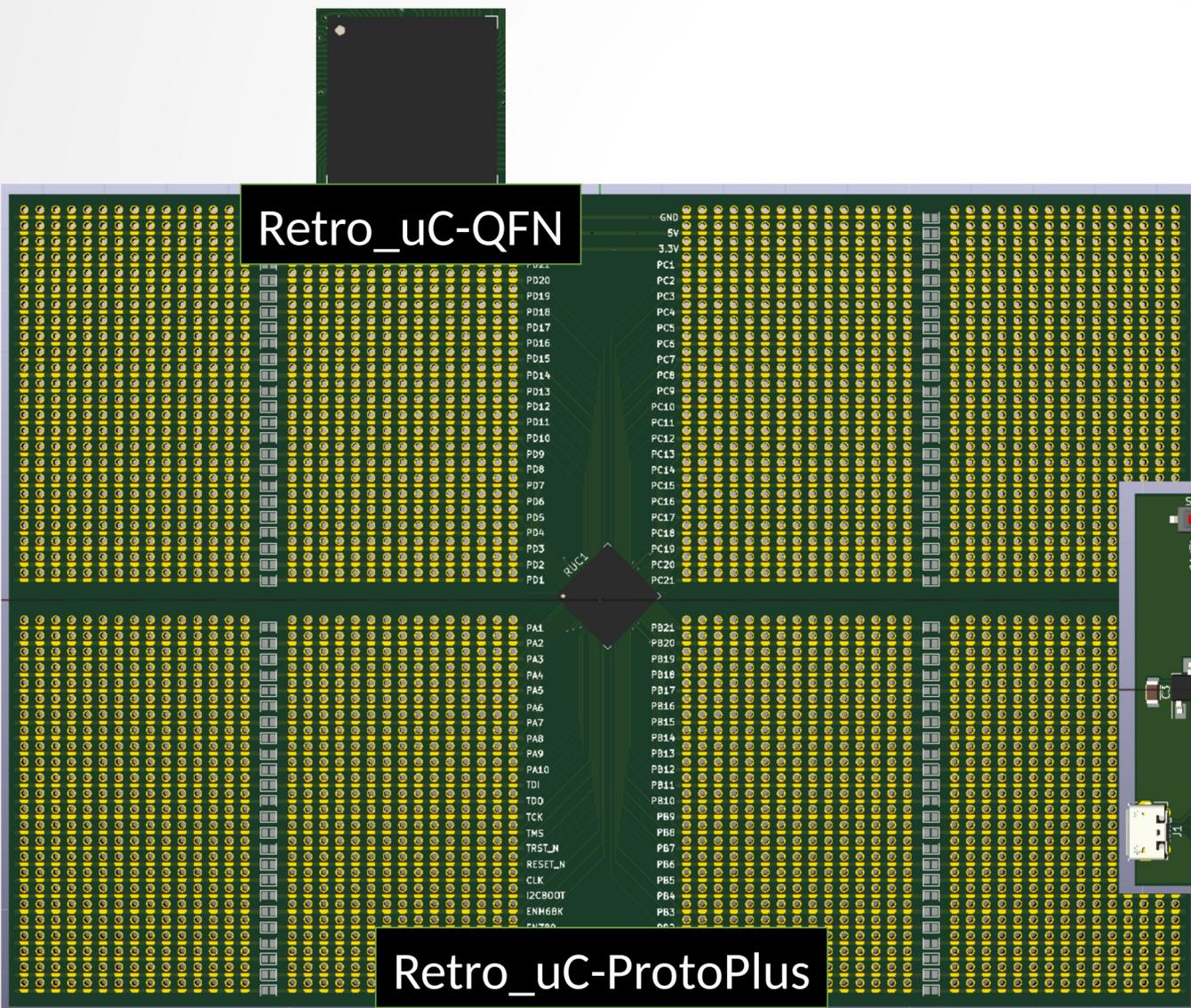
# Retro-uC



- Open source microcontroller with a Z80, MOS 6502 and Motorola 68000 core
- 4 kB of on-chip RAM
- 72 5 V digital general purpose I/O pins
- JTAG interface for programming the device
- Optionally bootable from external I2C flash memory
- I/O pins that can select the enabled core during reset
- One or more UART, I2C and PWM controllers

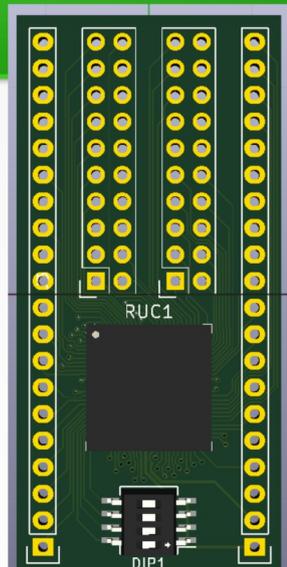
# Retro-uC

- Planned Product Options



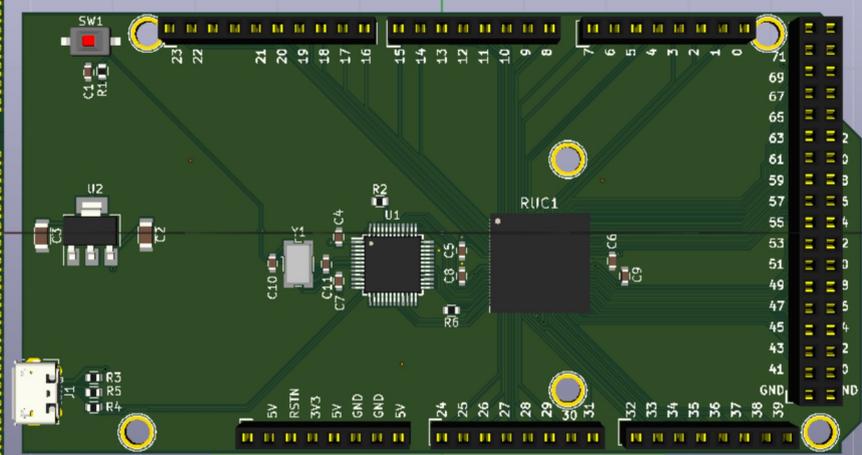
Retro\_uC-QFN

The image shows a detailed PCB layout for the Retro\_uC-QFN option. It features a central square chip labeled RUC1. The board is populated with numerous components, including a large array of resistors and capacitors. Pin headers are visible along the edges, with labels such as PD20 through PD1 and PB21 through PB3. A small inset image in the top left shows a physical component, likely the RUC1 chip, in a square package.



Retro\_uC-Breadboard

The image shows a PCB layout for the Retro\_uC-Breadboard option. It features a central square chip labeled RUC1. The board is populated with numerous components, including a large array of resistors and capacitors. Pin headers are visible along the edges, with labels such as PD20 through PD1 and PB21 through PB3. A small inset image in the top left shows a physical component, likely the RUC1 chip, in a square package.



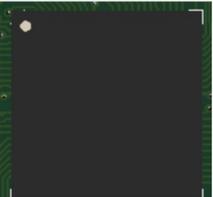
Retro\_uC-Retrino

The image shows a PCB layout for the Retro\_uC-Retrino option. It features a central square chip labeled RUC1. The board is populated with numerous components, including a large array of resistors and capacitors. Pin headers are visible along the edges, with labels such as PD20 through PD1 and PB21 through PB3. A small inset image in the top left shows a physical component, likely the RUC1 chip, in a square package.

Retro\_uC-ProtoPlus

# Retro-uC

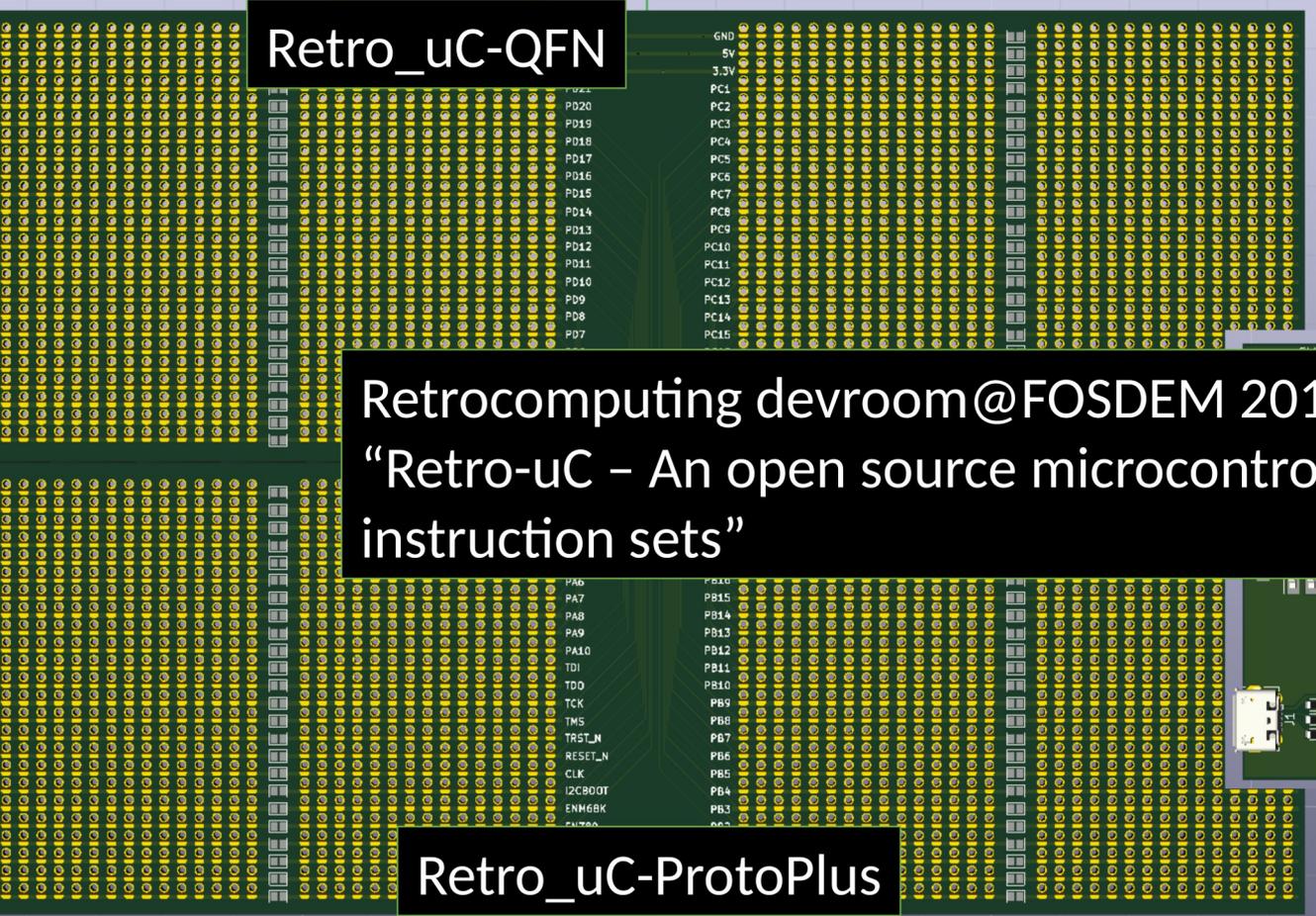
- Planned Product Options



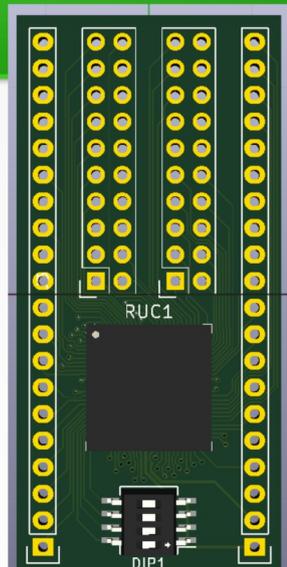
Retro\_uC-QFN

GND  
5V  
3.3V  
PC1  
PC2  
PC3  
PC4  
PC5  
PC6  
PC7  
PC8  
PC9  
PC10  
PC11  
PC12  
PC13  
PC14  
PC15

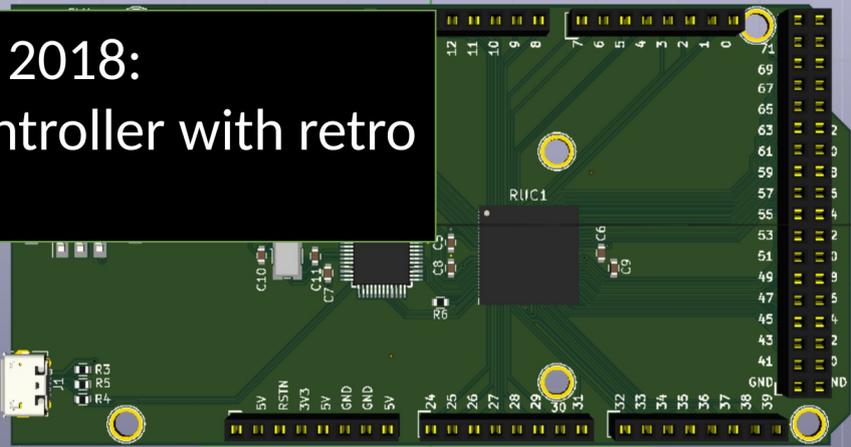
Retrocomputing devroom@FOSDEM 2018:  
“Retro-uC – An open source microcontroller with retro instruction sets”



Retro\_uC-ProtoPlus



Retro\_uC-Breadboard



Retro\_uC-Retrino

# Retro-uC

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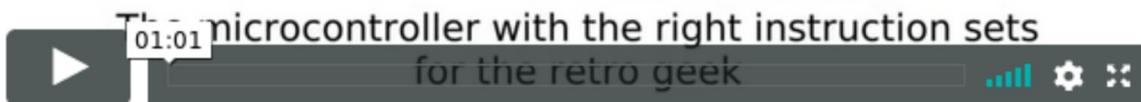
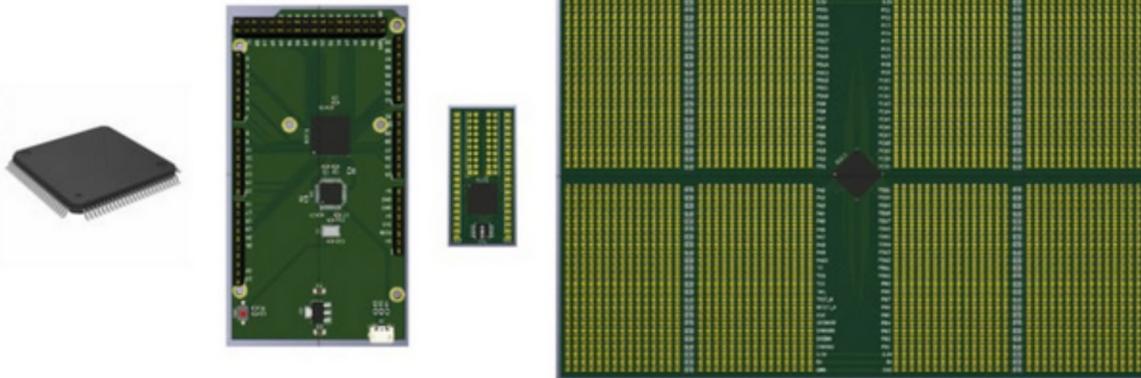


Education

## Retro-uC by Chips4Makers

An open silicon microcontroller with a Z80, MOS6502, and M68K - start the open silicon revolution

### The Retro-uC



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Oct 24, 2018

\$4,034 raised  
of \$22,000 goal

18% Funded

Time Expired

8  
updates

Oct 21  
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40  
backers

Last update posted Oct 24, 2018

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Arduino guy:

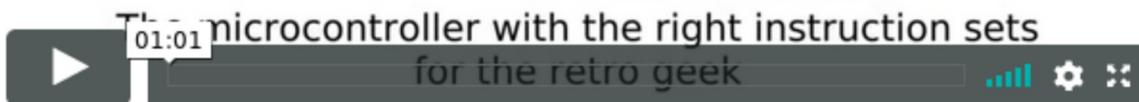
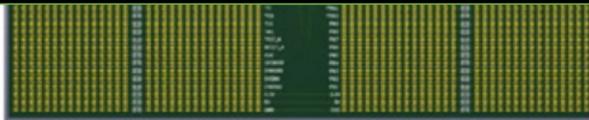
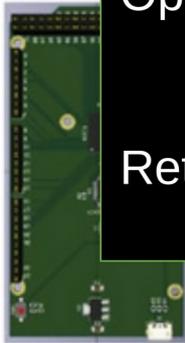
“Costs more than Arduino and has less features”

Open source guy:

“Nice, but am not looking for an Arduino board”

Retro-computing guy:

“Where is the memory bus ?”



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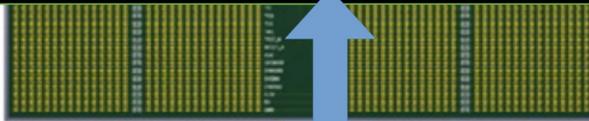
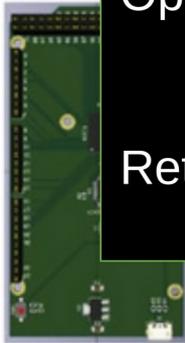
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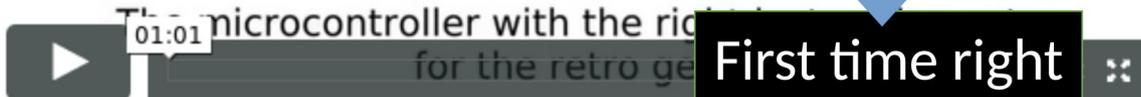
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First time right



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# Overview

- Retro-uc
- First time right
- Would-be solutions
- Right direction
- I want more

# First time right

- IMHO: the main RTL faults
  - Clock is logic signal event based on rising and falling edge
  - Need to know what is inferred if  $\langle \rangle$  flip-flop or mux
  - Synthesizable versus non-synthesizable
  - Blocking versus non-blocking statement
  - FPGA vs ASIC
  - RTFLRM

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# Would-be solutions

- RTL improvements

- Verilog: -1995, -2001, -2005, SystemVerilog  
VHDL: -1987, -1993, -1900, -2002, -2008

- New constructs

- Signed
- @\*, process (\*)
- generate
- Record interface

- But IMO no fix of fundamental problems



# Would-be solutions

- TL-Verilog (<https://www.redwoodeda.com/>)
  - Improved for defining pipelines easily:

```
\TLV_version 1a: tl-x.org
\SV
    // SystemVerilog module definition could go here.

\TLV // enables TL-Verilog constructs
|calc // a pipeline, called "calc"
    ?$valid // condition under which |calc transaction is valid

    // c = sqrt(a^2 + b^2), computed across 3 pipeline stages
    @1
        $aa_squared[31:0] = $aa * $aa;
        $bb_squared[31:0] = $bb * $bb;
    @2
        $cc_squared[31:0] = $aa_squared + $bb_squared;
    @3
        $cc[31:0] = sqrt($cc_squared);
```

- But IMO no fix of fundamental problems

# Would-be solutions

- SystemC/TLM

- C++ class library; event driven or TLM (transaction-level modeling)

```
#include "systemc.h"
SC_MODULE(nand2)          // declare nand2 sc_module
{
    sc_in<bool> A, B;      // input signal ports
    sc_out<bool> F;       // output signal ports

    void do_nand2()       // a C++ function
    {
        F.write( !(A.read() && B.read()) );
    }

    SC_CTOR(nand2)        // constructor for nand2
    {
        SC_METHOD(do_nand2); // register do_nand2 with kernel
        sensitive << A << B; // sensitivity list
    }
};
```

- Seems to have similar shortcomings
- AFAIK TLM mainly for prototyping  
needs to be manually converted to event driven code

# Would-be solutions

- C/C++/SystemC for ESL (electronic system-level) design
  - Mainly proprietary tools now (Vivado Hlx, Catapult,...)  
would like to see more love for Panda/BAMBU (<https://panda.dei.polimi.it/>)  
should investigate GAUT (<http://www.gaut.fr/>)
  - IMO: mainly for compute/data path application.  
Not good fit for implementing Retro-uC but would still enlarge FOSS EDA tool portfolio.

# Would-be solutions

- MyHDL

- RTL with nice python syntax should increase productivity in RTL writing

```
from myhdl import *

def dffa(q, d, clk, rst):

    @always(clk.posedge, rst.negedge)
    def logic():
        if rst == 0:
            q.next = 0
        else:
            q.next = d

    return logic
```

- Based on same event driven principles as other RTLs; by design by author

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# Right direction

- Chisel

```
import chisel3._
import scala.collection.mutable.ArrayBuffer

/** Four-by-four multiply using a look-up table.
  */
class Mul extends Module {
  val io = IO(new Bundle {
    val x = Input(UInt(4.W))
    val y = Input(UInt(4.W))
    val z = Output(UInt(8.W))
  })
  val muls = new ArrayBuffer[UInt]()

  // ----- \\
  // Calculate io.z = io.x * io.y by
  // building filling out muls
  // ----- \\

  for (i <- 0 until 16)
    for (j <- 0 until 16)
      muls += (i * j).U(8.W)
  val tbl = Vec(muls)
  io.z := tbl((io.x << 4.U) | io.y)
}
```

– Both based on Scala

## SpinalHDL

```
class Counter(width : Int) extends Component{
  val io = new Bundle{
    val clear = in Bool
    val value = out UInt(width bits)
  }
  val register = Reg(UInt(width bits)) init(0)
  register := register + 1
  when(io.clear){
    register := 0
  }
  io.value := register
}
```

# Right direction

- Migen/MiSoC/nmigen

```
from migen.fhdl.std import *
from migen.fhdl import verilog

class Blinker(Module):
    def __init__(self, led, maxperiod):
        counter = Signal(max=maxperiod+1)
        period = Signal(max=maxperiod+1)
        self.comb += period.eq(maxperiod)
        self.sync += If(counter == 0,
                        led.eq( ~led),
                        counter.eq(period)
                        ).Else(
                        counter.eq(counter - 1)
                        )
```

- Hardware generation next to description
- Currently my preference but need still development

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# I want more

- Compiling and debugging on the higher level
  - Now most of the time HDL converted in RTL and need to be debugged there  
Chisel allows debugging on FIRRTL level  
migen allows to simulate/verify in python (with restrictions)
  - Need compiler and debugger on the same level as the HDL next to testbenches  
like gcc/g++/gnat/... and gdb for programming code