

1 RISC-y Conversions

- 1.1 Convert the different RISC-V commands into their hex form or convert the hex form into RISC-V. The instructions are in order of when they would be executed.

(a) `0x005004B3`

(b) `lw t5, 17(t6)`

(c) `sll s9, x9, t0`

(d) `0x03CE2283`

(e) `jalr a0, x11, 8`

(f) `ori t1, t2, 5`

(g) `lui a7, 0xCF61C`

2 Instruction Format Design

Prof. Wawrzynek decides to design a new ISA for his ternary neural network accelerator. He only needs to perform 7 different operations with his ISA: `xor`, `add`, `lw`, `sw`, `lui`, `addi`, and `blt`. He decides that each instruction should be 17 bits wide, as he likes the number 17. There are no `funct7` or `funct3` fields in this new ISA.

- 2.1 What is the minimum number of bits required for the opcode field?
- 2.2 Suppose Prof. Wawrzynek decides to make the opcode field 6 bits. If we would like to support instructions with 3 register fields, what is the maximum number of registers we could address?

- 2.3 Given that the `opcode` field is 6 bits wide and each register field is 2 bits wide in the 17 bit instruction, answer the following questions:
- (a) Using the assumptions stated in the above description, how many bits are left for the immediate field for the instruction `blt` (Assume it takes `opcode`, `rs1`, `rs2`, and `imm` as inputs)?
 - (b) Let n be your answer in part (a). Suppose that `blt`'s branch immediate is in units of instructions (i.e. an immediate of value 1 means branching 1 instruction away). What is the maximum number of bytes a `blt` instruction can jump forward from the current `pc` using these assumptions? Write your answer in terms of n .
 - (c) Using the assumptions stated in the description, what is the most negative immediate that could be used in the `addi` instruction (Assume it takes `opcode`, `rs1`, `rd`, and `imm` as inputs)?
 - (d) For `LUI`, we need `opcode`, `rd`, and `imm` as inputs. Using the assumptions stated in the description, how many bits can we use for the immediate value?

3 Advanced RISC-V

3.1 You are given the following RISC-V code:

```
Loop:   andi t2 t1 1
        srli t3 t1 1
        bltu t1 a0 Loop
        jalr s0 s1 MAX_POS_IMM
```

- (a) What is the value of the byte offset that would be stored in the immediate field of the bltu instruction?
- (b) What is the binary encoding of the bltu instruction? Please use hexadecimal to represent your answer.

3.2 As a curious 61C student, you question why there are so many possible opcodes, but only 47 instructions. Thus, you propose a revision to the standard 32-bit RISC-V instruction formats where each instruction has a unique opcode (which still is 7 bits). You believe this justifies taking out the funct3 field from the R, I, S, and SB instructions, allowing you to allocate bits to other instruction fields except the opcode field.

- (a) What is the largest number of registers that can now be supported in hardware?
- (b) With the new register size, how far can a jal instruction jump to (in halfwords)?
- (c) Assume register `s0 = 0x1000 0000`, `s1 = 0x4000 0000`, `PC = 0xA000 0000`. Let's analyze the instruction `jalr s0, s1, MAX_POS_IMM` where `MAX_POS_IMM` is the maximum possible positive immediate for `jalr`. Using the register sizes defined above, what are the values in registers `s0`, `s1`, and `pc` after the instruction executes?