

EE-739: Processor Design

Aashish Tamrakar
193079034
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Problem Statement

Design a 6 stage pipelined processor, IITB-RISC, whose instruction set architecture is provided. IITB-RISC is a 16-bit very simple computer developed for the teaching that is based on the Little Computer Architecture.

The IITB-RISC is have following features

- 8-register
- 16-bit computer system
- 6 stage pipelines
 - Instruction fetch
 - instruction decode
 - Register read
 - Execute,
 - Memory access
 - Write back
- Hazard mitigation techniques.
 - Forwarding and branch
 - Prediction technique.

IITB-RISC Instruction Set Architecture

- 8 general-purpose registers (R0 to R7)
 - Register R7 is always stores Program Counter. All addresses are short word addresses .
- This architecture uses condition code register 2 Flags
 - Carry flag (C)
 - Zero flag (Z)
- The architecture allows
 - Predicated instruction execution
 - Multiple load and store execution.
- There are three machine-code instruction formats (R, I, and J type) and a total of 14 instructions.

Instruction Format

- R Type Instruction format

| | | | | | |
|---------|-----------------|-----------------|-----------------|---------|----------------|
| Opcode | Register A (RA) | Register B (RB) | Register B (RB) | Unused | Condition (CZ) |
| (4 bit) | (3 bit) | (3-bit) | (3-bit) | (1 bit) | (2 bit) |

- I Type Instruction format

| | | | |
|---------|-----------------|-----------------|-----------------|
| Opcode | Register A (RA) | Register C (RC) | Immediate |
| (4 bit) | (3 bit) | (3-bit) | (6 bits signed) |

- J Type Instruction format

| | | |
|---------|-----------------|-----------------|
| Opcode | Register A (RA) | Immediate |
| (4 bit) | (3 bit) | (9 bits signed) |

Instruction Encoding

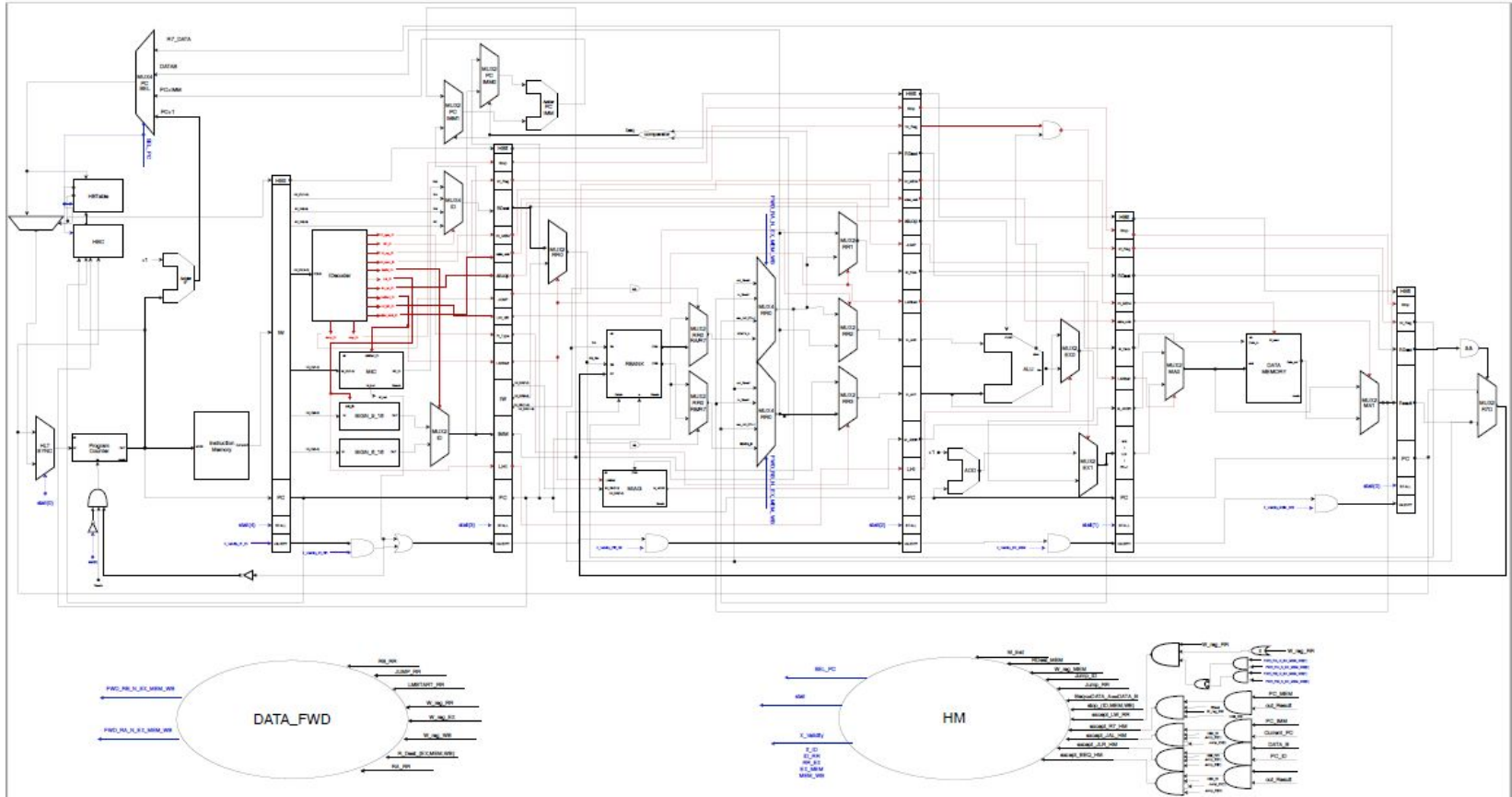
| | | | | | | |
|------|-------|----|--|-----------------|---|----|
| ADD: | 00_00 | RA | RB | RC | 0 | 00 |
| ADC: | 00_00 | RA | RB | RC | 0 | 10 |
| ADZ: | 00_00 | RA | RB | RC | 0 | 01 |
| ADI: | 00_01 | RA | RB | 6 bit Immediate | | |
| NDU: | 00_10 | RA | RB | RC | 0 | 00 |
| NDC: | 00_10 | RA | RB | RC | 0 | 10 |
| NDZ: | 00_10 | RA | RB | RC | 0 | 01 |
| LHI: | 00_11 | RA | 9 bit Immediate | | | |
| LW: | 01_00 | RA | RB | 6 bit Immediate | | |
| SW: | 01_01 | RA | RB | 6 bit Immediate | | |
| LM: | 01_10 | RA | 0 + 8 bits corresponding to Reg R7 to R0 | | | |
| SM: | 01_11 | RA | 0 + 8 bits corresponding to Reg R7 to R0 | | | |
| BEQ: | 11_00 | RA | RB | 6 bit Immediate | | |
| JAL: | 10_00 | RA | 9 bit Immediate offset | | | |
| JLR: | 10_01 | RA | RB | 000_000 | | |

RA: Register A

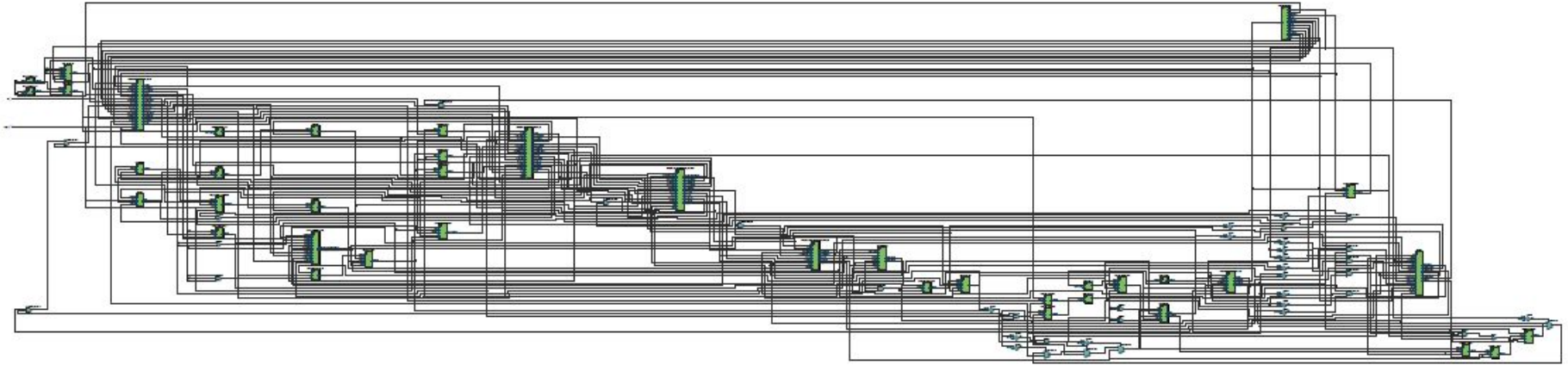
RB: Register B

RC: Register C

Datapath of Design with Prediction (Planned Manually)



Datapath of Design with Prediction (Quartus)



Instruction Decoder(Controller)

| Instruction Decode Logic Table | | | | | | | | | | | | | |
|---|----------------------|--------|----|-------|-------|-----|-------|--------|---------|------|---------|------|------|
| Levels_required | | 1 | 4 | 4 | 3 | 2 | 0 | 2 | 3,3 | 1 | 3 | 2 | 4 |
| opcode | CODE (16bit) | R_type | RD | W_reg | W_mem | LHI | sel69 | alu_op | lmstart | lwsr | mem_ans | Jump | Stop |
| add r3,r1,r2 | 0000 ra rb rc 0 00 | 0 | 10 | 1 | 0 | 0 | 0 | 001 | 00 | 0 | 1 | 00 | 0 |
| adc r3,r1,r2 | 0000 ra rb rc 0 10 | 0 | 10 | 1 | 0 | 0 | 0 | 010 | 00 | 0 | 1 | 00 | 0 |
| adz r3,r1,r2 | 0000 ra rb rc 0 01 | 0 | 10 | 1 | 0 | 0 | 0 | 011 | 00 | 0 | 1 | 00 | 0 |
| adi r2,r1,D6 | 0001 ra rb UUU_UUU | 1 | 01 | 1 | 0 | 0 | 0 | 001 | 00 | 0 | 1 | 00 | 0 |
| ndu r3,r1,r2 | 0010 ra rb rc 0 00 | 0 | 10 | 1 | 0 | 0 | 0 | 100 | 00 | 0 | 1 | 00 | 0 |
| ndc r3,r1,r2 | 0010 ra rb rc 0 10 | 0 | 10 | 1 | 0 | 0 | 0 | 101 | 00 | 0 | 1 | 00 | 0 |
| ndz r3,r1,r2 | 0010 ra rb rc 0 01 | 0 | 10 | 1 | 0 | 0 | 0 | 110 | 00 | 0 | 1 | 00 | 0 |
| Lhi r1,D9 | 0011 ra UUU_UUU_UUU | 1 | 00 | 1 | 0 | 1 | 1 | 111 | 00 | 0 | 1 | 00 | 0 |
| lw r1,r2,imm | 0100 ra rb UUU_UUU | 1 | 00 | 1 | 0 | 0 | 0 | 000 | 00 | 1 | 0 | 00 | 0 |
| sw r1,r2,imm | 0101 ra rb UUU_UUU | 1 | 00 | 0 | 1 | 0 | 0 | 000 | 00 | 1 | 0 | 00 | 0 |
| LM ra,D6 | 0110 ra 0 UUU_UUU_UU | 1 | 11 | 1 | 0 | 0 | 0 | 111 | 10 | 0 | 0 | 00 | 0 |
| SM ra,D6 | 0111 ra 0 UUU_UUU_UU | 1 | 11 | 0 | 1 | 0 | 0 | 111 | 11 | 0 | 0 | 00 | 0 |
| beq ra,rb,d6 | 1100 ra rb UUU_UUU | 1 | 00 | 0 | 0 | 0 | 0 | 111 | 00 | 0 | 0 | 01 | 0 |
| jal ra,imm | 1000 ra UUU_UUU_UUU | 1 | 00 | 1 | 0 | 0 | 1 | 111 | 00 | 0 | 1 | 10 | 0 |
| jlra,rb | 1001 ra rb 000_000 | 0 | 00 | 1 | 0 | 0 | 0 | 111 | 00 | 0 | 0 | 11 | 0 |
| NOP | 1111 1111 1111 1110 | 0 | 00 | 0 | 0 | 0 | 0 | 000 | 00 | 0 | 0 | 0 | 0 |
| HALT | 1111 1111 1111 1111 | 0 | 00 | 0 | 0 | 0 | 0 | 000 | 00 | 0 | 0 | 0 | 1 |
| Note:- 1.The "U" will be filled as per our interest as Given in Project Statement | | | | | | | | | | | | | |

Level=Pipeline Stage

RTL Simulation (on ModelSim)

