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Synchronous

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Implementing RISC-V in SME

Single Cycle RISC-V

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Further work

Implementing RISC-V in Synchronous Message Exchange

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MAX IV talk
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Overview

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Further work

- Most measurement instruments are based on Intel x86 CPU
- Limits the bandwidth at which data collection is possible
- Limits the possibility for custom solutions



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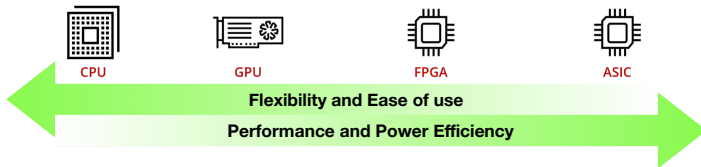
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Further work

- RISC-V especially well suited embedding in scientific instruments
- Fully customizable = faster and more power efficient
- Could be implemented in a FPGA
- But FPGA programming is complicated





Synchronous Message Exchange

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Further work

- Write FPGA applications within .Net framework¹
- Enjoy productivity features of modern language
- Automatic VHDL conversion
- Based on Communicating Sequential Processes (CSP)²

¹ Building Hardware from C# models, Kenneth Skovhede and Brian Vinter

² Communicating sequential processes, Charles Antony Richard Hoare



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Further work

- Processes are isolated no memory sharing
- Communicates with each other through channels
- Globally synchronous
- Perfect for implementing RISC-V!



Figure: One to one

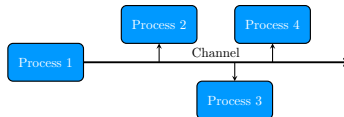
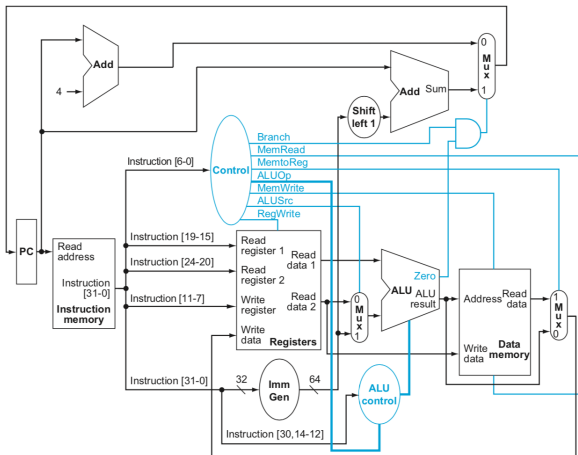


Figure: One to many

Single Cycle RISC-V

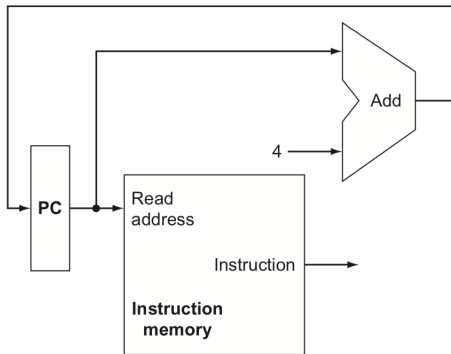
Full datapath for single cycle RISC-V



Taken from *Computer organization and design RISC V*

Fetching instruction and increment

We need memory for instructions and a way to remember current instruction



Taken from *Computer organization and design RISC V*



Instruction decode and execution

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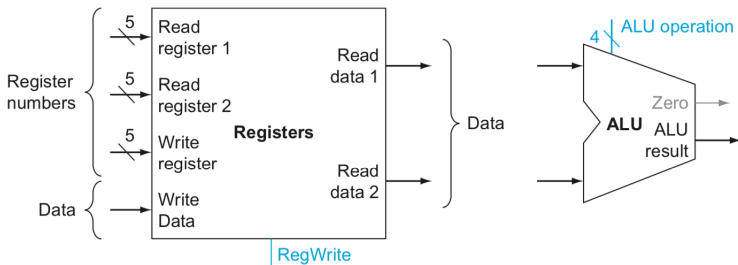
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Further work

Storage for data we currently work with and unit for execution
for instructions



Taken from *Computer organization and design RISC V*



Instruction decode and execution

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Conventions according to RISC-V spec sheet

| 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 |
| f0-7 | ft0-7 | FP temporaries | Caller |
| f8-9 | fs0-1 | FP saved registers | Callee |
| f10-11 | fa0-1 | FP arguments/return values | Caller |
| f12-17 | fa2-7 | FP arguments | Caller |
| f18-27 | fs2-11 | FP saved registers | Callee |
| f28-31 | ft8-11 | FP temporaries | Caller |

Taken from *The RISC-V Instruction Set Manual - Volume I: User-Level ISA*



Memory access

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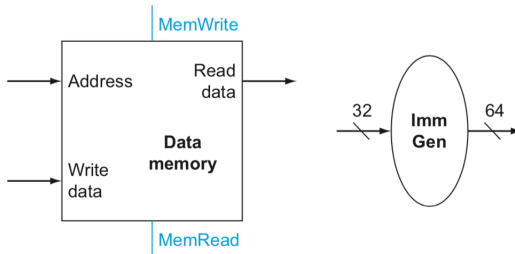
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Further work

We need memory unit for storing data and immediate generation unit for calculating memory address



Taken from *Computer organization and design RISC V*



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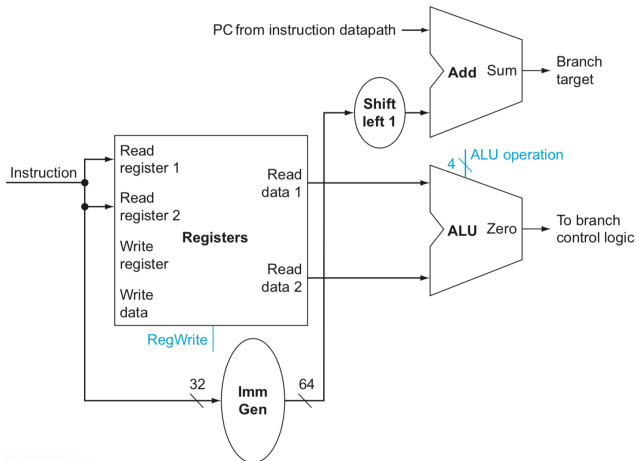
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Additional unit needed for branching instructions



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Instruction Formats

| | | | | | | | | | | | | | | | | |
|--------------|----|--------|-----------------------|----|-----|----------|------------|--|----|--------|--------|---|--------|---------|---|--|
| 31 | 25 | | 24 | 20 | | 19 | 15 | | 14 | 11 | | 7 | | 6 | 0 | |
| funct7 | | | rs2 | | | rs1 | funct3 | | | rd | opcode | | | R-type | | |
| imm[11:0] | | | | | | rs1 | funct3 | | | rd | opcode | | | I-type | | |
| imm[11:5] | | imm[5] | imm[4:0] | | | rs1 | funct3 | | | rd | opcode | | | I-type* | | |
| imm[11:5] | | rs2 | | | rs1 | imm[4:0] | | | rd | opcode | | | S-type | | | |
| imm[12:10:5] | | | rs2 | | | rs1 | imm[4:1:1] | | | rd | opcode | | | B-type | | |
| | | | imm[31:12] | | | | | | rd | opcode | | | U-type | | | |
| | | | imm[20:10:1:11:19:12] | | | | | | rd | opcode | | | J-type | | | |

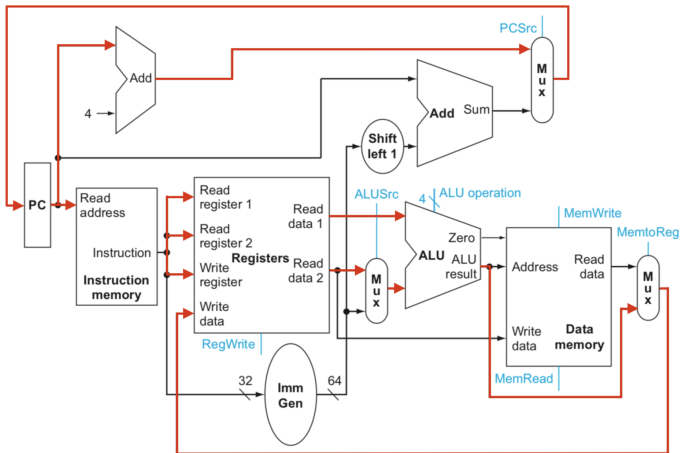
* This is a special case of the RV64I I-type format used by slli, srli and srai instructions where the lower 6 bits (imm[5] and imm[4:0]) are used to determine the shift amount (shamt). If slliw, srliw and sraiw are used it should generate an error if imm[5] \neq 0

RV64I Base Instructions

| Name | Fmt | Opcode | Funct3 | Funct7/ imm[11:5] | Assembly | Description (in C) |
|----------|-----|---------|--------|----------------------|------------------|--------------------|
| Add | R | 0110011 | 000 | 0000000 | add rd, rs1, rs2 | rd = rs1 + rs2 |
| Subtract | R | 0110011 | 000 | 0100000 | sub rd, rs1, rs2 | rd = rs1 - rs2 |
| AND | R | 0110011 | 111 | 0000000 | and rd, rs1, rs2 | rd = rs1 & rs2 |
| OR | R | 0110011 | 110 | 0000000 | or rd, rs1, rs2 | rd = rs1 rs2 |
| XOR | R | 0110011 | 100 | 0000000 | xor rd, rs1, rs2 | rd = rs1 ^ rs2 |

Simple datapath

The R-Type instruction datapath would look like



Taken from *Computer organization and design RISC V*



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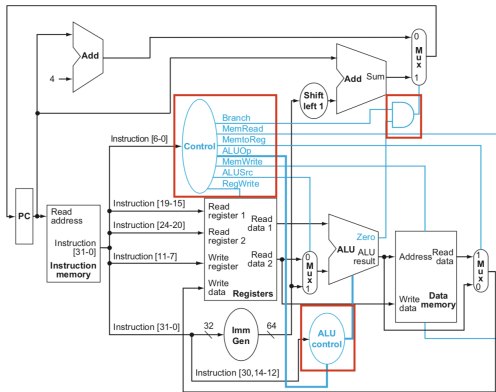
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Further work

We need control unit to determine path for instructions.
Main Control and ALU control are separated to simplify complexity of system.

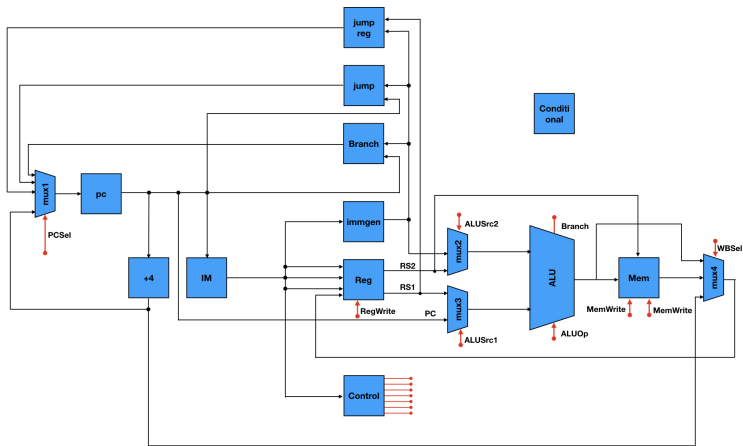


Taken from *Computer organization and design RISC V*

Single Cycle RISC-V version 2.0

Previous datapath not capable of running all standard instructions.

So we add "missing" units.



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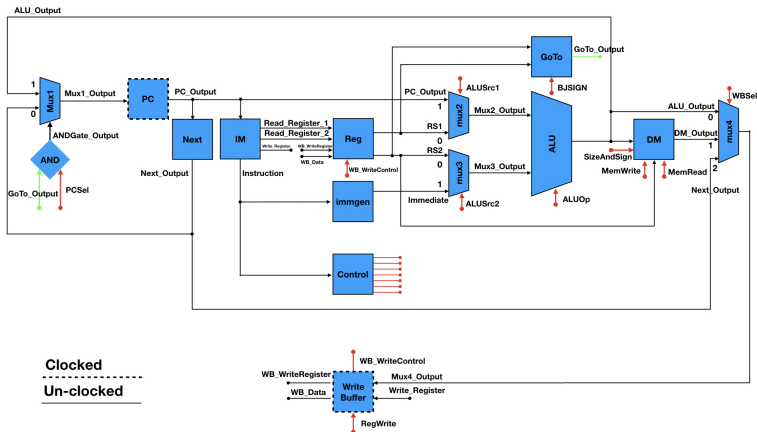
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Further work

We notice many units have almost same function.
So datapath can be significantly simplified.





Further work

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Further work

- Test on a FPGA
- Run Linux on it
- Pipeline the datapath for improved performance