

Department of Electrical & Computer Engineering North South University

Project Title: A 12-bit Custom RISC-V ISA

Course: CSE 332 - Computer Organization & Architecture

Section – 06

Summer 2022

Submitted by:

Zobaer Ahammod Zamil ID: 2021796042

Submitted To:

Dr. Mainul Hossain (MHo1)

Department of Electrical & Computer Engineering,

North South University

Design of A 12-bit Custom RISC-V ISA

Objectives:

- I will design a 12-bit ISA which will perform some arithmetic, logical operations, branching and jumping.

Here is the analysis of my designed 12-bit ISA.

1. How many types of instruction?

- I will use 3 types of instruction. Those are:

i. R-type

ii. I-type

iii. J-type

2. Describe each of the formats (fields and field length)?

R-type Format (Register):

O J- (2 1:4)	D. (2 1.4)	D4 (2 1.4)	DJ (2 L4)
Op code (3-bit)	Rs (3-bit)	Rt (3-bit)	Rd (3-bit)

I-type Format (Immediate):

Op code (3-bit)	Rs (3-bit)	Rd (3-bit)	Immediate (3-bit)
-----------------	------------	------------	-------------------

J-type Format (Jump):

Target (5-bit)	Op code (3-bit)	Target (9-bit)
----------------	-----------------	----------------

Op code ---- Operation Code (Determine what operation will be performed)

Rs ----- Source Register 1

Rt ----- Source Register 2 (for R-type) / Destination Register (for I-type)

Rs ---- Destination Register 1

Immediate --- Immediate, Branch or Address Displacement

Target ---- Jump to target address

3. How many operands?

- In R-type 3 operands, those are Rs, Rt, Rd.
- In I-type 2 operands, those are Rs, Rd, Immediate.
- In J-type 1 operand, that is Target.

4. How many operations?

- Here I assign 3-bit for opcode, so $2^3 = 8$ different operation can be executed by using this ISA.

5. Type of operations?

- Arithmetic
- Logical
- Branch
 - Conditional
 - o Unconditional
- Data Transfer

Decimal	Binary	Operation	Name	Type	Syntax	Category
Opcode	Opcode					
0	000	Addition	add	R	add \$rd, \$rs, \$rt	Arithmetic
1	001	Subtraction	sub	R	sub \$rd, \$rs, \$rt	Arithmetic
2	010	Immediate Addition	addi	I	addi \$rd, \$rs, const	Arithmetic
3	011	Load data	lw	I	lw \$rd, offset(\$rs)	Data Transfer
4	100	Store data	sw	I	sw \$rd, offset(\$rs)	Data Transfer
5	101	AND Logical	and	R	and \$rd, \$rs, \$rt	Logical
6	110	Branch Equal	beq	I	jmp \$rs, \$rt, offset	Conditional
7	111	Jump	jmp	J	jmp offset	Unconditional

Register Table:

- I assign 3-bit for register, so there is total $2^3 = 8$ register in my register file. Each one can be used for saving values in hexadecimal form.

Register Name	Register Number	Binary value
\$R0	0	000
\$R1	1	001
\$R2	2	010
\$R3	3	011
\$R4	4	100
\$R5	5	101
\$R6	6	110
\$R7	7	111

Example Instructions:

Here is some sample of high-level language that will run in CUP using my 12-bit ISA.

Addition (add): It will add two register and store in destination register

Syntax: add \$rd, \$rs, \$rt **Problem:** a = b + c;

In ISA: add \$rd, \$rs, \$rt # \$rd = \$rs + \$rt

Subtraction (sub): It will subtract two register and store in destination register

Syntax: sub \$rd, \$rs, \$rt

Problem: a = b - c;

In ISA: sub \$rd, \$rs, \$rt # \$rd = \$rs - \$rt

Addition of Immediate (addi): It will add one register with a constant and store in destination register

Syntax: addi \$rd, \$rs, const

Problem: a = b + 4;

In ISA: addi \$rd, \$rs, 4 # \$rd = \$rs + 4

Load data (lw): Value from a location of memory will load into a register for calculation

Syntax: lw \$rd, offset(\$rs)

Problem: a[1] = 5; g = 5 + a[1];

In ISA: $lw \rd, 4(srs)$ # srd = MEM[srs + 4] ; &a[0] = srs

addi \$rd, \$rd, 5 # rd = rd + 4

Store data (lw): Value from register will store in memory location

Syntax: sw \$rd, offset(\$rs) **Problem:** g[0] = a + 1;

In ISA: addi \$rd, \$rs, 1 # rd = rs + 1

 $sw \rd, 0(\rd)$ # MEM[\rd ; &g[0] = \rd ; &g[0] = \rd

AND Logical (and): It will check the bits of 2 binary values, and match the bits. If both bits of same position are 1 the it will be 1, otherwise it will be 0. And this output value will store in third register.

Syntax: and \$rd, \$rs, \$rt

Branch Equal (beq): If the two values are same then program will goto the offset location

Syntax: beq \$rs, \$rt, offset

Problem: if (g = = a)

In ISA: \$rd = = \$rs jump to offset location

Jump (jmp): It will goto the offset location

Syntax: jmp offset

Problem: calling a function from another function

In ISA: jump to offset location

High-Level Language to Assembly Instruction (ISA format):

```
(i)
      c = a + b;
       add $R1, $R2, $R3
                                      \# R3 = R1 + R2
      d = c - a;
(ii)
      sub $R3, $R1, $R4
                                      # R4 = R3 - R1
(iii)
      A[0] = d;
      store $R0, $R4, 0
                                      # M[\$R0 + 0] = \$R4
                                      MIPS Code:
(iv)
      C code:
                                      start:
                                         addi $r0, $r1, 0
        1
             int i = 0;
                                         addi $r0, $r2, 5
        2
        3
            loop:
        4
        5
                 i++;
                                         beq $r2, $r1, exit
                                                                  # jump to line 7
        6
                                         addi $r1, $r1, 1
        7
                                         j loop
                                                                  # jump back to line 3
                                       exit:
```

Limitation:

As I use 3-bit for opcode, so I cannot perform more than 8 operations. As a result, I cannot perform other logical operations which can be performed in R-type, I-type ISA format.