

# A Custom 19-bit CPU

## Instruction Set - 19:

• OPCODE = 3 bit

• 5-Stage Pipeline [F-D-E-M-WB]

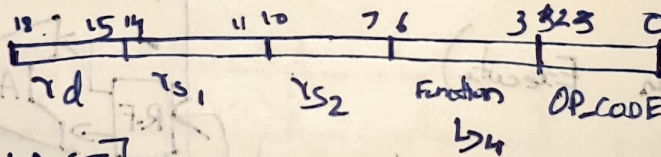
• Instruction memory module will be added

• Fetch: • PC

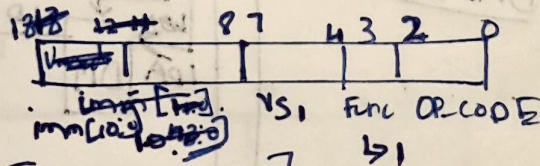
• Instr-memory

• Decode:

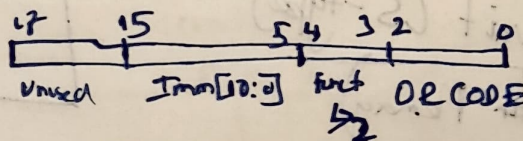
• R-type: [Arithmetic, Logical]



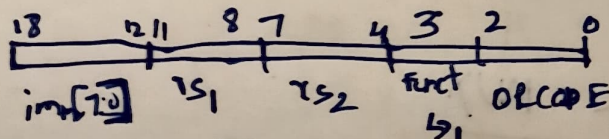
• M-type: [LD, ST]



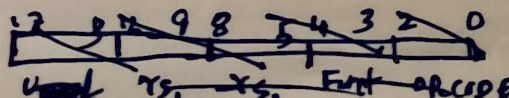
• J-type: [JMP, CALL, RET]



• B-type: [BER, BNE]



• S-type: [FFT, ENL, DEC]



## Operations: (20)

• ADD  $r_1, r_2, r_3$

• SUB  $r_1, r_2, r_3$

• MUL  $r_1, r_2, r_3$

• DIV  $r_1, r_2, r_3$

• INC  $r_1$

• DEC  $r_1$

• AND  $r_1, r_2, r_3$

• OR  $r_1, r_2, r_3$

• XOR  $r_1, r_2, r_3$

• NOT  $r_1, r_2$

• JMP  $addr$

• BER  $r_1, r_2, addr$

• BNE  $r_1, r_2, addr$

• CALL  $addr$

• RET

• LD  $r_1, addr$

• ST  $addr, r_1$

• FFT  $r_1, r_2$

• ENL  $r_1, r_2$

• DEC  $r_1, r_2$

Note:

Active Low

Reset



## • Stage 1: (Instruction Fetch)

- Program Counter (Synchronous)



Instruction memory.

- Blocks removed:

  - imm\_address
  - imm\_generator

## • Stage 2: (Instruction Decode)

- Decoder

- Register Files

- Control Unit

↳ pc - soc out  
↳ alu en out

→ ld - str - en out

⇒ (Cross Connect 3-type)

## • Stage 3: (Instruction Execute)

- ALU Unit (R-type)

• DM - rd - mve unit

- Branch Unit (B-type)

- Load Unit (M-type)

- Store Unit

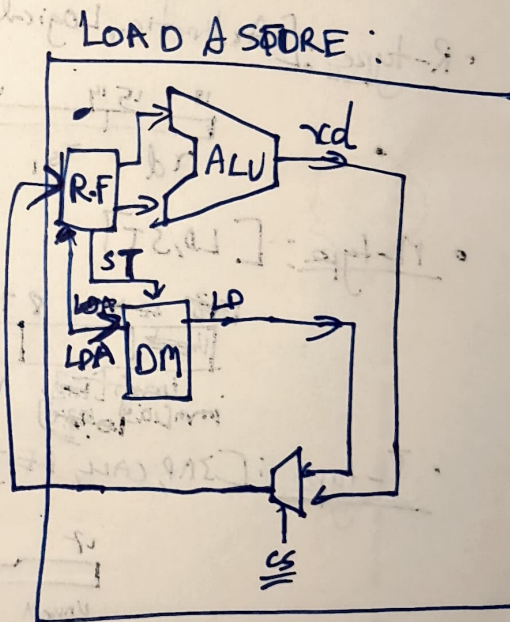
- Special Application unit (S-type)

## • Stage 4: (Instruction Memory)

↳ Data Memory

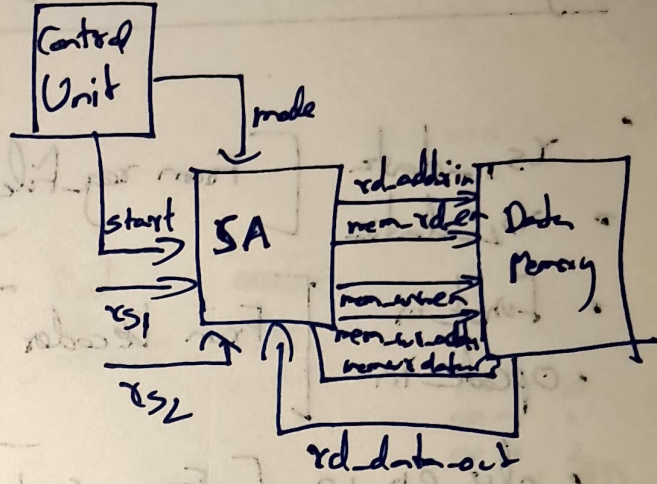
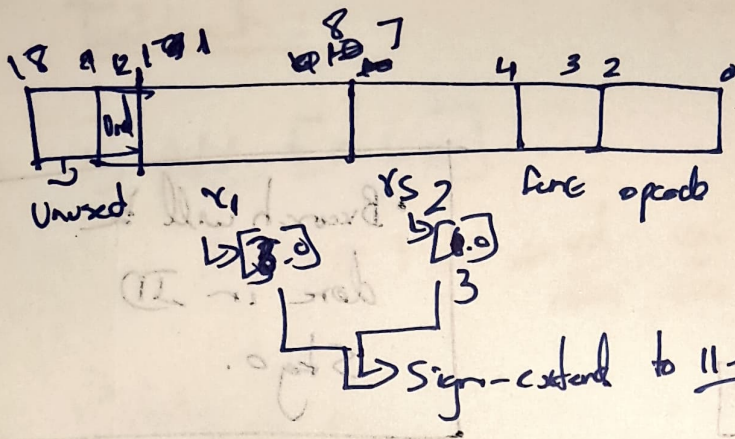
## • Stage 5:

↳ Write-Back MUX





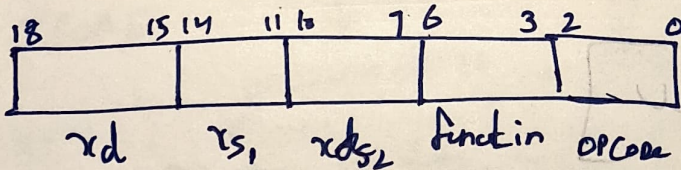
# Special type Instruction: [Encryption & Decryption]



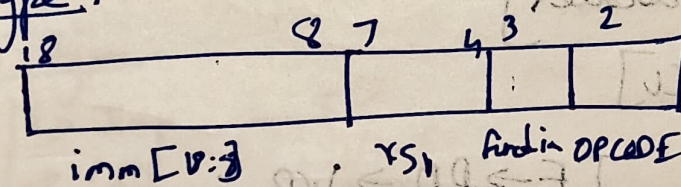
- ENC  $r_1, r_2$
- DEC  $r_1, r_2$

## Instruction Set Format (FINAL)

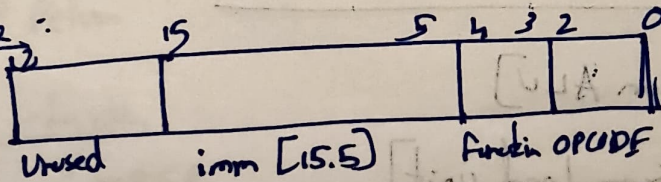
### R-type:



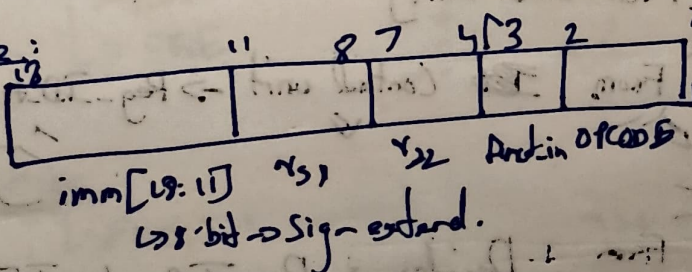
### M-type:



### J-type:



### B-type:





## Signals to be moved from ID $\rightarrow$ IF:

- $rs_1\_data$  [From reg. file]
- $rs_2\_data$  [From reg. file]
- $func\_in$  [From Decoder]
- $opcode\_in$  [From Decoder]
- $alu\_en\_in$  [From Control unit CU]
- $reg\_wr\_in$  [From CU]
- $imm\_addr\_in$  [From decoder]
- $mem\_wr\_in$  [From CU]
- $branch\_en\_in$  [From CU]
- $mem\_rd\_in$  [From CU]
- $Start$  [From CU]
- $make\_exc\_dec$  [From CU]
- $wb\_addr\_out$  [From decoder]
- $wx\_back\_sel\_out$  [From CU]

• Branch will be done in ID stage.

## Signals to be moved from IE $\rightarrow$ DM $\rightarrow$ WB:

- $alu\_result\_in$  [From ALU]
- $ld\_result\_in$  [From Load unit]
- $wx\_backsel\_in$  [From ~~CU~~ Control unit  $\rightarrow$  Reg-ID-to-IF]
- $reg\_wr\_in$  [From CU]
- $wb\_addr\_in$  [From Decoder  $\rightarrow$  Reg-ID-to-IF]



Test

Testing:

Test bench:

1) Add: [R-type]

Instr  $\Rightarrow$  19bit  $\Rightarrow$  rd  $\downarrow$  0001, rs1  $\downarrow$  0010, rs2  $\downarrow$  0011, funct  $\downarrow$  0000, opcode  $\downarrow$  000

2) Sub:

R-Type:  $\Rightarrow$  19bit

$\hookrightarrow$  10 Instruction

② + ③  
 $\downarrow$   $\downarrow$   
rs-1 rs-2  $\Rightarrow$  ④  
 $\hookrightarrow$  ①  $\rightarrow$  location

3) M-type:

$\hookrightarrow$  LOAD  $\Rightarrow$  19bit  
 $\hookrightarrow$  STORE

imm[10:0]  $\downarrow$  000000000011  
DM store the data  
rs1  $\downarrow$  0010, funct  $\downarrow$  0001, opcode  $\downarrow$  001  
 $\hookrightarrow$  LD  $\Rightarrow$  ST  $\Rightarrow$  0

4) J-type:

$\hookrightarrow$  Jump  
 $\hookrightarrow$  Call  
 $\hookrightarrow$  Return

imm[10:0]  $\downarrow$  0001101  
rs1  $\downarrow$  00, rs2  $\downarrow$  01, funct  $\downarrow$  010, opcode  $\downarrow$  10

5) B-type

$\hookrightarrow$  BEQ  
 $\hookrightarrow$  BNE

imm[10:0]  $\downarrow$  0010, rs1  $\downarrow$  0011, rs2  $\downarrow$  0, funct  $\downarrow$  011, opcode  $\downarrow$  1

6) S-type

$\hookrightarrow$  SENC - 1  
 $\hookrightarrow$  DECC - 0

imm[10:0]  $\downarrow$  0010, rs1  $\downarrow$  0011, rs2  $\downarrow$  0, funct  $\downarrow$  100, opcode  $\downarrow$  1