

Learn RISC-V CPU Implementation and **BSV**

(**BSV**: a High-Level Hardware Design Language)

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L10: RISC-V: The Drum CPU



Reminders

Please git clone: https://github.com/rsnikhil/Learn_Bluespec_and_RISCV_Design
(git pull for latest version). Repository structure:

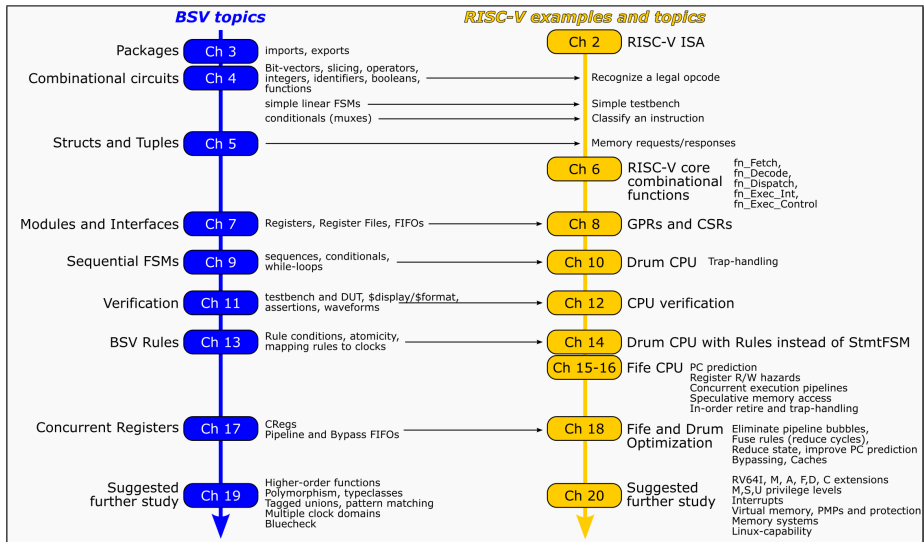
```
./Book_BLang_RISCV.pdf
  Slides/
    Slides_01_Intro.pdf
    Slides_02_ISA.pdf
    ...
  Exercises/
    Ex-03-A-Hello-World/
    Ex-03-B-Top-and-DUT/
    ...
  Code/
    src_Top/
    src_Drum/
    src_Fife/
    src_Common/
    ...
  Doc/Installing_bsc_Verilator_etc.{adoc,html}
```

- Slides and Exercise are numbered in sync with book Chapter numbers.
- For Exercises, please see Appendix E of the book. Some (not all) exercises have associated code in the Exercises/ directory.

To compile and run the code for exercises, Drum and Fife, please make sure you have installed:

- bsc compiler (see <https://github.com/B-Lang-org/bsc>)
- Verilator compiler (see <https://www.verilator.org/>)

Chapter Roadmap



Flow of information between stages in Drum and Fife

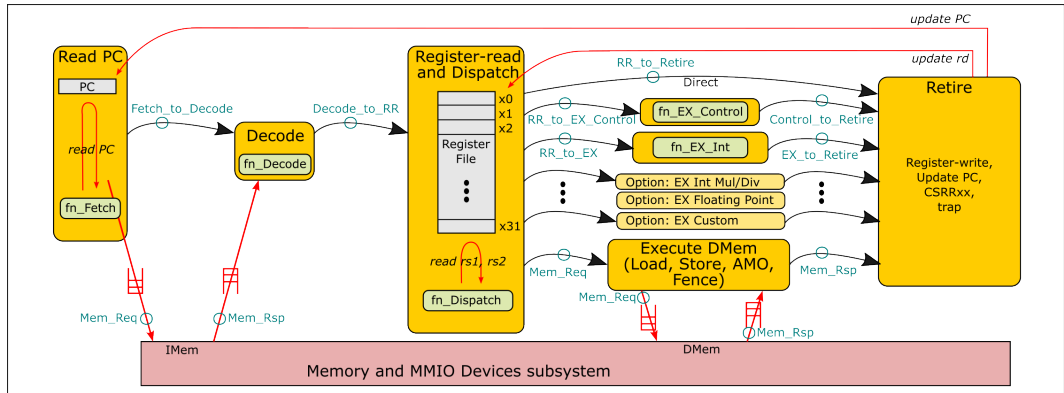


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Drum CPU: Module Interface (same for Drum and Fife)

Drum CPU: Module Interface

src/Common/CPU_IFC.bsv: line 27 ...

```
interface CPU_IFC;
  method Action init (Initial_Params initial_params);

  // IMem
  interface FIFOF_O #(Mem_Req) fo_IMem_req;
  interface FIFOF_I #(Mem_Rsp) fi_IMem_rsp;
  ...
  // DMem, non-speculative
  interface FIFOF_O #(Mem_Req) fo_DMem_req;
  interface FIFOF_I #(Mem_Rsp) fi_DMem_rsp;

  // Set TIME
  (* always_ready, always_enabled *)
  method Action set_TIME (Bit #(64) t);
endinterface
```

The four FIFOs are for IMem and DMem requests (to memory) and IMem and DMem responses (from memory).

The `init` method is used to set the starting PC value (and other initial values).

The `set_TIME` method is used to update the time CSR.

Drum CPU: Overall module structure and state

Drum CPU: Overall module structure

From src_Drum/CPU.bsv

```
(* synthesize *)
module mkCPU (CPU_IFC);
  // =====
  // STATE
  ...

  // *****
  // BEHAVIOR
  ... help functions ...
  ... major actions ...

  // =====
  // BEHAVIOR: FSM or Rules

  'include "Drum_FSM.bsv"

  // *****
  // INTERFACE
  ...
endmodule
```

Details in slides that follow

Drum CPU: Module state (1/3)

```
_____ From src_Drum/CPU.bsv _____  
// Don't run until the PC (and other things) are initialized  
Reg #(Bool) rg_running <- mkReg (False);  
  
// For debugging in simulation only  
Reg #(File) rg_flog <- mkReg (InvalidFile);  
  
Reg #(Bit #(64)) rg_inum <- mkReg (0);    // For debugging only  
  
// The Program Counter  
Reg #(Bit #(XLEN)) rg_pc    <- mkReg (0);  
  
// General-Purpose Registers (GPRs)  
GPRs_IFC #(XLEN)  gprs <- mkGPRs_synth;  
  
// Control-and-Status Registers (CSRs)  
CSRs_IFC csrs <- mkCSRs;
```

... more ...

Drum CPU: Module state (2/3)

```
----- From src_Drum/CPU.bsv -----  
// Inter-step registers  
Reg #(Fetch_to_Decode)      rg_Fetch_to_Decode      <- mkRegU;  
Reg #(Decode_to_RR)         rg_Decode_to_RR         <- mkRegU;  
Reg #(Result_Dispatch)      rg_Dispatch             <- mkRegU;  
Reg #(EX_Control_to_Retire)  rg_EX_Control_to_Retire <- mkRegU;  
Reg #(EX_to_Retire)          rg_EX_to_Retire         <- mkRegU;  
  
// Regs to set up exception handling  
Reg #(Bool)                  rg_exception <- mkReg (False);  
Reg #(Bit #(XLEN)) rg_epc          <- mkRegU;  
Reg #(Bit #(4))   rg_cause         <- mkRegU;  
Reg #(Bit #(XLEN)) rg_tval         <- mkRegU;
```

... more ...

- Inter-step registers hold intermediate values across clock cycles.
- Exception registers hold values across clocks until we perform the exception (in the final step).

Drum CPU: Module state (3/3)

```
----- From src_Drum/CPU.bsv -----  
// Paths to and from memory  
FIFO #(Mem_Req) f_IMem_req  <- mkFIFO;  
FIFO #(Mem_Rsp) f_IMem_rsp  <- mkFIFO;  
  
FIFO #(Mem_Req) f_DMem_req  <- mkFIFO;  
FIFO #(Mem_Rsp) f_DMem_rsp  <- mkFIFO;
```

Drum CPU: top-level FSM

Drum CPU: top-level FSM (1/2)

```
src_Drum/Drum_FSM.bsv: line 41 ...  
mkAutoFSM (seq  
    await (rg_running);  
    while (True) exec_one_instr;  
endseq);
```

The very top-level is very simple and self-evident.

The `await` statement waits until the `init` method has set the initial PC, so that we start fetching from the correct address.

Drum CPU: top-level FSM (2/2)

```
src_Drum/Drum_FSM.bsv: line 10 ...  
Stmt exec_one_instr =  
seq  
  a_Fetch;  
  a_Decode;  
  a_Register_Read_and_Dispatch;  
  
  // Execute and Retire  
  if (rg_Dispatch.to_Retire.exec_tag == EXEC_TAG_DIRECT)  
    a_Retire_direct;  
  else if (rg_Dispatch.to_Retire.exec_tag == EXEC_TAG_CONTROL)  
    seq // BRANCH, JAL, JALR  
      a_EX_Control;  
      a_Retire_Control;  
    endseq  
  else if (rg_Dispatch.to_Retire.exec_tag == EXEC_TAG_INT)  
    seq // LUI, AUIPC, IALU  
      a_EX_Int;  
      a_Retire_Int;  
    endseq  
  else if (rg_Dispatch.to_Retire.exec_tag == EXEC_TAG_DMEM)  
    seq  
      a_EX_DMem;  
      a_Retire_DMem;  
    endseq  
  else // IMPOSSIBLE  
    noAction;  
  
  if (rg_exception)  
    a_exception;  
endseq;
```

This is practically a direct coding of the instruction-execution steps in the diagram on Slide 4.

Drum CPU: Some help-functions

Drum CPU: Some help-functions (1/3)

(Help-functions just encapsulate a few actions that are repeated in several places.)

This function writes a result of an instruction (a value) into the rd register:

```
_____ src_Drum/CPU.bsv: line 124 ... _____  
function Action fa_update_rd (RR_to_Retire x1,  
                             Bit #(XLEN) rd_val);  
  
  action  
    if (x1.has_rd) begin  
      let rd = instr_rd (x1.instr);  
      gprs.write_rd (rd, rd_val);  
      ...  
    end  
  endaction  
endfunction
```

Drum CPU: Some help-functions (2/3)

(Help-functions just encapsulate a few actions that are repeated in several places.)

This function increments the PC and the instruction-number, as we retire each instruction:

```
_____ src_Drum/CPU.bsv: line 138 ... _____  
function Action fa_redirect_Fetch (Bit #(XLEN) next_pc);  
  action  
    rg_pc    <= next_pc;  
    rg_inum <= rg_inum + 1;  
  endaction  
endfunction
```

Drum CPU: Some help-functions (3/3)

(Help-functions just encapsulate a few actions that are repeated in several places.)

This function records information for later trap-handling:

```
src_Drum/CPU.bsv: line 145 ...  
function Action fa_setup_exception (Bit #(XLEN) epc,  
                                   Bit #(4) cause,  
                                   Bit #(XLEN) tval);  
  
  action  
    rg_exception <= True;  
    rg_epc       <= epc;  
    rg_cause     <= cause;  
    rg_tval      <= tval;  
  endaction  
endfunction
```

Drum CPU: FSM Fetch step

src_Drum/CPU.bsv: line 160 ...

```
Action a_Fetch =  
action  
  ...  
  let y <- fn_Fetch (rg_pc,  
    ...  
    rg_Fetch_to_Decode <= y.to_D;  
    f_IMem_req.enq (y.mem_req);  
  ...  
endaction;
```

Just invokes `fn_Fetch` and sends the two results into a register for Fetch and into a FIFO for IMem memory.

Drum CPU: FSM Decode step

src.Drum/CPU.bsv: line 175 ...

```
Action a_Decode =  
action  
  let mem_rsp <- pop_o (to_FIFOF_0 (f_IMem_rsp));  
  let y      <- fn_Decode (rg_Fetch_to_Decode, mem_rsp, rg_flog);  
  rg_Decode_to_RR <= y;  
  ...  
endaction;
```

Just invokes `fn_Decode` on the inputs from Fetch and memory, and sends the result into a register for Register-Read-and-Dispatch.

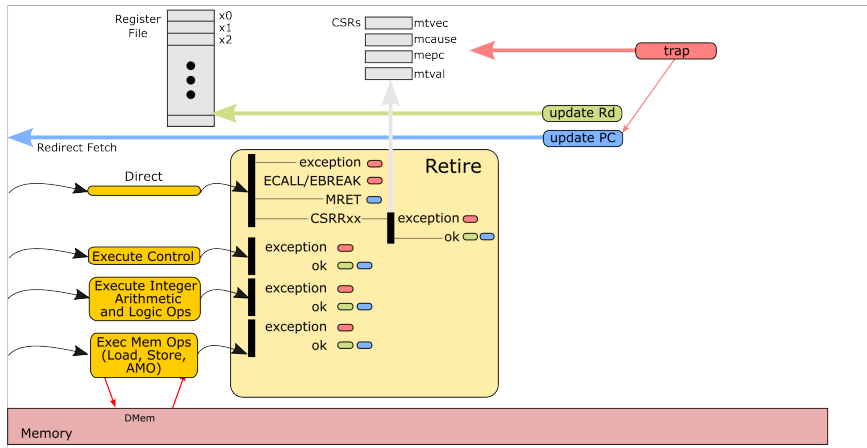
Drum CPU: FSM Register-Read and Dispatch step

```
_____ src_Drum/CPU.bsv: line 185 ... _____  
Action a_Register_Read_and_Dispatch =  
action  
  // Read GPRs  
  // Ok that read_rs1 and read_rs2 may return junk values  
  //           since not all instrs have rs1/rs2.  
  let x      = rg_Decode_to_RR;  
  let rs1_val = gprs.read_rs1 (instr_rs1 (x.instr));  
  let rs2_val = gprs.read_rs2 (instr_rs2 (x.instr));  
  
  Result_Dispatch y <- fn_Dispatch (x, rs1_val, rs2_val, rg_flog);  
  rg_Dispatch      <= y;  
  ...  
endaction;
```

Using input from De-
code, reads two registers
rs1 and rs2; then in-
vokes fn_Dispatch, and
sends the result into a
register for the Execute
stage.

Drum CPU: FSM Execute and Retire step

Drum CPU: FSM Execute and Retire step flows



4 possible flows.

- Direct
- Control
- Int
- DMem

Each ultimately resulting in up to 3 possible actions.

Drum CPU: Updating the minstret CSR (counting instructions retired)

The `minstret` CSR is incremented for each instruction retired.

Except:

- An instruction that raises an exception.
- A `CSRRxx` instruction that writes a value into `minstret`.

We increment using:

```
csrs.ma_incr_instret;
```

The `minstret` and `mcycle` CSRs are useful in performance measurement (instructions/cycle).

Drum CPU: Execute and Retire Direct flow (1/4)

```
_____ From src_Drum/CPU.bsv _____  
Action a_Retire_direct =  
action  
  let x_direct = rg_Dispatch.to_Retire;  
  if (x_direct.exception) begin  
    fa_setup_exception (x_direct.pc,      // epc  
                        x_direct.cause,    // cause  
                        x_direct.tval);    // tval  
    log_Retire_Direct_exc (rg_flog, x_direct);  
  end  
  // -----  
  ...
```

Drum CPU: Execute and Retire Direct flow (2/4)

From src_Drum/CPU.bsv

```
...
// -----
else if (is_legal_CSRRxx (x_direct.instr)) begin
    match { .exc, .rd_val } <- csrs.mav_csrrxx (x_direct.instr,
                                                x_direct.rs1_val);

    if (exc)
        fa_setup_exception (x_direct.pc,           // epc
                            cause_ILLEGAL_INSTRUCTION, // cause
                            x_direct.instr);         // tval
    else begin
        fa_update_rd (x_direct, rd_val);
        fa_redirect_Fetch (x_direct.fallthru_pc);
    end
    log_Retire_CSRRxx (rg_flog, exc, x_direct);
end
// -----
...
```

Drum CPU: Execute and Retire Direct flow (3/4)

From src_Drum/CPU.bsv

```
...  
// -----  
else if (is_legal_MRET (x_direct.instr)) begin  
    fa_redirect_Fetch (csrs.read_epc);  
    csrs.ma_incr_instret;  
    log_Retire_MRET (rg_flog, x_direct);  
end  
// -----  
...
```

Drum CPU: Execute and Retire Direct flow (4/4)

From src_Drum/CPU.bsv

```
...
// -----
else if (is_legal_ECALL (x_direct.instr)
        || is_legal_EBREAK (x_direct.instr))
    begin
        let cause = ((x_direct.instr [20] == 0)
                     ? cause_ECALL_FROM_M
                     : cause_BREAKPOINT);
        fa_setup_exception (x_direct.pc,    // epc
                           cause,
                           0);             // tval
        csrs.ma_incr_instret;
        log_Retire_ECALL_EBREAK (rg_flog, x_direct);
    end
else begin
    wr_log2 (rg_flog, $format ("CPU.EX.Direct: IMPOSSIBLE"));
    $finish (1);
end
endaction;
```

Drum CPU: Execute and Retire Control flow

From src_Drum/CPU.bsv

```
Action a_EX_Control =  
action  
  let x = rg_Dispatch.to_EX_Control;  
  let y <- fn_EX_Control (x, rg_flog);  
  rg_EX_Control_to_Retire <= y;  
  ...  
endaction;
```

```
Action a_Retire_Control =  
action  
  let x_direct  = rg_Dispatch.to_Retire;  
  let x_control = rg_EX_Control_to_Retire;  
  if (x_control.exception)  
    fa_setup_exception (x_direct.pc,  
                        x_control.cause,  
                        x_control.tval);  
  
  else begin  
    fa_update_rd (x_direct, x_control.data);  
    fa_redirect_Fetch (x_control.next_pc);  
    csrs.ma_incr_instret;  
  end  
  
  ...  
endaction;
```

Drum CPU: Execute and Retire Int flow

From src_Drum/CPU.bsv

```
Action a_EX_Int =  
action  
  let x = rg_Dispatch.to_EX;  
  let y <- fn_EX_Int (x, rg_flog);  
  rg_EX_to_Retire <= y;  
  ...  
endaction;
```

```
Action a_Retire_Int =  
action  
  if (rg_EX_to_Retire.exception)  
    fa_setup_exception (rg_Dispatch.to_Retire.pc,  
                        rg_EX_to_Retire.cause,  
                        rg_EX_to_Retire.tval);  
  
  else begin  
    fa_update_rd (rg_Dispatch.to_Retire, rg_EX_to_Retire.data);  
    fa_redirect_Fetch (rg_Dispatch.to_Retire.fallthru_pc);  
    csrs.ma_incr_instret;  
  end  
  ...  
endaction;
```

Drum CPU: Execute and Retire DMem flow (1/2)

From src_Drum/CPU.bsv

```
Action a_EX_DMem =  
action  
  Mem_Req y = rg_Dispatch.to_EX_DMem;  
  f_DMem_req.enq (y);  
  ...  
endaction;
```


Drum CPU: Execute and Retire DMem flow (2/2)

From src_Drum/CPU.bsv

```
Action a_Retire_DMem =  
action  
  let x_direct = rg_Dispatch.to_Retire;  
  let mem_rsp <- pop_o (to_FIFOF_0 (f_DMem_rsp));  
  Bool exception = ((mem_rsp.rsp_type == MEM_RSP_ERR)  
    || (mem_rsp.rsp_type == MEM_RSP_MISALIGNED));  
  if (exception) begin  
    Bit #(4) cause = ((mem_rsp.rsp_type == MEM_RSP_MISALIGNED)  
      ? (is_LOAD (x_direct.instr)  
        ? cause_LOAD_ADDRESS_MISALIGNED  
        : cause_STORE_AMO_ADDRESS_MISALIGNED)  
      : (is_LOAD (x_direct.instr)  
        ? cause_LOAD_ACCESS_FAULT  
        : cause_STORE_AMO_ACCESS_FAULT));  
    fa_setup_exception (x_direct.pc,          // epc  
      cause,  
      truncate (mem_rsp.addr));    // tval  
  end  
  else begin  
    fa_update_rd (x_direct, truncate (mem_rsp.data));  
    fa_redirect_Fetch (x_direct.fallthru_pc);  
    csrs.ma_incr_instret;  
  end  
  ...  
endaction;
```

Drum CPU: action for exceptions

From src_Drum/CPU.bsv

```
Action a_exception =  
action  
  Bool is_interrupt = False;  
  Bit #(XLEN) tvec_pc <- csrs.mav_exception (rg_epc,  
                                              is_interrupt,  
                                              rg_cause,  
                                              rg_tval);  
  
  rg_exception <= False;  
  fa_redirect_Fetch (tvec_pc);  
  ...  
endaction;
```

Drum CPU: final comments

Drum CPU code, using StmtFSM, looks just like a C/C++ program with somewhat different syntax.

So: can't we just code it in C/C++ and compile that to hardware?

- Difficult to compile *general-purpose* C into hardware.

C has many constructs that have no obvious mapping into hardware, such as pointers, the address-of operator “&”, address arithmetic, malloc, and so on.

But can't we define a restricted subset of C suitable for hardware design?

Compilation is still very difficult: no distinction between variables used to hold state (registers) vs. variables used to hold temporary intermediate values (wires); no distinction between pure and side-effect constructs; ...

- No concurrency. It may be possible to compile a subset of C to hardware, similar to Drum. But this is the easy case (completely sequential). Very hard to generalize to pipelines and more concurrent implementations (Fife, and beyond).

End