Design Document: Functional Simulator for

RISC-V instruction set

The document describes the design aspect of RISC-V simulator, a functional simulator for RISC-V instruction set.

Instructions that Simulator supports are-

R format - add, and, or, sll, slt, sra, srl, sub, xor, mul, div, rem

I format - addi, andi, ori, lb, ld, lh, lw, jalr

S format - sb, sw, sd, sh

SB format - beq, bne, bge, blt

U format - auipc, lui UJ format - jal

# **Input/Output**

## **Input**

Input to the simulator is a MEM file (instruction.mc) that contains the encoded instruction and the corresponding address at which instruction is supposed to be stored, separated by space. For example:

0x0 0xE3A0200A

0x4 0xE3A03002

0x8 0x003202B3

## **Functional Behavior and output**

The simulator reads the instruction from instruction memory, decodes the instruction, reads the register, executes the operation, and writes back to the register file. The instruction set supported is the same as given in the Project\_Phase1.pdf .

~~/The execution of instruction continues till it reaches at the end of instruction.mc file. simulator stops and writes the updated memory contents on to a memory text file. /~~

The simulator also prints messages for each stage for each instruction, for example for the third instruction above following messages are printed.

* Fetch prints:
  + INSTRUCTION : 0x003202B3
* Decode prints:
  + decode:
  + instruction is of r format(load)
  + add rs1: 4 rs2: 3 rd: 5
  + values [rs1]: 0 [rs2]:0 “(values that you stores initially in registers 4 and 5 here I am assuming as 0 and 0) “
* Execute prints:
  + ALU
  + OPERATION Performing : add
  + RZ = sum : 0
* Memory:
* Writeback:
  + writes 0 in register 5

# **Design of Simulator**

## **Data structure**

Registers, memories, intermediate output for each stage of instruction execution are declared as global variables .

## **Simulator flow:**

There are two steps:

1. First memory is loaded with an input memory file.
2. Simulator executes instructions one by one.

we describe the implementation of fetch, decode, execute, memory, and write-back function.

**Fetch()**

This function read instruction from instruction.mc file, we search instruction by PC and store in IR global variable. Its work as input for decode stage. Increment to PC.

**decode()**

This function takes instruction as an input from IR(updated by fetch stage) and extracts its opcode,fun3,fun7 based on this it’s decode the type and format of instruction and return instruction’s mnemonic value

And update the global variable RA,RB,rd,imme as input(value) of source register 1,value of source register 2 ,destination register number and immediate value(sign extended) based on type of instruction.

Also prints the values in specific format shown above in decode prints stage

**alu()**

This function takes the variable ‘operation’ (output of decode) and global variables RA, RB, imme as its input.

The function computes either the arithmetic operation value or the target address according to the input operation and updates the global variable RZ as output.

The function also prints the name of operation it is performing, type of value in RZ and the value of the RZ

**access\_memory()**

**WriteBack()**

This function does not take any parameter but it uses a control variable which is a global variable which comes from the decode stage.

This control variable is to detect whether the instruction is R-type, I-type, U-type, UJ-type or not. Because only in this type of instruction write back stage happens.

It also uses the RZ value which is also a global variable and it is output of ALU operation.

# **Test plan**

We test the simulator with following assembly programs:

* Fibonacci Program