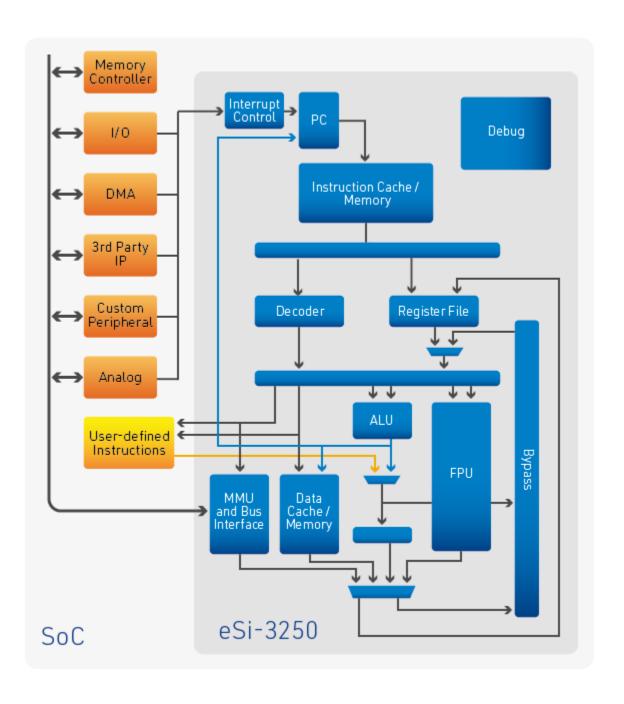
RISC -V 32I

VLSI Design Internship

Project name: RISC V 32I

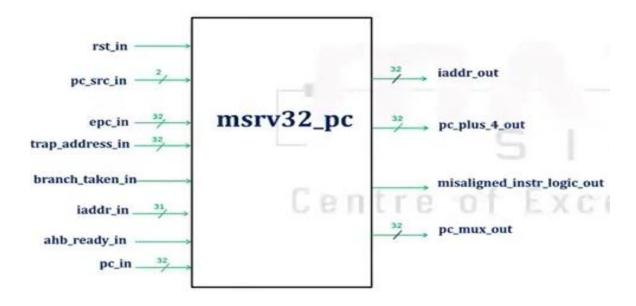


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PC MUX

Block Diagram



Block Pins

- 1. rst in: in this code used as Power on Reset pin.
- 2. pc src in: is used for current state of the core pin.
- 3. ahb_ready_in: is used active high signal used to update the i_addr_out.
- 4. epic_in : used to trap_return address from csr file.
- 5. trap_address_in: is use Address when interrupt occurs (from csr file).
- 6. branch_taken_in : used to Indication when branch instruction occurs (from branch unit).
- 7. iaddr in : Adress with addition of immediate value (from immediate adder).
- 8. pc_plus_4_out : Registered for stage 2 operation (to Reg block 2).
- 9. pc_mux_out : similar to pc_out but not registered (to Reg block 1).

Explanation – PC Mux - msrv32_pc

The msrv32_pc module is a program counter unit for a RISC-V processor. It takes several inputs, including reset, program counter source, exception program counter, trap address, branch signal, instruction address, AHB ready signal, and current program counter value. Based on the inputs and the state of control signals, it calculates the next program counter value (next_pc) and outputs the updated instruction address, the program counter incremented by 4 (pc_plus_4_out), and a

misaligned instruction logic signal. The module uses a multiplexer to select the correct program counter source (pc_mux_out), which could be a boot address, exception address, trap address, or the next program counter value. It also handles misaligned instruction detection by checking the least significant bit of the next program counter value.

Verilog Code

Design code (RTL) – PC Mux - msrv32 pc

```
`timescale 1ns / 1ps
// Company: maven silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 21.06.2024 17:06:31
// Design Name: PC Mux - msrv32 pc
// Module Name: msrv32 pc
// Project Name: Achyut RISC - V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 pc(rst in, pc src in, epc in,
trap address in, branch taken in, iaddr in,
ahb ready in,pc in,iaddr out,pc plus 4 out,misaligned
instr logic out,pc mux out);
input rst in;
input [1:0] pc src in;
input [31:0] epc in;
input [31:0] trap address in;
input branch taken in;
```

```
input [30:0] iaddr in;
input ahb ready in;
input [31:0] pc in;
output [31:0] iaddr out;
output [31:0] pc plus 4 out;
output misaligned instr logic out;
output reg [31:0] pc mux out;
//wire iaddr in concat;
reg [31:0] next pc;
wire [31:0] muxtomux;
reg [31:0] boot address;
//assign iaddr in concat = {iaddr in[30:0],1'b0};
assign pc plus 4 out = pc in[31:0] +4;
//next pc = branch taken in ? iaddr in concat :
pc plus 4 out;
always @(*)
begin
    next pc = branch taken in ? {iaddr in[30:0],1'b0}
: pc plus 4 out;
    case (pc src in)
        2'b00 : pc mux out <= boot address;
        2'b01: pc mux out <= epc in;
        2'b10 : pc mux out <= trap address in;
        2'b11 : pc mux out <= next pc;
    endcase
//assign pc mux out = (pc src in==2'b00)
?boot address:
//
      (pc src in==2'b01)? epc in:
     (pc src in==2'b10)? trap address in: next pc;
assign muxtomux = (ahb ready in)? pc mux out
:iaddr out;
assign iaddr out = (rst in)? boot address:muxtomux;
assign misaligned instr logic out = next pc[0] &
branch taken in;
endmodule
```

Testbench / Simulation code - PC Mux - msrv32_pc_tb

```
`timescale 1ns / 1ps
module msrv32 pc tb;
  // Inputs
  reg rst in;
  reg [1:0] pc src in;
  reg [31:0] epc in;
  reg [31:0] trap address in;
  reg branch taken in;
  reg [30:0] iaddr in;
  reg ahb ready in;
  reg [31:0] pc in;
  // Outputs
  wire [31:0] iaddr out;
  wire [31:0] pc plus 4 out;
  wire misaligned instr logic out;
  wire [31:0] pc mux out;
  // Instantiate the Unit Under Test (UUT)
  msrv32 pc uut (
    .rst in(rst in),
    .pc src in (pc src in),
    .epc in(epc in),
    .trap_address_in(trap_address_in),
    .branch taken in (branch taken in),
    .iaddr in(iaddr in),
    .ahb ready in (ahb ready in),
    .pc in (pc in),
    .iaddr out(iaddr out),
    .pc plus 4 out(pc plus 4 out),
.misaligned instr logic out (misaligned instr logic ou
t),
    .pc mux out (pc mux out)
  );
  initial begin
    // Initialize Inputs
    rst in = 0;
    pc src in = 2'b00;
```

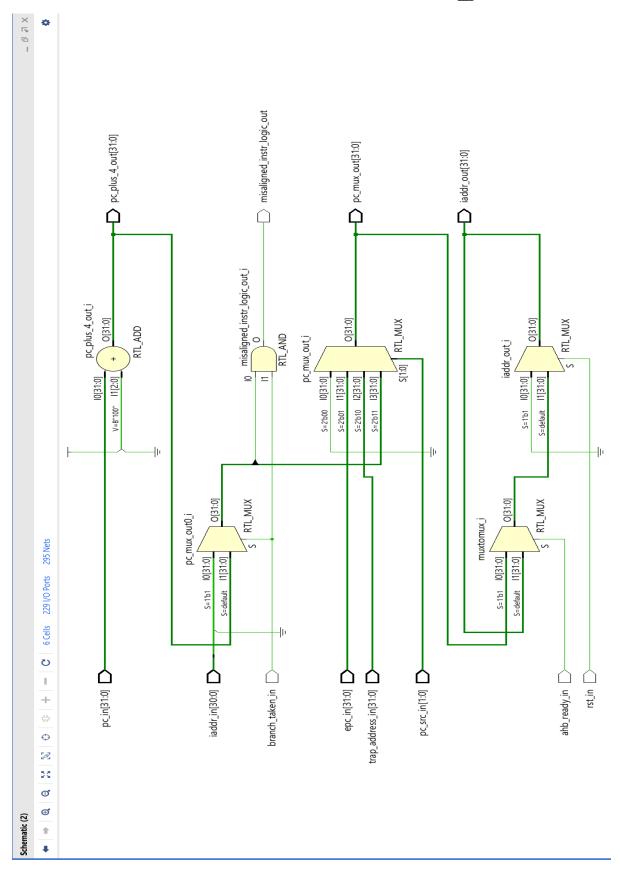
```
7
```

```
epc in = 32'h00000000;
trap address in = 32'h00000000;
branch taken in = 0;
iaddr in = 31'h00000000;
ahb ready in = 0;
pc in = 32'h00000000;
// Wait for global reset to finish
#100;
// Test Case 1: Reset active
rst in = 1;
#10;
rst in = 0;
#10;
// Test Case 2: Normal operation with no branch
pc in = 32'h00000004;
pc src in = 2'b11; // Select next pc
branch taken in = 0;
iaddr in = 31'h00000008;
ahb ready in = 1;
#10;
rst in = 1;
#10;
rst in = 0;
#10;
// Test Case 3: Branch taken
branch taken in = 1;
iaddr_{in} = 3\overline{1'}h00000010;
#10;
rst in = 1;
#10;
rst in = 0;
#10;
// Test Case 4: Select epc
pc src in = 2'b01;
epc in = 32'h00000020;
#10;
rst in = 1;
#10;
rst in = 0;
```

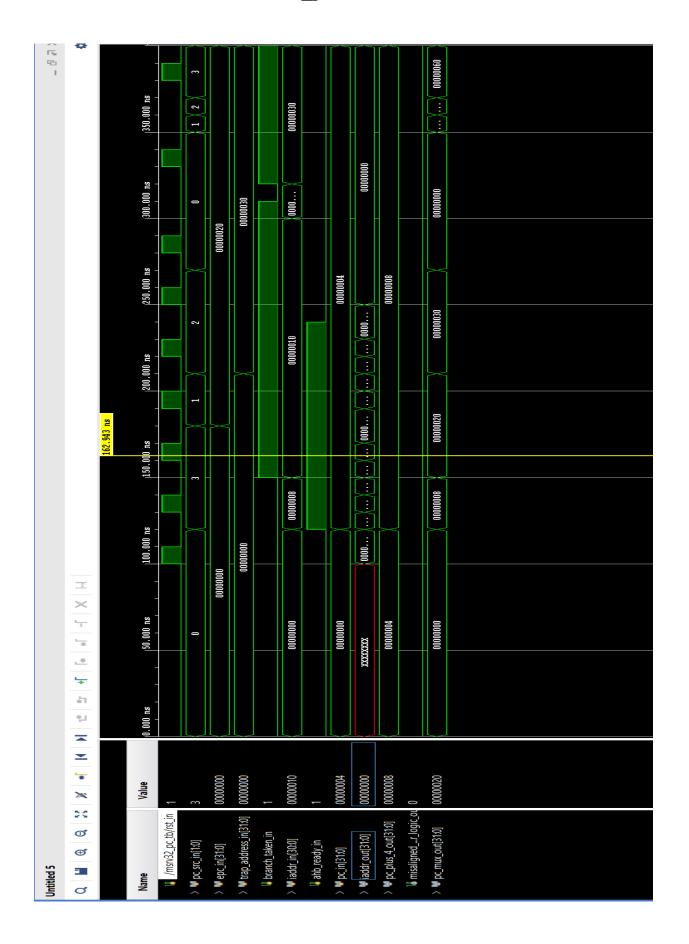
```
#10;
    // Test Case 5: Select trap address
    pc src in = 2'b10;
    trap address in = 32'h00000030;
    #10;
    rst in = 1;
    #10;
    rst in = 0;
    #10;
    // Test Case 6: ahb ready in is low
    ahb ready in = 0;
    #10;
    rst in = 1;
    #10;
    rst in = 0;
    #10;
    // Additional Test Cases
    // Test Case 7: Boot address initialization
    $display("Test Case 7: Boot address
initialization");
    pc src in = 2'b00; // Select boot address
    #10;
    rst in = 1;
    #10;
    rst in = 0;
    #10;
    // Test Case 8: Multiple branches
    $display("Test Case 8: Multiple branches");
    branch taken in = 1;
    iaddr in = 31'h00000020;
    #10;
    branch taken in = 0;
    #10;
    branch taken in = 1;
    iaddr in = 31'h00000030;
    #10;
    rst in = 1;
    #10;
    rst in = 0;
    #10;
```

```
// Test Case 9: Switching between sources
    $display("Test Case 9: Switching between
sources");
   pc src in = 2'b01; // Select epc
    #10;
   pc_src_in = 2'b10; // Select trap address
    #10;
   pc src in = 2'b11; // Select next pc
    #10;
   rst in = 1;
   #10;
    rst in = 0;
    #10;
    $finish;
 end
endmodule
```

RTL View / Micro Architecture – PC Mux – msrv32_pc

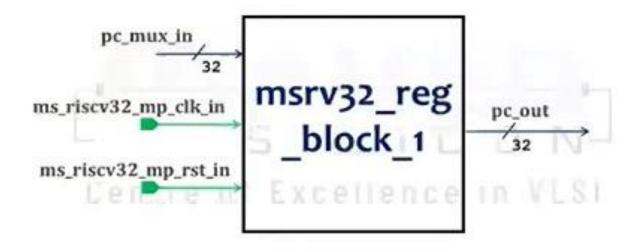


Wave form – PC Mux - msrv32_pc



Reg Block 1

Block Diagram



Explanation – Reg Block 1 – msrv32_reg_block_1

The block receives three inputs: pc_mux_in (32-bit data for the PC), ms_riscv32_mp_clk_in (clock signal), and ms_riscv32_mp_rst_in (reset signal). The clock input ms_riscv32_mp_clk_in ensures that the program counter is updated in sync with the processor's clock cycles. The reset input ms_riscv32_mp_rst_in initializes the program counter to a known state, typically zero, to ensure proper start-up and reset behavior. The output pc_out is the current value of the program counter, providing the address of the next instruction to be executed by the processor.

Block Pins

- 1. pc mux in 32-bit input for the program counter value.
- 2. ms riscv32 mp clk in Clock input for synchronization.
- 3. ms riscv32 mp rst in Reset input for initializing the register.
- 4. pc out 32-bit output representing the current value of the program counter.

Verilog Code

Design Source – Reg Block 1 - msrv32_reg_block_1

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
// Create Date: 25.06.2024 20:00:04
// Design Name: Reg Block 1
// Module Name: msrv32 reg block 1
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's vivado
// Description:
// Design file
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module
msrv32 reg block 1 (pc mux in, ms riscv32 mp clk in, ms risc
v32 mp rst in,pc out);
input [31:0] pc mux in;
input ms riscv32 mp clk in;
input ms riscv32 mp rst in;
output reg [31:0] pc out;
always @(posedge ms riscv32 mp clk in or posedge
ms riscv32 mp rst in)
begin
      if (ms riscv32 mp rst in)
          pc out <=32'h00000000;
      else
          pc out <= pc mux in;
end
endmodule
```

Source / Testbench code—Reg Block 1 - msrv32_reg_block_1

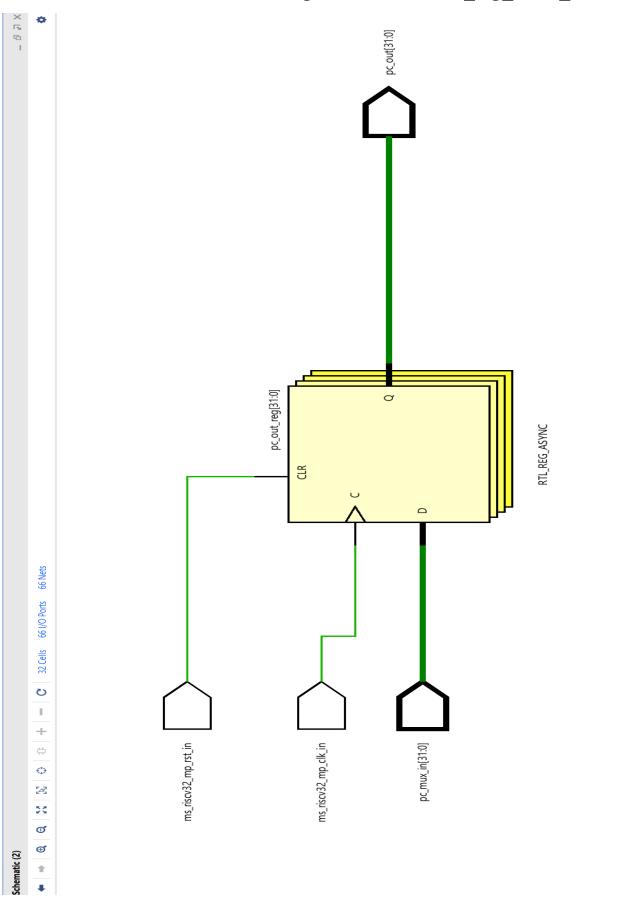
```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 27.06.2024 14:17:43
// Design Name: Reg Block 1
// Module Name: msrv32 reg block 1 tb
// Project Name: RISC- V 32I
// Target Devices:
// Tool Versions: Achyut's vivado
// Description:
// Testbench code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 reg block 1 tb;
// Inputs
   reg [31:0] pc mux in;
   reg ms riscv32 mp clk in;
   reg ms riscv32 mp rst in;
   // Outputs
   wire [31:0] pc out;
msrv32 reg block 1 uut (
       .pc mux in (pc mux in),
       .ms riscv32 mp clk in(ms riscv32 mp clk in),
       .ms riscv32 mp rst in(ms riscv32 mp rst in),
       .pc out(pc out)
   always #5 ms riscv32 mp clk in =
~ms riscv32 mp clk in;
   initial begin
```

```
// Initialize Inputs
        pc mux in = 0;
        ms riscv32 mp clk in = 0;
        ms riscv32 mp rst in = 0;
        // Wait for global reset to finish
        #10;
        // Apply reset
        ms riscv32 mp rst in = 1;
        #10;
        ms riscv32 mp rst in = 0;
        #10;
        // Test Case 1: Apply a value to pc mux in
        pc mux in = 32'h00000130;
        #10;
        pc mux in = 32'h00000013;
        #10;
        // Test Case 2: Apply reset while pc mux in
is non-zero
        ms riscv32 mp rst in = 1;
        #10;
        ms riscv32 mp rst in = 0;
        #10;
        // Test Case 3: Apply another value to
pc mux in
        pc mux in = 32'hFFFFFFF;
        #10;
        // Test Case 4: Apply another reset
        ms riscv32 mp rst in = 1;
        #10;
        ms riscv32 mp rst in = 0;
        #10;
        pc mux in = 32'h00044430;
        #10;
        pc mux in = 32'h02300013;
        #10;
        ms riscv32 mp rst in = 1;
        #10;
        ms riscv32 mp rst in = 0;
```

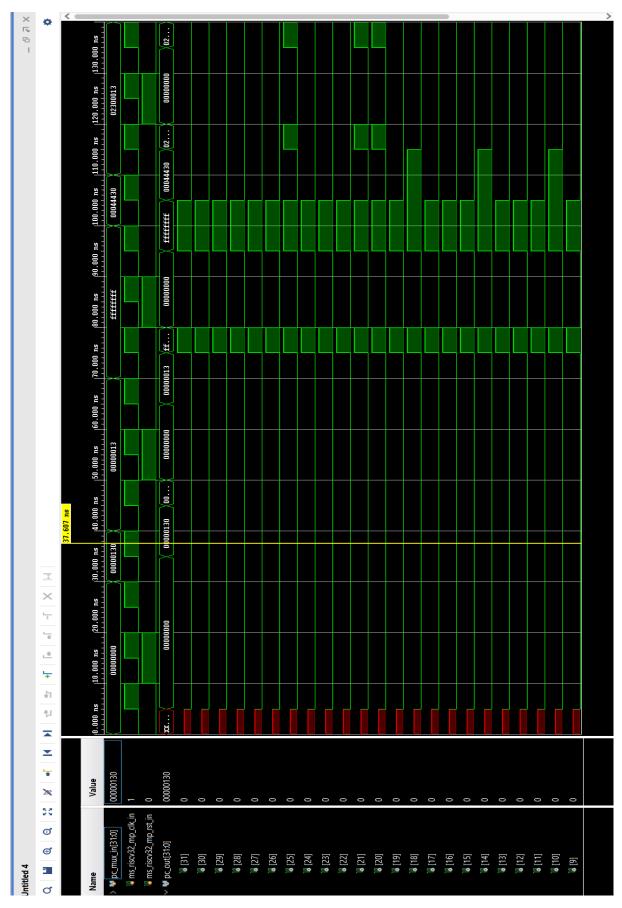
```
#10;

// Finish the simulation
$stop;
end
endmodule
```

RTL View / Micro Architecture - Reg Block 1 - msrv32_reg_block_1

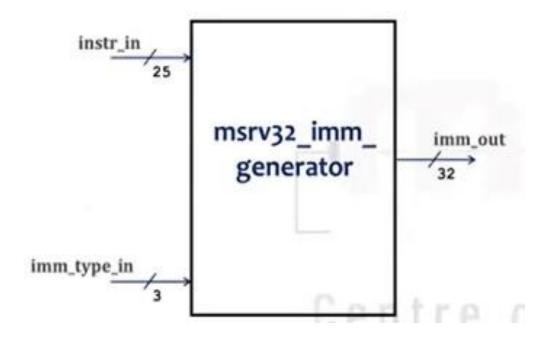


Wave form - Reg Block 1 - msrv32_reg_block_1



Immediate Generator

Block Diagram



Explanation – Immediate Generator – msrv32_imm_generator

Block receives two input signals named instr_in (25 bits) and imm_type_in(3 bits).

Block has one output signal named as imm_out (32 bit). The msrv32_imm_generator module extracts and assembles immediate values based on the instruction format specified by the imm_type_in input. In RISC-V 32I architecture, different instruction types have different ways of encoding immediate values, which the immediate generator handles. For example, I-type instructions use bits [31:20] of the instruction for immediate values, whereas S-type instructions combine bits [31:25] and [11:7]. The instr_in input provides the necessary bits from the instruction, and the imm_type_in input directs the module on how to assemble these bits into a 32-bit immediate value. The output imm_out is then used by other parts of the processor for executing immediate-related operations such as arithmetic operations, memory access, and branch offsets.

Block Signals – Immediate Generator msrv32 imm generator

- 1) instr in: Connected to instruction bits (31 to 7).
- 2) imm_type_in : control signal generated by control unit that indicates the type of immediate that must be generated.
- 3) Imm_out : 32-bit generated immediate.

Verilog Code

Design code - Immediate Generator - msrv32 imm generator

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 25.06.2024 21:06:29
// Design Name: Immediate Generator
// Module Name: msrv32 imm generator
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
// Design Verilog code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 imm generator(instr in, imm type in,
imm out);
input [31:0] instr in;
input [2:0] imm type in;
output reg [31:0] imm out;
```

```
reg [31:0] i type;
reg [31:0] s type;
reg [31:0] b type;
reg [31:0] u type;
reg [31:0] j_type;
reg [31:0] csr type;
always @(*)
begin
    i type <= {{20{instr in[31]}}, instr in[31:20]};</pre>
    s type = {{20{instr in[31]}}, instr in[31:25],
instr in[11:7]};
    b type = \{ \{20 \{ instr in[31] \} \}, instr in[7], \}
instr in[30 :25], instr in[11:8],1'b0};
    u type <={instr in[31 :12],12'h000};</pre>
    j type <= {{12{instr in[31]}}, instr in[19:12],</pre>
instr in[20], instr in[30:21], 1'b0};
    csr type <={27'b0,instr in[19:15]};</pre>
end
always @(*)
begin
    case(imm type in)
        3'b000 : imm out <= i type;
        3'b001 : imm out <= i type;
        3'b010 : imm out <= s type;
        3'b011 : imm out <= b type;
        3'b100 : imm out <= u type;
        3'b101 : imm out <= j type;
        3'b110 : imm out <= csr type;
        3'b111 : imm out <= i type;
        default :imm out <= i type;</pre>
    endcase
end
endmodule
```

Simulation / Testbench code - Immediate Generator—msrv32 imm generator

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 27.06.2024 18:56:29
// Design Name: Immediate generator
// Module Name: msrv32 imm generator tb
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's vivado
// Description:
// Simulation testbench verilog code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 imm generator tb;
reg [31:0] instr in;
reg [2:0] imm type in;
// Outputs
wire [31:0] imm out;
// Instantiate the Unit Under Test (UUT)
msrv32 imm generator uut (
   .instr in(instr in),
   .imm type in (imm type in),
   .imm out(imm out)
);
initial
begin
    instr in = 32'b0;
```

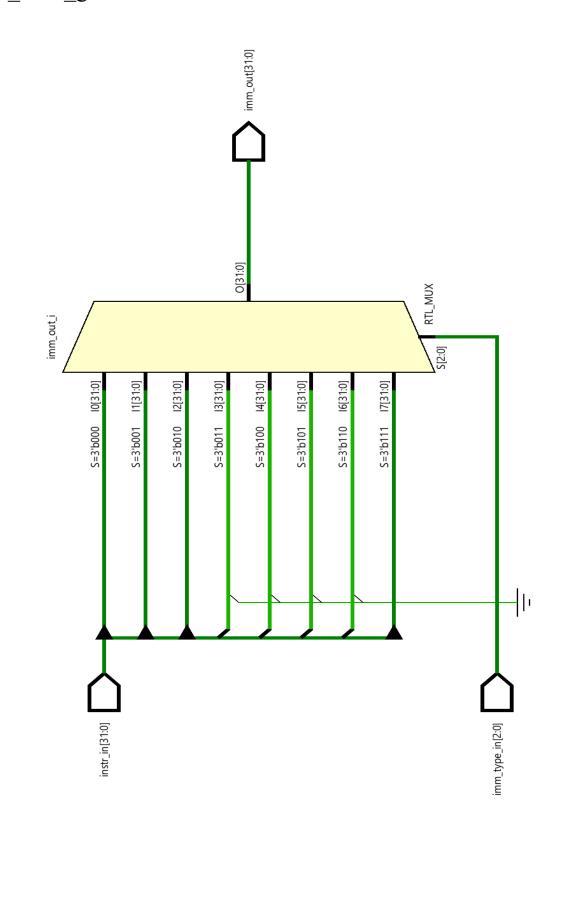
```
imm type in = 3'b0;
#20;
instr in = 32'h81234567;
imm type in = 3'b000;
#10;
imm type in = 3'b010;
#10;
imm type in = 3'b001;
#10;
imm type in = 3'b011;
#10;
imm type in = 3'b100;
#10;
imm type in = 3'b110;
#10;
imm type in = 3'b111;
#30;
instr in = 32'hFF23AB35;
imm type in = 3'b000;
#10;
imm type in = 3'b010;
#10;
imm type in = 3'b001;
#10;
imm type in = 3'b011;
#10;
imm type in = 3'b100;
#10;
imm type in = 3'b110;
#10;
imm type in = 3'b111;
#30;
instr in = 32'h11111111;
imm type in = 3'b000;
#10;
imm type in = 3'b010;
#10;
imm type in = 3'b001;
#10;
imm_type_in = 3'b011;
#10;
imm type in = 3'b100;
#10;
imm type in = 3'b110;
```

```
#10;
      imm type in = 3'b111;
      #30;
      instr in = 32'hABCDE13F;
      imm type in = 3'b000;
      #10;
      imm type in = 3'b010;
      #10;
      imm_type_in = 3'b001;
      #10;
      imm_type_in = 3'b011;
      #10;
      imm type in = 3'b100;
      #10;
      imm type in = 3'b110;
      #10;
      imm type in = 3'b111;
      #30;
      $finish;
end
endmodule
```

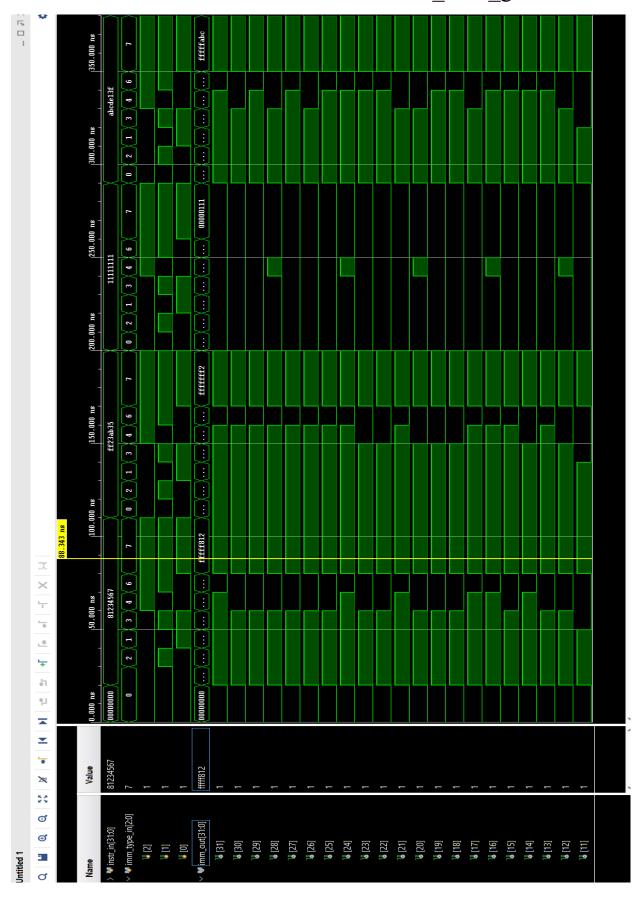
67 I/O Ports

Ф Ж Ж

RTL /Micro Architecture - Immediate Generator—msrv32_imm_generator



Wave form - Immediate Generator—msrv32_imm_generator



Immediate adder

Block Diagram



Block pins – Immediate adder – msrv32_immediate_adder

- 1) pc in: program counter.
- 2) rs 1 in: Value of source 1 register.
- 3) imm in: Immediate value used for instruction.
- 4) iadder src in: Gives indication of which type of instructions.
- 5) iadder_out: Resultant address with addition of immediate value with pc_in or rs 1 in.

Explanation – Immediate adder – msrv32 immediate adder

The output **iadder_out** provides the resultant address, which is the sum of the immediate value and either the program counter or the source register value, depending on the iadder_src_in signal. This block is crucial for handling address calculations in instructions such as branches, jumps, and immediate arithmetic operations.

Verilog code

Design code - Immediate adder – msrv32 immediate adder

```
`timescale 1ns / 1ps
// Company: Maven Silicon
// Engineer: VLSI Design
//
// Create Date: 26.06.2024 21:39:59
// Design Name: Immediate adder
// Module Name: msrv32 immediate adder tb
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
// Dependencies:
// RTL Design Code
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 immediate adder(pc in, rs 1 in,
iadder src in, imm in, iadder out);
input [31:0] pc in;
input [31:0] rs 1 in;
input iadder src in;
input [31:0] imm in;
output [31:0] iadder out;
reg [31:0] mux out;
always @(*) begin
   case (iadder src in)
      1'b0 : mux out = pc in;
      1'b1 : mux out = rs 1 in;
      default: mux out = 32'b0; // Add default case
to avoid latches
   endcase
end
```

```
assign iadder_out = mux_out + imm_in;
endmodule
```

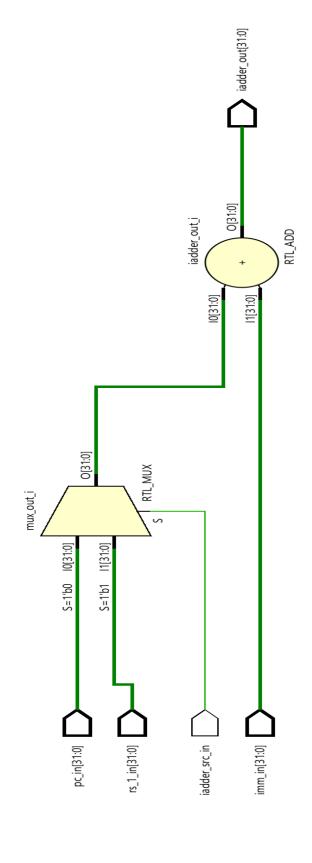
Simulation / Testbench - Immediate adder - msrv32 immediate adder

```
`timescale 1ns / 1ps
// Company: Maven Silicon
// Engineer: VLSI Design
//
// Create Date: 27.06.2024 20:38:59
// Design Name: Immediate adder
// Module Name: msrv32 immediate adder tb
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
// Simulation code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32_immediate_adder_tb;
reg [31:0] pc in;
reg [31:0] rs 1 in;
reg iadder src in;
reg [31:0] imm in;
// Outputs
wire [31:0] iadder out;
// Instantiate the Unit Under Test (UUT)
msrv32 immediate adder uut (
   .pc in(pc in),
   .rs 1 in(rs 1 in),
```

```
.iadder src in (iadder src in),
    .imm in(imm in),
    .iadder out(iadder out)
);
initial begin
    // Initialize Inputs
    pc in = 32'h00000000;
    rs 1 in = 32'h00000000;
    iadder src in = 0;
    imm in = 32'h00000000;
    // Wait for global reset to finish
    #30;
    pc in = 32'h12233435;
    rs 1 in = 32'hAAAAAA00;
    iadder src in = 1;
    imm in = 32'hD;
    #10;
    pc in = 32'h12233435;
    rs 1 in = 32'hAAAAAA00;
    iadder src in = 0;
    imm in = 32'h12345678;
    #10;
    pc in = 32'hABCD1234;
    rs 1 in = 32'hFADBC123;
    iadder src in = 0;
    imm in = 32'h100A00D;
    #10;
    pc in = 32'hABCD1234;
    rs 1 in = 32'hFADBC123;
    iadder src in = 1;
    imm in = 32'h100A00D;
    #10;
    pc in = 32'h00000010;
    imm in = 32'h00000004;
    iadder src in = 0; // Select pc_in
    #10;
    rs 1 in = 32'h00000020;
    imm in = 32'h00000008;
    iadder src in = 1; // Select rs 1 in
    #10;
```

```
// Test Case 3: Add imm in to pc in with
different values
    pc in = 32'h00000030;
    imm in = 32'h00000010;
    iadder src in = 0; // Select pc in
    #10;
    // Test Case 4: Add imm in to rs 1 in with
different values
    rs 1 in = 32'h00000040;
    imm in = 32'h00000020;
    iadder src in = 1; // Select rs 1 in
    #10;
    // Add more test cases as needed
    $finish;
end
endmodule
```

RTL / Micro Architecture - Immediate adder – msrv32_immediate_adder



 Schematic (2)

 ◆
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 C
 2 Cells 129 I/O Ports

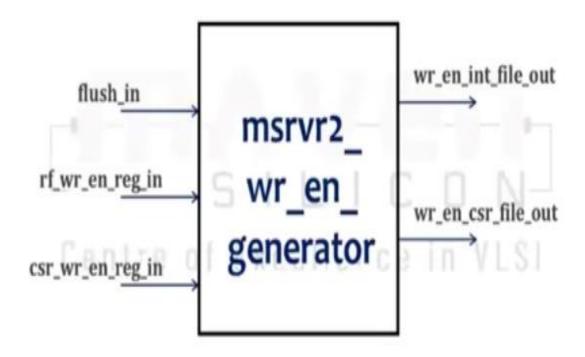
161 Nets

$Wave\ Form\ \textbf{-}\ Immediate\ adder\ -msrv32_immediate_adder$

Name	20.000 ns	30.000 ns 40.00 ns 1223435 aaaaaa00 aaaaaa00 aaaaaa00 2	0 ns 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	50.000 ns 60.00 abcd1234 f accdb241 f	adbc123	70,000 ns 180.0 00000101 000000101 00000011	00 us	00000010 00000010 00000010	100,000 ns 00000040 00000020 00000060
Value 0. 000 ns 10. 12233435 aaaaaaa00 aaaaaa0d 1 1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20. 000 ns 000 000	36. 23 asa asa	0 ns 2345678 4578aad	60 abcd123 0100a00	10 ns (adbo123	7000	00 us 000000008 00000008	000000 0000001 00000010	00000040 00000020 00000060
1223435 aaaaa00 aaaaaa0d aaaaaa0d 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	20.000 ns 00 00 00	122 0d (0d	2345678 4578aad	abcd123	adbo123	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	000 ns	00000000000000000000000000000000000000	00000040 00000020 0000060
12233435 aaaaaa00 laaaaaa0d laaaaa0d laaaaaa0d laaaaaa0d laaaaaa0d laaaaaa0d laaaaaa0d laaaaaa0d laaaaaaa0d laaaaaaa0d laaaaaaa0d laaaaaaaaaa		152	2435 24578aad 24578aad	1100 a 00 11 11 11 11 11 11 11 11 11 11 11 11	adbo123	000	0000008	0000010	00000040 00000020 00000060
aaaaaa0d aaaaaa0d 1 1 0000000d 1 1 1 1 1 1 1 1 1 1 1 1 1	8 00 8	aaaaa0d aaaaa0d	24578aad)100a00	fadbe123	0000004	00000008	0000010	00000040 00000020 00000060
000000d aaaaaa0d 1 1 1 1 1 1 1 1	80 80	000000d	12345678 24578aad	1100a000	Ebdc6130	00000014	0000008	00000010	00000020
0000000d 1 1 0 0 1 1 1 1 1 1 1 1 1 1 1	8 8	aaaaaa0d	22345678 24578aad)100a001	Didc6130	00000014	00000008	00000010	00000050
aaaaaa0d	8	daaaaa(d	24578aad		Ebdc6130	00000014	00000028	00000040	09000000
. 1º [16] 0									
₩ [15] 1									
Ŋ [14] 0									
1 [13] 1									
1 1 1 1 1 2 1 0									
1 1									
J⊌ [10] 0									

Write Enable Generator

Block Diagram



Block pins – Write Enable Generator - msrv32 wr en generator

- 1) flush_in: Signal to flush the pipeline during exceptions or branch mispredictions.
- 2) rf_wr_en_reg_in: Write enable signal for the register file to allow data writing.
- 3) csr_wr_en_reg_in: Write enable signal for the Control and Status Registers to allow data writing.
- 4) wr_en_int_file_out : Generated write enable signal for internal file operations.
- 5) wr_en_csr_file_out : Generated write enable signal for CSR file operations.

Explanation—Write Enable Generator - msrv32_wr_en_generator

It gets signals that tell it when to clear the pipeline and when to write data to the main registers and special control registers. Based on these inputs, it sends out signals to allow writing to these areas. This ensures that data is written correctly and the pipeline is managed properly during certain events. Overall, it helps keep the processor running smoothly and efficiently.

Verilog code

RTL/design code— Write Enable Generator -msrv32_wr_en_generator

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT vellore
// Engineer: VLSI Design
//
// Create Date: 26.06.2024 16:06:47
// Design Name: Write Enable Generator
// Module Name: msrv2 wr en generator
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
// RTL Design code`
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv2 wr en generator(flush in,
rf wr en reg in, csr wr en reg in,
wr en int file out, wr en csr file out);
input flush in;
input rf wr en reg in;
input csr wr en reg in;
output reg wr en int file out;
output reg wr en csr file out;
always @(flush in)
   case(flush in)
      1'b0 : begin
          wr en int file out <= rf wr en reg in;
          wr en csr file out <= csr wr en reg in;
```

```
end
1'b1: begin
    wr_en_int_file_out <= 1'b0;
    wr_en_csr_file_out <= 1'b0;
    end
endcase
endmodule</pre>
```

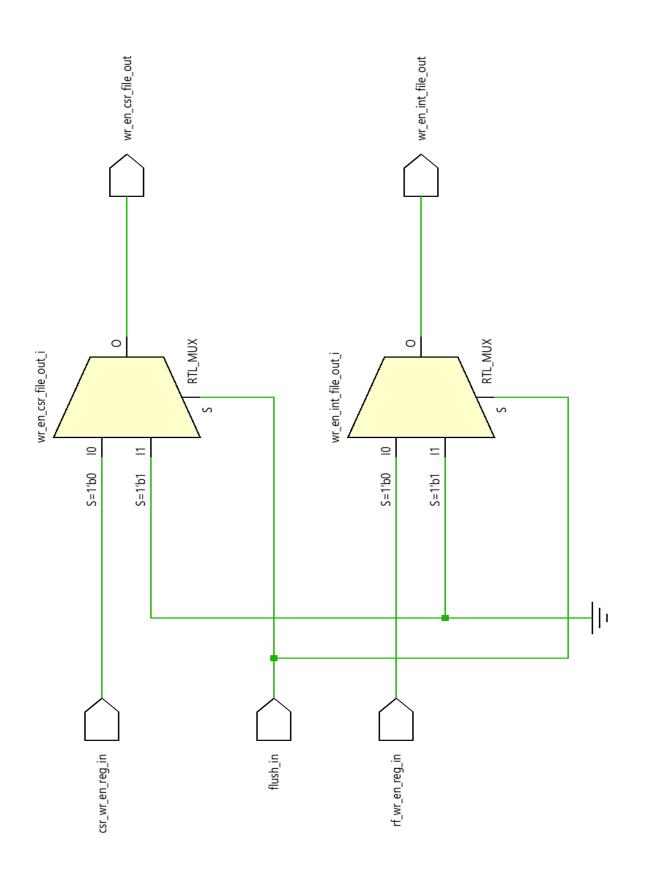
Testbench /simulation code — Write Enable Generator - msrv32 wr en generator

```
`timescale 1ns / 1ps
// Company: Maven Silicon -VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 30.06.2024 17:46:30
// Design Name: Write enable generator
// Module Name: msrv2 wr en generator tb
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
// Testbench code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv2 wr en generator tb;
reg flush in;
reg rf wr en reg in;
reg csr wr en reg in;
// Outputs
```

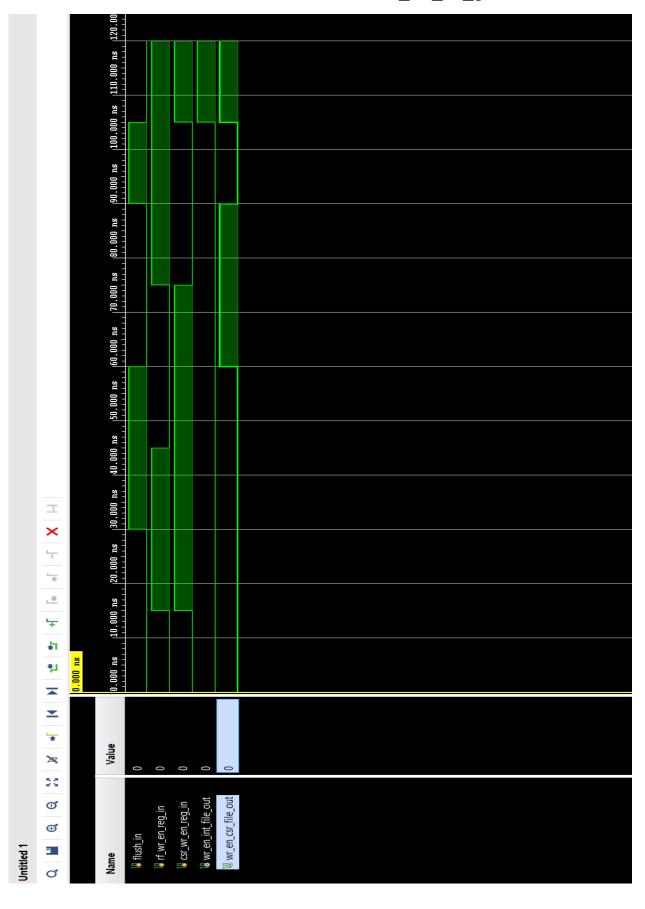
```
wire wr en int file out;
wire wr_en csr file out;
// Instantiate the Unit Under Test (UUT)
msrv2 wr en generator uut (
    .flush in (flush in),
    .rf wr en reg in (rf wr en reg in),
    .csr wr en reg in(csr wr en reg in),
    .wr en int file out (wr en int file out),
    .wr en csr file out(wr en csr file out)
);
initial
begin
    // Initialize Inputs
    flush in = 0;
    rf wr en reg in = 0;
    csr wr en reg in = 0;
    #15;
    flush in = 0;
    rf wr en reg in = 1;
    csr wr en reg in = 1;
    #15;
    flush in = 1;
    rf wr en reg in = 1;
    csr wr en reg in = 1;
    #15;
    flush in = 1;
    rf wr en reg in = 0;
    csr wr en reg in = 1;
    #15;
    flush in = 0;
    rf wr en reg in = 0;
    csr wr en reg in = 1;
    #15;
    flush in = 0;
    rf wr en reg in = 1;
    csr wr en reg in = 0;
    #15;
    flush in = 1;
    rf wr en reg in = 1;
    csr wr en reg in = 0;
    #15;
    flush in = 0;
```

```
rf_wr_en_reg_in = 1;
  csr_wr_en_reg_in = 1;
  #15
  $finish;
end
endmodule
```

RTL Design / Micro Architecture – Write Enable Generator - msrv32_wr_en_generator

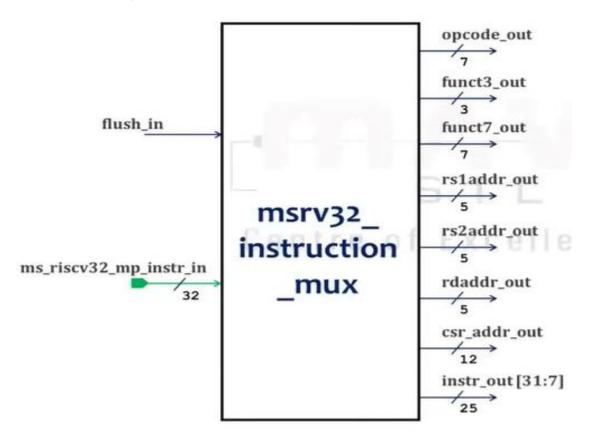


 $Waveform-Write\ Enable\ Generator\ -msrv32_wr_en_generator$



INSTRUCTION MUX

Block Diagram



Block pins -Instruction mux - msrv32 instruction mux

- 1) flush in: Flushes the unit(with 32'h00000013) when set.
- 2) instr in: Contains the instruction fetched from memory.
- 3) opcode out : Opcode of each instructions.
- 4) funct3 out: funct3 field of instruction.
- 5) funct7 out: funct7 field of instruction.
- 6) rs1 addr out: Contains the address of the source 1 register.
- 7) rs2 addr out: Contains the address of the source 2 register.
- 8) rd addr out: Destination register address.
- 9) csr addr out: Adress of the CSR to read/write/modify.
- 10) Instr 31 7 out: Connected to immediate generator.

Explanation -Instruction mux - msrv32 instruction mux

The msrv32_instruction_mux block takes an instruction input (ms_riscv32_mp_instr_in) and a flush signal (flush_in). If flush_in is active, the block outputs a default instruction (32'h00000013). The block extracts and outputs specific fields from the input instruction: opcode_out, funct3_out, funct7_out, rs1addr_out, rs2addr_out, rdaddr_out, and csr_addr_out. It also outputs the remaining part of the instruction as instr_out. This module is used to process and decode the RISC-V instruction, preparing it for further stages in the processor pipeline.

Verilog code

RTL / Design code - Instruction mux - msrv32 instruction mux

```
`timescale 1ns / 1ps
// Company: Maven Silicon -VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 26.06.2024 16:36:41
// Design Name: Instruction mux
// Module Name: msrv32 instruction mux
// Project Name: RSIC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
// RTL / design code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
```

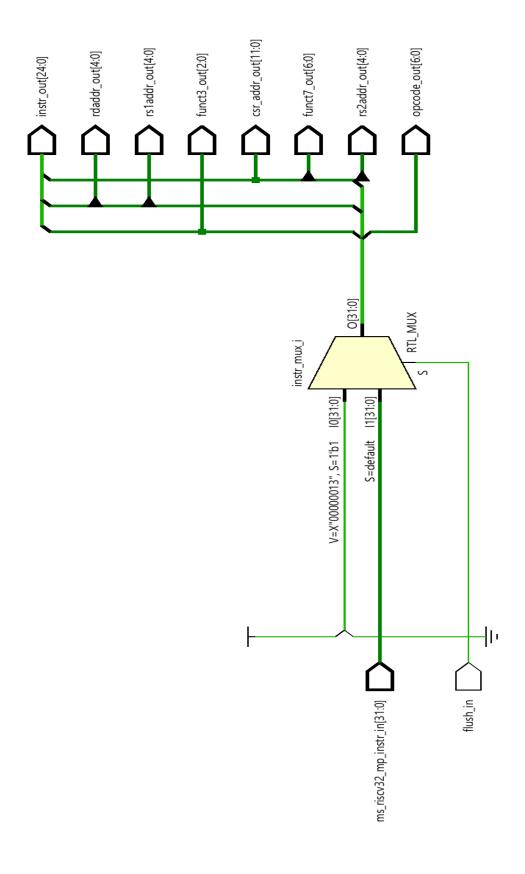
```
module msrv32 instruction mux(flush in,
ms riscv32 mp instr in, opcode out, funct3 out,
funct7 out, rs1addr out, rs2addr out, rdaddr out,
csr addr out, instr out);
input flush in;
input [31:0] ms riscv32 mp instr in;
output [6:0] opcode out;
output [2:0] funct3 out;
output [6:0] funct7 out;
output [4:0] rsladdr out;
output [4:0] rs2addr out;
output [4:0] rdaddr out;
output [11:0] csr addr out;
output [24:0] instr out;
wire [31:0] instr mux;
assign instr mux = (flush in)? 32'h00000013:
ms riscv32 mp instr in;
assign opcode out = instr mux[6:0];
assign funct3 out = instr mux[14:12];
assign funct7 out = instr mux[31:25];
assign rs1addr out = instr mux[19:15];
assign rs2addr out = instr mux[24:20];
assign rdaddr out = instr mux[11:7];
assign csr addr out = instr mux[31:20];
assign instr out = instr mux[31:7];
endmodule
```

Simulation / Testbench - Instruction mux - msrv32_instruction_mux

```
// Target Devices:
// Tool Versions: Achyut's vivado
// Description:
// Testbench code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 instruction mux tb;
   // Inputs
   reg flush in;
   reg [31:0] ms riscv32 mp instr in;
   // Outputs
   wire [6:0] opcode out;
   wire [2:0] funct3 out;
   wire [6:0] funct7 out;
   wire [4:0] rsladdr out;
   wire [4:0] rs2addr out;
   wire [4:0] rdaddr out;
   wire [11:0] csr addr out;
   wire [24:0] instr out;
   // Instantiate the Unit Under Test (UUT)
   msrv32 instruction mux uut (
       .flush in(flush in),
.ms riscv32 mp instr in(ms riscv32 mp instr in),
       .opcode out (opcode out),
       .funct3 out(funct3 out),
       .funct7 out(funct7 out),
       .rs1addr out(rs1addr out),
       .rs2addr out(rs2addr out),
       .rdaddr out (rdaddr out),
       .csr addr out(csr addr out),
       .instr out(instr out)
   );
```

```
initial
begin
        // Initialize Inputs
        flush in = 0;
        ms riscv32 mp instr in = 32'h00000000;
        #10;
        flush in = 1;
        ms riscv32 mp instr in = 32'h12345678;
        #10;
        flush in = 1;
        ms riscv32 mp instr in = 32'h12345678;
        #10;
        flush in = 0;
        ms riscv32 mp instr in = 32'h1111111AA;
        #10;
        flush in = 1;
        ms riscv32 mp instr in = 32'hFFFFFFAB;
        #10;
        flush in = 1;
        ms riscv32 mp instr in = 32'h12345678;
        #10;
        flush in = 0;
        ms riscv32 mp instr in = 32'h12121212;
        #10;
        flush in = 0;
        ms riscv32 mp instr in = 32'h10100000;
        #10;
        flush in = 1;
        #10;
        flush in = 0;
        $finish;
end
endmodule
```

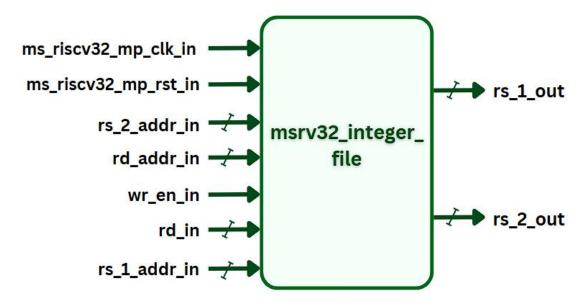
RTL / Micro Architecture - Instruction mux - msrv32_instruction_mux



Waveform - Instruction mux - msrv32_instruction_mux

INTEGER FILE

Block Diagram



Block pins:

- 1) ms_riscv32_mp_clk_in: Input clock signal for the module to synchronize operations.
- 2) ms_riscv32_mp_rst_in : Input reset signal to initialize or reset the module.
- 3) rs_2_addr_in : Input address for the second source register.
- 4) rd_addr_in : Input address for the destination register where results are written.
- 5) wr_en_in: Input signal to enable writing data to the destination register.
- 6) rd_in: Input data to be written to the destination register.
- 7) rs_1_out : Output data from the first source register.
- 8) rs_1_out : Output data from the second source register.

Explanation – Integer File - msrv32_integer_file

The msrv32_integer_file module operates as a part of the RISC-V 32I processor architecture. It utilizes the input clock (ms_riscv32_mp_clk_in) and reset (ms_riscv32_mp_rst_in) signals to synchronize and initialize its operations. The module takes addresses for source registers (rs_2_addr_in) and the destination register (rd addr in). When the write enable signal (wr en in) is active, the input data (rd in)

is written to the specified destination register. The module reads data from the specified source registers and provides the output through rs_1_out (and possibly rs_2_out). This data can then be used by other components of the processor for various arithmetic and logical operations. Overall, the module facilitates the storage, retrieval, and updating of integer data in the processor's register file, enabling efficient instruction execution.

Verilog Code

RTL / Design Code - Integer File -msrv32 integer file

```
`timescale 1ns / 1ps
// Company: Maven Silicon -VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 29.06.2024 09:00:42
// Design Name: Integer file
// Module Name: msrv32 integer file
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 integer file (ms riscv32 mp clk in,
ms riscv32 mp rst in, rs 2 addr in, rd addr in,
wr en in, rd in, rs 1 addr in, rs 1 out, rs 2 out);
input ms riscv32 mp clk in ;
input ms riscv32 mp rst in;
input [4:0]rs 2 addr in;
input [4:0]rd addr in;
```

```
input wr en in;
input [31:0]rd in;
input [4:0]rs 1 addr in;
reg [31:0] rs1 out;
reg [31:0] rs2 out;
output reg [31:0] rs 1 out;
output reg [31:0] rs 2 out;
wire mux rs1 en;
wire mux rs2 en;
reg [31:0] intgrfile regflie [31:0];
always @(posedge ms riscv32 mp clk in or posedge
ms riscv32 mp rst in)
begin
    if (ms riscv32 mp rst in)
    begin
        rs 1 out <=1'b0;
        rs 2 out <= 1'b0;
    end
    else
    begin
        if(wr en in)
        begin
            intgrfile regflie[rd addr in] = rd in;
        end
        end
end
 always @(*) begin
        if (ms riscv32 mp rst in) begin
            rs1 out = 32'b0;
            rs2 out = 32'b0;
        end else begin
            rs1 out =
intgrfile regflie[rs 1 addr in];
            rs2 out =
intgrfile regflie[rs 2 addr in];
        end
    end
assign mux_rs1_en = (rs_1_addr_in == rd_addr_in &&
wr en in == 1'b1) ? 1'b1 : 1'b0;
assign mux rs2 en = (rs 2 addr in == rd addr in &&
wr en in == 1'b1) ? 1'b1 : 1'b0;
always @(rs1 out or rs2 out)
begin
        rs 1 out = (mux rs1 en)? rd in : rs1 out;
```

```
rs_2_out = (mux_rs2_en)? rd_in : rs2_out;
end
end
endmodule
```

Testbench Code - Integer File -msrv32_integer_file

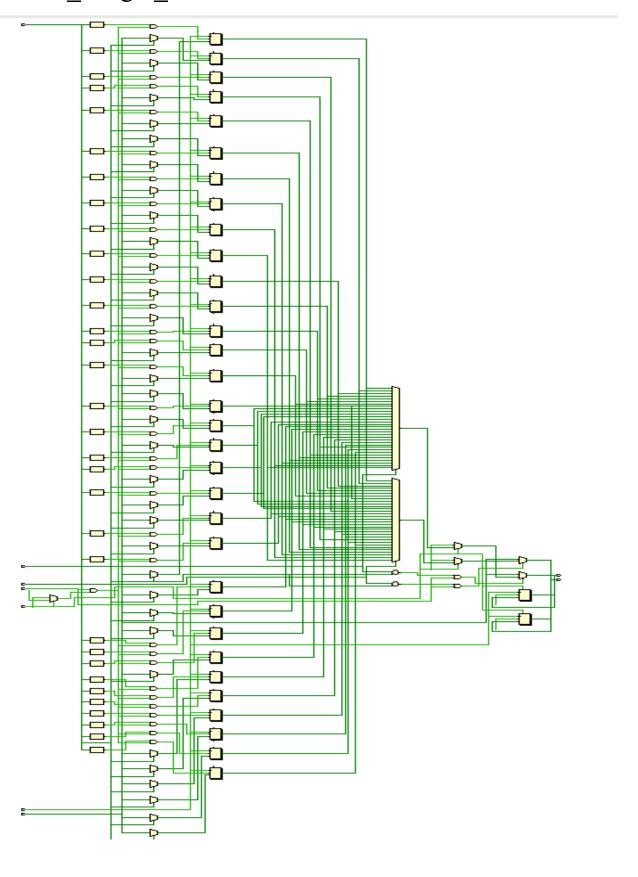
```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT vellore
// Engineer: VLSI Design
//
// Create Date: 01.07.2024 20:54:02
// Design Name: Integer file
// Module Name: msrv32 integer file tb
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 integer file tb;
reg ms riscv32 mp clk in;
reg ms riscv32 mp rst in;
reg [4:0] rs 2 addr in;
reg [4:0] rd addr in;
req wr en in;
reg [31:0] rd in;
reg [4:0] rs 1 addr in;
// Outputs
wire [31:0] rs 1 out;
```

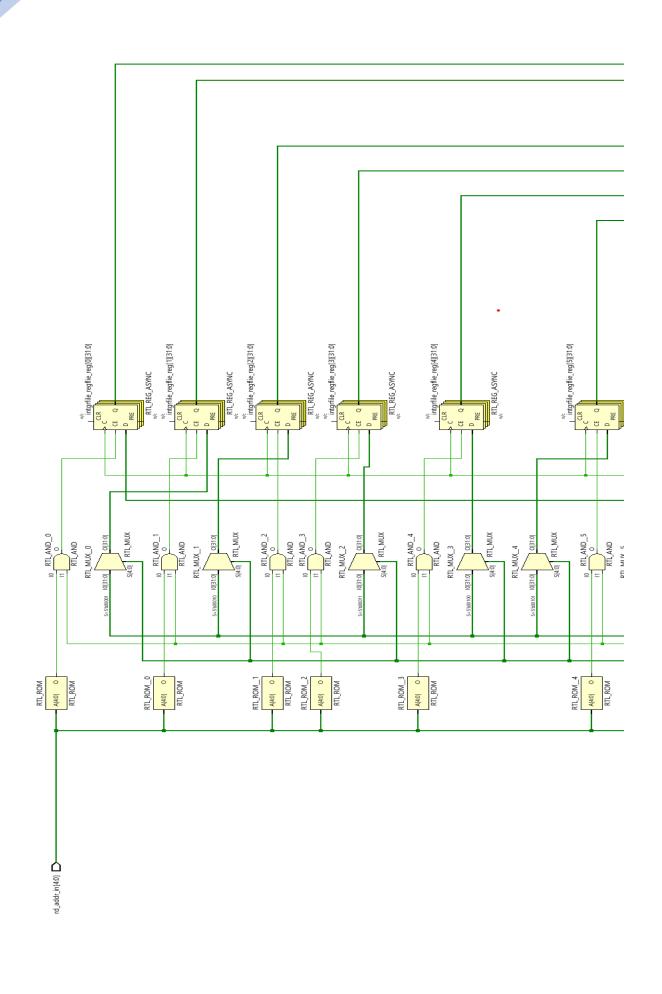
```
wire [31:0] rs 2 out;
// Instantiate the Unit Under Test (UUT)
msrv32 integer file uut (
    .ms riscv32 mp clk in(ms riscv32 mp clk in),
    .ms riscv32 mp rst in(ms riscv32 mp rst in),
    .rs 2 addr in (rs 2 addr in),
    .rd addr in (rd addr in),
    .wr en in (wr en in),
    .rd in(rd in),
    .rs 1 addr in(rs 1 addr in),
    .rs 1 out(rs 1 out),
    .rs 2 out(rs 2 out)
);
// Clock generation
initial begin
    ms riscv32 mp clk in = 0;
    forever #5 ms riscv32 mp clk in =
~ms riscv32 mp clk in; // 10ns period
end
initial begin
    ms riscv32 mp rst in = 1;
    rs 2 addr in = 0;
    rd addr in = 0;
    wr en in = 0;
    rd in = 0;
    rs 1 addr in = 0;
    #10;
    ms riscv32 mp rst in = 0;
    wr en in = 1;
    // Test Case 1: Write to register 1 and read it
back
    #10;
    wr en in = 1;
    rd addr in = 5'd1;
    rd in = 32'hA5A5A5A5;
    #10;
    wr en in = 1;
    rs 1 addr in = 5'b10111;
    rs 2 addr in = 5'b00001;
    #10;
```

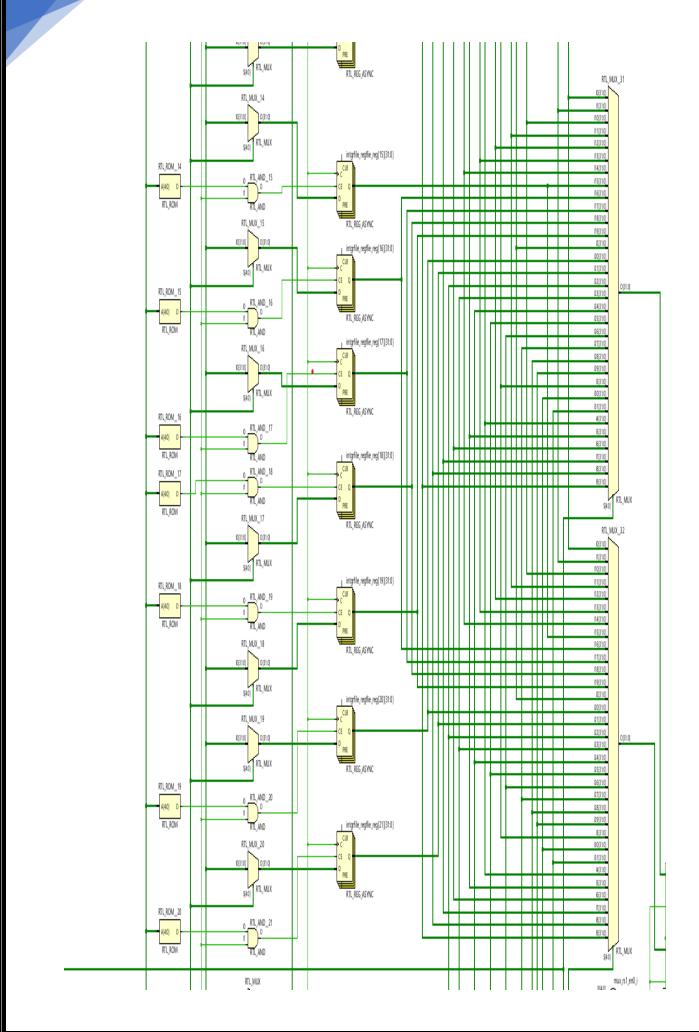
```
wr en in = 1;
rd addr in = 5'd2;
rd in = 32'h5A5A5A5A;
#10;
wr en in = 0;
rs 1 addr in = 5'd2;
rs 2 addr in = 5'd2;
#10;
wr en in = 1;
rd addr in = 5'd3;
rd in = 32'h12345678;
#10;
wr en in = 0;
rs 1 addr in = 5'd3;
rs 2 addr in = 5'd3;
#10;
wr en in = 1;
rd addr in = 5'd6;
rd in = 32'hF0F0F0F0;
#10;
wr en in = 0;
rs 1 addr in = 5'd6;
rs 2 addr in = 5'd6;
    #10;
wr en in = 1;
rd addr in = 5'd7;
rd in = 32'hAAAAAAAA;
#10;
wr en in = 0;
rs 1 addr in = 5'd7;
rs 2 addr in = 5'd7;
    #10;
wr en in = 1;
rd addr in = 5'd8;
rd in = 32'h55555555;
#10;
wr en in = 0;
```

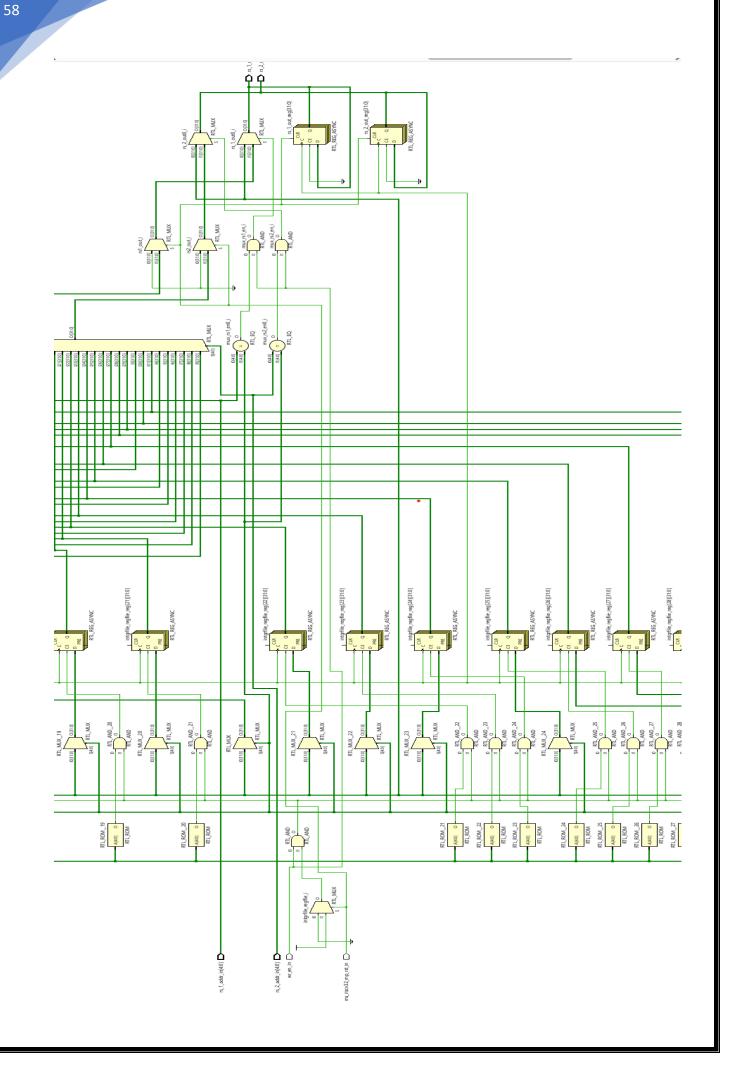
```
rs 1 addr in = 5'd8;
    rs 2 addr in = 5'd8;
    #10;
    wr en in = 1;
    rd addr in = 5'd9;
    rd_in = 32'hffffffff;
    #10;
    wr en in = 0;
    rs \frac{1}{a} addr in = 5'd9;
    rs_2_addr_in = 5'd9;
    #10;
    wr en in = 1;
    rd addr in = 5'd10;
    rd in = 32'h00000000;
    #10;
    wr en in = 0;
    rs 1 addr in = 5'd10;
    rs 2 addr in = 5'd10;
    #10;
    $stop;
end
endmodule
```

RTL / Micro Architecture - Integer File - msrv32_integer_file

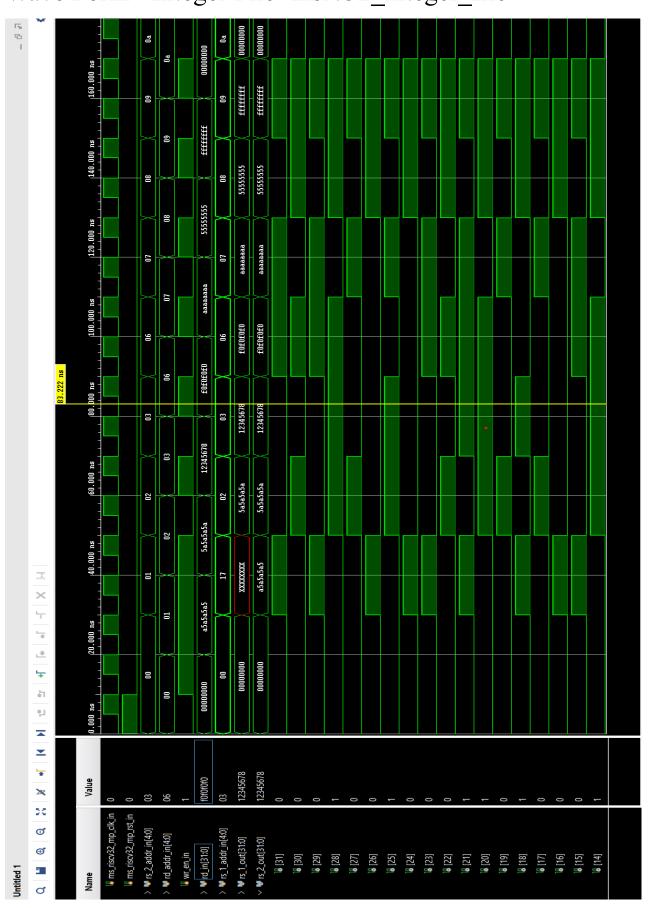






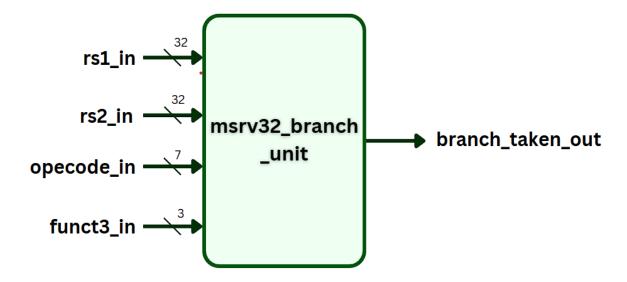


Wave Form - Integer File -msrv32_integer_file



BRACH UNIT

Block Diagram



Block Pin

- 1) rs1_in (32): 32-bit input data from the first source register.
- 2) rs2_in (32): 32-bit input data from the second source register.
- 3) opcode_in (7): 7-bit input opcode to specify the type of operation to be performed.
- 4) funct3_in (3): 3-bit input function code to further define the operation specified by the opcode.
- 5) branch_taken_out : Output signal indicating whether a branch condition has been met and the branch is taken.

Examination – Branch Unit - msrv32_branch_unit

The msrv32_branch_unit module is responsible for handling branch instructions in the RISC-V 32I processor. It receives two 32-bit input values (rs1_in and rs2_in) from the source registers. The module also takes a 7-bit opcode (opcode_in) that specifies the type of branch instruction. Additionally, a 3-bit function code (funct3_in) is provided to further define the branch condition. The module compares the two input values based on the provided opcode and function code. If the specified branch condition is met, the module outputs a signal (branch_taken_out) indicating that the branch should be taken. This output signal is used by the processor to determine the next instruction to execute. Overall, the msrv32_branch_unit ensures that branch instructions are

correctly processed, enabling the processor to change the flow of execution based on specific conditions.

Verilog Code

RTL/Design code – Branch Unit - msrv32_branch_unit

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 29.06.2024 12:15:46
// Design Name: Branch Unit
// Module Name: msrv32 branch unit
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 branch unit(rs1 in, rs2 in,
opecode_in,funct3_in,branch_taken out);
input [31:0] rs1 in;
input [31:0] rs2 in;
input [6:0]
          opecode in;
input [2:0] funct3 in;
output reg branch taken out;
wire signed[31:0] rs1, rs2;
assign rs1= rs1 in;
assign rs2= rs2 in;
always @(*)
```

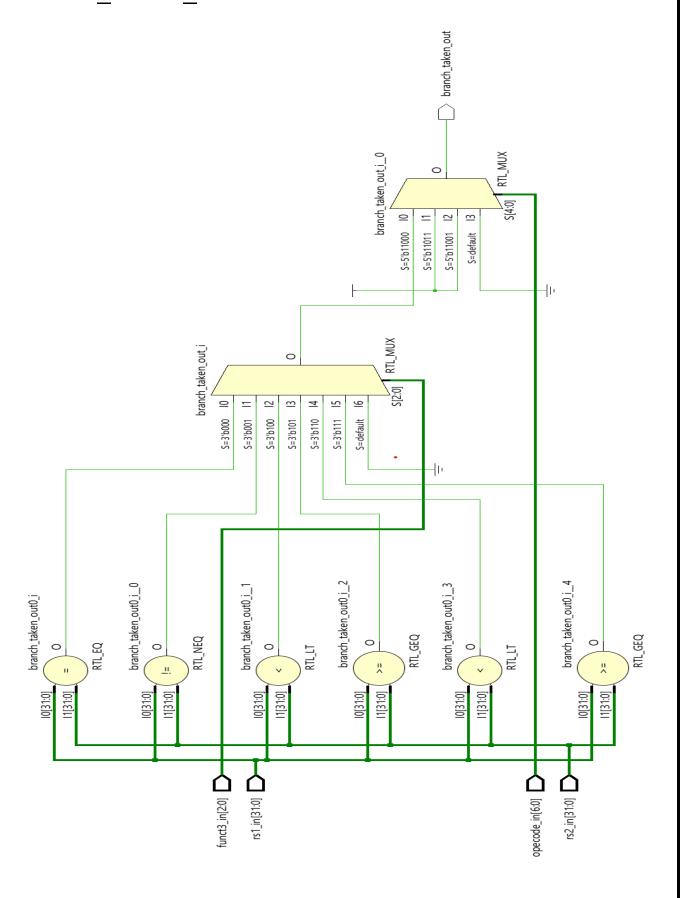
```
begin
    case(opecode in[6:2])
    5'b11000: begin
        case(funct3 in)
            3'b000 : branch taken out = (rs1 in ==
rs2 in);
            3'b001 : branch taken out = (rs1 in !=
rs2 in);
            3'b100: branch taken out = (rs1 <rs2);
            3'b101 : branch taken out = (rs1 >= rs2);
            3'b110 : branch taken out = (rs1 in <
rs2 in);
            3'b111 : branch taken out = (rs1 in >=
rs2 in);
            default :branch taken out =0;
         endcase
    end
    5'b11011: branch taken out=1; //jal
    5'b11001:branch taken out =1; //jalr
    default :branch taken out =0;
    endcase
end
endmodule
```

Simulation / Testbench code — Branch Unit - msrv32_branch_unit

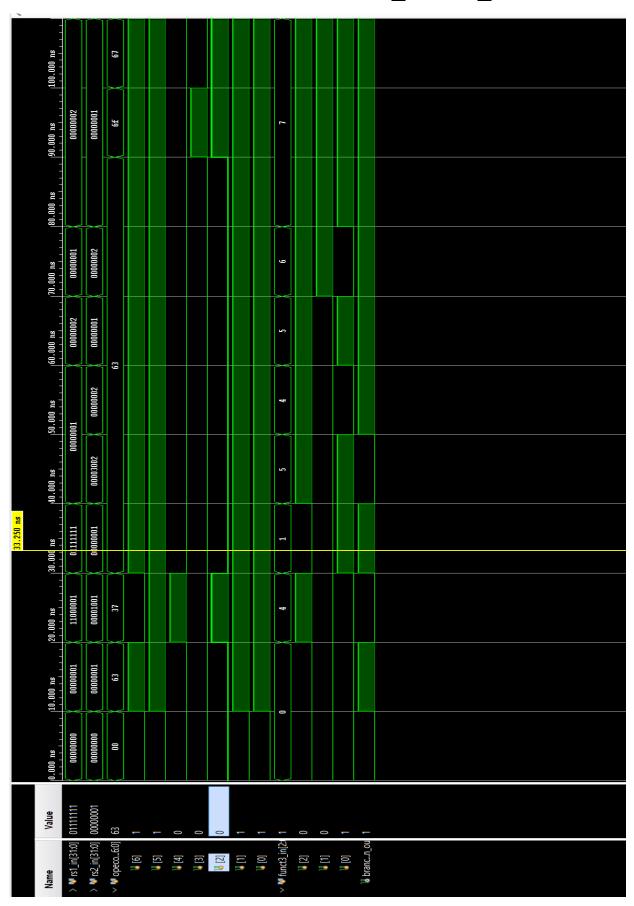
```
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 branch unit tb;
reg [31:0] rs1 in;
reg [31:0] rs2 in;
reg [6:0] opecode in;
reg [2:0] funct3 in;
// Outputs
wire branch taken out;
// Instantiate the Unit Under Test (UUT)
msrv32 branch unit uut (
    .rs1 in(rs1 in),
   .rs2 in(rs2 in),
    .opecode in (opecode in),
    .funct3 in(funct3 in),
    .branch taken out (branch taken out)
);
initial begin
   // Initialize Inputs
   rs1 in = 0;
   rs2 in = 0;
   opecode in = 0;
   funct3 in = 0;
   #10;
   rs1 in = 32'h00000001;
   rs2 in = 32'h00000001;
   opecode in = 7'b1100011; // opcode for branch
instructions
   funct3 in = 3'b000; // BEQ
   #10;
   rs1 in = 32'h11000001;
   rs2 in = 32'h0001001;
```

```
opecode in = 7'b110111; // opcode for branch
instructions
    funct3 in = 3'b100; // BEQ
    #10;
    rs1 in = 32'h011111111;
    rs2 in = 32'h00000001;
    opecode in = 7'b1100011; // opcode for branch
instructions
    funct3 in = 3'b001; // BEQ
    #10;
    rs1 in = 32'h00000001;
    rs2 in = 32'h00003002;
    opecode in = 7'b1100011;
    funct3 in = 3'b101; // BNE
    #10;
    rs1 in = 32'h00000001;
    rs2 in = 32'h00000002;
    opecode in = 7'b1100011;
    funct3 in = 3'b100; // BLT
    #10;
    rs1 in = 32'h00000002;
    rs2 in = 32'h00000001;
    opecode in = 7'b1100011;
    funct3 in = 3'b101;
    #10;
    rs1 in = 32'h00000001;
    rs2 in = 32'h00000002;
    opecode in = 7'b1100011; // opcode for branch
instructions
    funct3 in = 3'b110;
    #10;
    rs1 in = 32'h00000002;
    rs2 in = 32'h00000001;
    opecode in = 7'b1100011; // opcode for branch
instructions
    funct3 in = 3'b111; // BGEU
    opecode in = 7'b1101111; // opcode for JAL
    opecode in = 7'b1100111; // opcode for JALR
    #10;
    $stop;
    end
endmodule
```

RTL / Micro Architecture — Branch Unit - msrv32_branch_unit

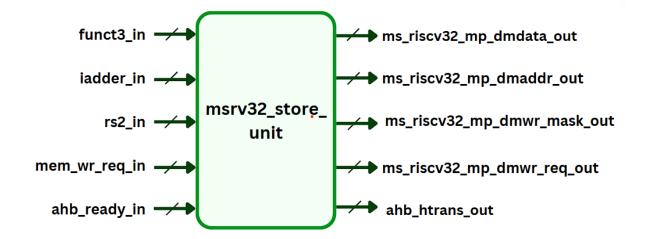


Wave Form — Branch Unit - msrv32_branch_unit



STORE UNIT

Block Unit



Block Pins

- 1) funct3_in: connected to the funct3 instruction field. Indicates the data size. (byte, half word or word).([1:0] bit from instruction decoder).
- 2) iadder_in: Contains the address (possibly unaligned) where the data must be written (from Immediate adder)
- 3) ahb_ready_in : Active high signal when asserted, updates the ms_riscv32 mp_data_out.
- 4) rs2_in: connected to Integer Register file source 2. Contains the data to be written (possibly in the right position).from integer file.
- 5) mem_wr_req_in : Connected to the memory in which data to be write (from decoder).
- 6) ms_riscv32_mp_dmdata_out : contains the data to be written in the right position.(output of core).
- 7) ms_riscv32_mp_dmaddr_out : contains the address (aligned) where the data must be written.
- 8) ms_riscv32_mp_dmwr_mask_out : A bitmask that indicates which bytes of data_out must be written.
- 9) ms riscv32 mp dmwr req out: write enable pin for external memory.
- 10) ahb_htrans_out: This signal signifies if the transfer is in progress or completed.

Explanation – Store unit – msrv32 store unit

The msrv32_store_unit is a vital component in the RISC-V 32I processor, ensuring that data is correctly and efficiently written to memory. It handles various control signals, prepares data, calculates addresses, and coordinates with the AHB bus to perform store operations.

Verilog Code

Design /RTL Code – Store unit – msrv32 store unit

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 01.07.2024 17:39:49
// Design Name: Store Unit
// Module Name: msrv32 store unit
// Project Name: RISC -V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
// Store unit RTL / Design code
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 store unit(funct3 in, iadder in,
rs2 in, mem wr req in, ahb ready in,
ms riscv32 mp dmdata out, ms riscv32 mp dmaddr out,
ms riscv32 mp dmwr mask out,
ms riscv32 mp dmwr req out, ahb htrans out);
input [2:0] funct3 in;
input [31:0] iadder in;
input [31:0] rs2 in;
```

```
input mem wr req in;
input ahb ready in;
output [31:0] ms riscv32 mp dmdata out;
output [31:0] ms riscv32 mp dmaddr out;
output reg [3:0] ms riscv32 mp dmwr mask out;
output ms riscv32 mp dmwr req out;
output [1:0] ahb htrans out;
reg [3:0] byt wr mask;
reg [31:0] byt data out;
reg [31:0] data out;
wire [3:0] half wr mask;
assign ahb htrans out = (ahb ready in)? 2'b01 :2'b00;
assign half wr mask = (iadder in[1])?
\{\{2\{\text{mem wr req in}\}\}, 2'b0\}:
{2'b0, {2{mem wr req in}}};
assign half data out = (iadder in[1])? {rs2 in[15:0],
{16{1'b0}}} : {{16{1'b0}}, rs2 in[15:0]};
always @(*)
begin
    case(iadder in[1:0])
        2'b00 : begin
                 byt wr mask <= {3'b0, mem wr req in};</pre>
                 byt data out <= \{\{24\{1'b0\}\}\},\
rs2 in[7:0]};
             end
        2'b01 : begin
                 byt wr mask <=</pre>
{2'b0, mem wr req in, 1'b0};
                 byt data out <= \{\{16\{1'b0\}\}\},\
rs2 in[7:0], {8{1'b0}}};
             end
        2'b10 : begin
                 byt wr mask <=
{1'b0, mem wr req in, 2'b0};
                 byt data out <= \{\{8\{1'b0\}\}\},\
rs2 in[7:0],{16{1'b0}}};
             end
        2'b11 : begin
                 byt wr mask <= {mem wr req in,3'b00};
                 byt data out <=
{rs2 in[7:0], {24{1'b0}}};
             end
    endcase
```

```
case(funct3 in[1:0])
        2'b00 : begin
                ms riscv32 mp dmwr mask out <=
byt wr mask ;
                 data out <= byt data out;
            end
        2'b01 : begin
            ms riscv32 mp dmwr mask out <=
half wr mask;
            data out <= half data out;</pre>
        end
        2'b10 : begin
            ms riscv32 mp dmwr mask out <=
{4{mem wr req in}};
            data out <= rs2 in;
        end
        2'b11 : begin
            ms riscv32 mp dmwr mask out <=</pre>
{4{mem wr req in}};
            data out <= rs2 in;
        end
    endcase
end
assign ms riscv32 mp dmdata out = (ahb ready in)?
data out: ms riscv32 mp dmdata out;
assign ms riscv32 mp dmaddr out =
{iadder in[31:2],2'b00};
assign ms riscv32 mp dmwr req out = mem wr req in;
endmodule
```

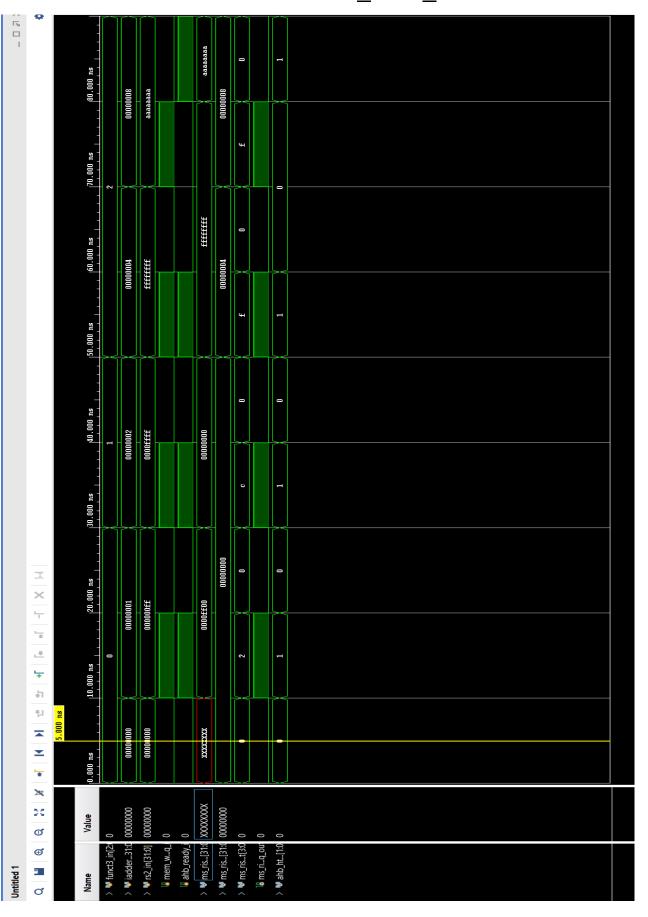
Simulation Code – Store unit – msrv32_store_unit

```
// Module Name: msrv32 store unit tb
// Project Name: RISC V 32I
// Target Devices:
// Tool Versions: Achyut's Vovado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 store unit tb;
reg [2:0] funct3 in;
reg [31:0] iadder in;
reg [31:0] rs2 in;
reg mem wr reg in;
reg ahb ready in;
// Outputs
wire [31:0] ms riscv32 mp dmdata out;
wire [31:0] ms riscv32 mp dmaddr out;
wire [3:0] ms riscv32 mp dmwr mask out;
wire ms riscv32 mp dmwr req out;
wire [1:0] ahb htrans out;
// Instantiate the Unit Under Test (UUT)
msrv32 store unit uut (
    .funct3 in(funct3 in),
    .iadder in (iadder in),
    .rs2 in(rs2 in),
    .mem wr req in (mem wr req in),
    .ahb ready in (ahb ready in),
.ms riscv32 mp dmdata out(ms riscv32 mp dmdata out),
.ms riscv32 mp dmaddr out (ms riscv32 mp dmaddr out),
.ms riscv32 mp dmwr mask out (ms riscv32 mp dmwr mask
out),
```

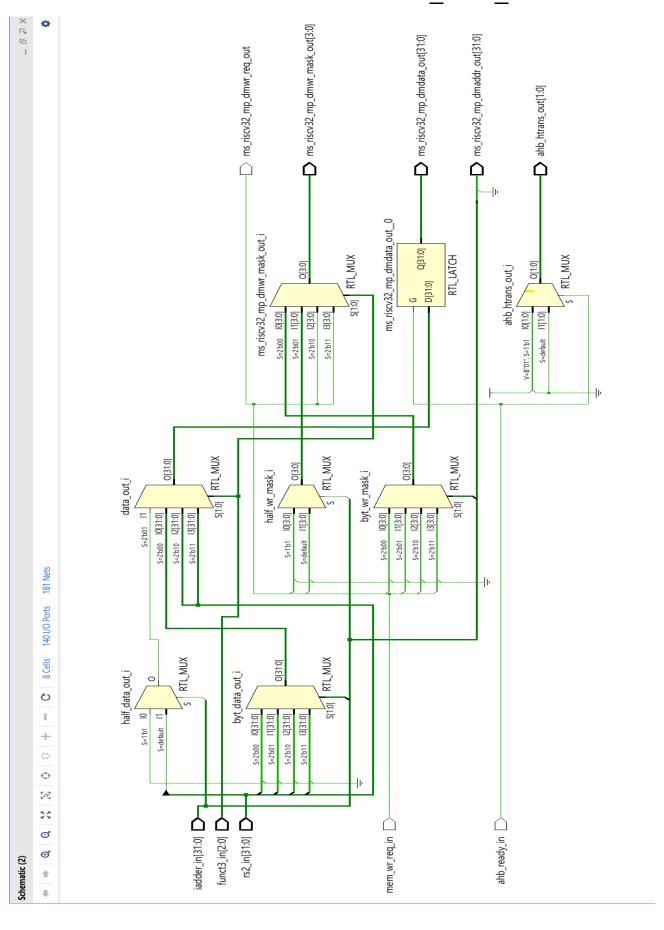
```
.ms riscv32 mp dmwr req out (ms riscv32 mp dmwr req ou
    .ahb htrans out (ahb htrans out)
);
initial begin
    // Initialize Inputs
    funct3 in = 0;
    iadder in = 0;
    rs2 in = 0;
    mem wr req in = 0;
    ahb ready in = 0;
    #10;
     funct3 in = 3'b000; // SB
    iadder in = 32'h00000001; // Address offset
    rs2 in = 32'h000000FF; // Data to be written
    mem wr req in = 1;
    ahb ready in = 1;
    #10;
    mem wr req in = 0;
    ahb ready in = 0;
    #10;
     funct3 in = 3'b001; // SH
    iadder in = 32'h00000002; // Address offset
    rs2 in = 32'h0000FFFF; // Data to be written
    mem wr req in = 1;
    ahb ready in = 1;
    #10;
    mem wr req in = 0;
    ahb ready in = 0;
    #10;
    funct3 in = 3'b010; // SW
    iadder in = 32'h00000004; // Address offset
    rs2 in = 32'hFFFFFFFF; // Data to be written
    mem wr req in = 1;
    ahb ready in = 1;
    #10;
    mem wr req in = 0;
    ahb ready in = 0;
    #10;
    funct3 in = 3'b010; // SW
    iadder in = 32'h00000008; // Address offset
    rs2 in = 32'hAAAAAAA; // Data to be written
```

```
mem_wr_req_in = 1;
ahb_ready_in = 0;
#10;
mem_wr_req_in = 0;
ahb_ready_in = 1;
#10;
$stop;
end
endmodule
```

Wave form — Store unit — msrv32_store_unit

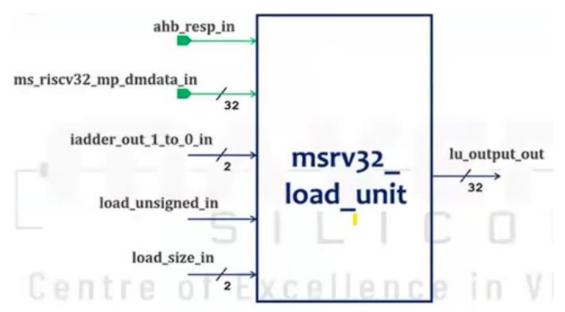


RTL Architecture – Store unit – msrv32_store_unit



LOAD UNIT

Block Diagram



Signals

- 1. load_size_in: Connected to the two least significant bits of the fuct3 instruction field from register block 2.
- 2. load_unsigned_in: Connected to the most significant bit of the funct3 from instruction field from register block 2.
- 3. Ahb_resp_in : Active Low signal used to load the external data from memory.
- 4. Ms_riscv32_mp_dmdata_in : 32 bit word read from memory. (from external memory).
- 5. Iadder_out_1_0_in : Indicates the byte half word position in data_in used only with load byte half word instructions.
- 6. Lu_output_out : 32 bit value to be written in the integer Register file.

Explanation

The msrv32_load_unit plays a crucial role in handling load operations within the RISC-V 32I processor. It efficiently processes data fetched from memory, ensuring that it is correctly loaded into the processor's registers. The unit supports various data sizes, including byte, halfword, and word, and can handle both signed and unsigned load

operations. By processing data accurately based on the load type and size, it maintains the integrity of data transfers within the processor. This unit is vital for the overall functionality of the processor, as it ensures that data is available for subsequent operations and computations. Its efficient design contributes to the processor's performance and reliability, making it an essential component of the RISC-V 32I architecture.

Verilog code

RTL Design code - Load Unit - msrv32 load unit

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 03.07.2024 19:13:20
// Design Name: Load Unit
// Module Name: msrv32 load unit
// Project Name: RISC V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 load unit(ahb resp in,
ms riscv32 mp dmdata in,
iadder_out_1_to_0_in,load_unsigned in, load size in,
lu output out);
input ahb resp in;
input [31:0] ms riscv32 mp dmdata in;
input [1:0] iadder out 1 to 0 in;
input load unsigned in;
input [1:0] load size in;
```

```
output [31:0] lu output out;
wire [15:0] data half load unit;
wire [23:0] byte ext load unit;
wire [15:0] half ext load unit;
wire [31:0] load size load unit;
reg [7:0] load data byte;
assign data half load unit =
(iadder out 1 to 0 in[1])?
ms riscv32 mp dmdata in[31:16] :
ms riscv32 mp dmdata in[15:0];
always @(*)
    begin
        case(iadder out 1 to 0 in)
            2'b00:
load data byte<=ms riscv32 mp dmdata in[7:0];</pre>
            2'b01:
load data byte<=ms riscv32 mp dmdata in[15:8];</pre>
            2'b10 :
load data byte<=ms riscv32 mp dmdata in[23:16];</pre>
            2'b11 :
load data byte<=ms riscv32 mp dmdata in[31:24];</pre>
        endcase
    end
assign byte ext load unit = (load unsigned in) ? 24'b0
: {24{load data byte[7]}};
assign half ext load unit = (load unsigned in) ? 16'b0
: {16{load data byte[15]}};
assign load size load unit = (load size in==2'b00) ?
{byte ext load unit, load data byte} :
(load size in==2'b00)? {half ext load unit,
data half load unit}: (load size in==2'b10)?
ms riscv32 mp dmdata in : ms riscv32 mp dmdata in;
assign lu output out = (ahb resp in) ? 32'bz:
load size load unit;
endmodule
```

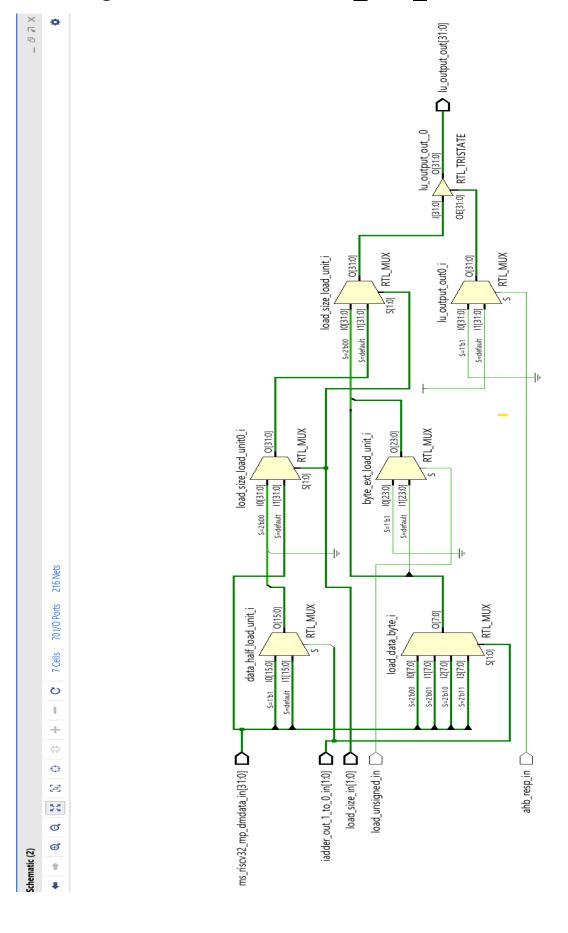
Simulation code - Load Unit - msrv32_load_unit

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 12.07.2024 09:42:33
// Design Name: Load Unit
// Module Name: msrv32 load unit tb
// Project Name: RISC V32I
// Target Devices:
// Tool Versions: Achyut viavdo
// Description:
//
// Dependencies:
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 load unit tb;
req ahb resp in;
reg [31:0] ms riscv32 mp dmdata in;
reg [1:0] iadder out 1 to 0 in;
reg load unsigned in;
reg [1:0] load size in;
wire [31:0] lu output out;
msrv32 load unit uut (
   .ahb resp in (ahb resp in),
.ms riscv32 mp dmdata in(ms riscv32 mp dmdata in),
   .iadder out 1 to 0 in (iadder out 1 to 0 in),
   .load unsigned in (load unsigned in),
   .load size in (load size in),
   .lu output out(lu output out)
);
```

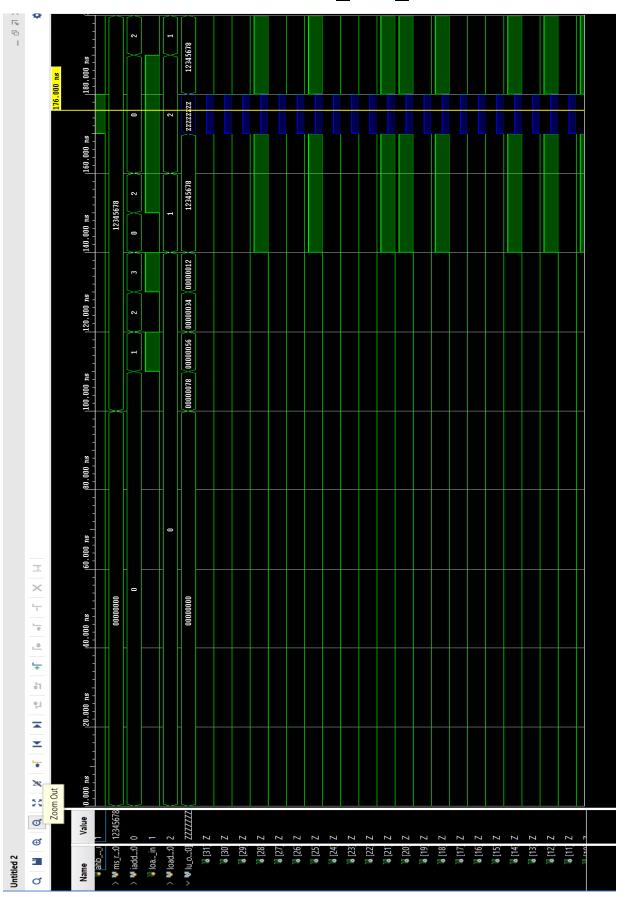
```
initial begin
    ahb resp in = 0;
    ms riscv32 mp dmdata in = 0;
    iadder out 1 to 0 in = 0;
    load unsigned in = 0;
    load size in = 0;
    #100;
    ms riscv32 mp dmdata in = 32'h12345678;
    iadder out 1 to 0 in = 2'b00;
    load unsigned in = 0;
    load size in = 2'b00;
    #10;
    iadder out 1 to 0 in = 2'b01;
    load unsigned in = 1;
    #10;
    iadder out 1 to 0 in = 2'b10;
    load unsigned in = 0;
    #10;
    iadder out 1 to 0 in = 2'b11;
    load unsigned in = 1;
    #10;
    iadder out 1 to 0 in = 2'b00;
    load unsigned in = 0;
    load size in = 2'b01;
    #10;
    iadder out 1 to 0 in = 2'b10;
    load unsigned in = 1;
    #10;
    iadder out 1 to 0 in = 2'b00;
    load size in = 2'b10;
    #10;
    ahb resp in = 1;
    #10;
    ahb resp in = 0;
```

```
#10;
iadder_out_1_to_0_in = 2'b10;
load_unsigned_in = 0;
load_size_in = 2'b01;
#10;
$stop;
end
endmodule
```

RTL Design- Load Unit - msrv32_load_unit

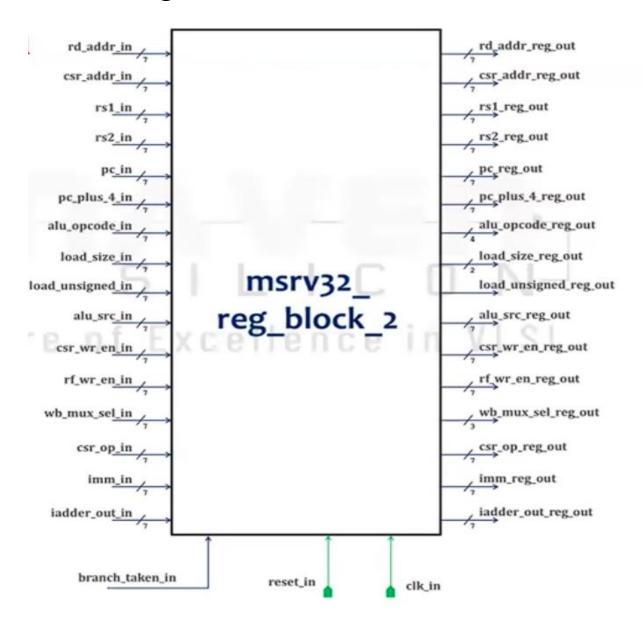


Wave form - Load Unit - msrv32_load_unit



REG BLOCK 2

Block Diagram



Explanation

All the input signals is store with respect to the clock

Reset in: is to reset all the values

Clk_in : clock pulses to the registers inside the block.

Verilog code

Design Code – Reg block 2 - msrv32_reg_block_2

```
`timescale 1ns / 1ps
// Company: Maven Silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 03.07.2024 20:35:55
// Design Name: Reg block 2
// Module Name: msrv32 reg block 2
// Project Name: RISC V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 reg block 2 (
   input [6:0] rd addr in,
   input [6:0] csr addr in,
   input [6:0] rs1 in,
   input [6:0] rs2 in,
   input [6:0] pc in,
   input [6:0] pc plus 4 in,
   input [6:0] alu opcode in,
   input [6:0] load size in,
   input [6:0] load unsigned in,
   input [6:0] alu src in,
   input [6:0] csr wr en in,
   input [6:0] rf wr en in,
   input [6:0] wb mux sel in,
   input [6:0] csr op in,
   input [6:0] imm in,
```

```
input [6:0] iadder out in,
    input branch taken in,
    input reset in,
    input clk in,
    output reg [6:0] rd addr reg out,
    output reg [6:0] csr addr reg out,
    output reg [6:0] rs1 reg out,
    output reg [6:0] rs2 reg out,
    output reg [6:0] pc reg out,
    output reg [6:0] pc plus reg out,
    output reg [6:0] alu opcode reg out,
    output reg [6:0] load size reg out,
    output reg [6:0] load unsigned reg out,
    output reg [6:0] alu src reg out,
    output reg [6:0] csr wr en reg out,
    output reg [6:0] rf wr en reg out,
    output reg [6:0] wb mux sel reg out,
    output req [6:0] csr op req out,
    output reg [6:0] imm reg out,
    output reg [6:0] iadder out reg out
);
always @(posedge clk in or posedge reset in) begin
    if (reset in) begin
        rd addr reg out <= 7'b0;
        csr addr reg out <= 7'b0;
        rs1 reg out <= 7'b0;
        rs2 reg out <= 7'b0;
        pc reg out <= 7'b0;</pre>
        pc plus reg out <= 7'b0;</pre>
        alu opcode reg out <= 7'b0;
        load size reg out <= 7'b0;</pre>
        load unsigned reg out <= 7'b0;</pre>
        alu src reg out <= 7'b0;
        csr wr en reg out <= 7'b0;
        rf wr en reg out <= 7'b0;
        wb mux sel reg out <= 7'b0;
        csr op reg out <= 7'b0;
        imm reg out <= 7'b0;
        iadder out reg out <= 7'b0;</pre>
    end else begin
        rd addr reg out <= rd addr in;
        csr addr reg out <= csr addr in;
        rs1 reg out <= rs1 in;
```

```
rs2 reg out <= rs2 in;
        pc reg out <= pc in;
        pc plus reg out <= pc plus 4 in;</pre>
        alu opcode reg out <= alu opcode in;
        load size reg out <= load size in;</pre>
        load unsigned reg out <= load unsigned in;</pre>
        alu src reg out <= alu src in;
        csr wr en reg out <= csr wr en in;
        rf wr en reg out <= rf wr en in;
        wb mux sel reg out <= wb mux sel in;
        csr op reg out <= csr op in;
        imm reg out <= imm in;</pre>
        iadder out reg out <= (branch taken in) ?</pre>
1'b0 : iadder out in[0];
    end
end
endmodule
```

Simulation – Reg block 2 - msrv32_reg_block_2

```
`timescale 1ns / 1ps
// Company: maven silicon - VIT Vellore
// Engineer: VLSI Design
//
// Create Date: 12.07.2024 10:13:36
// Design Name: Regblock 2
// Module Name: msrv32 reg block 2 tb
// Project Name: RISC V32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
```

```
module msrv32 reg block 2 tb;
reg [6:0] rd addr in;
    reg [6:0] csr addr in;
    reg [6:0] rs1 in;
    req [6:0] rs2 in;
    reg [6:0] pc in;
    reg [6:0] pc plus 4 in;
    reg [6:0] alu opcode in;
    reg [6:0] load size in;
    reg [6:0] load unsigned in;
    req [6:0] alu src in;
    reg [6:0] csr wr en in;
    reg [6:0] rf wr en in;
    reg [6:0] wb mux sel in;
    reg [6:0] csr op in;
    req [6:0] imm in;
    reg [6:0] iadder out in;
    reg branch taken in;
    reg reset in;
    req clk in;
    wire [6:0] rd addr reg out;
    wire [6:0] csr addr reg out;
    wire [6:0] rs1 reg out;
    wire [6:0] rs2 reg out;
    wire [6:0] pc reg out;
    wire [6:0] pc plus reg out;
    wire [6:0] alu opcode reg out;
    wire [6:0] load size reg out;
    wire [6:0] load unsigned reg out;
    wire [6:0] alu src reg out;
    wire [6:0] csr wr en reg out;
    wire [6:0] rf wr en reg_out;
    wire [6:0] wb mux sel reg out;
    wire [6:0] csr op reg out;
    wire [6:0] imm reg out;
    wire [6:0] iadder out reg out;
    msrv32 reg block 2 uut (
        .rd addr in (rd addr in),
        .csr addr in (csr addr in),
        .rs1 in(rs1 in),
        .rs2 in(rs2 in),
```

```
.pc in (pc in),
        .pc plus 4 in (pc plus 4 in),
        .alu opcode in (alu opcode in),
        .load size in (load size in),
        .load unsigned in (load unsigned in),
        .alu src in(alu src in),
        .csr wr en in(csr wr en in),
        .rf wr en in(rf wr en in),
        .wb mux sel in(wb mux sel in),
        .csr op in(csr op in),
        .imm in (imm in),
        .iadder out in (iadder out in),
        .branch taken in (branch taken in),
        .reset in(reset in),
        .clk in(clk in),
        .rd addr reg out (rd addr reg out),
        .csr addr reg out (csr addr reg out),
        .rs1 reg out (rs1 reg out),
        .rs2 reg out(rs2 reg out),
        .pc reg out (pc reg out),
        .pc plus reg out (pc plus reg out),
        .alu opcode reg out (alu opcode reg out),
        .load size reg out(load size reg out),
.load unsigned reg out (load unsigned reg out),
        .alu src reg out (alu src reg out),
        .csr_wr_en_reg out(csr wr en reg out),
        .rf wr en reg out (rf wr en reg out),
        .wb mux sel reg out (wb mux sel reg out),
        .csr op reg out(csr op reg out),
        .imm reg out (imm reg out),
        .iadder out reg out(iadder out reg out)
    );
    initial begin
        clk in = 0;
        reset in = 1;
        #10;
        reset in = 0;
        #10;
        // Test case 1
        rd addr in = 7'b0000001;
        csr \ addr \ in = 7'b0000010;
```

```
rs1 in = 7'b0000011;
rs2 in = 7'b0000100;
pc in = 7'b0000101;
pc plus 4 in = 7'b0000110;
alu opcode in = 7'b0000111;
load size in = 7'b0001000;
load unsigned in = 7'b0001001;
alu src in = 7'b0001010;
csr wr en in = 7'b0001011;
rf wr en in = 7'b0001100;
wb mux sel in = 7'b0001101;
csr op in = 7'b0001110;
imm in = 7'b0001111;
iadder out in = 7'b0010000;
branch taken in = 0;
#20;
// Test case 2
rd addr in = 7'b0010001;
csr \ addr \ in = 7'b0010010;
rs1 in = 7'b0010011;
rs2 in = 7'b0010100;
pc in = 7'b0010101;
pc plus 4 in = 7'b0010110;
alu opcode in = 7'b0010111;
load size in = 7'b0011000;
load unsigned in = 7'b0011001;
alu src in = 7'b0011010;
csr wr en in = 7'b0011011;
rf wr en in = 7'b0011100;
wb mux sel in = 7'b0011101;
csr op in = 7'b0011110;
imm in = 7'b00111111;
iadder out in = 7'b0100000;
branch taken in = 1;
#20;
// Test case 3
rd addr in = 7'b0100001;
csr \ addr \ in = 7'b0100010;
rs1 in = 7'b0100011;
rs2 in = 7'b0100100;
pc in = 7'b0100101;
pc plus 4 \text{ in} = 7'b0100110;
```

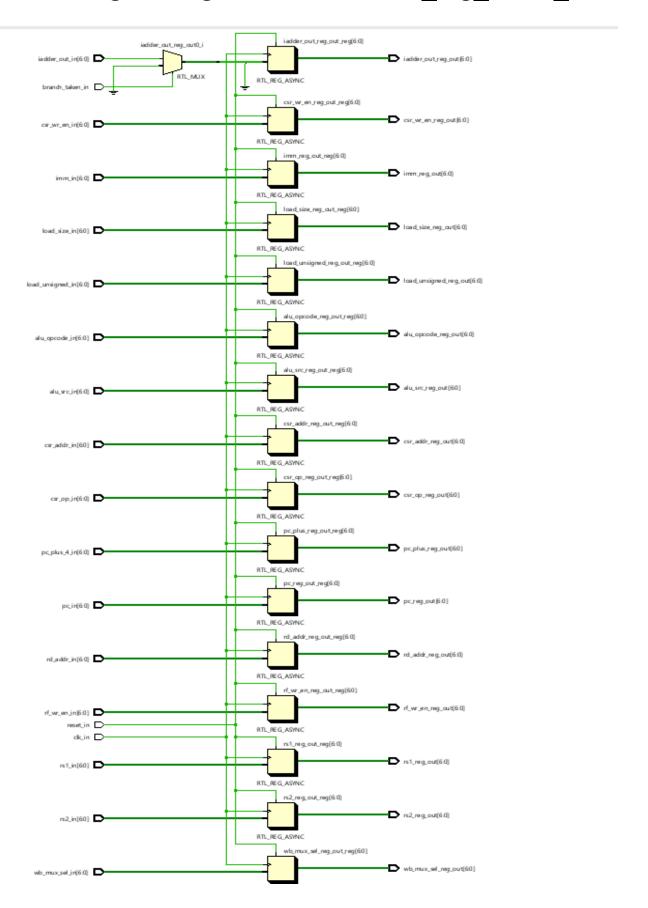
```
alu opcode in = 7'b0100111;
load size in = 7'b0101000;
load unsigned in = 7'b0101001;
alu src in = 7'b0101010;
csr wr en in = 7'b0101011;
rf wr en in = 7'b0101100;
wb mux sel in = 7'b0101101;
csr op in = 7'b0101110;
imm in = 7'b0101111;
iadder out in = 7'b0110000;
branch taken in = 0;
#20;
// Test case 4
rd addr in = 7'b0110001;
csr \ addr \ in = 7'b0110010;
rs1 in = 7'b0110011;
rs2 in = 7'b0110100;
pc in = 7'b0110101;
pc plus 4 \text{ in} = 7'b0110110;
alu opcode in = 7'b0110111;
load size in = 7'b0111000;
load unsigned in = 7'b0111001;
alu src in = 7'b0111010;
csr wr en in = 7'b0111011;
rf wr en in = 7'b0111100;
wb mux sel in = 7'b0111101;
csr op in = 7'b01111110;
imm in = 7'b01111111;
iadder out in = 7'b1000000;
branch taken in = 1;
#20;
// Test case 5
rd addr in = 7'b1000001;
csr \ addr \ in = 7'b1000010;
rs1 in = 7'b1000011;
rs2_in = 7'b1000100;
pc in = 7'b1000101;
pc plus 4 in = 7'b1000110;
alu opcode in = 7'b1000111;
load size in = 7'b1001000;
load unsigned in = 7'b1001001;
alu src in = 7'b1001010;
```

```
csr_wr_en_in = 7'b1001011;
rf_wr_en_in = 7'b1001100;
wb_mux_sel_in = 7'b1001101;
csr_op_in = 7'b1001110;
imm_in = 7'b1001111;
iadder_out_in = 7'b1010000;
branch_taken_in = 0;
#20;

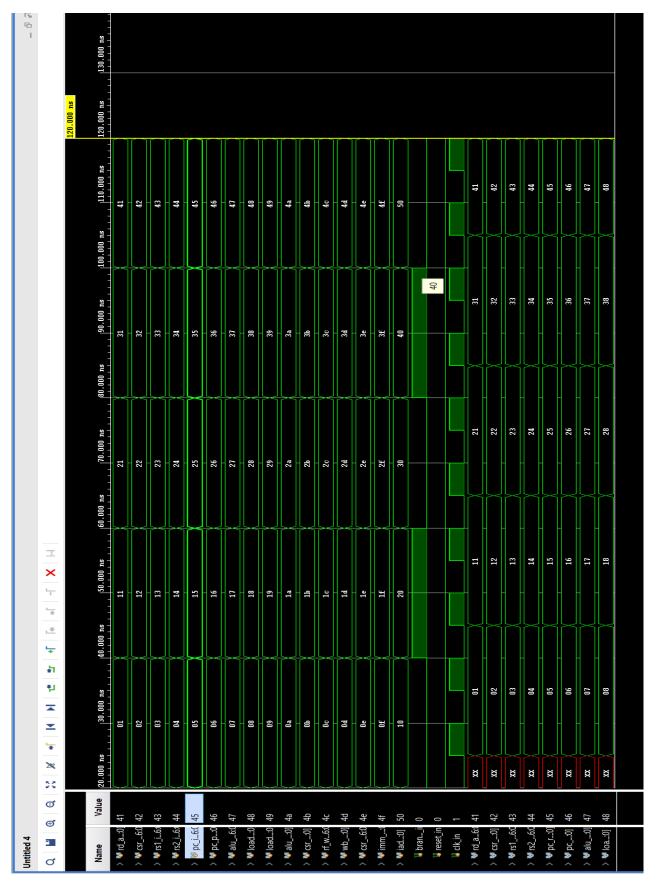
$finish;
end

always #5 clk_in = ~clk_in;
endmodule
```

RTL Design – Reg block 2 - msrv32_reg_block_2

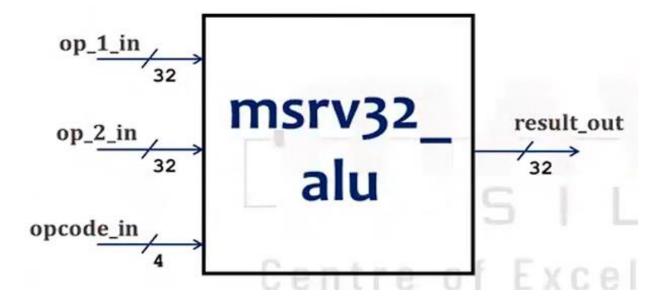


Waveform – Reg block 2 - msrv32_reg_block_2



ALU

Block Diagram



Signals -alu

- 1. op_1_in : operation first operand
- 2. op_2_in: operation second operand
- 3. opcode_in : operation code thes is signal is driven by function3 and function7 instruction fields
- 4. result_out : Result of the requested operation.

Explanation

In our RISC-V 32I project, the ALU (Arithmetic Logic Unit) serves as a crucial component for executing arithmetic and logical operations within the processor. It operates using four main signals: op_1_in and op_2_in, which represent the operands involved in the operation, opcode_in driven by function3 and function7 instruction fields, specifying the type of operation to be performed, and result_out, which outputs the computed result of the operation. These signals collectively manage the flow of data and control within the ALU, enabling it to perform tasks like addition, subtraction, bitwise operations, and comparisons as dictated by the processor's instructions.

Verilog code

Design code – ALU – msrv32_alu

```
`timescale 1ns / 1ps
// Company: maven silicon - VIT Vellore
// Engineer:
//
// Create Date: 08.07.2024 09:17:18
// Design Name: ALU
// Module Name: msrv32 alu
// Project Name: RSIC V 32I
// Target Devices:
// Tool Versions: Achyut's Vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 alu(op 1 in, op 2 in, opcode in,
result out);
input [31:0] op 1 in;
input [31:0] op 2 in;
input [3:0] opcode in;
output reg [31:0] result out;
wire signed [31:0] op 1 in signed;
wire signed [31:0] op 2 in signed;
assign op 1 in signed = op 1 in;
assign op 2 in signed = op 2 in;
always @(*)
begin
case(opcode in[3:0])
```

```
4'b0000: result out = op 1 in + op 2 in;
// Addition
        4'b1000: result out = op 1 in - op 2 in;
// Subtraction
        4'b0010: result out = (op 1 in < op 2 in) ?
32'b1 : 32'b0; // Unsigned less than
        4'b0011: result out = (op 1 in signed <
op 2 in signed) ? 32'b1 : 32'b0; // Signed less than
        4'b0111: result out = op 1 in & op 2 in;
// Bitwise AND
        4'b0110: result out = op 1 in | op 2 in;
// Bitwise OR
        4'b0100: result_out = op_1_in ^ op_2_in;
// Bitwise XOR
        4'b0001: result out = op 1 in >>
                          // Logical right shift
op 2 in[4:0];
        4'b0101: result out = op 1 in <<
op 2 in[4:0];
                          // Logical left shift
        4'b1101: result out = op 1 in signed >>>
op 2 in[4:0];
     default : result out = 32'b0;
endcase
end
endmodule
```

Simulation code – ALU – msrv32_alu

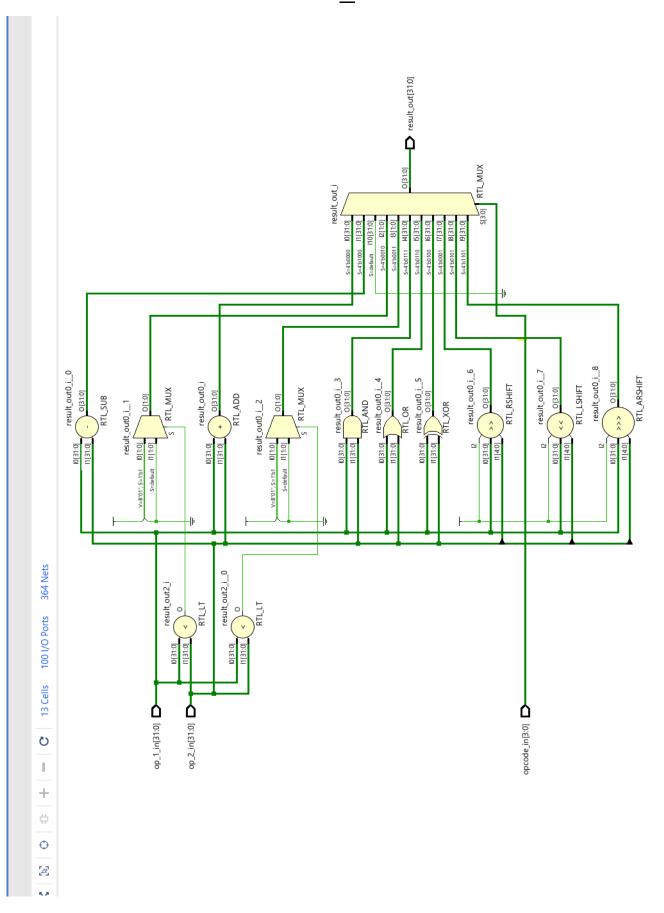
```
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 alu tb;
reg [31:0] op 1 in tb;
 reg [31:0] op 2 in tb;
 reg [3:0] opcode in tb;
 // Outputs
 wire [31:0] result out tb;
  // Instantiate the msrv32 alu module
 msrv32 alu dut (
    .op 1 in (op 1 in tb),
    .op 2 in (op 2 in tb),
    .opcode in (opcode in tb),
    .result out(result out tb)
  );
  // Clock generation
  req clk = 0;
 always #5 clk = \simclk;
  // Test cases
  initial begin
   // Test case 1: Addition
   op 1 in tb = 10;
   op 2 in tb = 20;
   opcode in tb = 4'b0000;
   #10;
   // Test case 2: Subtraction
   op 1 in tb = 30;
   op 2 in tb = 15;
   opcode in tb = 4'b1000;
   #10;
```

```
// Test case 3: Unsigned less than
op 1 in tb = 5;
op 2 in tb = 10;
opcode in tb = 4'b0010;
#10;
// Test case 4: Signed less than
op 1 in tb = -5;
op 2 in tb = 3;
opcode in tb = 4'b0011;
#10;
// Test case 5: Bitwise AND
op 1 in tb = 8'hFF;
op 2 in tb = 8'h0F;
opcode in tb = 4'b0111;
#10;
// Test case 6: Bitwise OR
op 1 in tb = 8'hFF;
op 2 in tb = 8'h0F;
opcode in tb = 4'b0110;
#10;
// Test case 7: Bitwise XOR
op 1 in tb = 8'hFF;
op 2 in tb = 8'hF0;
opcode in tb = 4'b0100;
#10;
// Test case 8: Logical right shift
op 1 in tb = 32'h80000000;
op 2 in tb = 5;
opcode in tb = 4'b0001;
#10;
// Test case 9: Logical left shift
op 1 in tb = 32'h00000001;
op_2 in tb = 4;
opcode in tb = 4'b0101;
#10;
// Test case 10: Arithmetic right shift
```

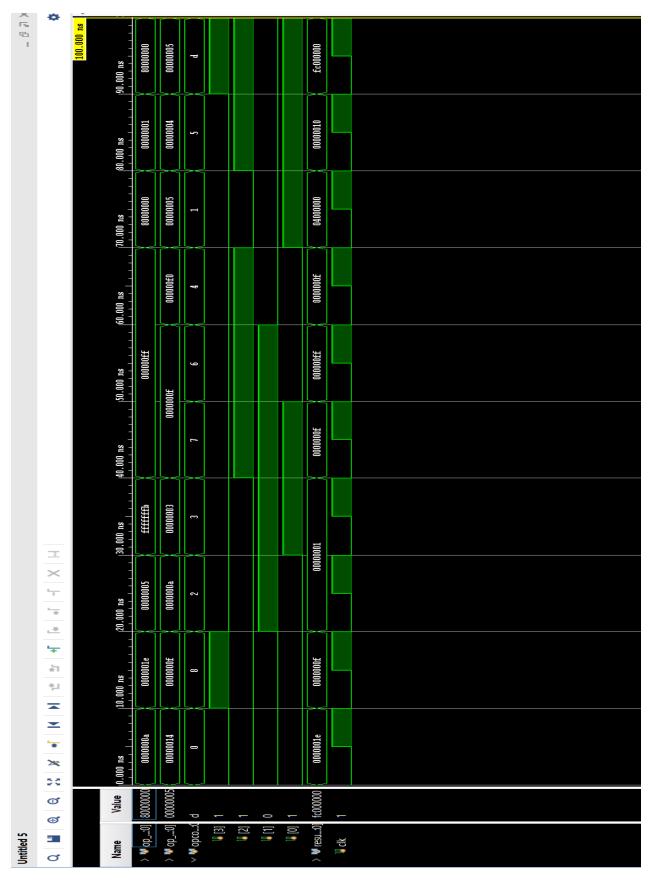
```
op_1_in_tb = -32'h80000000;
op_2_in_tb = 5;
opcode_in_tb = 4'b1101;
#10;

// End simulation
$finish;
end
endmodule
```

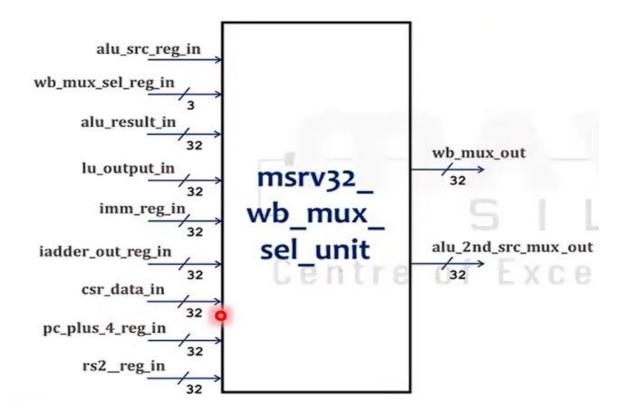
$RTL\ VIEW-ALU-msrv32_alu$



$Waveform - ALU - msrv32_alu$



Wb Mux Selection out



Signals

- 1. wb_mux_sel_reg_in: Selects the data to be written in integer register file
- 2. alu result in :the result produced by alu.
- 3. Lu_output_in : output of load unit.
- 4. Imm_reg_in : Immediate data.
- 5. Iadder_out_reg_in: the sum of Immediate data and rs1.
- 6. Csr_data_in : data out port of CSR Module.
- 7. Pc_plus_4_reg_in: PC + 4
- 8. Rs2_reg_in: RS2 register output from Integer file.
- 9. Alu src reg in : used to select rs2 register data immediate data.
- 10.Wb_mux_out: The output port of wb_mux.
- 11.Alu_2nd_src_mux_out: RS2 register output

Verilog code

Design code - Wb Mux Selection out

```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 08.07.2024 10:26:08
// Design Name:
// Module Name: msrv32 wb mux sel unit
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 wb mux sel unit(alu src reg in
,wb mux sel reg in , alu result in, lu output in ,
imm reg in, iadder out reg in, csr data in,
pc_plus_4_reg_in, rs2_reg_in, wb mux out,
alu 2nd src mux out);
input alu src reg in;
input [2:0] wb mux sel reg in;
input [31:0] alu result in;
input [31:0] lu output in;
input [31:0] imm reg in;
input [31:0] iadder out reg in;
input [31:0] csr data in;
input [31:0] pc plus 4 reg in;
input [31:0] rs2 reg in;
output reg [31:0] wb mux out;
```

```
output [31:0] alu 2nd src mux out;
assign alu 2nd src mux out = (alu src reg in) ?
rs2 reg in : imm reg in;
always @(*)
begin
    case (wb mux sel reg in)
        3'b000: wb mux out = alu result in;
        3'b001: wb mux out = lu output in;
        3'b010: wb mux out = imm reg in;
        3'b011: wb mux out = iadder out reg in;
        3'b100: wb mux out = csr data in;
        3'b101: wb mux out = pc plus 4 reg in;
        3'b110: wb mux out = rs2 req in;
        default: wb mux out = alu result in;
    endcase
end
endmodule
```

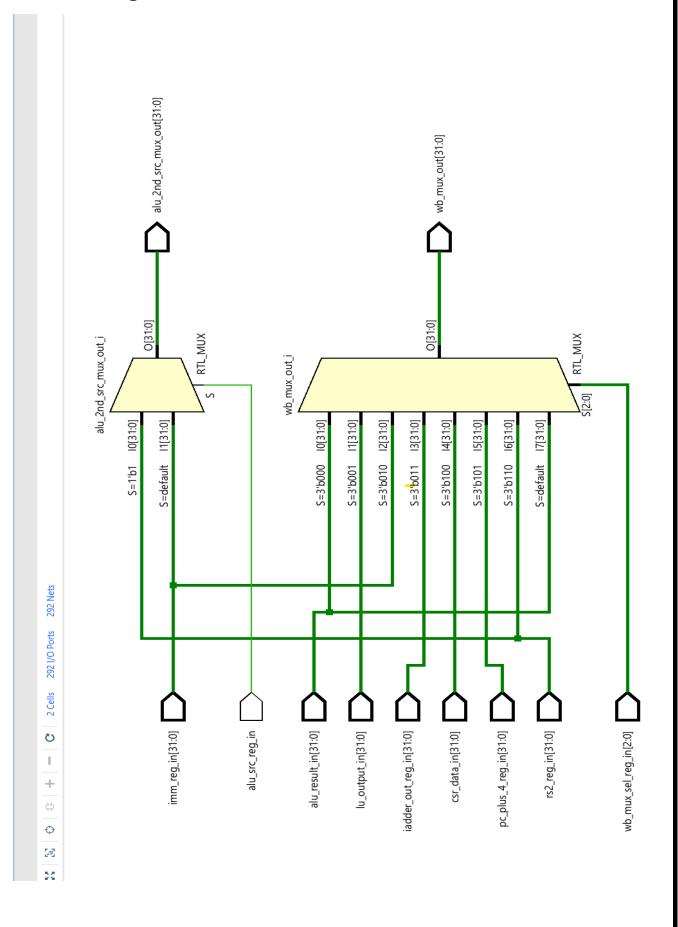
Simulation code - Wb Mux Selection out

```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 12.07.2024 11:22:00
// Design Name:
// Module Name: msrv32 wb mux sel unit tb
// Project Name:
// Target Devices:
// Tool Versions: Achyut's vivado
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
```

```
module msrv32 wb mux sel unit tb;
   req alu src req in;
   reg [2:0] wb mux sel reg in;
   reg [31:0] alu result in;
   reg [31:0] lu output in;
   reg [31:0] imm reg in;
   reg [31:0] iadder out reg in;
   reg [31:0] csr data in;
   reg [31:0] pc plus 4 reg in;
   reg [31:0] rs2 reg in;
   // Outputs
   wire [31:0] wb mux out;
   wire [31:0] alu 2nd src mux out;
   // Instantiate the unit under test
   msrv32 wb mux sel unit dut (
        .alu src reg in(alu src reg in),
        .wb mux sel reg in (wb mux sel reg in),
        .alu result in (alu result in),
        .lu output in(lu output in),
        .imm reg in (imm reg in),
        .iadder out reg in (iadder out reg in),
        .csr data in(csr data in),
       .pc plus 4 reg in (pc plus 4 reg in),
        .rs2 reg in(rs2 reg in),
        .wb mux out (wb mux out),
        .alu 2nd src mux out(alu 2nd src mux out)
   );
    // Initial stimulus
   initial begin
       // Test Case 1
       alu src reg in = 1'b0;
       wb mux sel reg in = 3'b000;
       alu result in = 32'h12345678;
       lu output in = 32'hABCDEFAB;
       imm reg in = 32'h0000FFFF;
       iadder out reg in = 32'h87654321;
       csr data in = 32'h98765432;
```

```
pc plus 4 reg in = 32'hABCDDCBA;
        rs2 reg in = 32'h11223344;
        #10;
        // Test Case 2
        alu src reg in = 1'b1;
        wb mux sel reg in = 3'b001;
        #10;
        // Test Case 3
        alu_src_reg_in = 1'b0;
        wb mux sel reg in = 3'b010;
        #10;
        // Test Case 4
        alu src reg in = 1'b1;
        wb mux sel reg in = 3'b011;
        #10;
        // Test Case 5
        alu src reg in = 1'b0;
        wb mux sel reg in = 3'b100;
        #10;
        // Test Case 6
        alu src reg in = 1'b1;
        wb mux_sel_reg_in = 3'b101;
        #10;
        // Test Case 7
        alu src reg in = 1'b0;
        wb mux sel reg in = 3'b110;
        #10;
        $finish;
    end
endmodule
```

RTL Design - Wb Mux Selection out

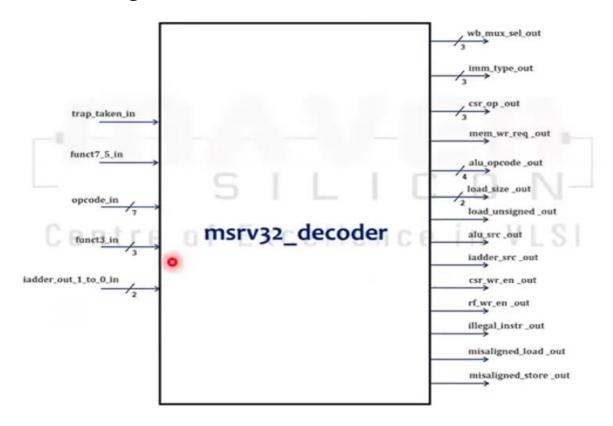


Waveform- Wb Mux Selection out

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DECODER

Block Diagram



Signals – Decoder

- 1. Op_code_6_to_2_in: connected to the instruction opcode field.
- 2. Funct7 5 in: connected to instruction funct7 field.
- 3. Funct3 in: connected to function 3 field.
- 4. Iadder_out_1_0_in : used to verify the alignment of loads and stores.
- 5. Trap_taken_in: when set is high it indicates that trap will be taken next clock cycle. Connected to machine control module.
- 6. Alu_opcode_out : selects the operation to performed by alu.
- 7. Mem_wr_req_out: when set high indicates a request to write memory.
- 8. Load size out: Indicates the word size of load instruction.
- 9. Load unsigned out: Indicates the type of load instruction.
- 10.Alu_src-out : selects alu second operand.
- 11.Iadder_src_out : selects immediate adder 2nd operand.
- 12.Csr_wr_en_out : controls the wr_en input of CSR register file.

- 13.Rf wr en out: controls the input wr en of csr file.
- 14. Wb_mux_sel_out : Selects the data to be written in the integer register file.
- 15.Imm type out : selects the data to be written in the integer file.
- 16.Csr_op_out : selects the operation to be performed by CSR Register file.
- 17.Illeagle_instr_out: When set is high that indicates an invalid or not implemented instruction was fetched from memory.
- 18.Misaligned_load_out: When set is high that an attempt to read data_in disagreement with the memory.
- 19.Misaligned_store_out: when set is high indicates an attempt to write data in memory in disagreement with memory alignment.

Verilog code

Design code – Decoder

```
`timescale 1ns / 1ps
// Company: maven silicon - VIT Vellore
// Engineer: Maven Silicon
//
// Create Date: 08.07.2024 19:38:34
// Design Name: Decoder
// Module Name: msrv32 decoder
// Project Name: RISC V 32I
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module msrv32 decoder(trap taken in, funct7 5 in,
opcode in, funct3 in, iadder out 1 to 0 in,
```

```
wb mux sel out, imm type out, csr op out,
mem wr req out, alu opcode out, load size out,
load unsigned out, alu src out,
iadder src out, csr wr en out, rf wr en out,
illegal instr out, misaligned load out,
misaligned store out);
input trap taken in;
input funct7 5 in;
input [6:0] opcode in;
input [2:0] funct3 in;
input [1:0] iadder out 1 to 0 in;
output [2:0] wb mux sel out;
output [2:0] imm type out;
output [2:0] csr op out;
output mem wr req out;
output [3:0] alu opcode out;
output [1:0] load size out;
output load unsigned out;
output alu src out;
output iadder src out;
output csr wr en out;
output rf wr en out;
output illegal instr out;
output misaligned load out;
output misaligned store out;
reg is branch, is jal, is jalr, is auipc, is lui,
is op, is op imm, is load, is store, is system,
is misc mem;
reg is addi, is slti, is sltiu, is andi, is ori,
is xori;
wire alu opcode out 3 wire;
wire csr or wire;
wire is csr;
wire is implimented instr;
wire mal word;
wire mal half;
wire misaligned;
always @(*)
begin
    case (opcode in [6:0])
        5'b01100 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b10000000000;
```

```
5'b00100 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b01000000000;
        5'b00000 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b00100000000;
        5'b01000 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is_auipc, is_misc_mem, is system} = 11'b00010000000;
        5'b11000 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b00001000000;
        5'b11011 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b00000100000;
        5'b11001 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b00000010000;
        5'b01101 :{is_op, is_op_imm, is_load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b00000001000;
        5'b00101 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b00000000100;
        5'b00011 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b00000000010;
        5'b11100 :{is op, is op imm, is load,
is store, is branch, is jal, is jalr, is lui,
is auipc, is misc mem, is system} =11'b0000000001;
        default : {is op, is op imm, is load,
is_store, is_branch, is_jal, is_jalr, is_lui,
is auipc, is misc mem, is system} =11'b00000000000;
    endcase
end
always @*
begin
case(funct3 in)
    3'b000: {is addi, is slti, is sltiu, is andi,
is ori, is xori} = {is op imm, 1'b0, 1'b0, 1'b0,
1'b0, 1'b0, 1'b0};
    3'b010: {is addi, is slti, is sltiu, is andi,
is ori, is xori} = {1'b0, is_op_imm, 1'b0, 1'b0,
1'b0, 1'b0, 1'b0};
```

```
3'b011: {is addi, is slti, is sltiu, is andi,
is ori, is xori = {1'b0, 1'b0, is op imm, 1'b0,
1'b0, 1'b0, 1'b0};
    3'b111: {is addi, is slti, is sltiu, is andi,
is ori, is xori} = {1'b0, 1'b0, 1'b0, is op imm,
1'b0, 1'b0, 1'b0};
    3'b110: {is addi, is slti, is sltiu, is andi,
is ori, is xori} = {1'b0, 1'b0, 1'b0, 1'b0,
is op imm, 1'b0, 1'b0};
    3'b100: {is addi, is slti, is sltiu, is andi,
is ori, is xori} = {1'b0, 1'b0, 1'b0, 1'b0, 1'b0,
is op imm, 1'b0};
    default: {is addi, is slti, is sltiu, is andi,
is ori, is xori} =6'b000000;
endcase
end
assign load size out = funct3 in[1:0];
assign load unsigned out =funct3 in[2];
assign alu src out = opcode_in[5];
assign is csr = is system & (funct3 in[2]
|funct3 in[1]|funct3 in[0]);
assign csr wr en out = is csr;
assign csr op out =funct3 in;
assign iadder src out = is load |is store|is jalr;
assign rf wr en out = is lui
|is auipc|is jalr|is jal|is op|is load|is csr|is op i
mm;
assign alu opcode out[2:0] = funct3 in;
assign alu opcode out[3] = funct7 5 in &~(is addi
|is slti|is sltiu|is andi|is ori|is xori);
assign wb mux sel out[0] =
is load | is auipc | is jal | is jalr;
assign wb mux sel out[1] =is lui|is auipc;
assign wb mux sel out[2] =is csr|is jal|is jalr;
assign imm type out[0] =
is op imm | is load | is jalr | is branch | is jal;
assign imm type out[1] = is store|is branch|is csr;
assign imm type out[2] =
is lui|is auipc|is jal|is csr;
```

```
assign is implimented instr =
is op|is op imm|is branch|is jal|is jalr|is auipc|is
lui|is system|is misc mem|is load|is store;
assign illegal instr out
=~opcode in[1] | ~opcode in[0] | ~is implimented instr;
assign mal word =
funct3 in[1]&~funct3 in[0]&(iadder out 1 to 0 in[1]|i
adder out 1 to 0 in[0]);
assign mal word =
~funct3 in[1]&funct3 in[0]&iadder out 1 to 0 in[0];
assign misaligned = mal word|mal half;
assign misaligned store out = is store&misaligned;
assign misaligned load out = is load&misaligned;
assign mem wr req out =
is store & ~ misaligned & ~ trap taken in;
endmodule
```

Simulation code – Decoder

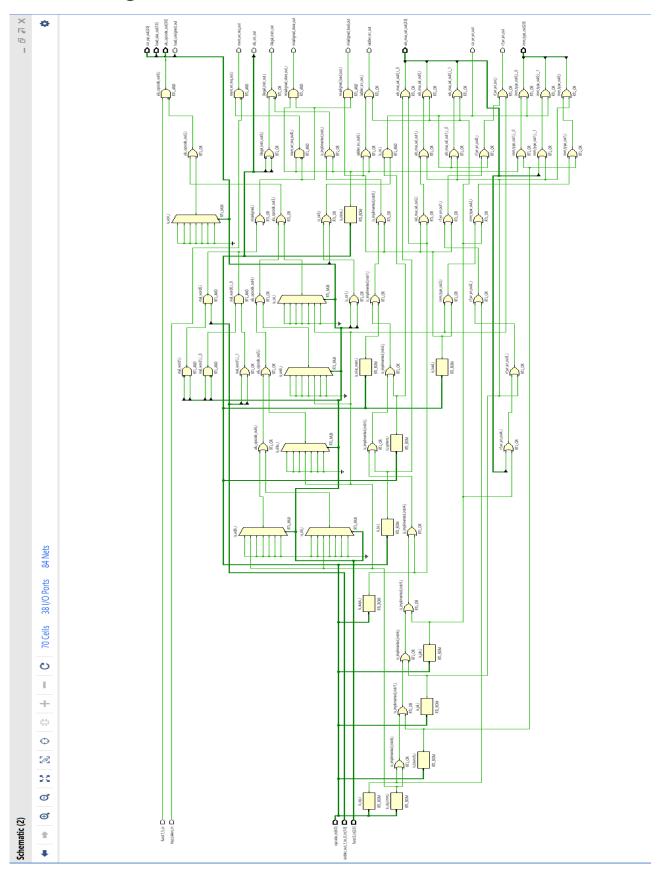
```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 12.07.2024 12:36:49
// Design Name:
// Module Name: msrv32 decoder tb
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
```

```
module msrv32 decoder tb;
req trap taken in;
   reg funct7 5 in;
   reg [6:0] opcode in;
   reg [2:0] funct3 in;
   reg [1:0] iadder out 1 to 0 in;
   wire [2:0] wb mux sel out;
   wire [2:0] imm type out;
   wire [2:0] csr op out;
   wire mem wr req out;
   wire [3:0] alu opcode out;
   wire [1:0] load size out;
   wire load unsigned out;
   wire alu src out;
   wire iadder src out;
   wire csr wr en out;
   wire rf wr en out;
   wire illegal instr out;
   wire misaligned load out;
   wire misaligned store out;
   msrv32 decoder uut (
        .trap taken in (trap taken in),
        .funct7 5 in(funct7 5 in),
        .opcode in (opcode in),
        .funct3 in(funct3 in),
        .iadder out 1 to 0 in(iadder out 1 to 0 in),
        .wb mux sel out(wb mux sel out),
        .imm type out(imm type out),
        .csr op out(csr op out),
        .mem wr req out (mem wr req out),
        .alu opcode out (alu opcode out),
        .load size out(load size out),
        .load unsigned out (load unsigned out),
        .alu src out(alu src out),
        .iadder src out(iadder src out),
        .csr wr en out(csr wr en out),
        .rf wr en out(rf wr en out),
        .illegal instr out(illegal instr out),
```

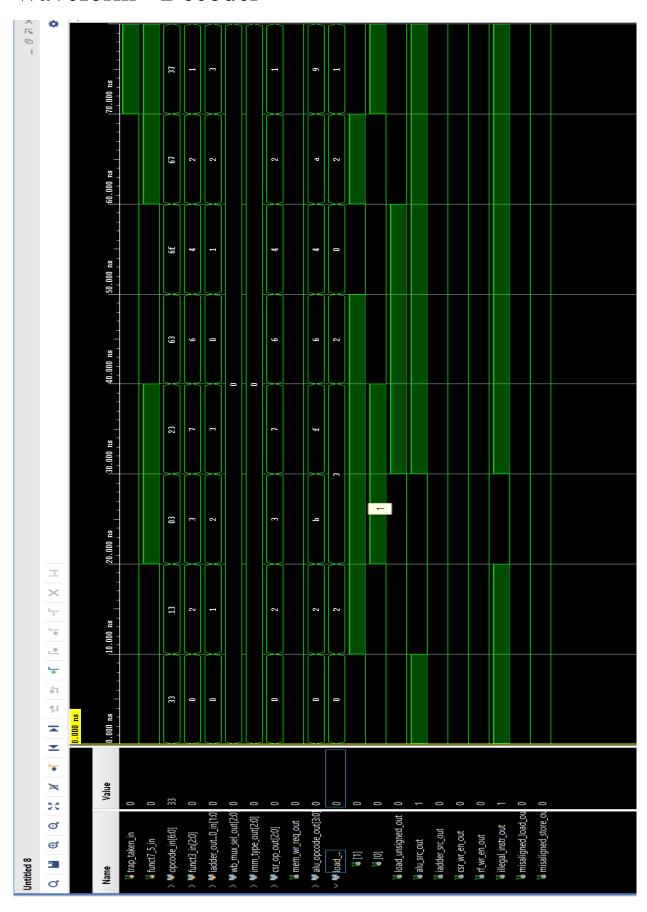
```
.misaligned load out (misaligned load out),
    .misaligned store out(misaligned store out)
);
initial begin
    // Test case 1
    trap taken in = 0;
    funct7 5 in = 0;
    opcode in = 7'b0110011; // is_op
    funct3 in = 3'b000;
    iadder_out_1 to 0 in = 2'b00;
    #10;
    // Test case 2
    trap taken in = 0;
    funct7 5 in = 0;
    opcode in = 7'b0010011; // is op imm
    funct3 in = 3'b010;
    iadder out 1 to 0 in = 2'b01;
    #10;
    // Test case 3
    trap taken in = 0;
    funct7 5 in = 1;
    opcode in = 7'b0000011; // is load
    funct3 in = 3'b011;
    iadder out 1 to 0 in = 2'b10;
    #10;
    // Test case 4
    trap taken in = 0;
    funct7 5 in = 1;
    opcode_in = 7'b0100011;  // is_store
    funct3 in = 3'b111;
    iadder out 1 to 0 in = 2'b11;
    #10;
    // Test case 5
    trap taken in = 0;
    funct7 5 in = 0;
    opcode in = 7'b1100011; // is branch
    funct3 in = 3'b110;
    iadder out 1 to 0 in = 2'b00;
    #10;
```

```
// Test case 6
        trap taken in = 0;
        funct7 5 in = 0;
        opcode in = 7'b1101111; // is jal
        funct3 in = 3'b100;
        iadder out 1 to 0 in = 2'b01;
        #10;
        // Test case 7
        trap taken in = 0;
        funct7 5 in = 1;
        opcode in = 7'b1100111; // is jalr
        funct3 in = 3'b010;
        iadder out 1 to 0 in = 2'b10;
        #10;
        // Test case 8
        trap taken in = 1;
        funct7 5 in = 1;
        opcode_in = 7'b0110111; // is_lui
        funct3 in = 3'b001;
        iadder out 1 to 0 in = 2'b11;
        #10;
        $finish;
    end
endmodule
```

RTL Design – Decoder

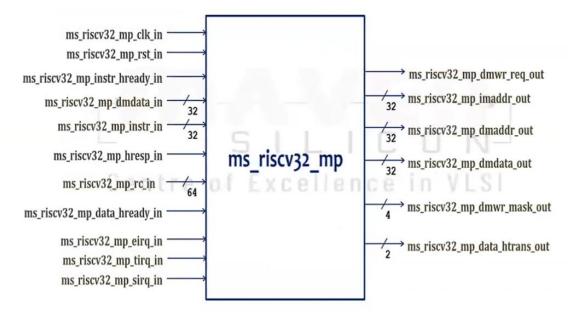


Waveform - Decoder



RISC V 32I - TOP MODULE

Block Diagram



Verilog code

```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 12.07.2024 14:34:50
// Design Name:
// Module Name: msrv32 top
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
```

```
module msrv32 top(
// Connections with Instruction Memory
input ms riscv32 mp clk in,
input ms riscv32 mp rst in,
input ms riscv32 mp rc in,
//input [31:0] ms riscv32 mp imaddr in,
output [31:0] ms riscv32 mp imaddr out,
input [31:0] ms riscv32 mp instr in,
input ms riscv32 mp instr hready in,
output [31:0] ms riscv32 mp dmaddr out,
output [31:0] ms riscv32 mp dmdata out,
output ms riscv32 mp dmwr reg out,
output [3:0] ms riscv32 mp dmwr mask out,
input [31:0] ms riscv32 mp data in,
input ms riscv32 mp data hready in,
input ms riscv32 mp hresp in,
output [1:0] ms riscv32 mp data htrans out,
input ms riscv32 mp eirq in,
input ms riscv32 mp tirq in,
input ms riscv32 mp sirq in
);
// writeback selection
parameter WB ALU = 3'b000;
parameter WB LU = 3'b001;
parameter WB IMM = 3'b010;
parameter WB IADDER OUT = 3'b011;
parameter WB CSR = 3'b100;
parameter WB PC PLUS = 3'b101;
wire [31:0] iaddr;
wire [31:0] pc;
wire [31:0] pc plus 4;
wire misaligned instr;
wire [31:0] pc mux;
wire [31:0] rs2;
wire mem wr req;
wire flush;
wire [6:0] opcode;
wire [2:0] funct3;
```

```
wire [6:0] funct7;
wire [4:0] rs1 addr;
wire [4:0] rs2 addr;
wire [4:0] rd addr;
wire [11:0] csr addr;
wire [31:7] instr 31 to 7;
wire [31:0] rs1;
wire [31:0] imm;
wire iadder src;
wire wr en csr file;
wire wr en integer file;
wire [11:0] csr addr reg;
wire [2:0] csr op reg;
wire [31:0] imm reg;
wire [31:0] rs1 reg;
wire [31:0] pc reg2;
wire i or e;
wire set cause;
wire [3:0] cause;
wire set epc;
wire instret inc;
wire mie clear;
wire mie set;
wire misaligned exception;
wire mie;
wire meie out;
wire mtie out;
wire msie out;
wire meip out;
wire mtip out;
wire msip out;
wire rf_wr_en_reg;
wire csr wr en reg;
wire csr wr en reg file;
wire integer wr en reg file;
wire [4:0] rd addr reg;
wire [2:0] wb mux sel;
wire [2:0] wb mux sel reg;
wire [31:0] lu output;
wire [31:0] alu result;
wire [31:0] csr data;
wire [31:0] pc plus 4 reg;
wire [31:0] iadder out reg;
wire [31:0] rs2 req;
```

```
wire alu src reg;
wire [31:0] wb mux out;
wire [31:0] alu 2nd src mux;
wire illegal instr;
wire branch taken;
wire [31:0] next pc;
reg [31:0] pc reg;
wire misaligned load;
wire misaligned store;
wire [3:0] cause in;
wire [1:0] pc src;
wire trap taken;
wire [1:0] load size req;
wire [3:0] alu opcode reg;
wire load unsigned reg;
wire [31:0] iadder out;
wire [31:0] epc;
wire [31:0] trap address;
wire [3:0] alu opcode;
wire [3:0] mem wr mask;
wire [1:0] load size;
wire load unsigned;
wire alu src;
wire csr wr en;
wire rf wr en;
wire [2:0] imm type;
wire [2:0] csr op;
wire [31:0] su data out;
wire [31:0] su d addr;
wire [3:0] su wr mask;
wire su wr req;
msrv32 pc PC(
    .rst in (ms riscv32 mp rst in),
    .pc_src in(pc src),
    .epc in(epc),
    .trap address in (trap address),
    .branch taken in (branch taken),
    .iaddr in(iaddr [31:1]),
    .ahb ready in (ms riscv32 mp instr hready in),
    .pc in(pc),
    .iaddr out (ms riscv32 mp imaddr out),
    .pc plus 4 out (pc plus 4),
    .misaligned instr logic out (misaligned instr),
    .pc mux out(pc mux)
```

```
);
msrv32 reg block 1 REG1 (
    .pc mux in (pc mux),
    .ms riscv32 mp clk in(ms riscv32 mp clk in),
    .ms riscv32 mp rst in(ms riscv32 mp rst in),
    .pc out(pc)
);
msrv32 instruction mux IM (
    .flush in (flush),
    .ms riscv32 mp instr in(ms riscv32 mp instr in),
    .opcode out(opcode),
    .funct3 out(funct3),
    .funct7 out(funct7),
    .rs1addr out(rs1 addr),
    .rs2addr out(rs2 addr),
    .rdaddr out (rd addr),
    .csr addr out(csr addr),
    .instr out(instr 31 to 7)
);
msrv32 store unit su (
    .funct3 in(funct3[1:0]),
    .iadder in(iaddr),
    .rs2 in(rs2),
    .mem wr req in (mem wr req),
    .ahb ready in (ms riscv32 mp data hready in),
.ms riscv32 mp dmdata out(ms riscv32 mp dmdata out),
.ms riscv32 mp dmaddr out(ms riscv32 mp dmaddr out),
.ms riscv32 mp dmwr mask out (ms riscv32 mp dmwr mask
out),
.ms riscv32 mp dmwr req out (ms riscv32 mp dmwr req ou
t),
    .ahb htrans out (ms riscv32 mp data htrans out)
);
msrv32 decoder DEC (
    .trap taken in(trap taken),
    .funct7 5 in(funct7[5]),
```

```
.opcode in(opcode),
    .funct3 in(funct3),
    .iadder out 1 to 0 in(iaddr[1:0]),
    .wb mux sel out (wb mux sel),
    .imm type out(imm type),
    .csr op out(csr op),
    .mem wr req out (mem wr req),
    .alu opcode out (alu opcode),
    .load size out(load size),
    .load unsigned out (load unsigned),
    .alu src out(alu src),
    .iadder src out(iadder src),
    .csr_wr_en_out(csr_wr_en),
    .rf wr en out(rf wr en),
    .illegal instr out(illegal instr),
    .misaligned load out (misaligned load),
    .misaligned_store_out(misaligned store)
);
msrv32 imm generator IMG (
    .instr in(instr 31 to 7),
    .imm type in (imm type),
    .imm out (imm)
);
msrv32 immediate adder imm adder (
    .pc in(pc),
    .rs 1 in(rs1),
    .iadder src in(iadder src),
    .imm in (imm),
    .iadder out(iaddr)
);
msrv32 branch unit BU (
.rs1 in(rs1),
.rs2 in(rs2),
.opecode in(opcode[6:0]),
.funct3 in(funct3),
.branch taken out (branch taken)
);
```

```
msrv32 integer file IRF(
    .ms riscv32 mp clk in(ms riscv32 mp clk in),
    .ms riscv32 mp rst in(ms riscv32 mp rst in),
    .rs 2 addr in(rs2 addr),
    .rd addr in (rd addr reg),
    .wr en in (integer wr en reg file),
    .rd in (wb mux out),
    .rs 1 addr in(rs1 addr),
    .rs 1 out(rs1),
    .rs 2 out(rs2)
);
msrv2 wr en generator WREN (
    .flush in (flush),
    .rf wr en reg in (rf wr en reg),
    .csr wr en reg in (csr wr en reg),
    .wr en int file out (integer wr en reg file),
    .wr en csr file out(csr wr en reg file)
);
msrv32 csr file CSRF(
.clk in (ms riscv32 mp clk in),
.rst in (ms riscv32 mp rst in),
.wr en in (csr wr en reg file),
.csr addr in (csr addr reg),
.csr op in(csr op reg),
.csr uimm in (imm reg[4:0]),
.csr data in (rs1 reg),
.csr data out(csr data),
.pc in(pc reg2),
.iadder in (iadder out reg),
.e irq in(ms riscv32 mp eirq in),
.t irq in (ms riscv32 mp tirq in),
.s irq in(ms riscv32 mp sirq in),
.i or e in(i or e),
.set cause in (set cause),
.cause in(cause),
.set epc in(set epc),
.instret inc in(instret inc),
.mie clear in (mie clear),
.mie set in (mie set),
.misaligned exception in (misaligned exception),
.mie out(mie),
.meie out (meie),
```

```
.mtie out(mtie),
.msie out (msie),
.meip out(meip),
.mtip out (mtip),
.msip out(msip),
.real time in (ms riscv32 mp rc in),
.epc out(epc),
.trap address out(trap address)
);
msrv32 machine control MC (
.clk in (ms riscv32 mp clk in),
.reset in (ms riscv32 mp rst in),
.illegal instr in(illegal instr),
.misaligned load in (misaligned load),
.misaligned store in (misaligned store),
.misaligned instr in (misaligned instr),
.opcode 6 to 2 in(opcode[6:2]),
.funct3 in(funct3),
.funct7 in(funct7),
.rs1 addr in(rs1 addr),
.rs2 addr in(rs2 addr),
.rd addr in (rd addr),
.e irq in (ms riscv32 mp eirq in),
.t irq in (ms riscv32 mp tirq in),
.s irq in(ms riscv32 mp sirq in),
.mie in(mie), //mie use this
.meie in (meie),
.mtie in (mtie),
.msie in (msie),
.meip in (meip),
.mtip in(mtip),
.msip in (msip),
.i or e out(i or e),
.set epc out(set epc),
.set cause out(set cause),
.cause out (cause),
.instret inc out(instret inc),
.mie clear out (mie clear),
.mie set out (mie set),
.misaligned exception out (misaligned exception),
//misaligned exception use this local wire
.pc src out (pc src),
.flush out (flush),
```

```
.trap taken out(trap taken)
);
msrv32 reg block 2 REG2 (
.rd addr in (rd addr),
.csr addr in (csr addr),
.rs1 in(rs1),
.rs2 in(rs2),
.pc in(pc),
.pc plus 4 in(pc plus 4),
.alu opcode in (alu opcode),
.load size in (load size),
.load unsigned in (load unsigned),
.alu src in(alu src),
.csr wr en in(csr wr en),
.rf wr en in (rf wr en),
.wb mux sel in (wb mux sel),
.csr op in(csr op),
.imm in(imm),
.iadder out in(iaddr),
.branch taken in (branch taken),
.reset in (ms riscv32 mp rst in),
.clk in (ms riscv32 mp clk in),
.rd addr reg out(rd addr reg),
.csr addr reg out (csr addr reg),
.rs1 reg out(rs1 reg),
.rs2 reg out(rs2 reg),
.pc reg out (pc reg2),
.pc plus reg out (pc plus 4 reg),
.alu opcode reg out (alu opcode reg),
.load size reg out(load size reg),
.load unsigned reg out (load unsigned reg),
.alu src reg out(alu src reg), //
.csr wr en reg out(csr wr en reg),
.rf wr en reg out (rf wr en reg),
.wb mux sel reg out (wb mux sel reg),
.csr op reg out(csr op reg),
.imm reg out(imm reg),
.iadder out reg out(iadder out reg)
);
msrv32 load unit LU (
.ahb resp in (ms riscv32 mp hresp in),
```

```
.ms riscv32 mp dmdata in (ms riscv32 mp data in),
.iadder out 1 to 0 in(iadder out reg[1:0]),
.load_unsigned in(load unsigned reg),
.load size in (load size reg),
.lu output out(lu output)
);
msrv32 alu ALU (
.op 1 in(rs1 reg),
.op 2 in(alu 2nd src mux),
.opcode in (alu opcode reg),
.result out(alu result)
);
msrv32 wb mux sel unit WBMUX(
.alu src reg in (alu src reg),
.wb mux sel reg in (wb mux sel reg),
.alu result in (alu result),
.lu output in(lu output),
.imm reg in (imm reg),
.iadder out reg in (iadder out reg),
.csr data in (csr data),
.pc plus 4 reg in(pc plus 4 reg),
.rs2 reg in(rs2 reg),
.wb mux out (wb mux out),
.alu 2nd src mux out(alu 2nd src mux)
);
Endmodule
```

RTL Design

