

# Intro to RISC-V

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# Why RISC-V?

Home > Future Tech > AI

## Meta's Bold Move: Embracing RISC-V for AI Acceleration Over GPUs and CPUs

*The RISC-V Revolution Gains Momentum*



BY ANOCHIE ESTHER — December 15, 2023 in AI, Business, Manufacturing, News, Tech Reading Time: 2 mins read 0

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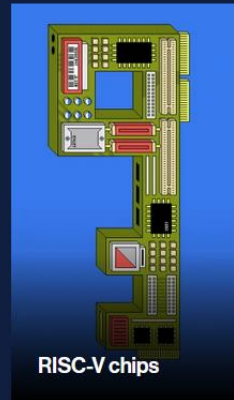
### 10 Breakthrough Technologies



CRISPR for high cholesterol



AI that makes images



RISC-V chips

### Press Note

## Qualcomm to Bring RISC-V Based Wearable Platform to Wear OS by Google

Important first milestone to bring RISC-V compatible CPUs to the Ecosystem

OCT 17, 2023 | SAN DIEGO

Qualcomm products mentioned within this press release are offered by Qualcomm Technologies, Inc. and/or its subsidiaries.

<https://www.qualcomm.com/news/releases/2023/10/qualcomm-to-bring-risc-v-based-wearable-platform-to--wear-os-by->

<https://techstory.in/risc-v-chosen-over-gpus-and-cpus-by-meta/>

<https://www.technologyreview.com/2023/01/09/1064876/riscv-computer-chips-10-breakthrough-technologies-2023/>

<https://riscv.org/news/in-the-news/>

# Number of pages and words of ISA manuals

| ISA    | Pages | Words     | Hours to read | Weeks to read |
|--------|-------|-----------|---------------|---------------|
| RISC-V | 236   | 76,702    | 6             | 0.2           |
| ARM-32 | 2736  | 895,032   | 79            | 1.9           |
| x86-32 | 2198  | 2,186,259 | 182           | 4.5           |

## 2 Versions of RISC-V (based on maximum width of registers supported)

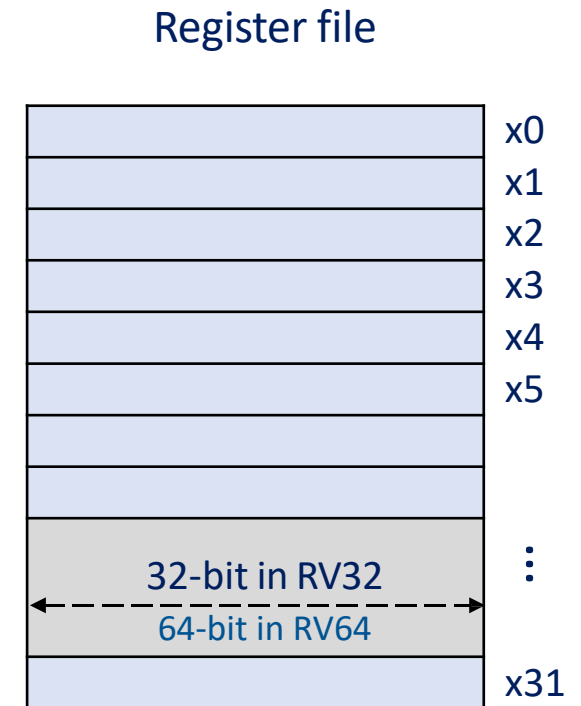
1. RISC-V 32 (RV32): max register width (XLEN) is 32 bits

2. RISC-V 64 (RV64): max register width (XLEN) is 64 bits

RV64 supports RV32 also.

Both versions have 32 registers.

In both of them, each instruction is encoded into 32 bits.



RISC-V ISA includes

- **A small base integer ISA**, usable by itself as a base for customized accelerators or for educational purposes, and
- **Optional standard extensions**, to support general-purpose software development
- **Optional customer extensions**

Mandatory Base integer ISA

**I: Integer instructions:**

- ALU
- Branches/jumps
- Loads/stores

# Standard extensions

- Standard RISC encoding in a fixed 32-bit instruction format
- The “C” extension (compressed extension) offers shorter 16-bit versions of common 32-bit RISC-V instructions (can be intermixed with 32-bit instructions)

| Name | Extension                 |
|------|---------------------------|
| M    | Integer Multiply/Divide   |
| A    | Atomic Instructions       |
| F    | Single-precision FP       |
| D    | Double-precision FP       |
| G    | General-purpose (= IMAFD) |
| Q    | Quad-precision FP         |
| C    | Compressed Instructions   |

Do not confuse C extension with C programming language!

# Registers

All the registers can be used as general purpose registers.

Some of them are usually used for specific purposes

| Register | ABI Name | Description                       | Saver  |
|----------|----------|-----------------------------------|--------|
| x0       | zero     | Hard-wired zero                   | —      |
| x1       | ra       | Return address                    | Caller |
| x2       | sp       | Stack pointer                     | Callee |
| x3       | gp       | Global pointer                    | —      |
| x4       | tp       | Thread pointer                    | —      |
| x5       | t0       | Temporary/alternate link register | Caller |
| x6–7     | t1–2     | Temporaries                       | Caller |
| x8       | s0/fp    | Saved register/frame pointer      | Callee |
| x9       | s1       | Saved register                    | Callee |
| x10–11   | a0–1     | Function arguments/return values  | Caller |
| x12–17   | a2–7     | Function arguments                | Caller |
| x18–27   | s2–11    | Saved registers                   | Callee |
| x28–31   | t3–6     | Temporaries                       | Caller |

Dedicating a register to zero is a surprisingly large factor in simplifying the RISC-V ISA

RV32I has 31 registers plus x0.  
ARM-32 has merely 16 registers while x86-32 has only 8.

# Argument and temporary register

**Argument registers:** x10 to x17 are used to pass arguments to a function. Before calling a function, arguments are copied to these registers.

If more than 8 arguments need to be passed, we use the stack.

**Temporary registers (t0 to t6):** used to hold intermediate values during instruction or function execution.