Department of Electrical and Computer Engineering
Queen's University

ELEC-374 Digital Systems Engineering
Laboratory Project

Winter 2022

Designing a Simple RISC Computer

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1. Objectives

The purpose of this project is to design, simulate, implement, and verify a Simple RISC Computer (Mini SRC) consisting of a simple RISC processor, memory, and I/O. You are to use the Altera Quartus II design software for this purpose. The system is to be implemented on the Altera Cyclone III chip (EP3C16F484) of the DE0 evaluation board or on the Altera Cyclone V chip (5CEBA4F23C7) of the DE0-CV evaluation board.

The Mini SRC is similar to the SRC described in the Lab Reader, reproduced from the text by Heuring and Jordan. The Datapath, Control Unit, and Memory Interface for Mini SRC have the same relationship as shown in Figure 4.1 on page 142 of the Lab Reader for the SRC system. The processor design is similar to the information presented in Figures and Tables on pages 143 through 167 of the Lab Reader. As part of the learning process for the CPU design project, make sure you carefully read the Mini SRC CPU specification and the descriptions of different lab phases, consult the Lab Reader, refer to the tutorial on Intel Quartus II, ModelSim-Altera and DE0/DE0-CV evaluation boards, the tutorial on CPU Design Project, and read the Lecture Slides on Computer Arithmetic, VHDL, and Verilog.

2. Processor Specification

The Mini SRC is a 32-bit machine, having a 32-bit datapath and sixteen 32-bit registers R0 to R15, with R0 to R7 as general-purpose registers, R8 and R9 as the return value registers, R10 to R13 as the argument registers, R14 as the return address register (RA), holding the return address for a *jal* instruction, and R15 as the stack pointer (SP). It also has two dedicated 32-bit registers HI and LO for multiplication and division instructions. Note that Mini SRC does not have a condition code register. Rather, it allows any of the general-purpose registers to hold a value to be tested for conditional branching. The memory unit is 512 words.
The following is a formal definition of the Mini SRC.

Processor State

PC<31..0>:	32-bit Program Counter (PC)
IR<31..0>:	32-bit Instruction Register (IR)
R[0..15]<31..0>:	Sixteen 32-bit registers named R[0] through R[15]
R[0..7]<31..0>:	Eight general-purpose registers
R[8..9]<31..0>:	Two Return Value Registers
R[10..13]<31..0>:	Four Argument Registers
R[14]<31..0]:	Return Address Register (RA)
R[15]<31..0>:	Stack Pointer (SP)
HI<31..0>:	32-bit HI Register dedicated to keep the high-order word of a Multiplication product, or the Remainder of a Division operation
LO<31..0>:	32-bit LO Register dedicated to keep the low-order word of a Multiplication product, or the Quotient of a Division operation

Memory State

Mem[0..511]<31..0>:	512 words (32 bits per word) of memory
MDR<31..0>:	32-bit memory data register
MAR<31..0>:	32-bit memory address register

I/O State

In.Port<31..0>:	32-bit input port
Out.Port<31..0>:	32-bit output port
Run.Out:	Run/halt indicator
Stop.In:	Stop signal
Reset.In:	Reset signal

The *Arithmetic Logic Unit* (ALU) performs 12 operations: addition, subtraction, multiplication, division, shift right, shift left, rotate right, rotate left, logical AND, logical OR, Negate (2's complement), and NOT (1's complement).

The instructions in Mini SRC are one-word (32-bit) long each. They can be categorized as Load and Store instructions, Arithmetic and Logical instructions, Conditional Branch and Jump instructions, Input/Output instructions, and miscellaneous instructions. There are no push and pop instructions (they can be implemented by other instructions). The following addressing modes are supported: Direct, Indexed, Register, Register Indirect, Immediate, and Relative.

2.1 Instruction Formats

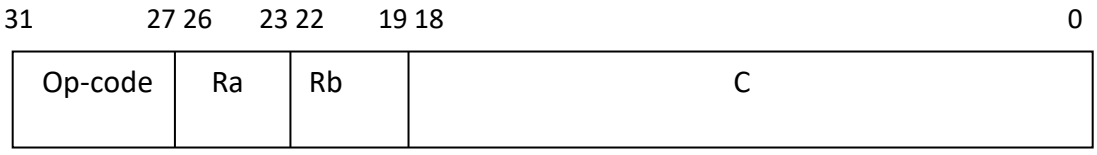
There are five instruction formats, as shown in the table below.

Name	Fields					Comments
Field size	31..27 5 bits	26..23 4 bits	22..19 4 bits	18..15 4 bits	14..0 15 bits	All instructions are 32-bit long
R-Format	OP-code	Ra	Rb	Rc	Unused	Arithmetic/Logical
I-Format	OP-code	Ra	Rb	Constant C/Unused		Arithmetic/Logical; Load/Store; Imm.
B-Format	OP-code	Ra	C2	Constant C		Branch
J-Format	OP-code	Ra	Unused			Jump; Input/Output; Special
M-Format	OP-code	Unused				Misc.

The instruction formats for different categories are detailed below:

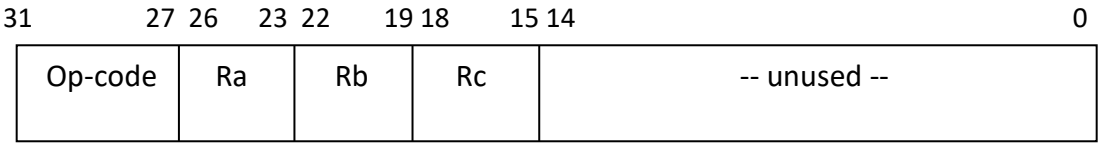
- Load and Store instructions: operands in memory can be accessed only through load/store instructions.

(a) ld, ldi, st I-Format

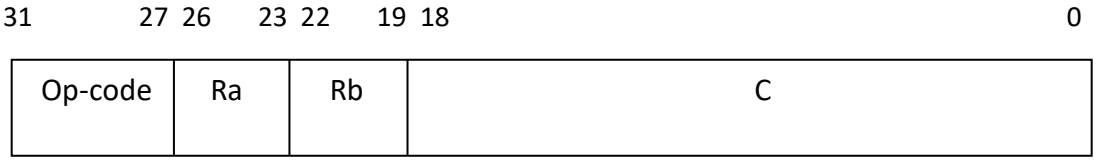


- Arithmetic and Logical instructions:

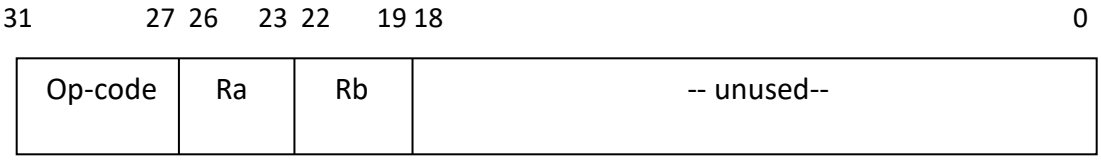
  (a) add, sub, and, or, shr, shl, ror, rol R-Format



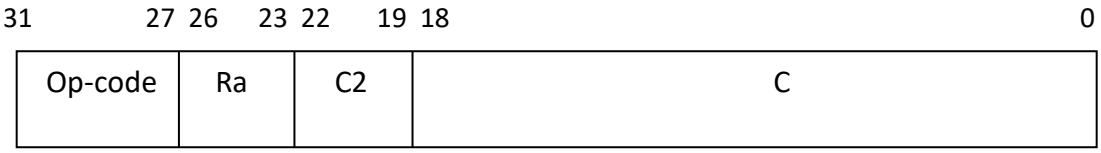
  (b) addi, andi, ori I-Format



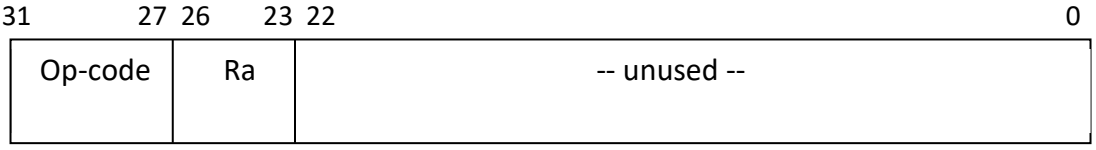
  (c) mul, div, neg, not I-Format



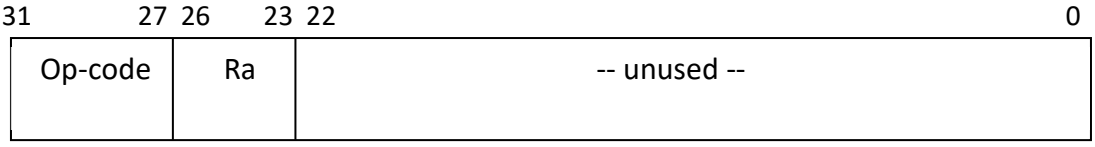
- Branch instructions: brzr, brnz, brmi, brpl B-Format



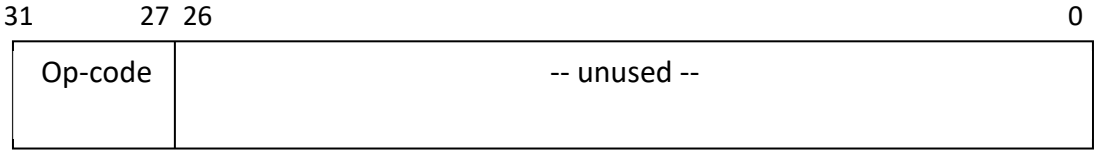
- Jump instructions: jr, jal J-Format



- Input/Output and MFHI/MFLO instructions: in, out, mfhi, mflo J-Format



- Miscellaneous instructions: nop, halt M-Format



Op-code: specifies the operation to be performed.
Ra, Rb, Rc: 0000: R0, 0001: R1, …, 1111: R15
C: constant (data or address)
C2: condition --00: branch if zero
--01: branch if nonzero
--10: branch if positive
--11: branch if negative

Notation: x: 0 or 1
- : unused

2.2 Instructions

The instructions (with their op-code patterns shown in parentheses) perform the following operations:

Load and Store Instructions

ld, ldi, st:

		Assembly language
ld: Load Direct (00000xxxx0000xxxxxxxxxxxxxxxxxxx)	R[Ra] ← M[C (sign-extended)] Direct addressing, Rb = R0	ld Ra, C
ld: Load Indexed/Register Indirect (00000xxxxxxxxxxxxxxxxxxxxxxxxxxx)	R[Ra] ← M[R[Rb] + C (sign-extended)] Indexed addressing, Rb ≠ R0 If C = 0 → Register Indirect addressing	ld Ra, C(Rb)
ldi: Load Immediate (00001xxxx0000xxxxxxxxxxxxxxxxxxx)	R[Ra] ← C (sign-extended) Immediate addressing, Rb = R0	ldi Ra, C
(00001xxxxxxxxxxxxxxxxxxxxxxxxxxx)	R[Ra] ← R[Rb] + C (sign-extended) Immediate addressing, Rb ≠ R0 If C = 0 → instruction acts like a simple register transfer If C ≠ 0 and Ra = Rb → Increment/decrement instruction	ldi Ra, C(Rb)
st: Store Direct (00010xxxx0000xxxxxxxxxxxxxxxxxxx)	M[C (sign-extended)] ← R[Ra] Direct addressing, Rb = R0	st C, Ra
st: Store Indexed/Register Indirect (00010xxxxxxxxxxxxxxxxxxxxxxxxxxx)	M[R[Rb] + C (sign-extended)] ← R[Ra] Indexed addressing, Rb ≠ R0 If C = 0 → Register Indirect addressing	st C(Rb), Ra

Arithmetic and Logical Instructions

(a): add, sub, and, or, shr, shl, ror, rol

add: Add — R[Ra] ← R[Rb] + R[Rc] — add Ra, Rb, Rc
(00011xxxxxxxxxxx----------)

sub: Sub — R[Ra] ← R[Rb] - R[Rc] — sub Ra, Rb, Rc
(00100xxxxxxxxxxx----------)

shr: Shift Right — Shift right R[Rb] into R[Ra] by count in R[Rc] — shr Ra, Rb, Rc
(00101xxxxxxxxxxx----------)

shl: Shift Left — Shift left R[Rb] into R[Ra] by count in R[Rc] — shl Ra, Rb, Rc
(00110xxxxxxxxxxx----------)

ror: Rotate Right — Rotate right R[Rb] into R[Ra] by count in R[Rc] — ror Ra, Rb, Rc
(00111xxxxxxxxxxx----------)

rol: Rotate Left — Rotate left R[Rb] into R[Ra] by count in R[Rc] — rol Ra, Rb, Rc
(01000xxxxxxxxxxx----------)

and: AND — R[Ra] ← R[Rb] ∧ R[Rc] — and Ra, Rb, Rc
(01001xxxxxxxxxxx----------)

or: OR — R[Ra] ← R[Rb] $_{v}$ R[Rc] — or Ra, Rb, Rc
(01010xxxxxxxxxxx----------)

(b): addi, andi, ori

addi: Add Immediate — R[Ra] ← R[Rb] + C (sign-extended) — addi Ra, Rb, C
(01011xxxxxxxxxxxxxxxxxxxxxxxxxx)
Immediate addressing
If C = 0 ➔ instruction acts like a simple register transfer
If C ≠ 0 and Ra = Rb ➔ Increment/decrement instruction
Similar to ldi, however Rb can be any register

andi: AND Immediate — R[Ra] ← R[Rb] ∧ C (sign-extended) — andi Ra, Rb, C
(01100xxxxxxxxxxxxxxxxxxxxxxxxxx)
Immediate addressing

ori: OR Immediate — R[Ra] ← R[Rb] $_{v}$ C (sign-extended) — ori Ra, Rb, C
(01101xxxxxxxxxxxxxxxxxxxxxxxxxx)
Immediate addressing

(c): mul, div, neg, not

mul: Multiply — HI, LO ← R[Ra] × R[Rb] — mul Ra, Rb
(01110xxxxxxxx----------)

div: Divide — HI, LO ← R[Ra] ÷ R[Rb] — div Ra, Rb
(01111xxxxxxxx----------)

neg: Negate — R[Ra] ← - R[Rb] — neg Ra, Rb
(10000xxxxxxxx----------)

not: NOT — R[Ra] ← $\overline{R[Rb]}$ — not Ra, Rb
(10001xxxxxxxx----------)

Conditional Branch Instructions

brzr, brnz, brmi, brpl

Branch — PC ← PC + 1 + C (sign-extended) — if R[Ra] meets the condition
(10010xxxx--xxxxxxxxxxxxxxxxxxxx)

Condition:	--00: branch if zero	brzr	Ra, C
	--01: branch if nonzero	brnz	Ra, C
	--10: branch if positive	brpl	Ra, C
	--11: branch if negative	brmi	Ra, C

Jump Instructions

jr, jal

jr: return from procedure — PC ← R[Ra] — jr Ra
(10011xxxx----------) — If Ra = R15, it is for procedure return

jal: jump and link — R[15] ← PC + 1 — jal Ra
(10100xxxx----------) — PC ← R[Ra]

Input/Output and MFHI/MFLO Instructions

in, out, mfhi, mflo

in: Input — R[Ra] ← In.Port — in Ra
(10101xxxx----------)

out: Output — Out.Port ← R[Ra] — out Ra
(10110xxxx----------)

mfhi: Move from HI (10111xxxx----------)	R[Ra] ← HI	mfhi	Ra
mflo: Move from LO (11000xxxx----------)	R[Ra] ← LO	mflo	Ra

Miscellaneous Instructions

nop, halt

nop: No-operation (11001----------)	Do nothing	nop
halt: Halt (11010----------)	Halt the control stepping process	halt

3. Design Phases and Final Report

There are four design phases in this project, and you are strongly advised to put sufficient time to work on your project. You may use an all HDL design approach, or you may opt for a mixed Schematic/HDL design approach for your CPU. It is not recommended to use a mixed VHDL/Verilog design methodology.

Phase 1: The Datapath will be partially designed and tested using Functional Simulation. Phase one is worth 7% of the course mark.
You will demo your design and simulation results, and hand in a hard copy report to your TA consisting of VHDL/Verilog code, schematic screenshot (if any), along with testbenches and Functional Simulation results.

Phase 2: The Datapath will be complemented by adding the "Select and Encode logic", "CON FF Logic", branch and jump instructions, "Memory Subsystem", and the "Input/Output Ports". It will be tested using Functional Simulation. Phase two is worth 7% of the course mark.
You will demo your design and simulation results, and hand in a hard copy report to your TA consisting of VHDL/Verilog code, schematic screenshot (if any), along with testbenches and Functional Simulation results.

Phase 3: The Control Unit will be designed in VHDL or Verilog, and tested using Functional Simulation. You will be provided with a test program to verify your Control Unit. Phase three is worth 5% of the course mark.
You will demo your design and simulation results, and hand in a hard copy report to your TA consisting of your VHDL or Verilog code, schematic screenshot (if any), along with testbenches and Functional Simulation results.

Phase 4: The Datapath and Control Unit will be tested together using both Functional Simulation and implementation on the DE0 or DE0-CV evaluation board. You will be provided with a test program to verify your CPU. Phase four is worth 3% of the course mark.
You will demo your design, simulation and on-board results to your TA consisting of your VHDL or Verilog code, schematic screenshot (if any), along with testbenches and Functional Simulation results. There is no report for this phase.

Final CPU design project report: You will submit a comprehensive final soft copy report to the course instructor detailing your CPU design project, including performance results and analysis, discussions, and conclusions. The Final report is worth 3% of the course mark.

4. Schedule

Deadline for each phase and Final Report is shown in the following table and onQ.

	Deadline	Automatic extension by one week without penalty	25% Penalty	40% Penalty
Phase 1 demo and report	Feb 8 and Feb 15 (Tuesday Session) Feb 10 and Feb 17 (Thursday Session)	Feb 22 (Tuesday Session) Feb 24 (Thursday Session)	Mar 1 (Tuesday Session) Mar 3 (Thursday Session)	Mar 29 (Tuesday Session) Mar 31 (Thurs Session)
Phase 2 demo and report	Mar 1 and Mar 8 (Tuesday Session) Mar 3 and Mar 10 (Thurs Session)	Mar 15 (Tuesday Session) Mar 17 (Thursday Session)	Mar 22 (Tuesday Session) Mar 24 (Thursday Session)	Mar 29 (Tuesday Session) Mar 31 (Thurs Session)
Phase 3 demo and report	Mar 15 and Mar 22 (Tuesday Session) Mar 17 and Mar 24 (Thurs Session)	Mar 29 (Tuesday Session) Mar 31 (Thursday Session)	-	-
Phase 4 demo	Mar 29 and Apr 5 (Tuesday Session) Mar 31 and Apr 7 (Thursday Session)	-	-	-
Final report	Apr 8	-	-	-

5. Bonus Marks

Please note that our minimum goal is a one-bus architecture for the Mini SRC. However, there will be **bonus marks** available up to 5% if you design and implement, for instance, a 3-bus architecture, new instructions, interrupt/exception handling, VHDL/Verilog implementations of advanced techniques for ALU operations, as well as any other advanced techniques such as pipelining, branch prediction, hazard detection, and superscalar design, etc., to improve performance. You are advised to tackle the 1-bus architecture first, and when you feel comfortable with your design then aim for any other improvements.