

CS39001 - COMPUTER ORGANIZATION LABORATORY

INDIAN INSTITUTE OF TECHNOLOGY KHARAGPUR

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Design of the KGP-miniRISC Processor

Group Number - 12

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Introduction

In this final assignment we design the processor KGP-miniRISC with the provided instruction set architecture.

The Instruction Encoding Format

R-format Instructions

| | | | | | |
|-------------|------------------|--------------|--------------|---|-----------------|
| Bit Ranges: | [31-26] | [25-21] | [20-16] | [15-6] | [5-0] |
| Fields: | opcode 6 bits | rs 5 bits | rt 5 bits | shamt 5+5 bits (leftmost 5 bits are redundant) | funct 6 bits |

Figure 1: R-format encoding

opcode and *funct* uniquely identify the operation used.

rs and *rt* store the indices of the source and terminal registers. Range: 0 to 31.

shamt consists of 5 redundant bits (15-11) followed by the shift amount (10-6) as an unsigned integer. Range: 0 to 31.

This format encodes the following operations:

- *add, comp, and, xor, shllv, shrly, shrav, diff.* (*shamt* is unused here)
- *shll, shrl, shra.* (*rt* is unused here)

I-format Instructions

| | | | | |
|-------------|------------------|--------------|--------------|----------------------|
| Bit Ranges: | [31-26] | [25-21] | [20-16] | [15-0] |
| Fields: | opcode 6 bits | rs 5 bits | rt 5 bits | immediate 16 bits |

Figure 2: I-format encoding

Here *immediate* stores a signed integer value.

Range: -2^{15} to $2^{15} - 1$ i.e. -32,768 to 32,767.

This format encodes:

-
- *addi, compi*. (*rt* is unused here)
 - *lw, sw*.

B-format Instructions

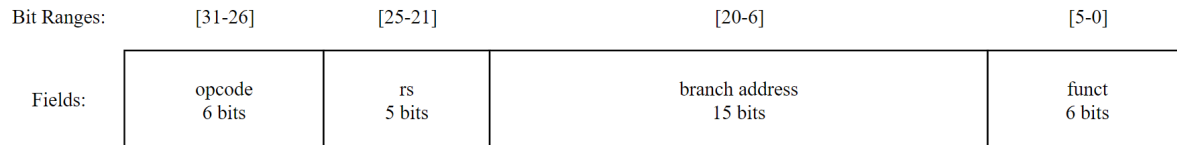


Figure 3: B-format encoding

branch address stores the address provided in the instruction.
This format encodes:

- *b, bl, bcy, bncy*. (*rs* is unused here)
- *br, bltz, bz, bnz*.

Assignment of *opcode* and *funct*

| Operation | <i>opcode</i> | <i>funct</i> |
|--------------|---------------|--------------|
| <i>add</i> | 000000 | 000000 |
| <i>comp</i> | 000000 | 000001 |
| <i>diff</i> | 000000 | 000010 |
| <i>and</i> | 000001 | 000000 |
| <i>xor</i> | 000001 | 000001 |
| <i>shll</i> | 000010 | 000000 |
| <i>shrl</i> | 000010 | 000001 |
| <i>shllv</i> | 000010 | 000010 |
| <i>shrlv</i> | 000010 | 000011 |
| <i>shra</i> | 000010 | 000100 |
| <i>shrav</i> | 000010 | 000101 |
| <i>br</i> | 000011 | 000000 |
| <i>bltz</i> | 000011 | 000001 |
| <i>bz</i> | 000011 | 000010 |
| <i>bnz</i> | 000011 | 000011 |
| <i>b</i> | 000100 | 000000 |
| <i>bcy</i> | 000100 | 000001 |
| <i>bncy</i> | 000100 | 000010 |
| <i>lw</i> | 000101 | XXXXXX |
| <i>sw</i> | 000110 | XXXXXX |
| <i>addi</i> | 000111 | XXXXXX |
| <i>compi</i> | 001000 | XXXXXX |
| <i>bl</i> | 001001 | 000000 |

Table 1: *opcode* and *funct* for each operation

| <i>opcode</i> | ALUSrc | ALUOp | MemToReg | RegWrite | MemRead | MemWrite | Branch |
|---------------|---------------|--------------|-----------------|-----------------|----------------|-----------------|---------------|
| 000000 | 1 | 001 | 00 | 10 | 0 | 0 | 00 |
| 000001 | 1 | 010 | 00 | 10 | 0 | 0 | 00 |
| 000010 | 1 | 011 | 00 | 10 | 0 | 0 | 00 |
| 000011 | 1 | 000 | 00 | 00 | 0 | 0 | 01 |
| 000100 | 1 | 000 | 00 | 00 | 0 | 0 | 10 |
| 000101 | 0 | 100 | 01 | 11 | 1 | 0 | 00 |
| 000110 | 0 | 101 | 00 | 00 | 0 | 1 | 00 |
| 000111 | 0 | 110 | 00 | 10 | 0 | 0 | 00 |
| 001000 | 0 | 111 | 00 | 10 | 0 | 0 | 00 |
| 001001 | 1 | 000 | 10 | 01 | 0 | 0 | 11 |

Table 2: Main Control Unit

ALUSrc - Controls what the 2nd input to the ALU should be (immediate value if 0, data of 2nd register if 1)

ALUOp - This is fed to the ALU Control Unit along with *funct* to determine the control signal to be sent to the ALU.

MemToReg - Determines which data is to be written to the register file (00 to choose ALU Output, 01 for RAM output, 10 for PC+4)

RegWrite - This signal chooses when and where data should be written for the register file (00 to not write, 01 to write to register 31, 10 for *rs*, 11 for *rs*)

MemRead & MemWrite - Truth value to decide whether RAM should be read from or written to.

Branch - Used to decide which instruction to branch to next.

| ALUOp | <i>funct</i> | Control Signal |
|--------------|--------------|-----------------------|
| 001 | 000000 | 0000 |
| 001 | 000001 | 0001 |
| 001 | 000010 | 0010 |
| 010 | 000000 | 0011 |
| 010 | 000001 | 0100 |
| 011 | 000000 | 0101 |
| 011 | 000001 | 0110 |
| 011 | 000010 | 1001 |
| 011 | 000011 | 1000 |
| 011 | 000100 | 0111 |
| 011 | 000101 | 1010 |
| 110 | XXXXXX | 0000 |
| 111 | XXXXXX | 0001 |

Table 3: ALU Control Unit

Processor Datapath

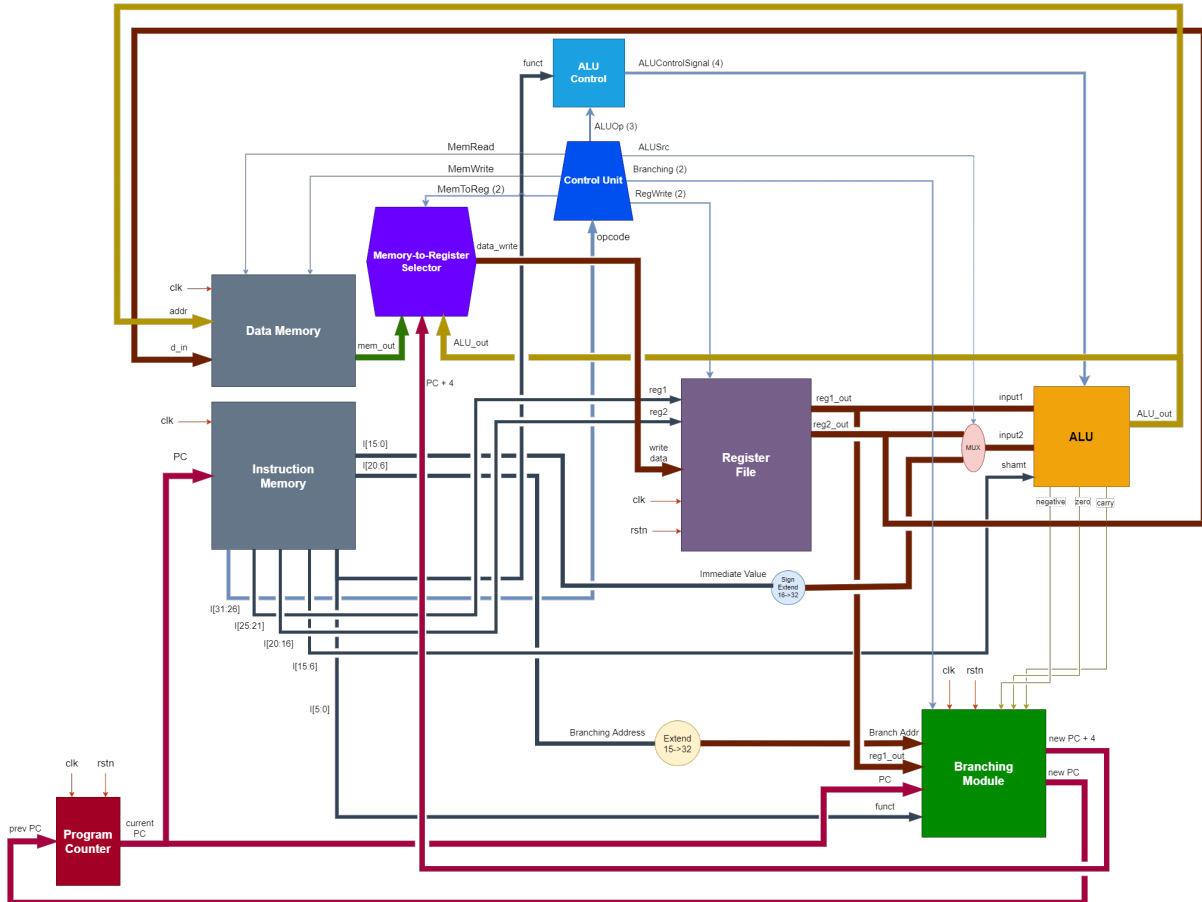


Figure 4: Datapath of the KGP-miniRISC Processor.

ALU Diagram

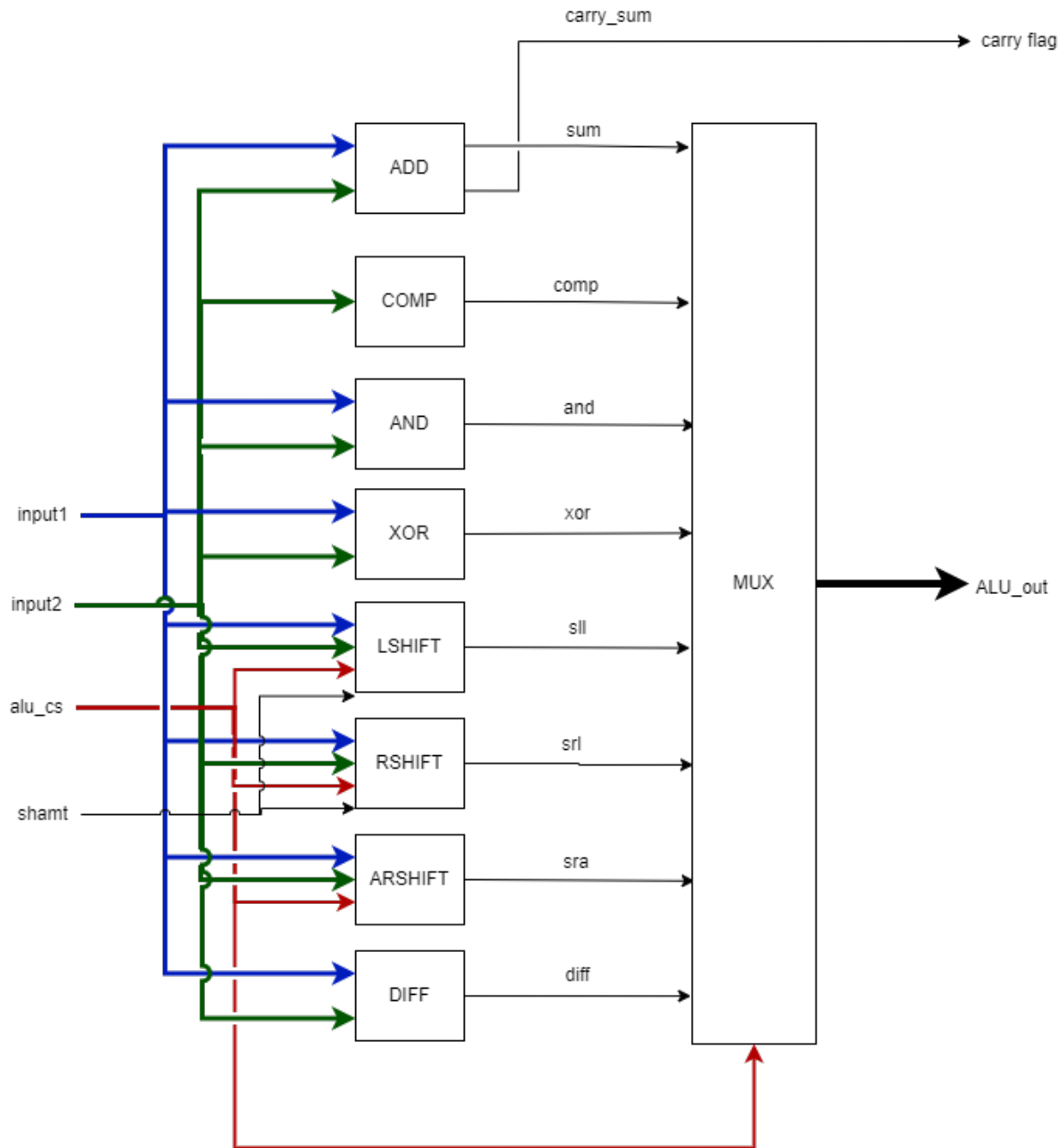


Figure 5: ALU Design.