The ARM Architecture

Agenda

- Introduction to ARM Ltd

ARM Architecture/Programmers Model

Data Path and Pipelines

SoC Design

Development Tools

ARM Ltd

- Founded in November 1990
  - Spun out of Acorn Computers
  - Initial funding from Apple, Acorn and VLSI
- Designs the ARM range of RISC processor cores
  - Licenses ARM core designs to semiconductor partners who fabricate and sell to their customers
  - ARM does not fabricate silicon itself
- Also develop technologies to assist with the design-in of the ARM architecture
  - Software tools, boards, debug hardware
  - Application software
  - Bus architectures
  - Peripherals, etc

ARM's Activities

Connected Community

Development Tools

Software IP

Processors

System Level IP:

Data Engines

Fabric

3D Graphics

Physical IP

ARM Connected Community – 700+

Huge Range of Applications

Tele-parking

Intelligent toys

Utility Meters

IR Fire Detector

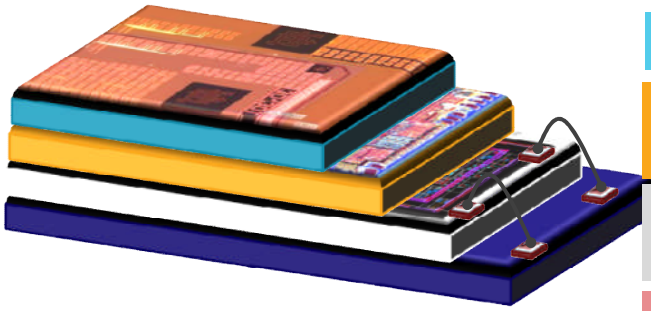
Exercise Machines

Energy Efficient Appliances

Intelligent Vending

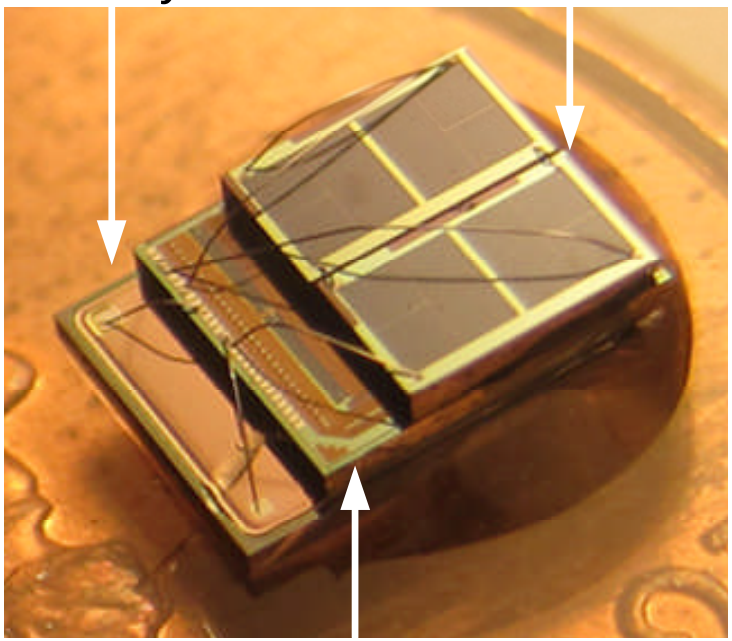
Equipment Adopting 32-bit ARM Microcontrollers

World's Smallest ARM Computer?

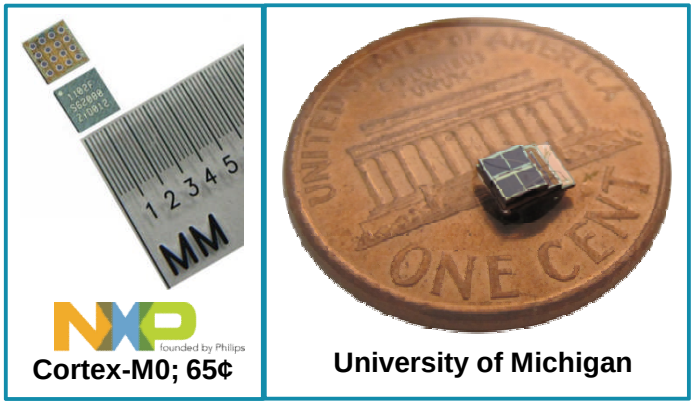


Wireless Sensor Network

- **Sensors, timers**
- **Cortex-M0 +16KB RAM 65nm UWB Radio antenna**
- **10 kB Storage memory ~3fW/bit**
- **12µAh Li-ion Battery**



Processor, SRAM and PMU



Wirelessly networked into large scale sensor arrays

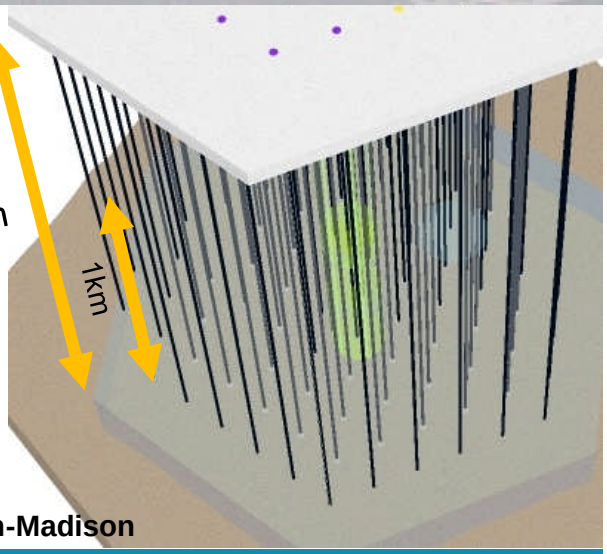
World's Largest ARM Computer?

4200 ARM powered Neutrino Detectors

70 bore holes 2.5km deep

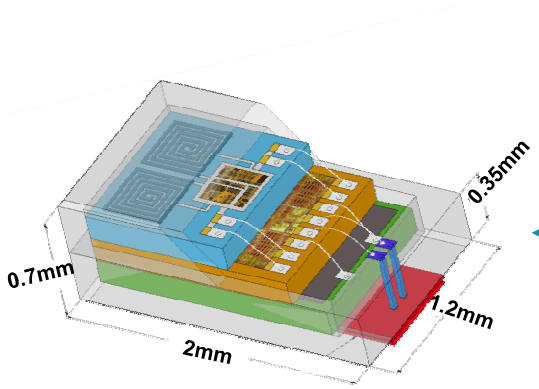
60 detectors per string starting 1.5km down

1km³ of active telescope

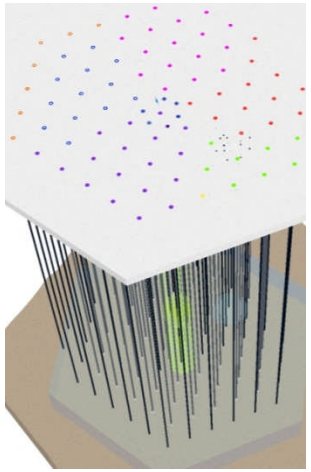


Work supported by the National Science Foundation and University of Wisconsin-Madison

From 1mm³ to 1km³



1mm³ ⟷ 1km³



10¢ ⟷ $1000

Mobile Home Mobile Computing Server

Embedded Consumer Enterprise PC HPC

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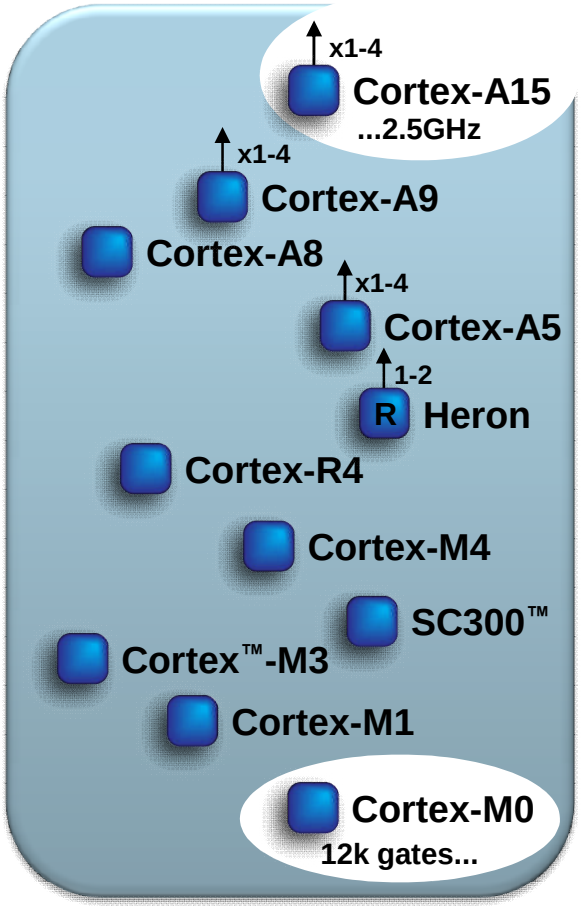
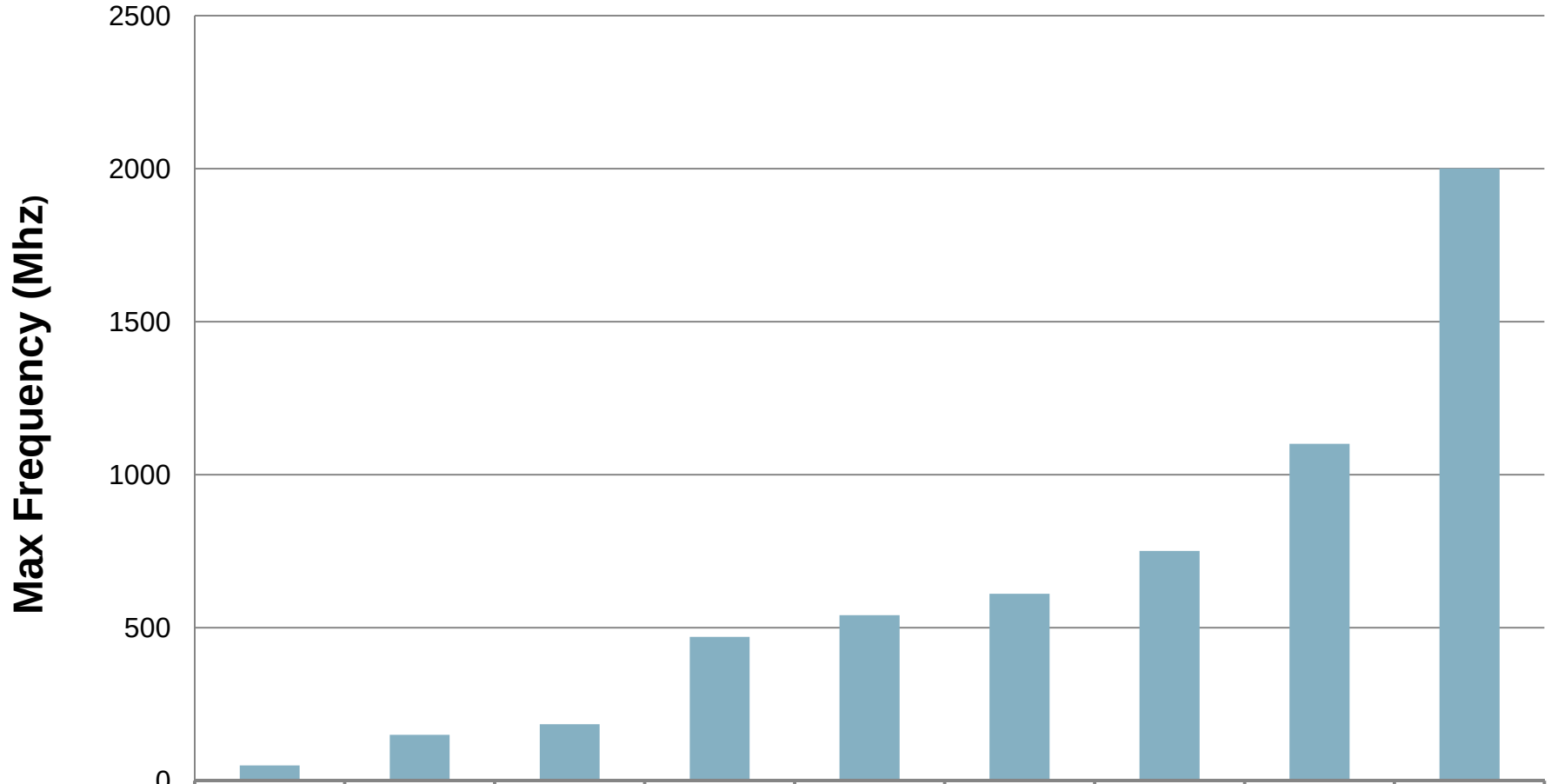
ARM Cortex Processors (v7)

- ARM Cortex-**A** family (v7-A):
  - Applications processors for full OS and 3rd party applications
- ARM Cortex-**R** family (v7-R):
  - Embedded processors for real-time signal processing, control applications
- ARM Cortex-**M** family (v7-M):
  - Microcontroller-oriented processors for MCU and SoC applications



Relative Performance*



	Cortex-M0	Cortex-M3	ARM7	ARM926	ARM1026	ARM1136	ARM1176	Cortex-A8	Cortex-A9 Dual-core
Max Freq (MHz)	50	150	184	470	540	610	750	1100	2000
Min Power (mW/MHz)	0.012	0.06	0.35	0.235	0.36	0.335	0.568	0.43	0.5

*Represents attainable speeds in 130, 90, 65, or 45nm processes

Cortex family

Cortex-A8

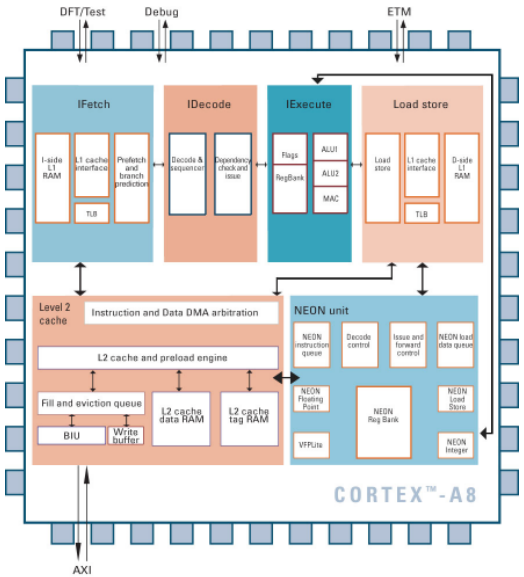
- Architecture v7A
- MMU
- AXI
- VFP & NEON support

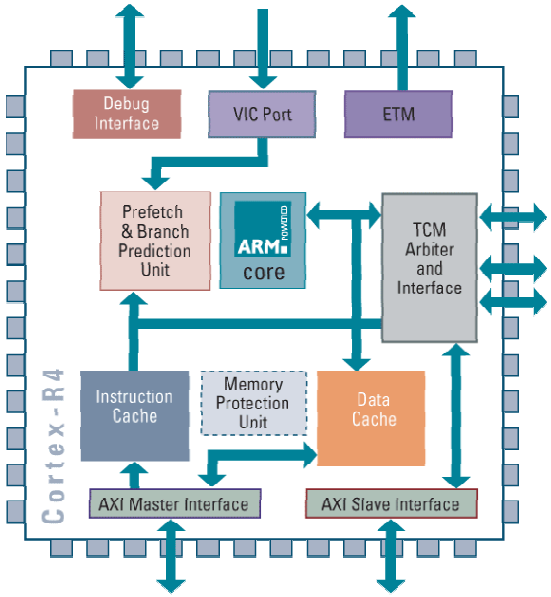
Cortex-R4

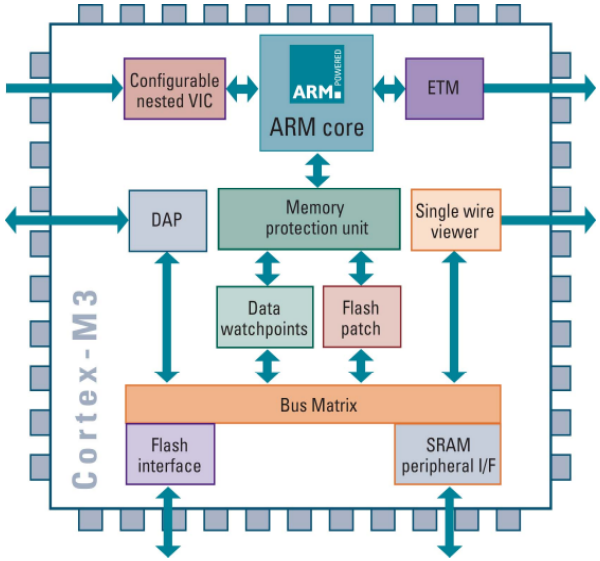
- Architecture v7R
- MPU (optional)
- AXI
- Dual Issue

Cortex-M3

- Architecture v7M
- MPU (optional)
- AHB Lite & APB







Cortex-M0 DesignStart

ARM Cortex-M4

“32-bit/DSC” applications

Efficient digital signal control

ARM Cortex-M3

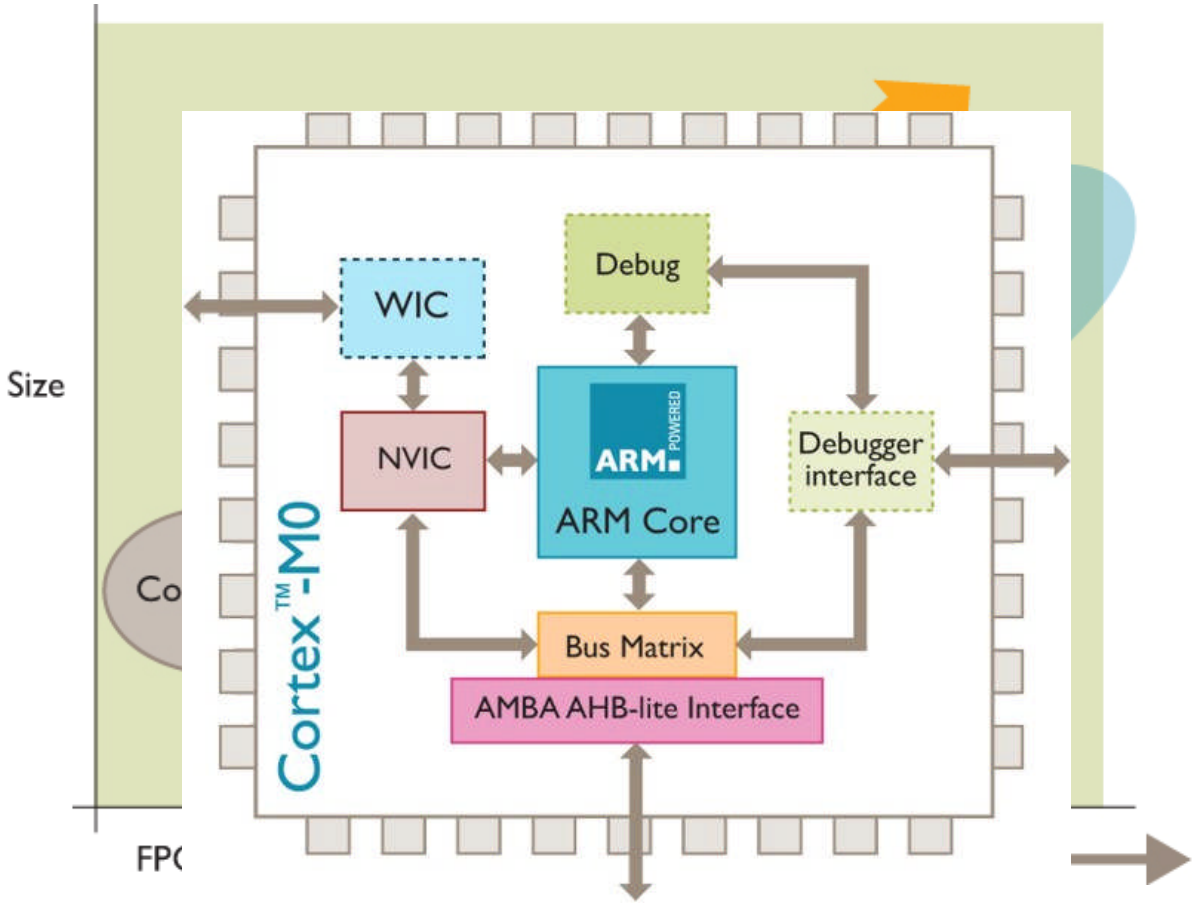
“16/32-bit” applications

Performance efficiency

ARM Cortex-M0

“8/16-bit” applications

Low-cost & simplicity

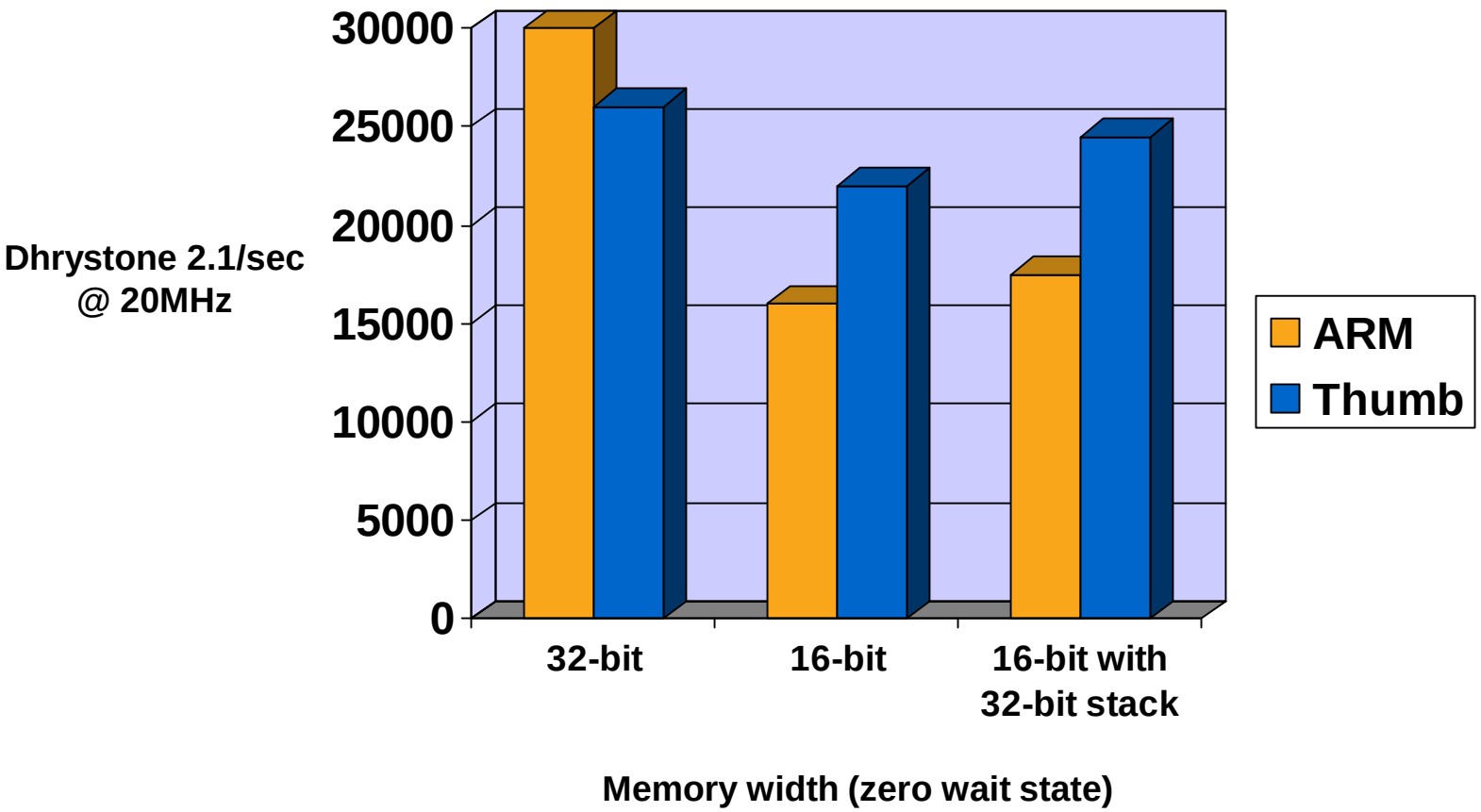


Cortex-M0 DesignStart (2)

ARM Cortex-M0 processor features	**Full product** options	**"M0_DS"** implementation
Zero jitter 32-bit RISC core	✓	✓
AMBA AHB-lite interface	✓	✓
ARMv6-M instruction set architecture	✓	✓
NVIC Interrupt controller	✓	✓
Interrupt line configurations	1 to 32	16 only
Debug (SWD, JTAG) option	✓	
Up to 4 breakpoints, 2 watchpoints	✓	
Low power optimisations (ACG)	✓	
Multiple power domain support with WIC	✓	
Fast multiplier (1 cycle) option	✓	
System timer	✓	✓
Area (gates)	**12k – 25k**	**16K**

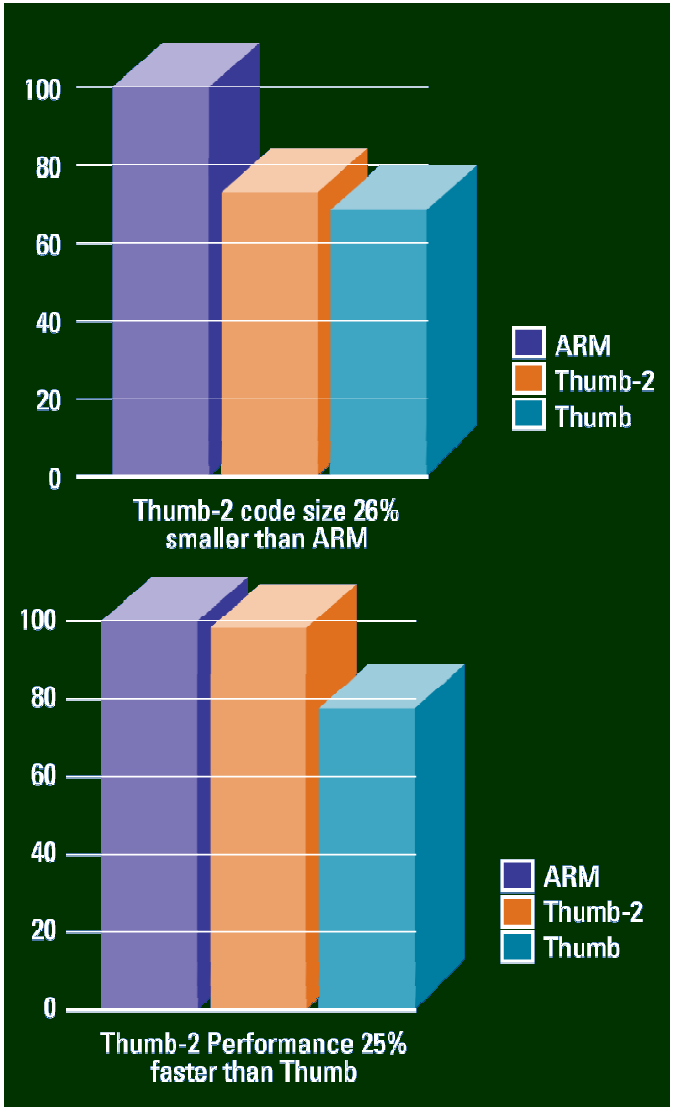
Minimum usable

ARM and Thumb Performance



The Thumb-2 instruction set

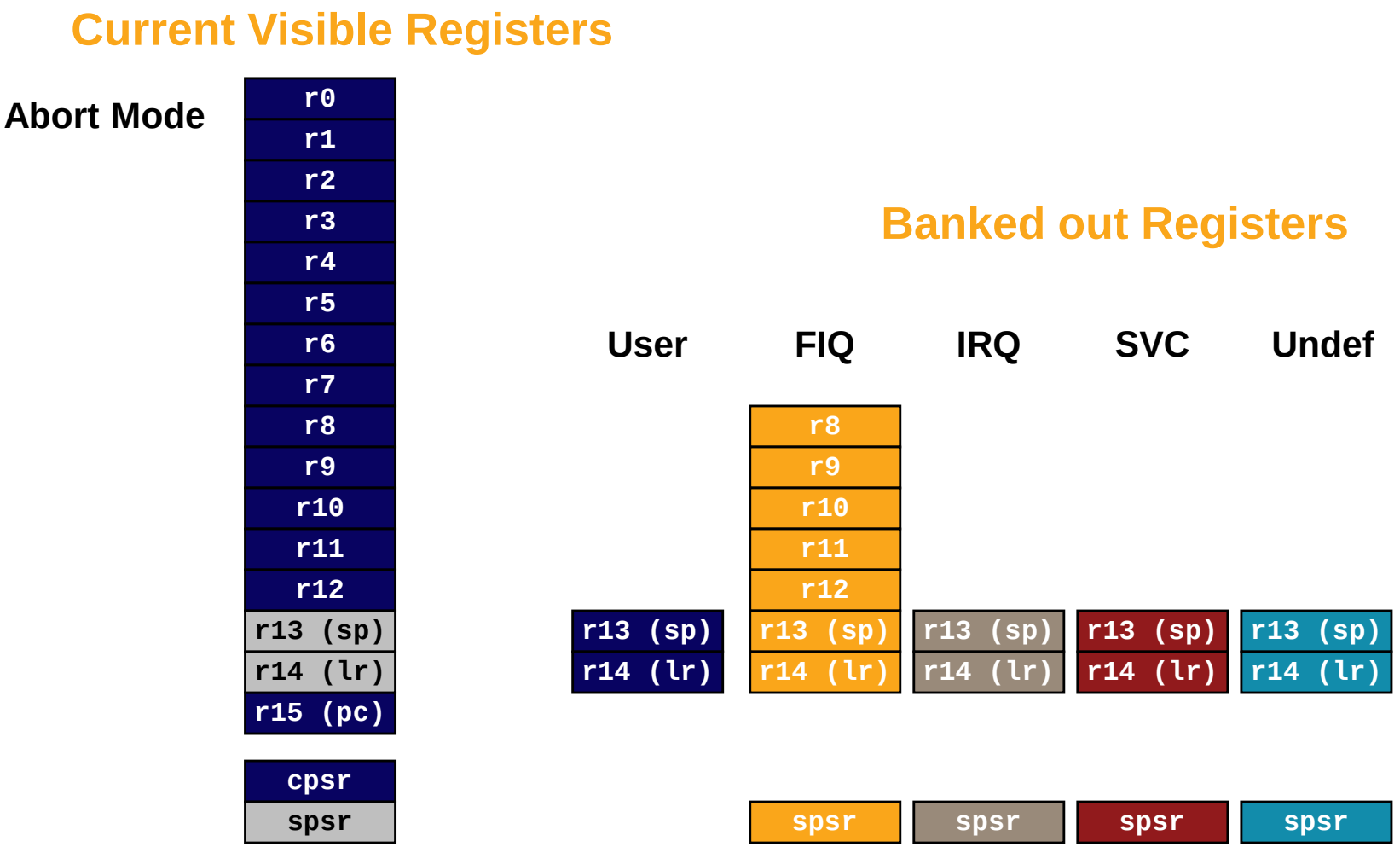
- Variable-length instructions
  - ARM instructions are a fixed length of 32 bits
  - Thumb instructions are a fixed length of 16 bits
  - Thumb-2 instructions can be either 16-bit or 32-bit
- Thumb-2 gives approximately 26% improvement in code density over ARM
- Thumb-2 gives approximately 25% improvement in performance over Thumb



Processor Modes

- The ARM has seven basic operating modes:
  - **User** : unprivileged mode under which most tasks run
  - **FIQ** : entered when a high priority (fast) interrupt is raised
  - **IRQ** : entered when a low priority (normal) interrupt is raised
  - **Supervisor** : entered on reset and when a Software Interrupt instruction is executed
  - **Abort** : used to handle memory access violations
  - **Undef** : used to handle undefined instructions
  - **System** : privileged mode using the same registers as user mode

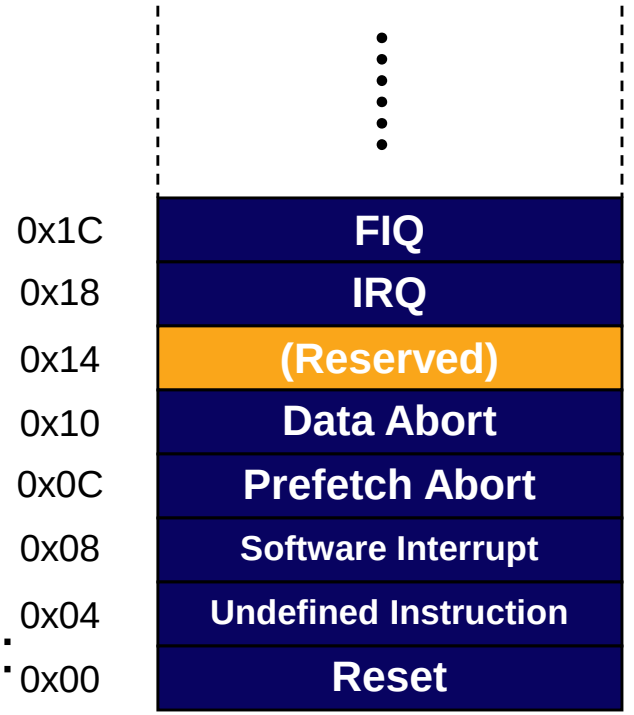
The ARM Register Set



Exception Handling

- When an exception occurs, the ARM:
  - Copies CPSR into SPSR_<mode>
  - Sets appropriate CPSR bits
    - Change to ARM state
    - Change to exception mode
    - Disable interrupts (if appropriate)
  - Stores the return address in LR_<mode>
  - Sets PC to vector address
- To return, exception handler needs to:
  - Restore CPSR from SPSR_<mode>
  - Restore PC from LR_<mode>

  This can only be done in ARM state.

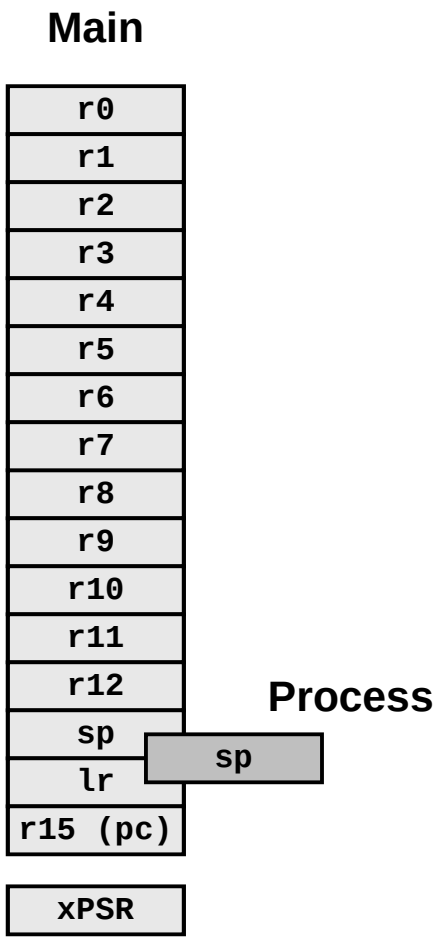


Vector Table

Vector table can be at **`0xFFFF0000`** on ARM720T and on ARM9/10 family devices

Cortex-M3 Programmer's Model

- Fully programmable in C
- Stack-based exception model
- Only two processor modes
  - Thread Mode for User tasks
  - Handler Mode for OS tasks and exceptions
- Vector table contains addresses



Conditional Execution and Flags

- ARM instructions can be made to execute conditionally by postfixing them with the appropriate condition code field.
  - This improves code density *and* performance by reducing the number of forward branch instructions.

```
  CMP   r3,#0
  BEQ   skip
  ADD   r0,r1,r2
skip
```

```
CMP   r3,#0
ADDNE r0,r1,r2
```

- By default, data processing instructions do not affect the condition code flags but the flags can be optionally set by using “S”. CMP does not need “S”.

```
loop
  …
  SUBS r1,r1,#1
  BNE loop
```

decrement r1 and set flags

if Z flag clear then branch

Data processing Instructions

- Consist of :
  - Arithmetic: `ADD` `ADC` `SUB` `SBC` `RSB` `RSC`
  - Logical: `AND` `ORR` `EOR` `BIC`
  - Comparisons: `CMP` `CMN` `TST` `TEQ`
  - Data movement: `MOV` `MVN`

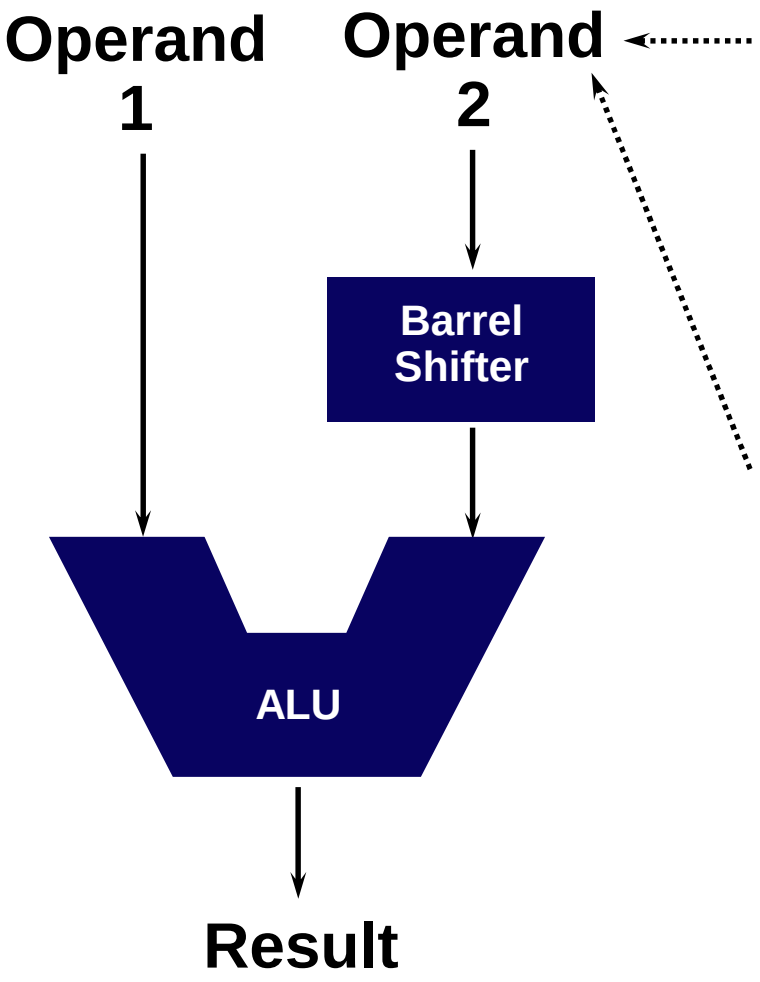
- These instructions only work on registers, NOT memory.

- Syntax:

```
<Operation>{<cond>}{S} Rd, Rn, Operand2
```

  - Comparisons set flags only - they do not specify Rd
  - Data movement does not specify Rn
  - Second operand is sent to the ALU via barrel shifter.

Using a Barrel Shifter:The 2nd Operand



Register, optionally with shift operation

- Shift value can be either be:
  - 5 bit unsigned integer
  - Specified in bottom byte of another register.
- Used for multiplication by constant

Immediate value

- 8 bit number, with a range of 0-255.
  - Rotated right through even number of positions
- Allows increased range of 32-bit constants to be loaded directly into registers

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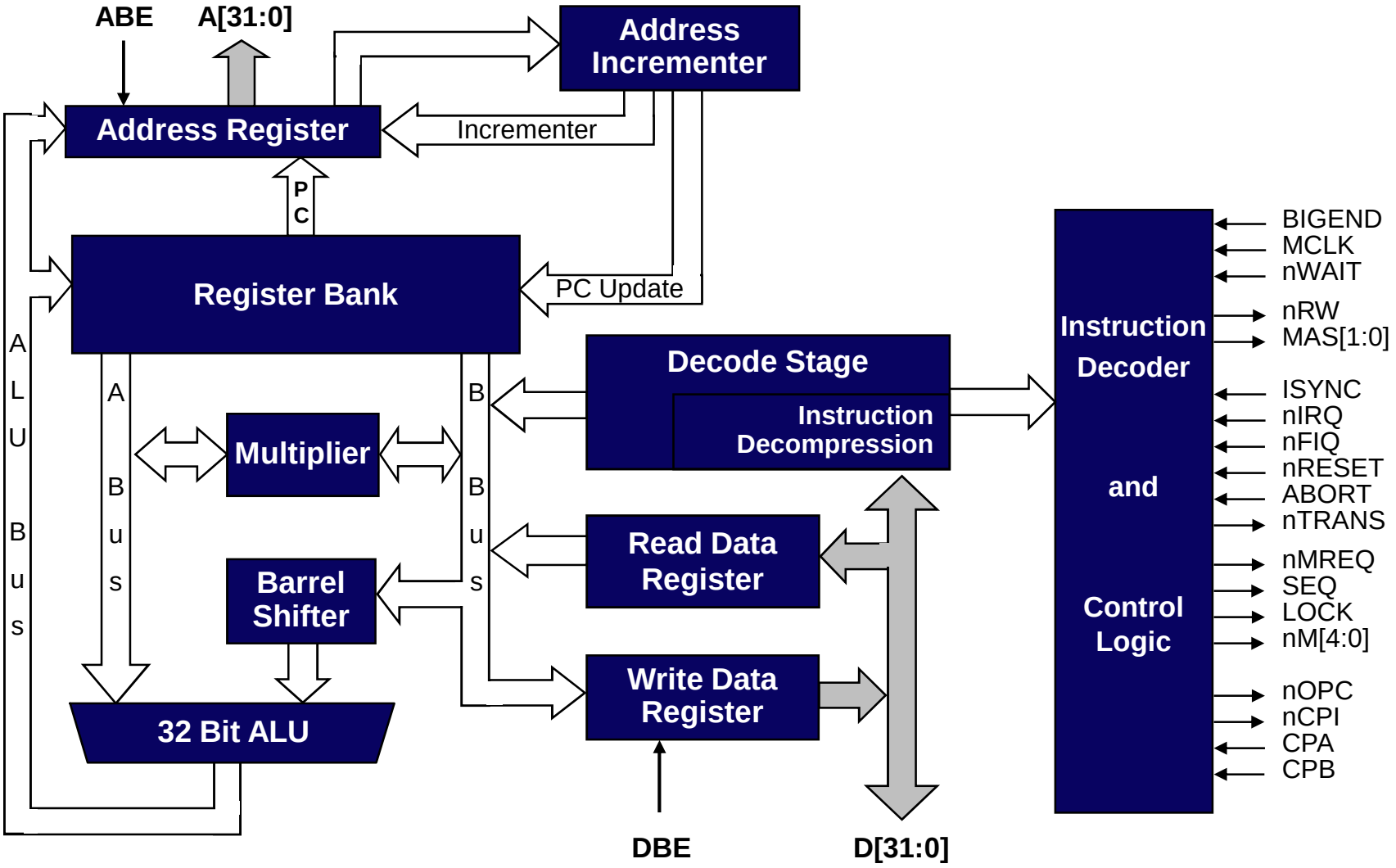
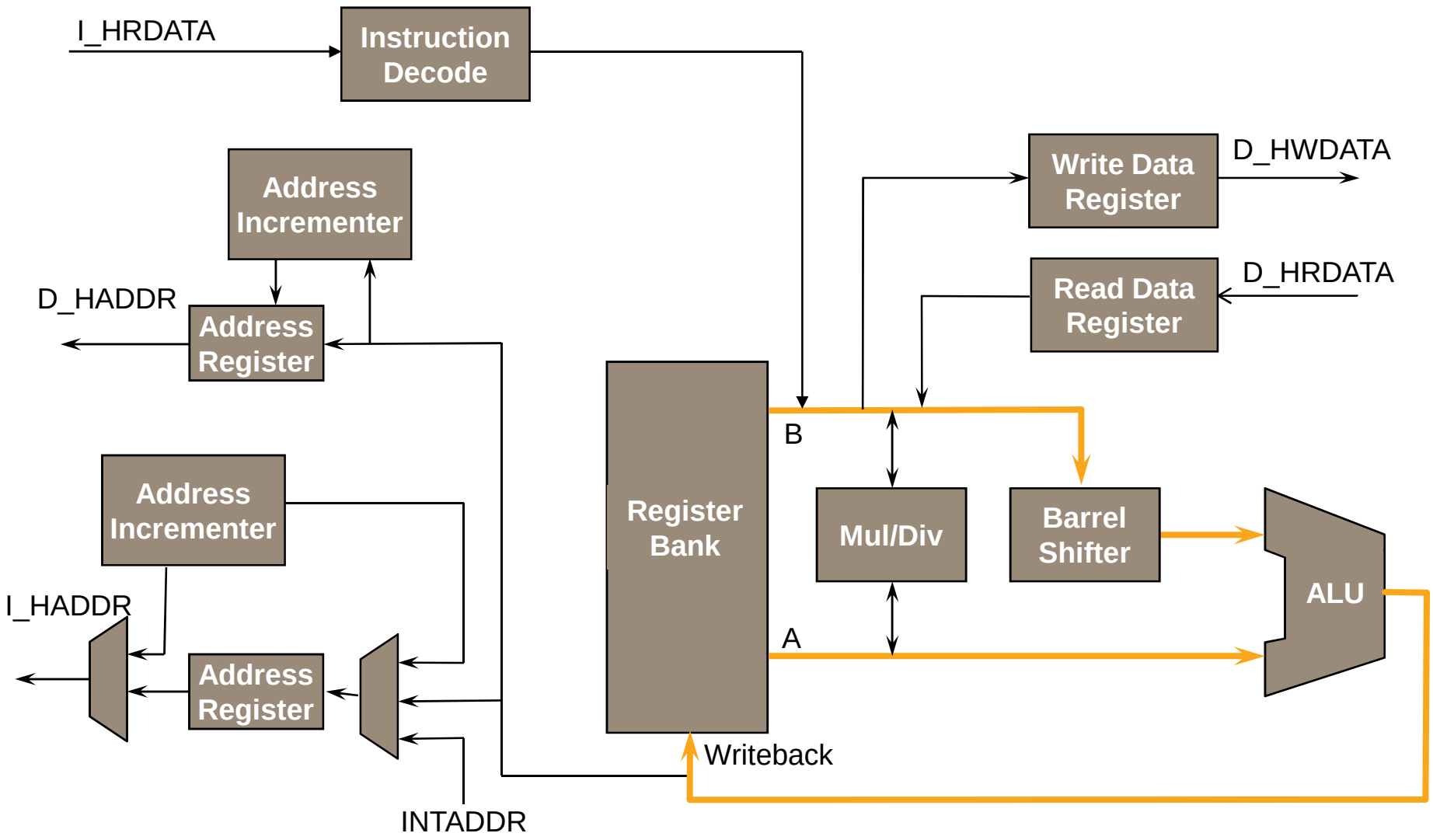
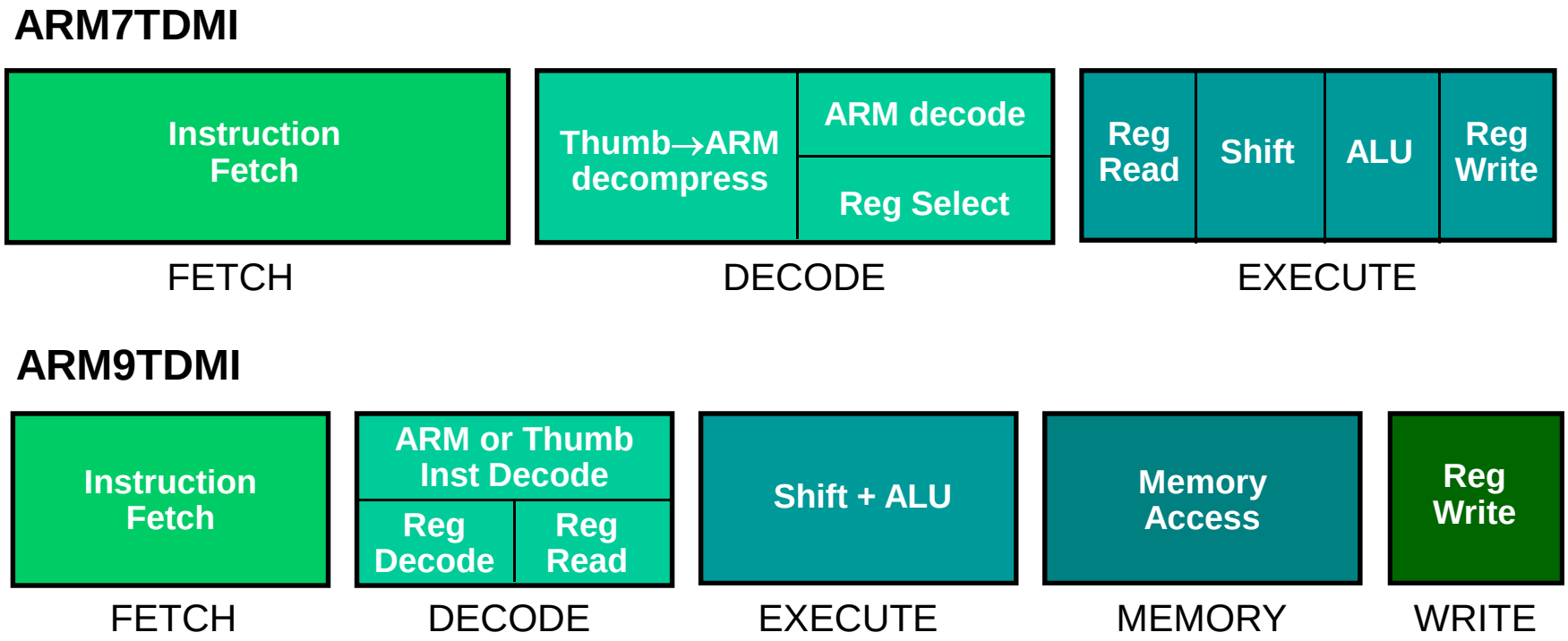
The ARM7TDM Core



Cortex-M3 Datapath

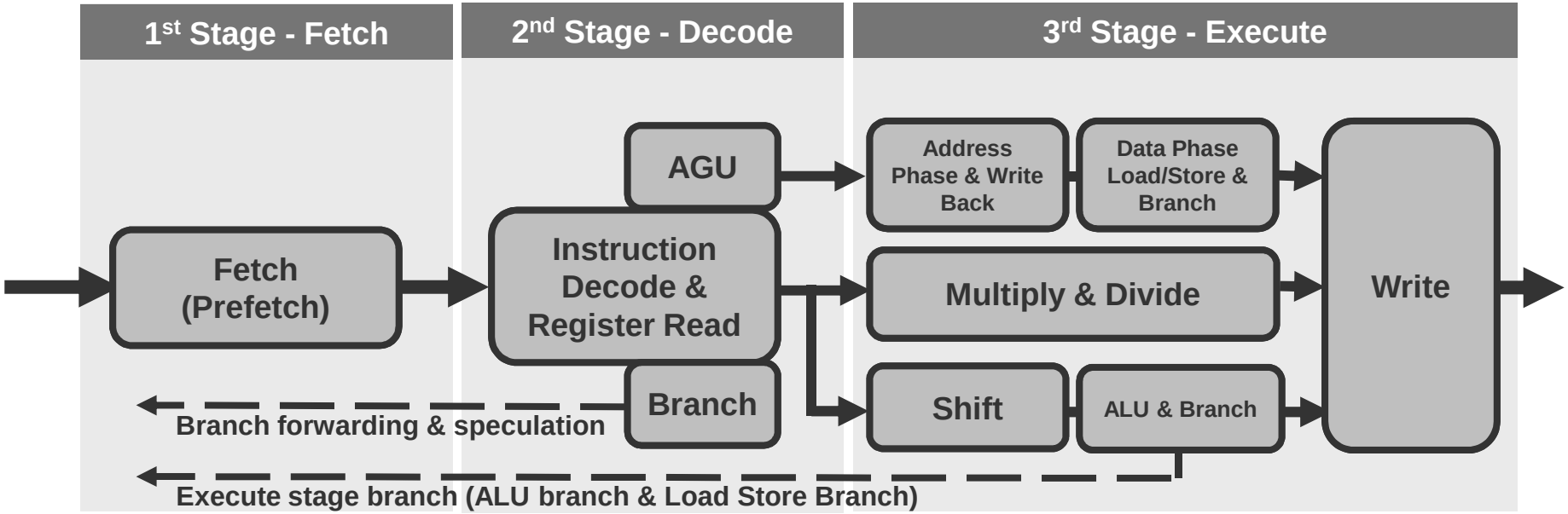


Pipeline changes for ARM9TDMI



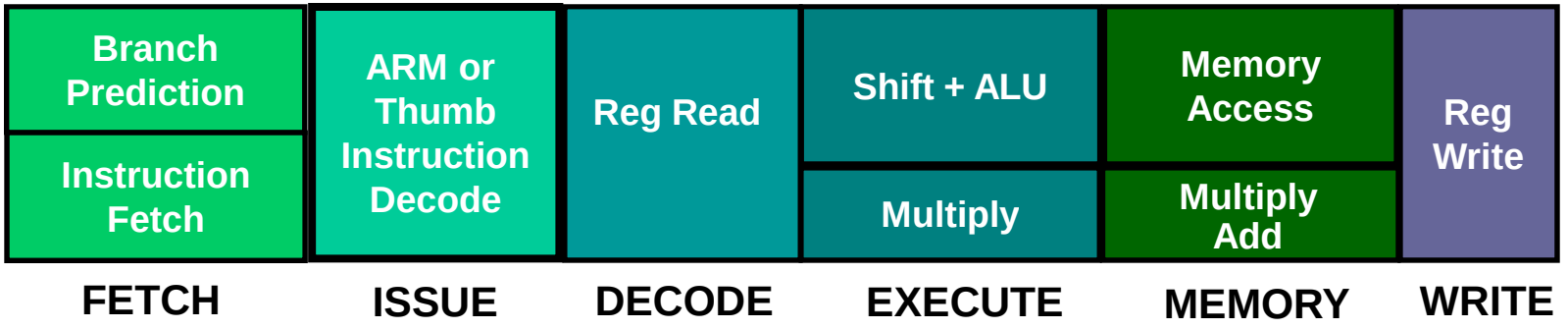
Cortex-M3 Pipeline

- Cortex-M3 has 3-stage fetch-decode-execute pipeline
  - Similar to ARM7
  - Cortex-M3 does more in each stage to increase overall performance

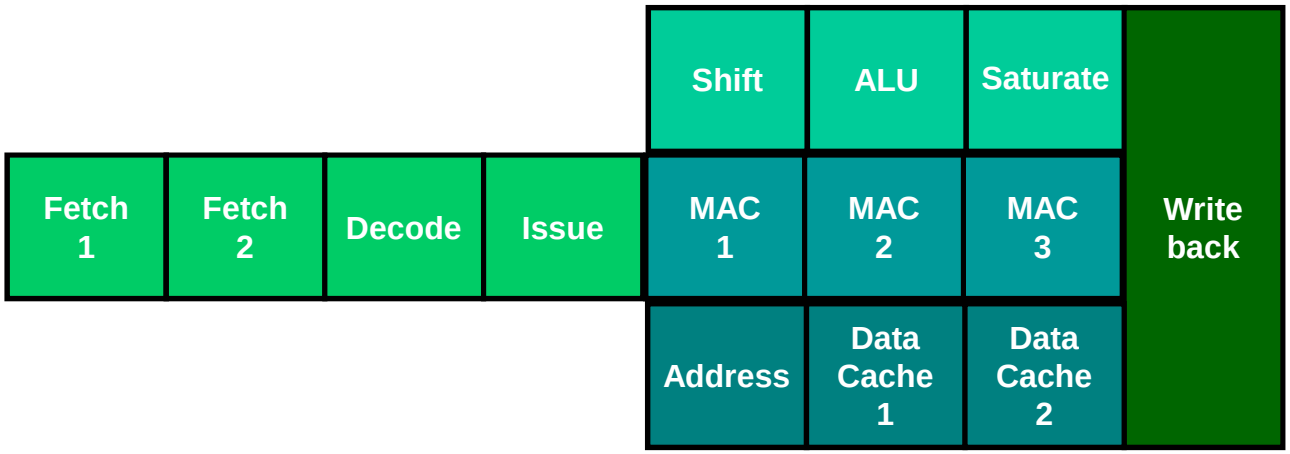


ARM10 vs. ARM11 Pipelines

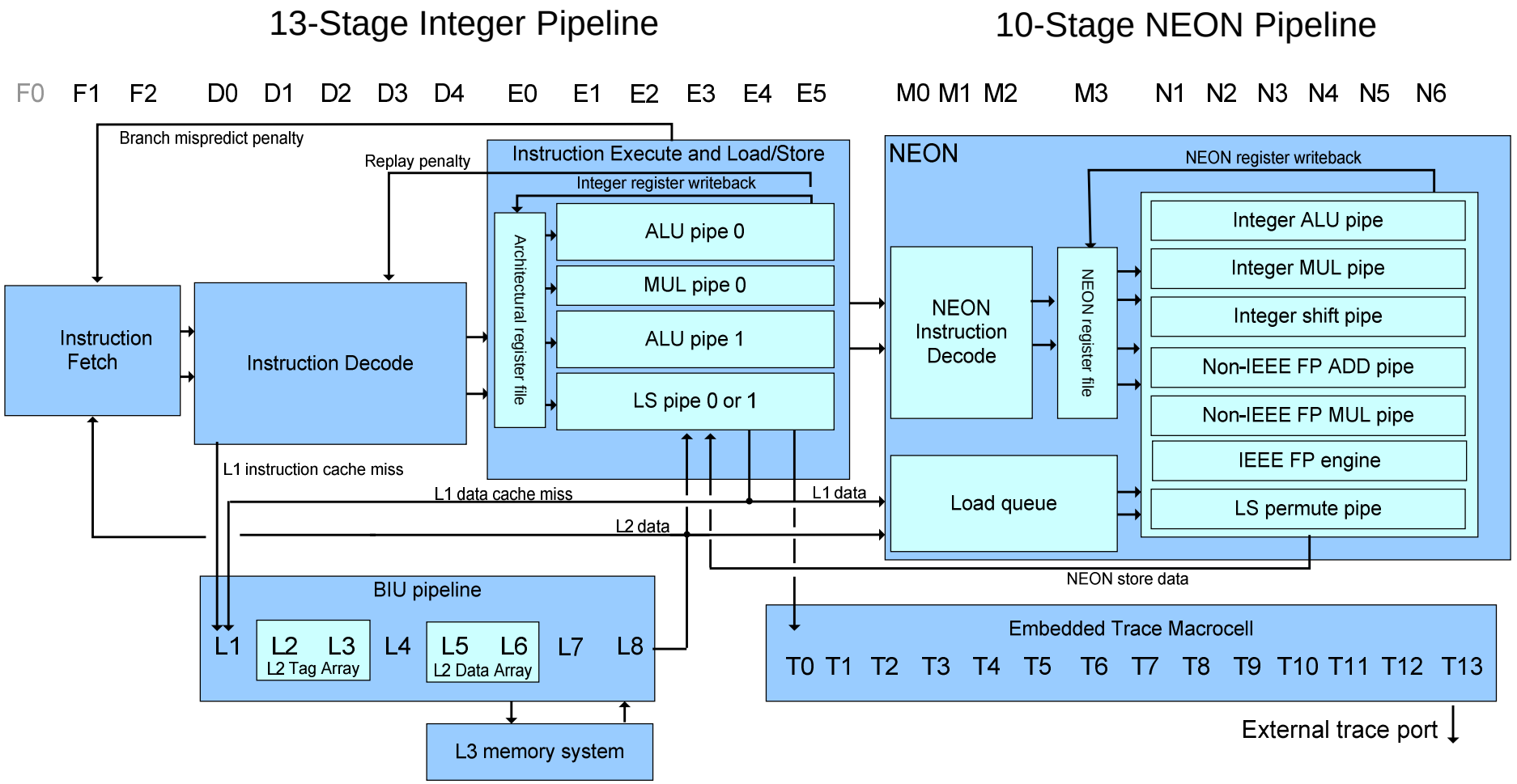
ARM10



ARM11



Full Cortex-A8 Pipeline Diagram



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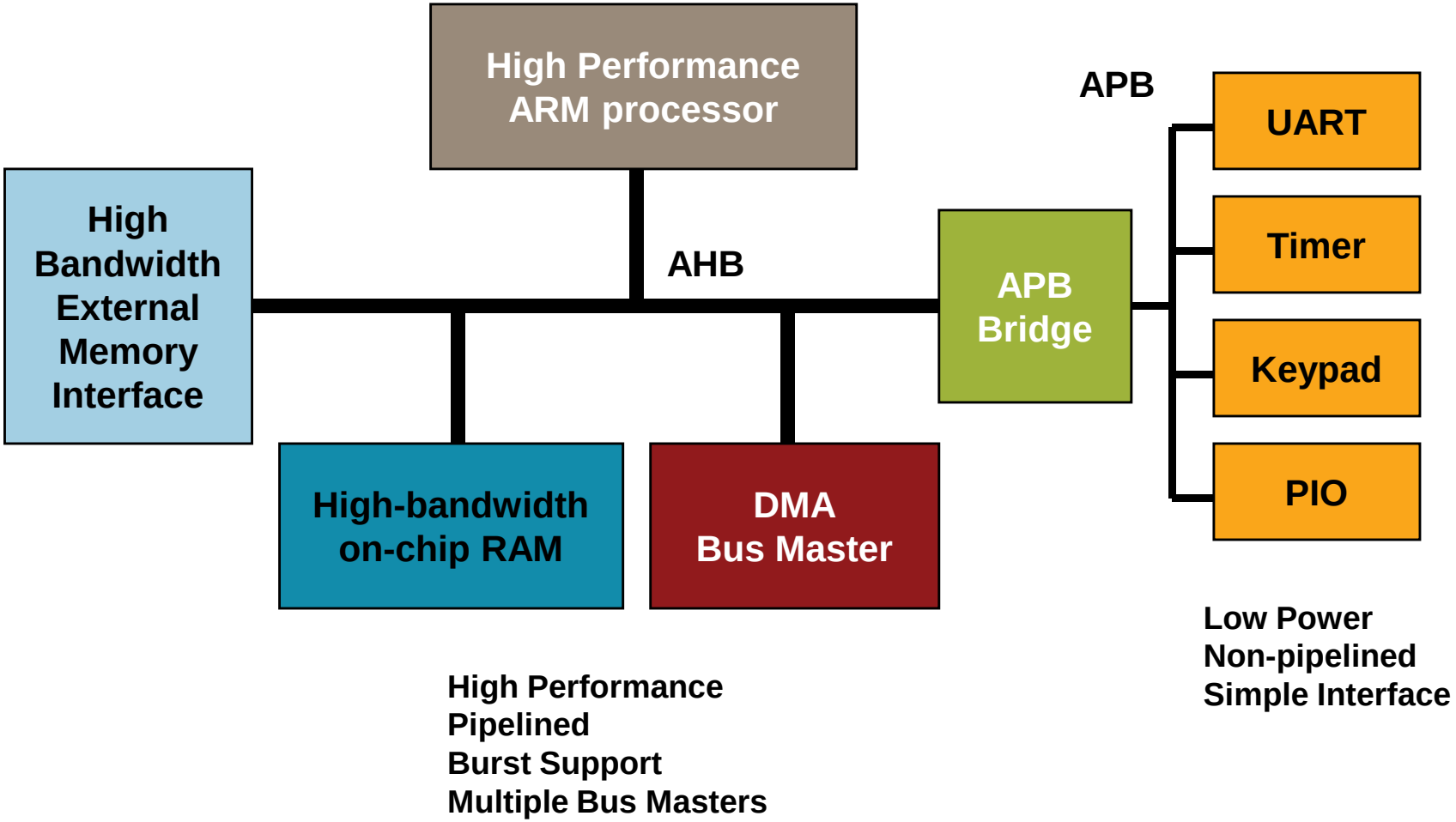
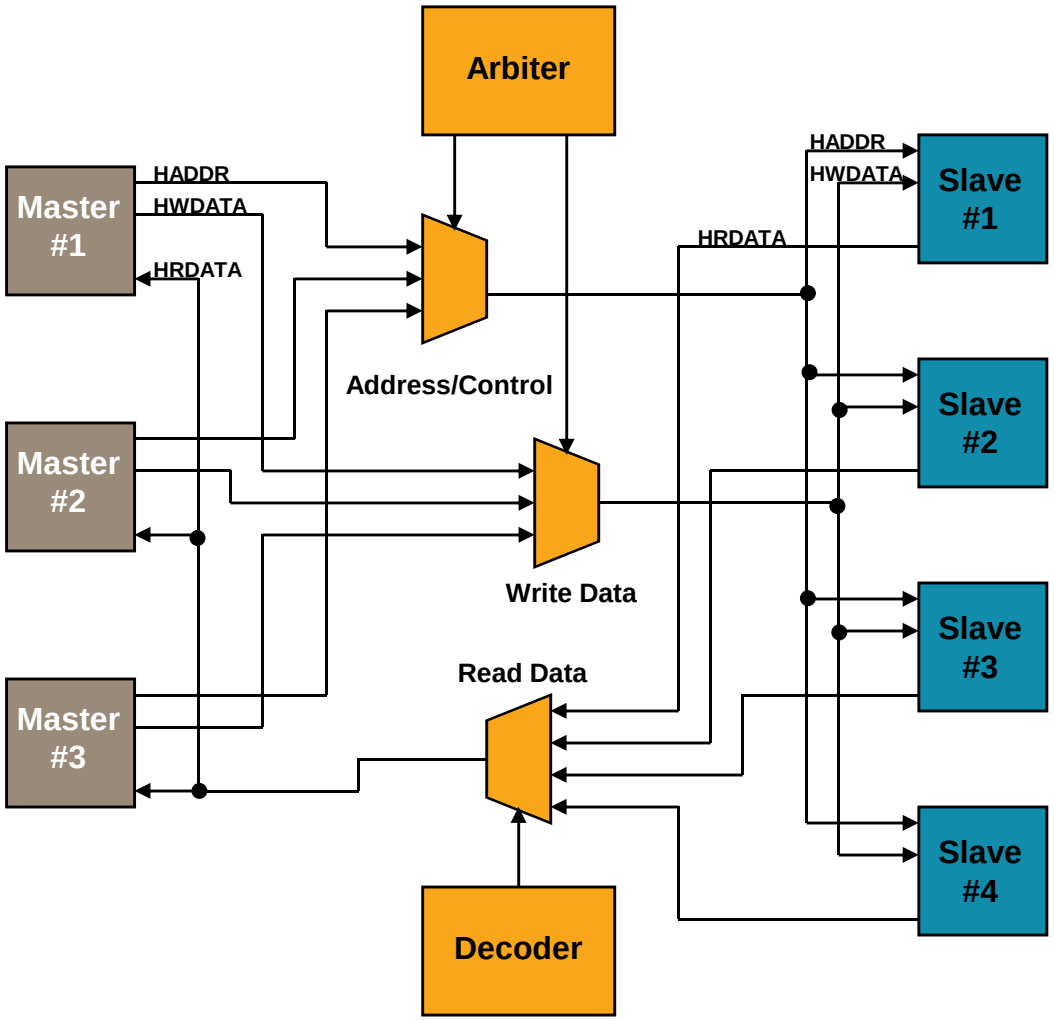
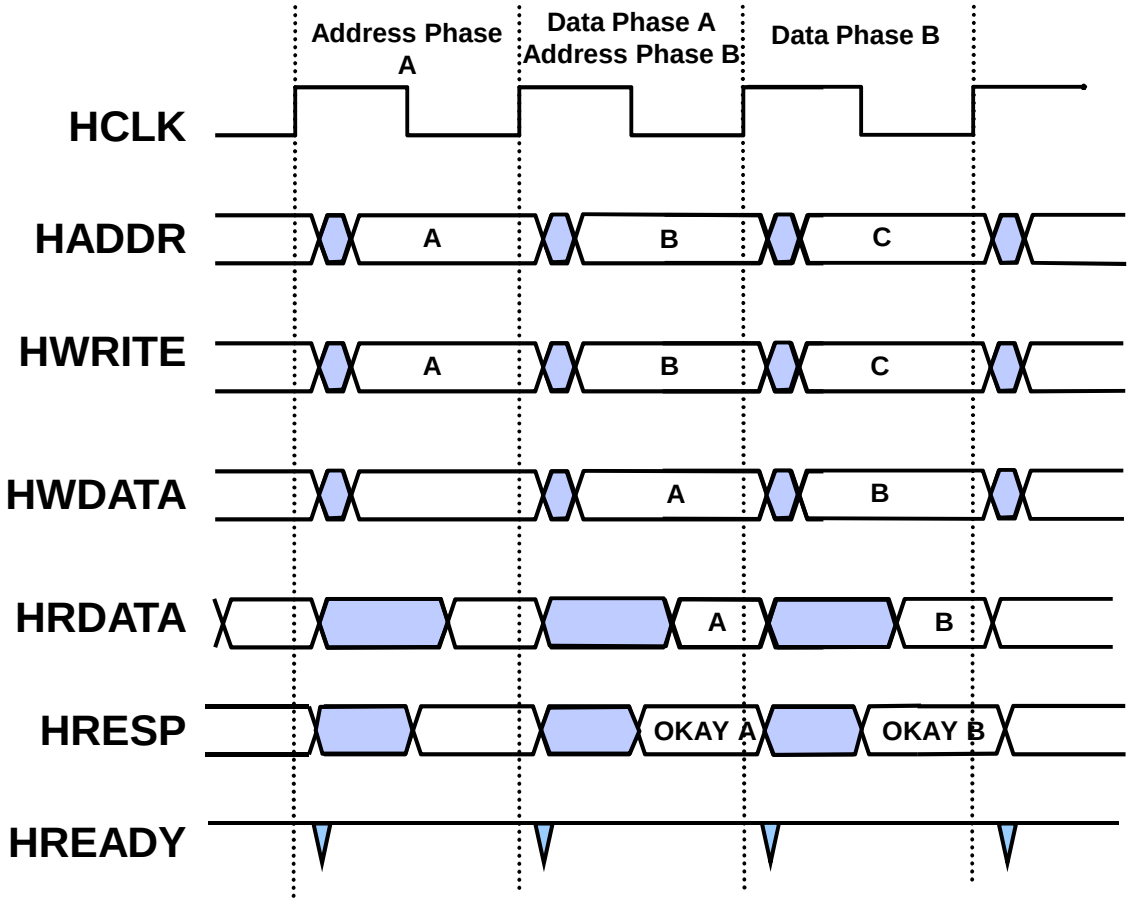
An Example AMBA System



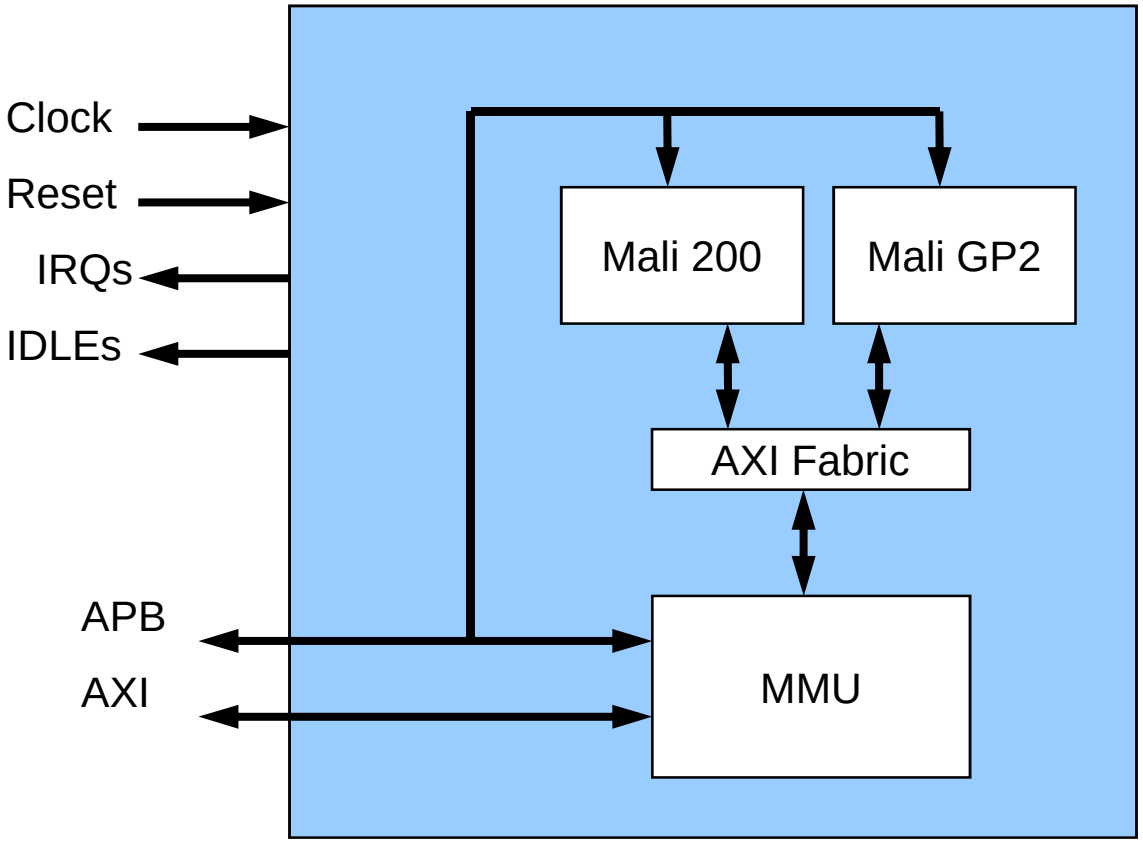
AHB Structure



AHB basic signal timing

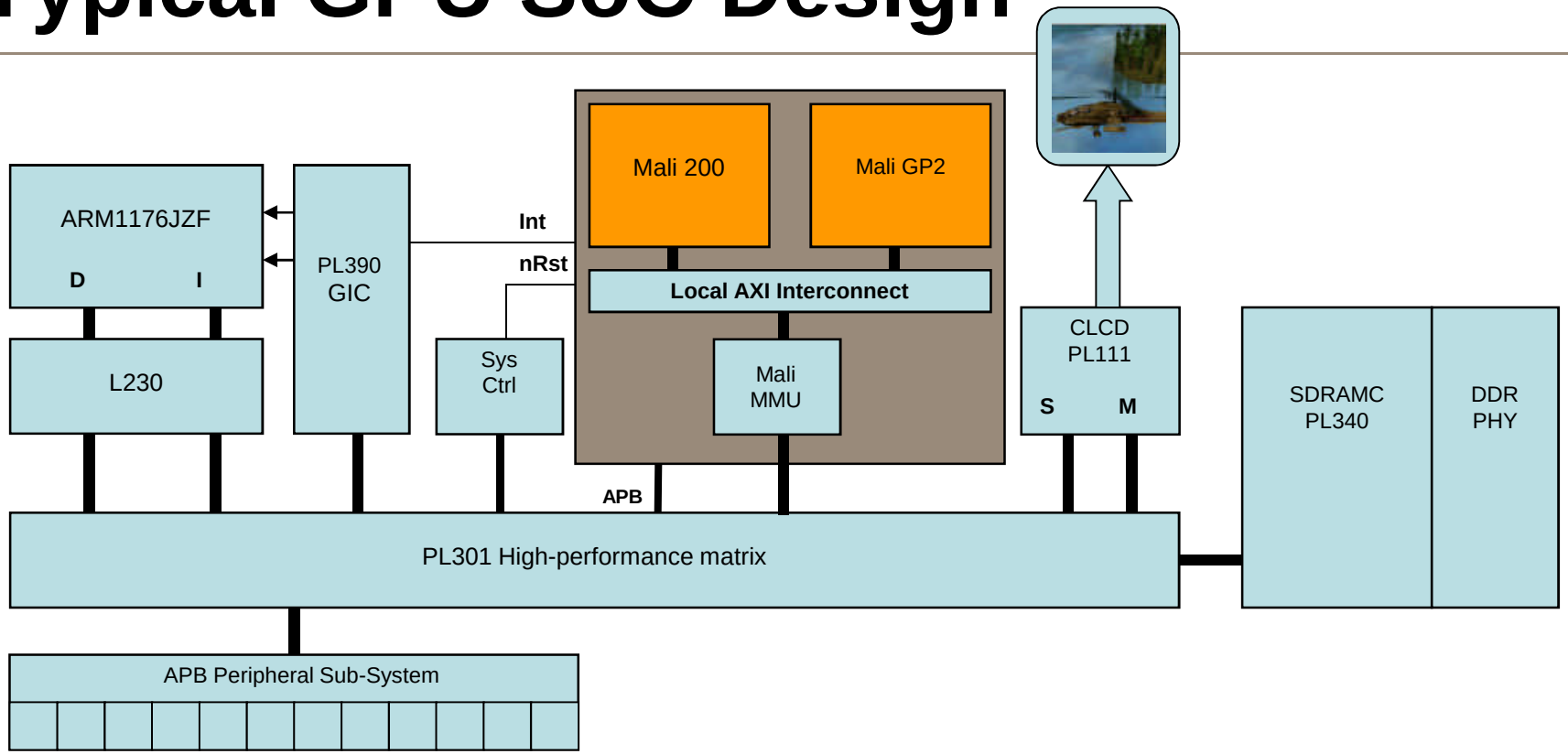


Mali200 + GP2 SoC Integration



- Shipped as synthesizable Verilog
- Mali 200 + GP2 requires a single instant in the SoC, with a small number of connections to be made.
- IDLES can be used for gating the Mali200 and GP2 core clock

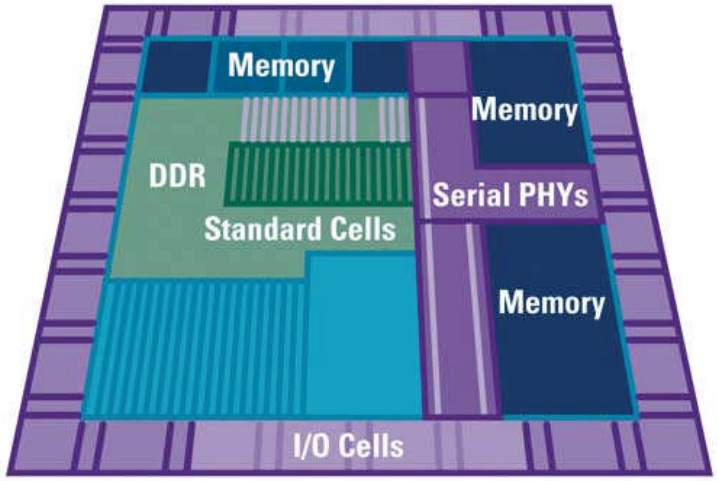
Typical GPU SoC Design



- Designed and optimised for AMBA: provides easier integration with ARM cores and fabric IP
- Unified Memory Architecture

Physical IP*

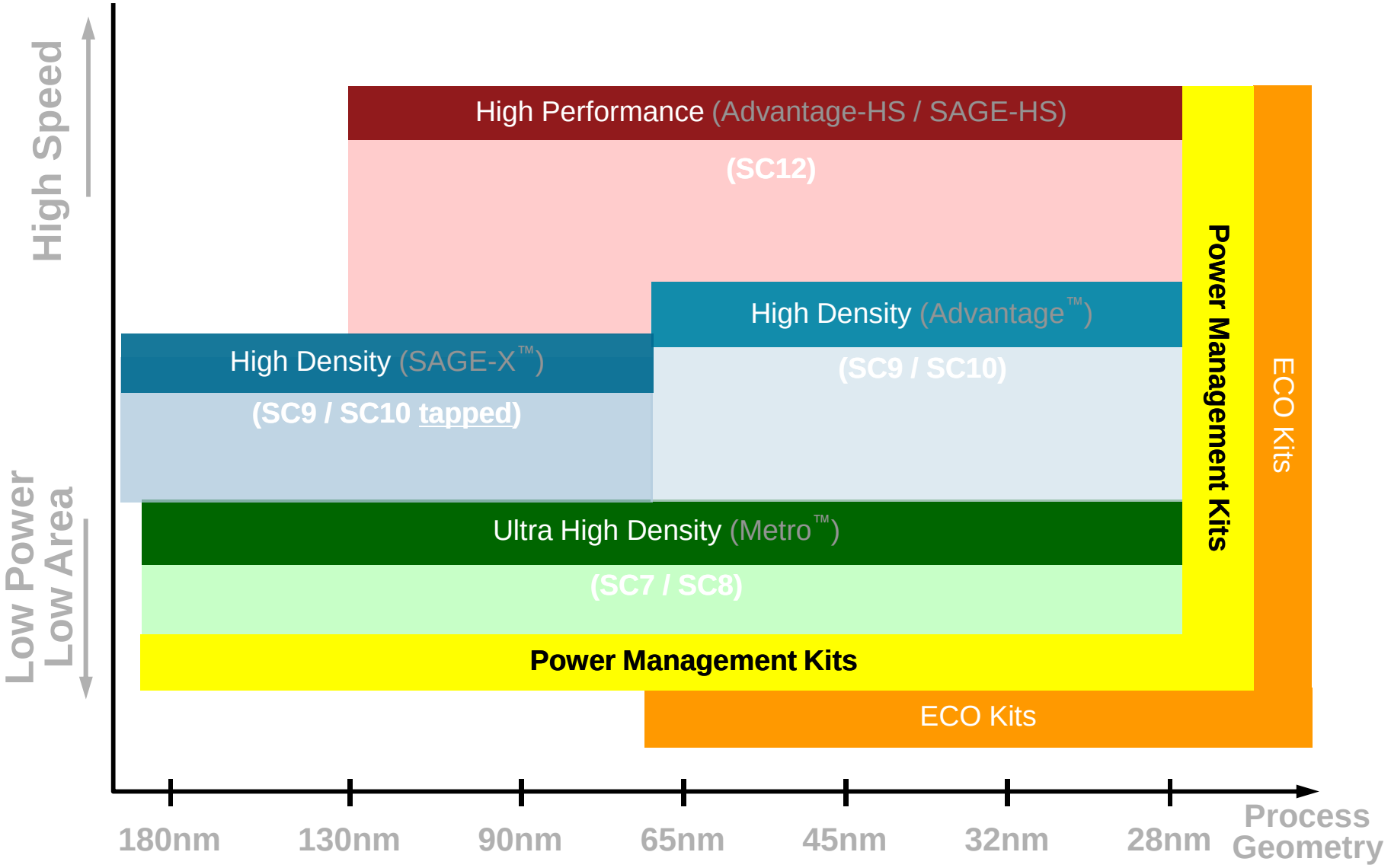
- Classic (180nm to 90nm):
  Access to ARM Physical IP
  - Everything needed to implement a chip
  - High-quality libraries and memories



- DesignStart:
  Free access to ARM processor IP
  - ARM926EJ™ hardened from
    180nm to 90nm for major foundry proces
  - Separate license needed to produce silicon
  - SoC designs can be done with these models

* Material is currently limited to research programs

ARM PIPD Logic Product Families



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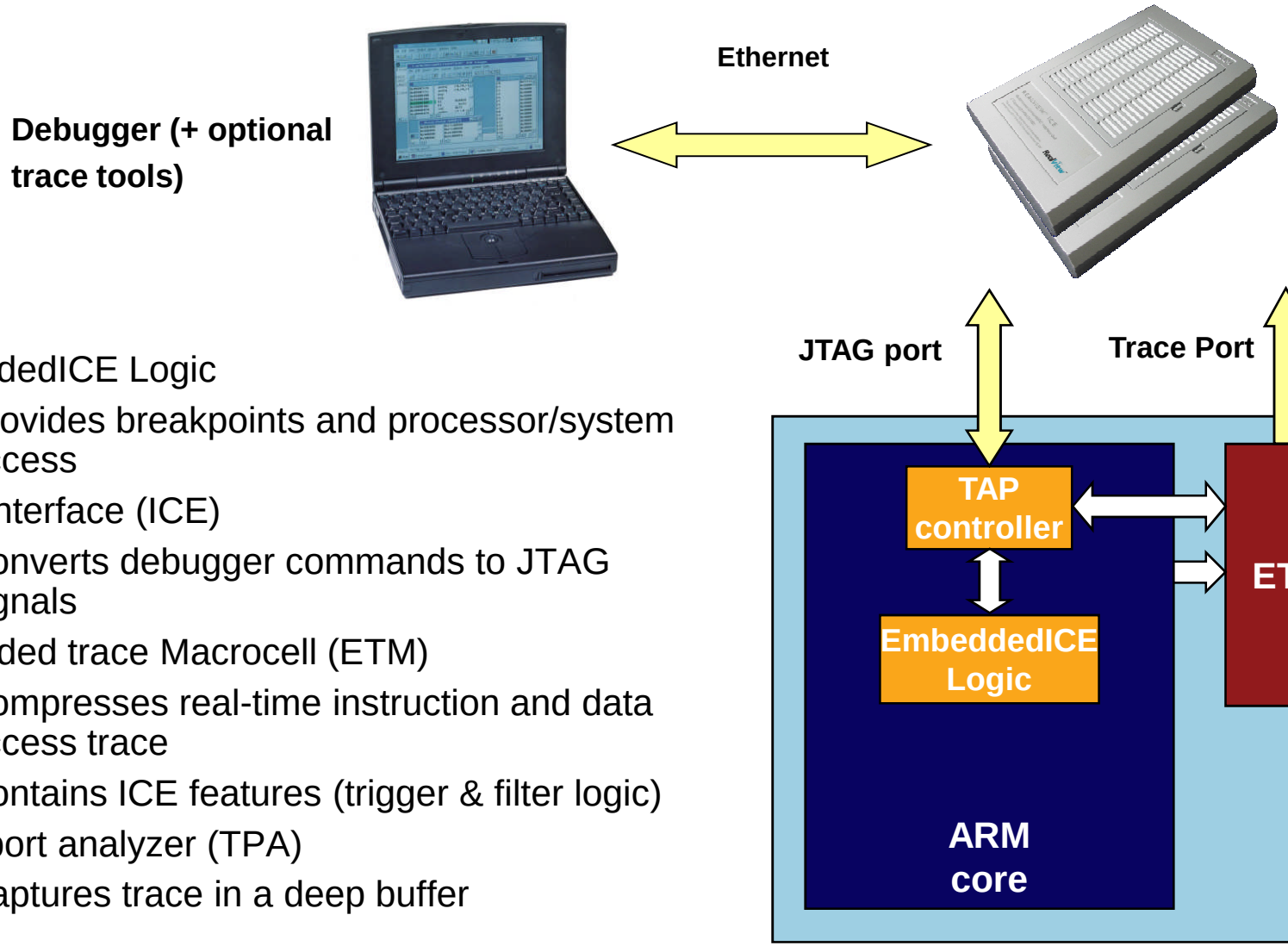
ARM Debug Architecture

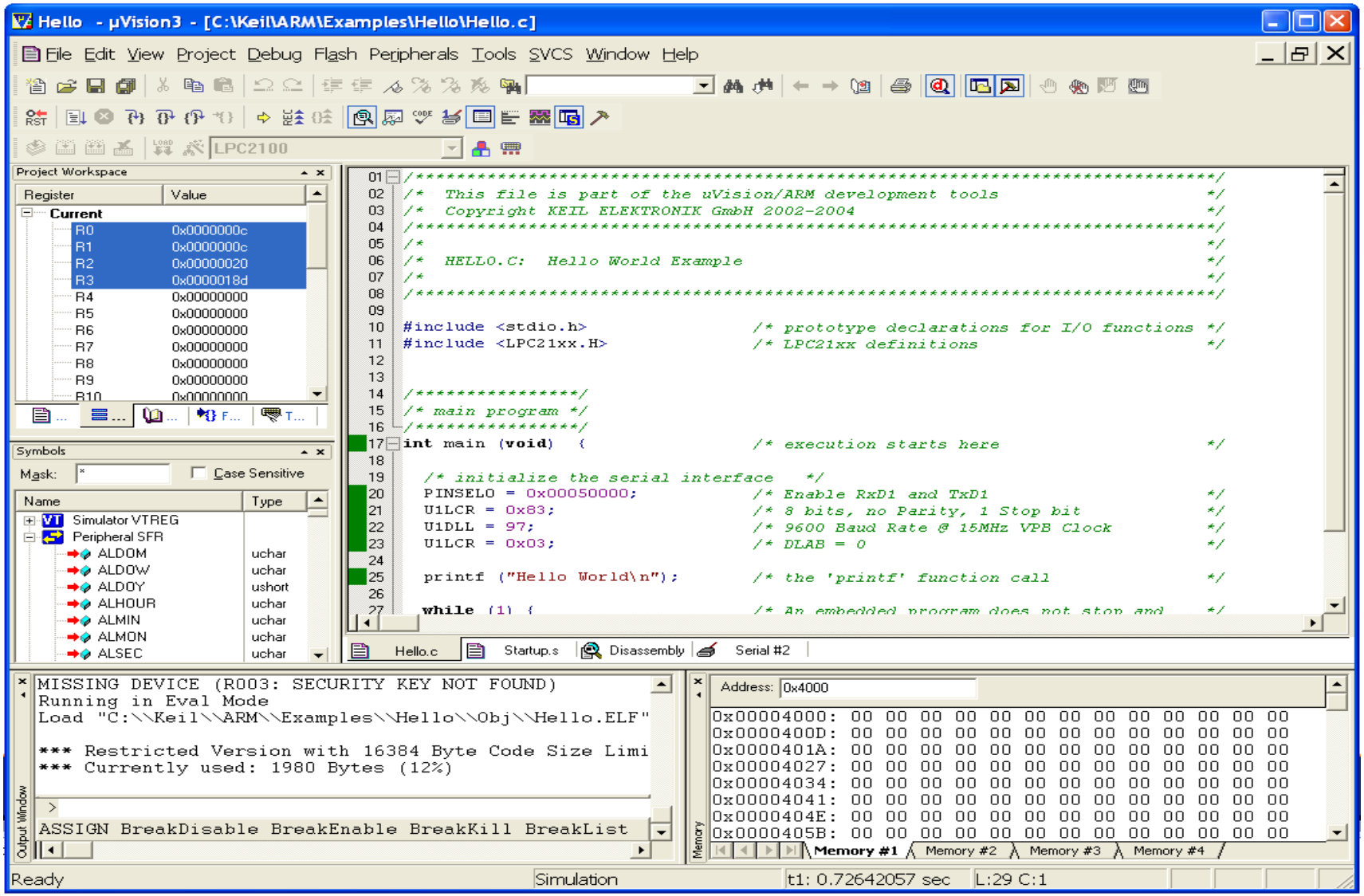


- EmbeddedICE Logic
  - Provides breakpoints and processor/system access
- JTAG interface (ICE)
  - Converts debugger commands to JTAG signals
- Embedded trace Macrocell (ETM)
  - Compresses real-time instruction and data access trace
  - Contains ICE features (trigger & filter logic)
- Trace port analyzer (TPA)
  - Captures trace in a deep buffer

Keil Development Tools for ARM

- Includes ARM macro assembler, compilers (ARM RealView C/C++ Compiler, Keil CARM Compiler, or GNU compiler), ARM linker, Keil uVision Debugger and Keil uVision IDE
- Keil uVision Debugger accurately simulates on-chip peripherals (I^2C, CAN, UART, SPI, Interrupts, I/O Ports, A/D and D/A converters, PWM, etc.)
- Evaluation Limitations
  - 16K byte object code + 16K data limitation
  - Some linker restrictions such as base addresses for code/constants
  - GNU tools provided are not restricted in any way
- http://www.keil.com/demo/

Keil Development Tools for ARM



University Resources

- http://www.arm.com/support/university/
- **University@arm.com**

Your Future at ARM…

- ***Graduate and Internship/Co-op Opportunities***
  - Engineering: Memory, Validation, Performance, DFT, R&D, GPU and more!
  - Sales and Marketing: Corporate and Technical
  - Corporate: IT, Patents, Services (Training and Support), and Human Resources

- ***Incredible Culture and Comprehensive Benefit Package***
  - Competitive Reward
  - Work/Life Balance
  - Personal Development
  - Brilliant Minds and Innovative Solutions

- ***Keep in Touch!***
  - www.arm.com/about/careers

TI Panda Board

OMAP4430 Processor

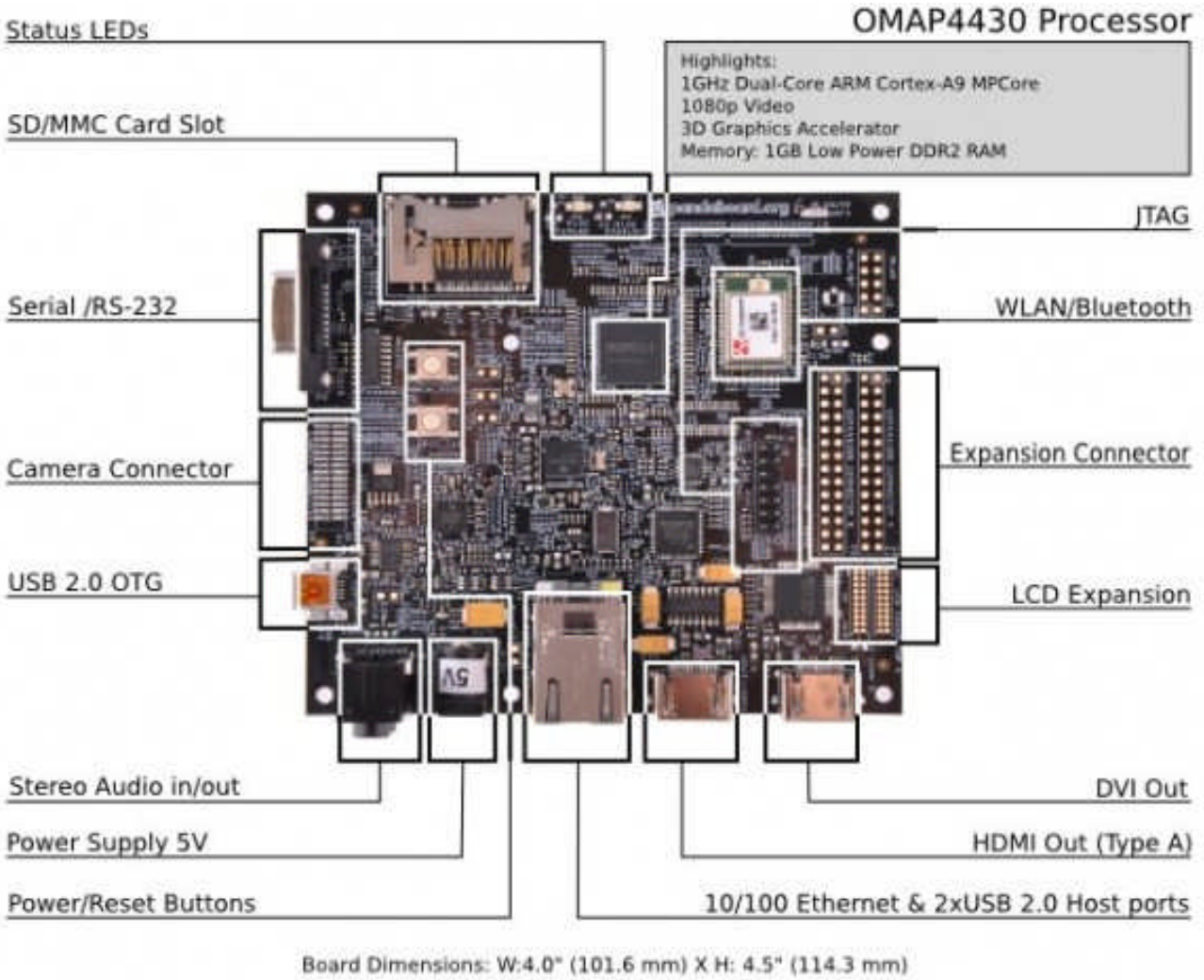
- 1 GHz Dual-core ARM Cortex-A9 (NEON+VFP)
- C64x+ DSP
- PowerVR SGX 3D GPU
- 1080p Video Support

POP Memory

- 1 GB LPDDR2 RAM

USB Powered

- < 4W max consumption (OMAP small % of that)
- Many adapter options (Car, wall, battery, solar, ..)



Project Ideas Using Panda

- **OS Projects**
  - OS porting to ARM/Cortex (TI OMAP)
  - MythTV system
  - “Super-Panda” – stack of Pandas as compute engine and task distribution
  - Linux applications

- **NEON Optimization Projects**
  - Codec optimization in ffmpeg (pick your favorite codec)
  - Voice and image recognition
  - Open-source Flash player optimizations (swfdec)

Fin

Nokia N95 Multimedia Computer

OMAP™ 2420 Applications Processor
ARM1136™ processor-based SoC, developed using Magma ®
Blast® family and winner of 2005 INSIGHT Award for 'Most Innovative SoC'

Symbian OS™ v9.2
Operating System supporting ARM processor-based mobile devices, developed using ARM® RealView® Compilation Tools

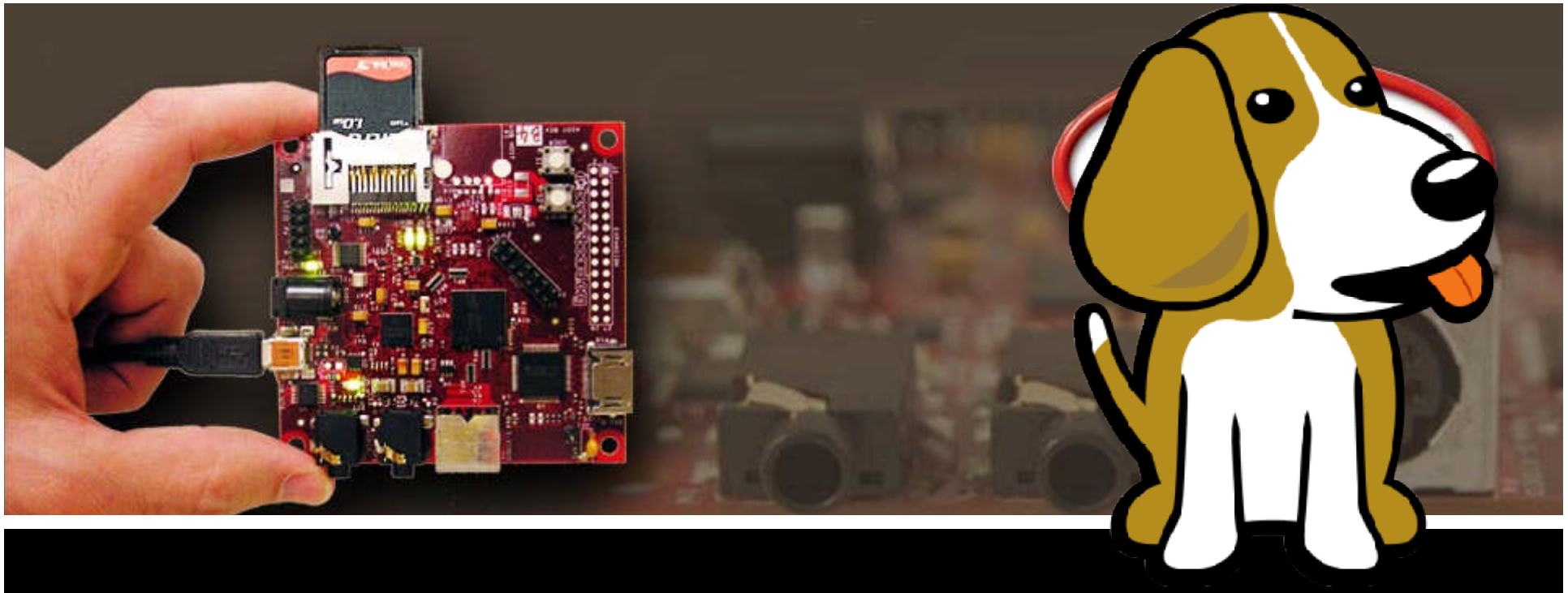
S60™ 3rd Edition
S60 Platform supporting ARM processor-based mobile devices

Mobiclip™ Video Codec
Software video codec for ARM processor-based mobile devices

ST WLAN Solution
Ultra-low power 802.11b/g WLAN chip with ARM9™ processor-based MAC

NOKIA
CONNECTING PEOPLE

Connect. Collaborate. Create.



Beagle Board

Targeting community development

$149

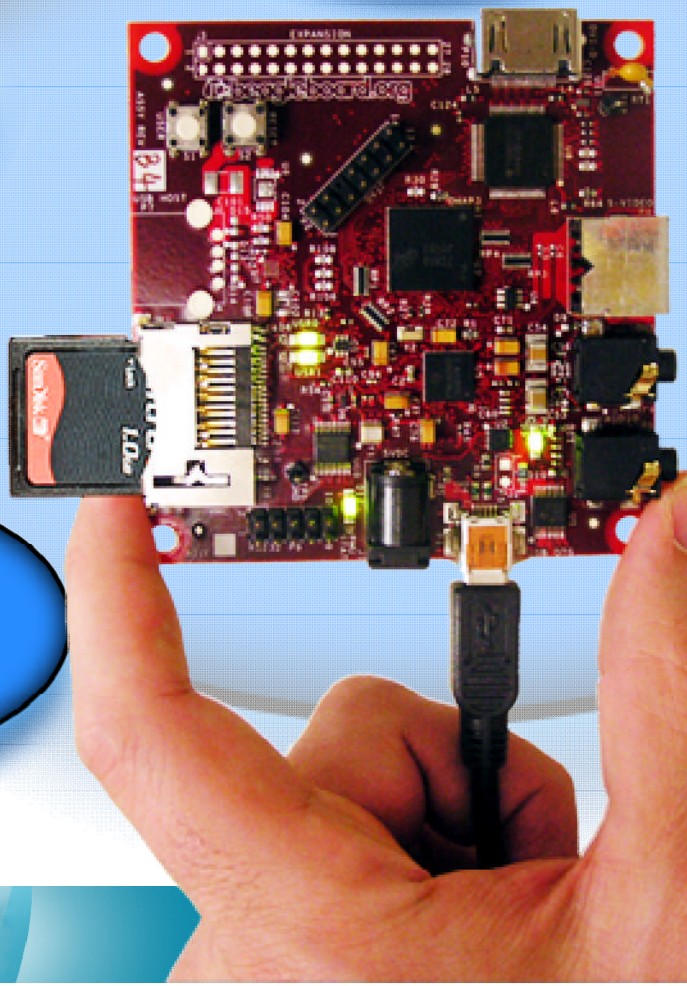
Personally affordable

> 1000 participants and growing

Wikis, blogs, promotion of community activity

Active & technical community

Freedom to innovate



Open access to hardware documentation

Instant access to >10 million lines of code

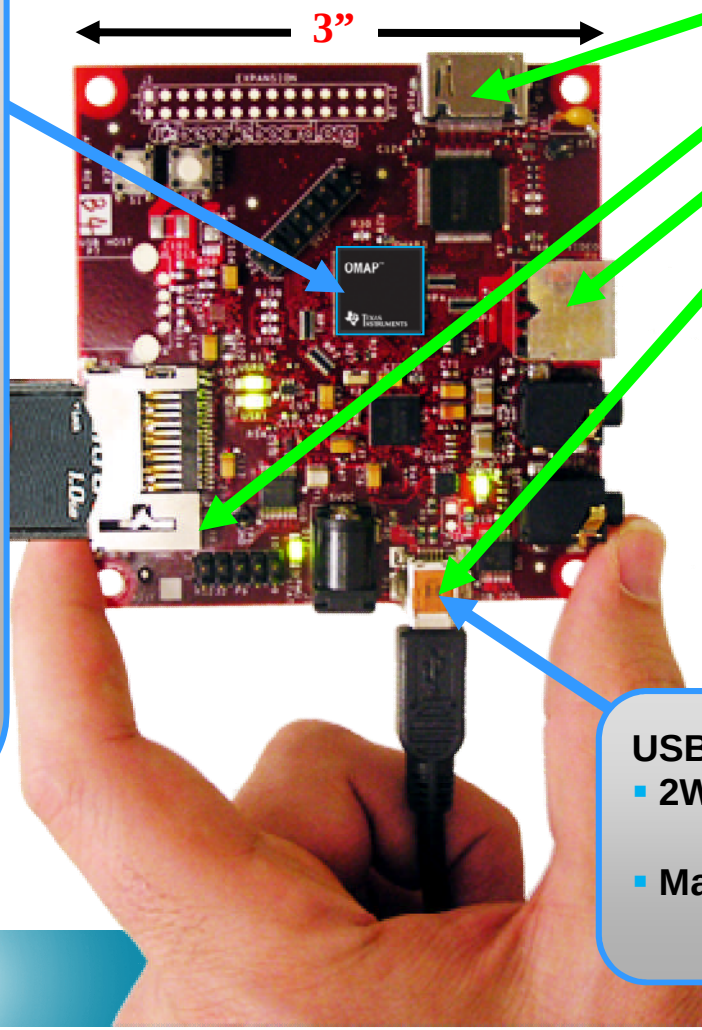
Opportunity to tinker and learn

Free software

Fast, low power, flexible expansion

OMAP3530 Processor
- 600MHz Cortex-A8
  - NEON+VFPv3
  - 16KB/16KB L1$
  - 256KB L2$
- 430MHz C64x+ DSP
  - 32K/32K L1$
  - 48K L1D
  - 32K L2
- PowerVR SGX GPU
- 64K on-chip RAM

POP Memory
- 128MB LPDDR RAM
- 256MB NAND flash



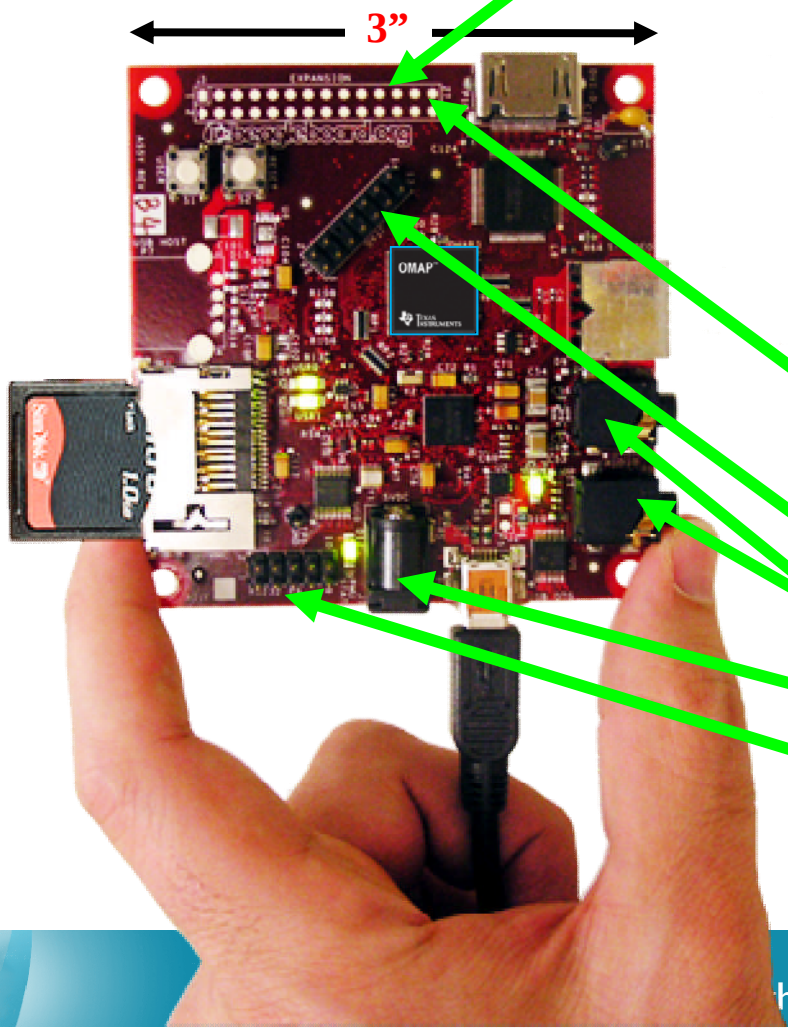
Peripheral I/O
- DVI-D video out
- SD/MMC+
- S-Video out
- USB 2.0 HS OTG
- I^2C, I^2S, SPI, MMC/SD
- JTAG
- Stereo in/out
- Alternate power
- RS-232 serial

USB Powered
- 2W maximum consumption
  - OMAP is small % of that
- Many adapter options
  - Car, wall, battery, solar, …

And more…

On-going collaboration at BeagleBoard.org
- Live chat via IRC for 24/7 community support
- Links to software projects to download

Other Features
- 4 LEDs
  - USR0
  - USR1
  - PMU_STAT
  - PWR
- 2 buttons
  - USER
  - RESET
- 4 boot sources
  - SD/MMC
  - NAND flash
  - USB
  - Serial



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Project Ideas Using Beagle

- **OS Projects**
  - OS porting to ARM/Cortex (TI OMAP)
  - MythTV system
  - “Super-Beagle” – stack of Beagles as compute engine and task distribution
  - Linux applications

- **NEON Optimization Projects**
  - Codec optimization in ffmpeg (pick your favorite codec)
  - Voice and image recognition
  - Open-source Flash player optimizations (swfdec)