



## RISC V Architecture

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# RISC V ARCHITECTURE

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## UNIT 2 – Instructions: The Language of Computer

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# Instructions – Language of Computer

## Instructions for Making Decisions

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RISC-V assembly language includes two decision-making instructions, similar to an ***if* statement with a *go-to***.

**PC-Relative Addressing:** Use the **immediate** field as a 2's complement offset (signed offset) to PC Branches generally change the PC by a small amount  
Can specify  $\pm 2^{11}$  'unit' addresses from the PC

Why not use byte as a unit of offset from PC?

Instructions are of 32-bits (4-bytes) size and a offset of byte means branch into middle of instruction. Branching into middle of the instruction does not make any sense.

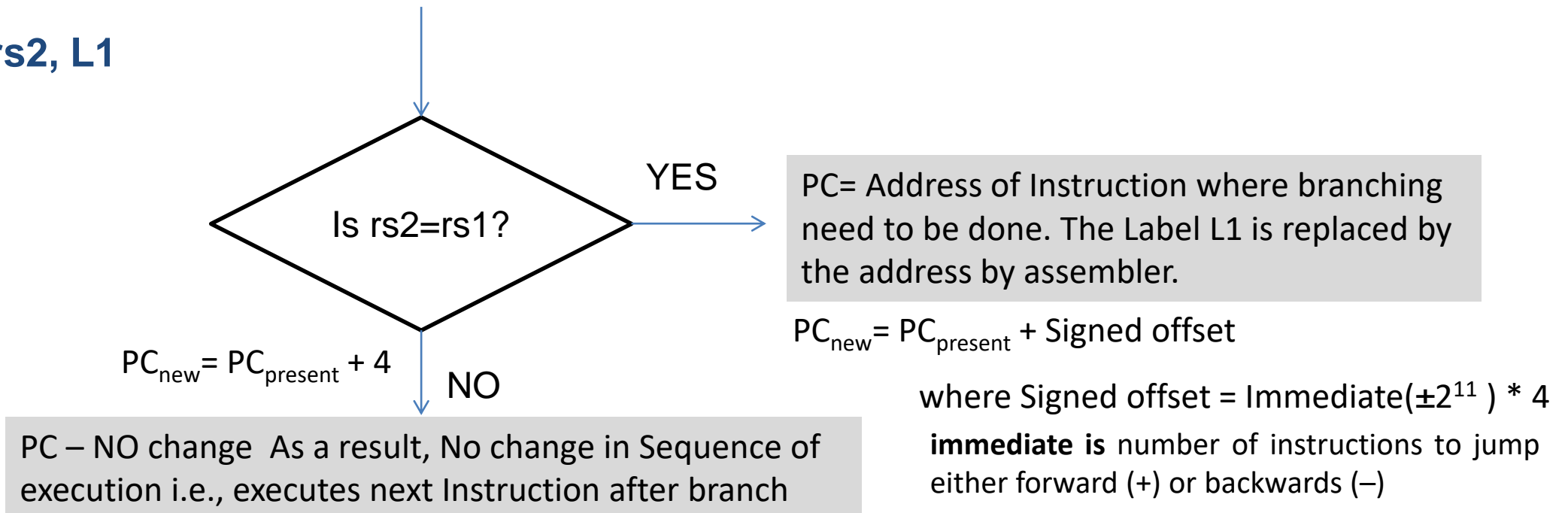
# Instructions – Language of Computer

## Instructions for Making Decisions

RISC-V assembly language includes two decision-making instructions, similar to an ***if statement with a go-to.***

**Conditional branches** :An instruction that tests a value and that allows for a subsequent transfer of control to a new address in the program based on the outcome of the test.

**beq rs1, rs2, L1**



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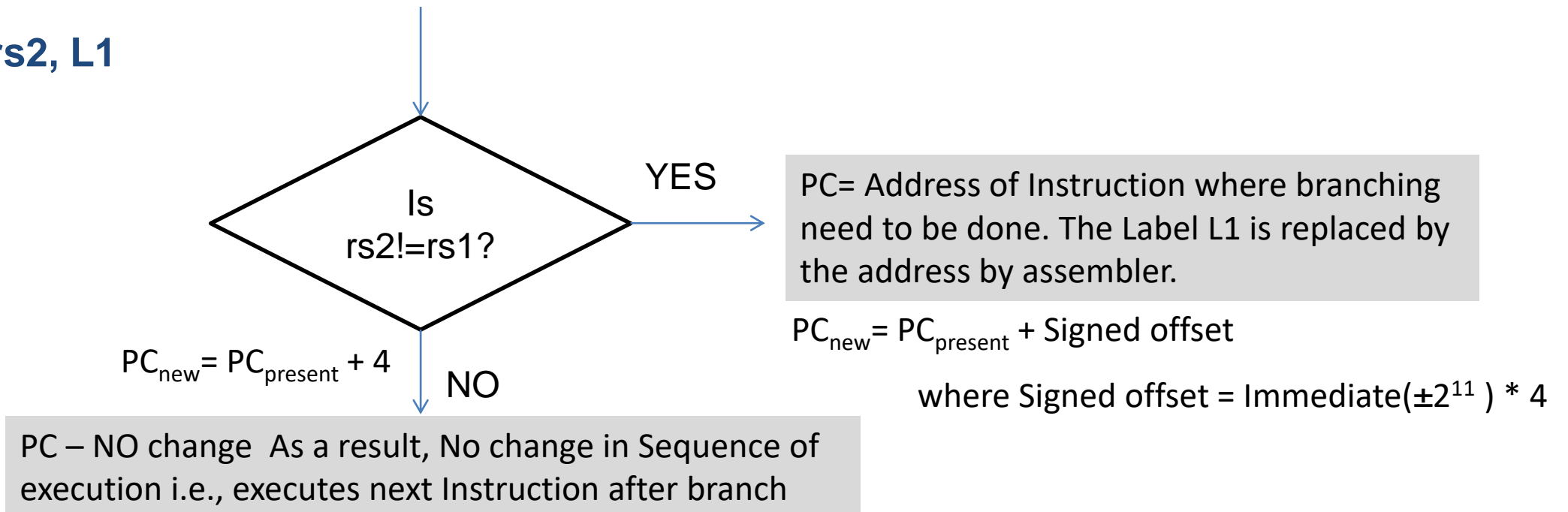
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**bne rs1, rs2, L1**



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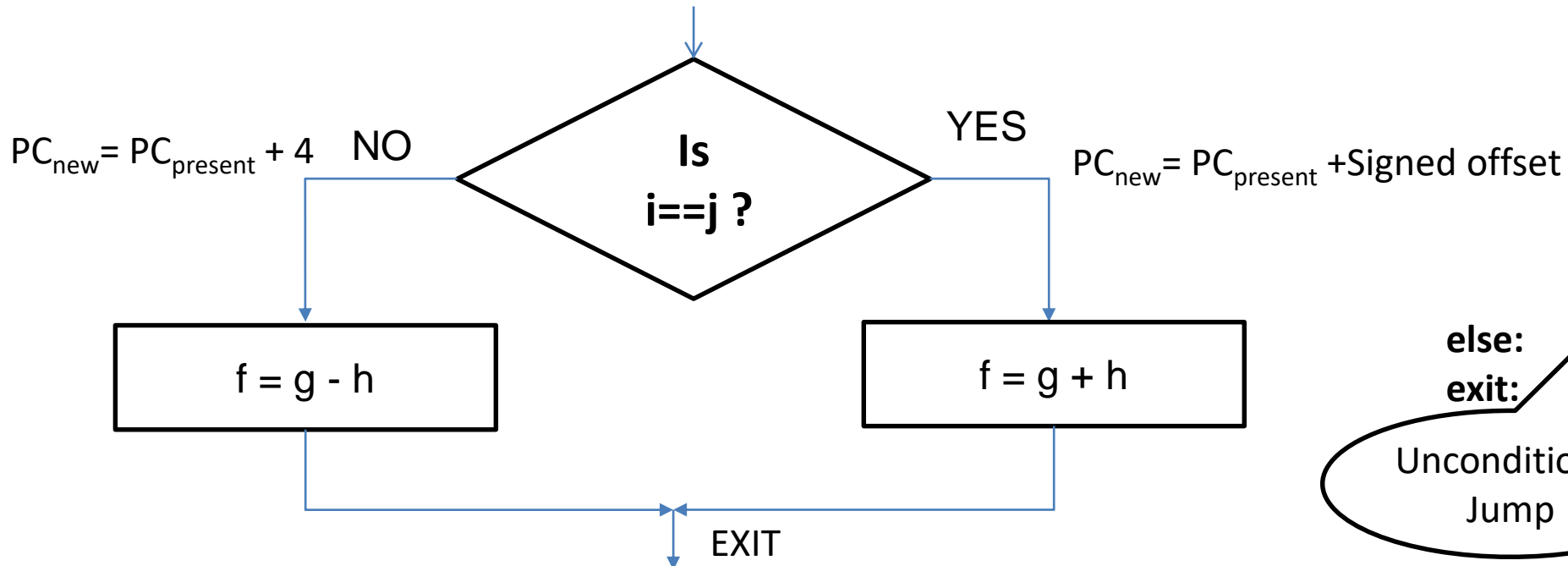
## Instructions for Making Decisions

### Compiling *if-then-else* into Conditional Branches

In the following code segment, f, g, h, i, and j are variables. If the five variables f through j correspond to the five registers x19 through x23, what is the compiled RISC-V code for this C *if* statement?

if (i == j) f = g + h; else f = g - h;

f	x19
g	x20
h	x21
i	x22
j	x23



bne x22,x23,else  
add x19,x20,x21  
**beq x0,x0,exit**  
sub x19,x20,x21

else:  
exit:  
Unconditional  
Jump

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**Loops** : for iterating a computation

Here is a traditional loop in C:

```
while (save[i] == k)
```

```
    i += 1;
```

Assume that **i** and **k** correspond to registers **x22** and **x24** and the **base of the array save is in x25**. What is the RISC-V assembly code corresponding to this C code?

```
loop:    slli x10, x22, 2    // x10 = x22 * 4 = i * 4
         add  x10, x10, x25
         lw   x9, 0(x10)    // x9=save[i]
         bne x9, x24, exit
         addi x22, x22, 1
         beq x0, x0, loop
exit:
```

	..
	..
addr16	save[4]
addr12	save[i=3]
addr8	save[2]
addr4	save[1]
addr0	save[0]

A diagram showing a memory layout for an array 'save'. The array is stored in memory starting at address 0. The addresses are addr0, addr4, addr8, addr12, and addr16. The corresponding values are save[0], save[1], save[2], save[i=3], and save[4]. A box labeled 'x25' with an arrow points to the 'addr0' row, indicating that x25 holds the base address of the array.

If  $i=3$

Then, address of

$\text{save}[i=3] = \text{base address} + i * 4$ ;

where 4 is offset for a 32 bit data

$\text{save}[i] \text{ address} = x25 + i * 4 = x25 + 12$

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**Loops** : for iterating a computation

**Basic block** A sequence of instructions without branches (except possibly at the end) and without branch targets or branch labels (except possibly at the beginning).





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- The full set of comparisons is **less than ( $<$ )**, **less than or equal ( $\leq$ )**, **greater than ( $>$ )**, **greater than or equal ( $\geq$ )**, **equal ( $=$ )**, and **not equal ( $\neq$ )**.
- Comparison of bit patterns must also deal with the dichotomy **between signed and unsigned numbers**.  
Signed Number : bit pattern with a 1 in the most significant bit represents a negative number and, of course, **is less than any positive** number, which must have a 0 in the most significant bit.  
 $0x8000\ FFFF$ (Negative Number)  $<$   $0x7FFF\ 0000$ (Positive Number) in signed Number and In Unsigned Number  $0x8000\ FFFF > 0x7FFF\ 0000$
- RISC-V provides instructions that handle both cases.

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Instruction	Function
blt	The branch if less than (blt) instruction compares the values in registers rs1 and rs2 and takes the branch if the value in rs1 is smaller, when they are treated as two's complement numbers.
bge	Branch if greater than or equal (bge) takes the branch in the opposite case, that is, if the value in rs1 is at least the value in rs2..
bltu	Branch if less than, unsigned (bltu) takes the branch if the value in rs1 is smaller than the value in rs2 when the values are treated as unsigned numbers.
bgeu	branch if greater than or equal, unsigned (bgeu) takes the branch in the opposite case



**THANK YOU**

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