

## Digital IC Design

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# Single-Cycle RISC-V Processor



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# 1. Overview

## ❖ Instruction Formats

7 bits	5 bits	5 bits	3 bits	5 bits	7 bits	<b>R-Type</b> <b>I-Type</b> <b>S-Type</b> <b>B-Type</b> <b>U-Type</b> <b>J-Type</b>
funct7	rs2	rs1	funct3	rd	op	
imm <sub>11:0</sub>		rs1	funct3	rd	op	
imm <sub>11:5</sub>	rs2	rs1	funct3	imm <sub>4:0</sub>	op	
imm <sub>12,10:5</sub>	rs2	rs1	funct3	imm <sub>4:1,11</sub>	op	
imm <sub>31:12</sub>				rd	op	
imm <sub>20,10:1,11,19:12</sub>				rd	op	
20 bits				5 bits	7 bits	

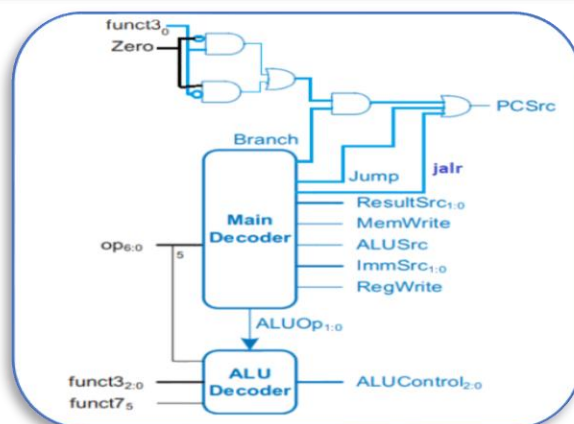
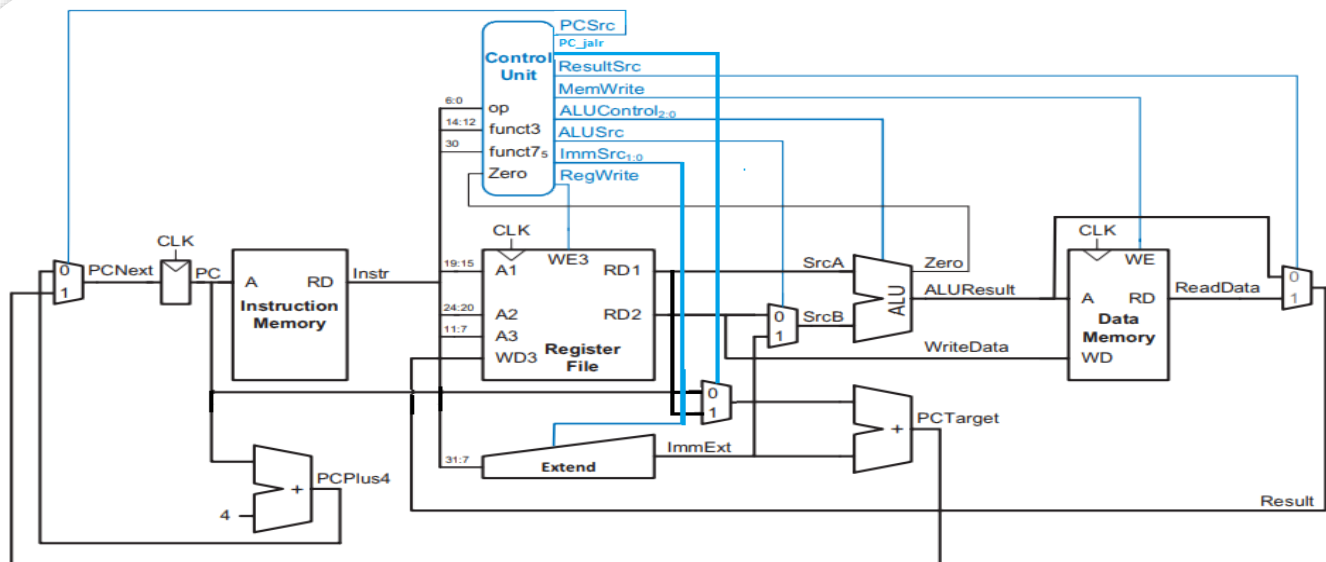
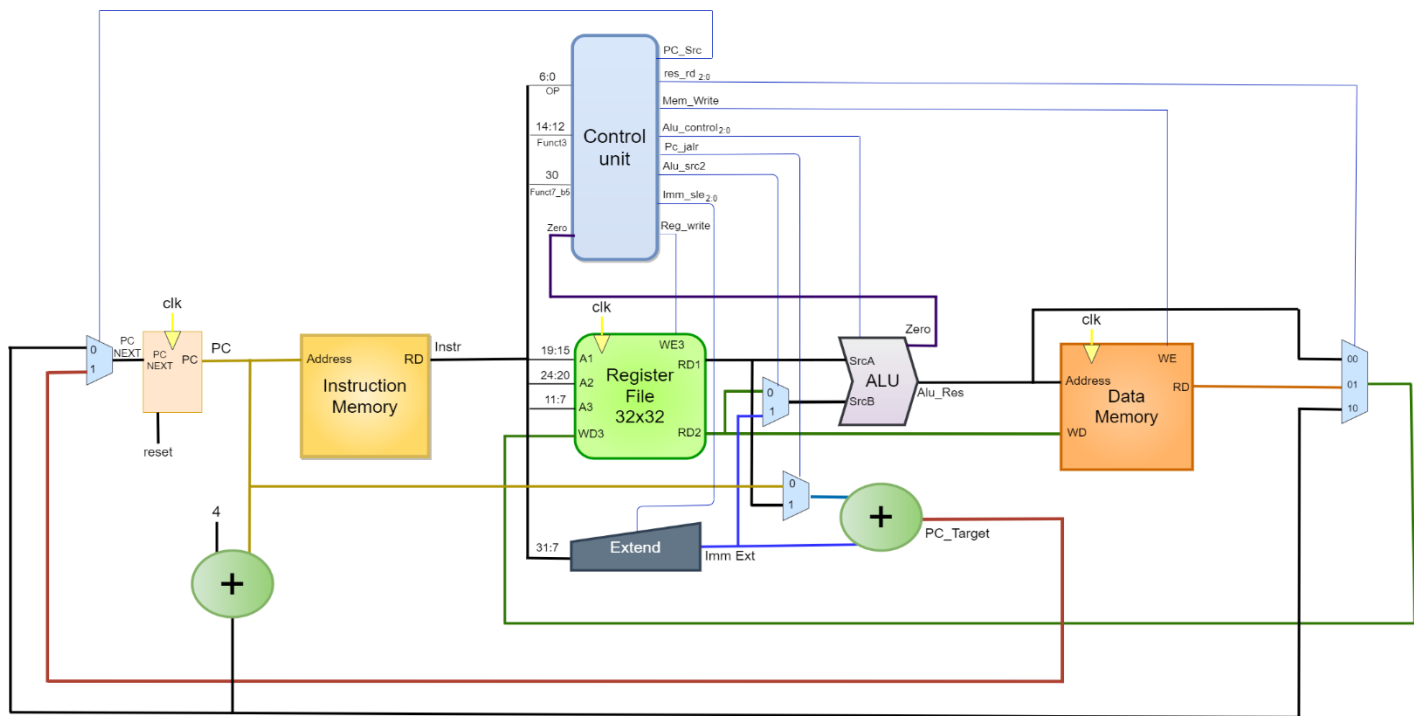
## ❖ Instruction Set

op	funct3	funct7	Type	Instruction	Description	Operation
0000011 (3)	010	-	I	lw rd, imm(rs1)	load word	rd = [Address] <sub>31:0</sub>
0010011 (19)	000	-	I	addi rd, rs1, imm	add immediate	rd = rs1 + SignExt(imm)
0010011 (19)	001	0000000*	I	slli rd, rs1, uimm	shift left logical immediate	rd = rs1 << uimm
0010011 (19)	010	-	I	slti rd, rs1, imm	set less than immediate	rd = (rs1 < SignExt(imm))
0010011 (19)	100	-	I	xori rd, rs1, imm	xor immediate	rd = rs1 ^ SignExt(imm)
0010011 (19)	101	0000000*	I	srlr rd, rs1, uimm	shift right logical immediate	rd = rs1 >> uimm
0010011 (19)	110	-	I	ori rd, rs1, imm	or immediate	rd = rs1   SignExt(imm)
0010011 (19)	111	-	I	andi rd, rs1, imm	and immediate	rd = rs1 & SignExt(imm)
0100011 (35)	010	-	S	sw rs2, imm(rs1)	store word	[Address] <sub>31:0</sub> = rs2
0110011 (51)	000	0000000	R	add rd, rs1, rs2	add	rd = rs1 + rs2
0110011 (51)	000	0100000	R	sub rd, rs1, rs2	sub	rd = rs1 - rs2
0110011 (51)	001	0000000	R	sll rd, rs1, rs2	shift left logical	rd = rs1 << rs2 <sub>4:0</sub>
0110011 (51)	010	0000000	R	slt rd, rs1, rs2	set less than	rd = (rs1 < rs2)
0110011 (51)	100	0000000	R	xor rd, rs1, rs2	xor	rd = rs1 ^ rs2
0110011 (51)	101	0000000	R	srl rd, rs1, rs2	shift right logical	rd = rs1 >> rs2 <sub>4:0</sub>
0110011 (51)	110	0000000	R	or rd, rs1, rs2	or	rd = rs1   rs2
0110011 (51)	111	0000000	R	and rd, rs1, rs2	and	rd = rs1 & rs2
1100011 (99)	000	-	B	beq rs1, rs2, label	branch if =	if (rs1 == rs2) PC = BTA
1100011 (99)	001	-	B	bne rs1, rs2, label	branch if ≠	if (rs1 ≠ rs2) PC = BTA
1100111 (103)	000	-	I	jalr rd, rs1, imm	jump and link register	PC = rs1 + SignExt(imm), rd = PC + 4
1101111 (111)	-	-	J	jal rd, label	jump and link	PC = JTA, rd = PC + 4

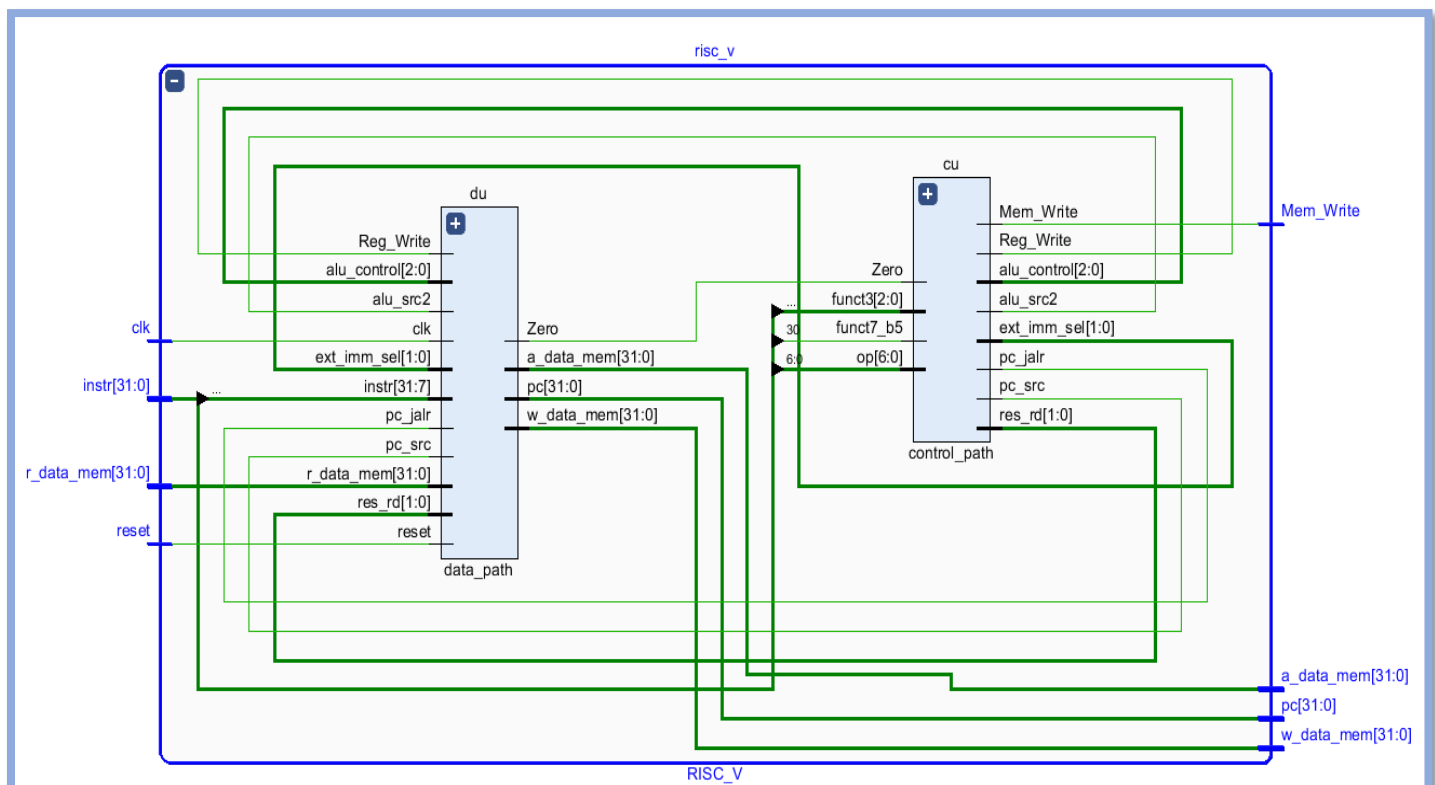
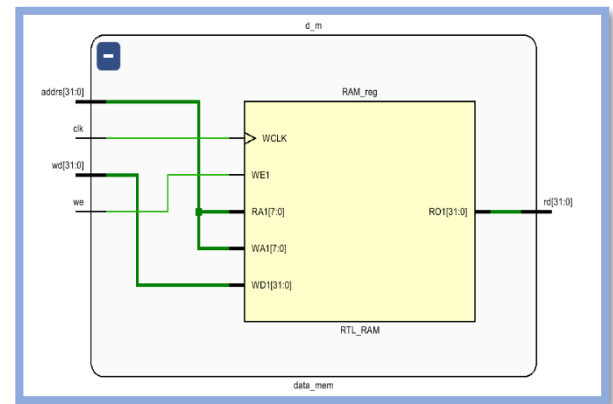
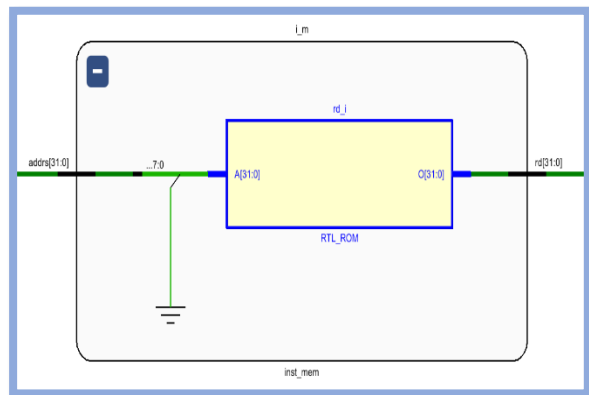
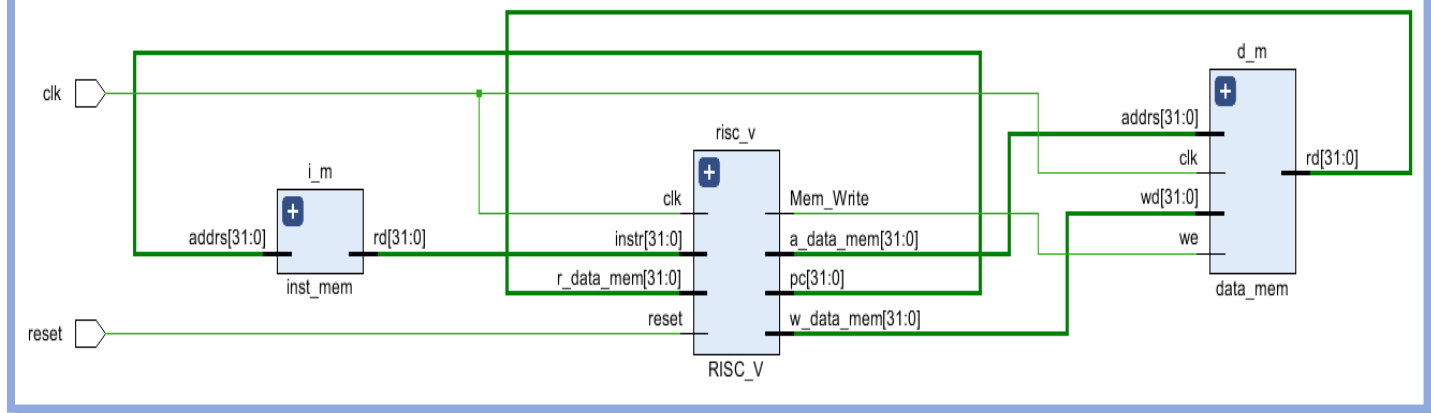
## ❖ Immediate Encoding Style

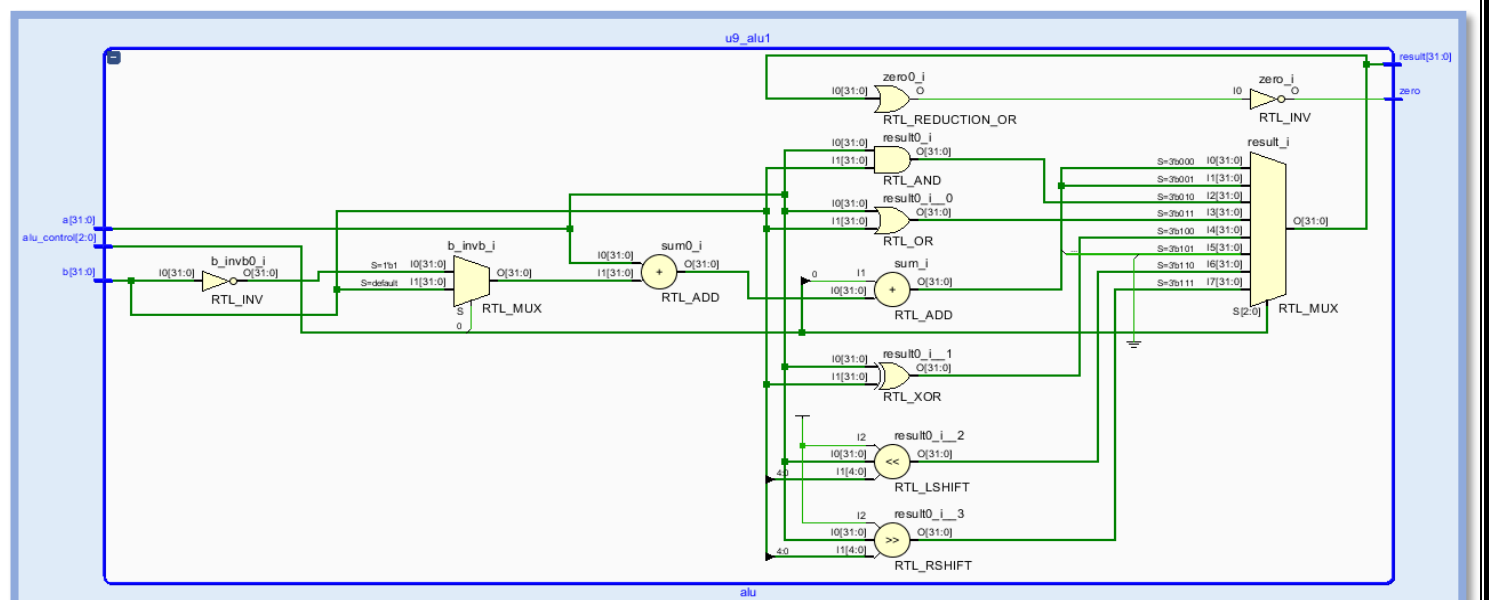
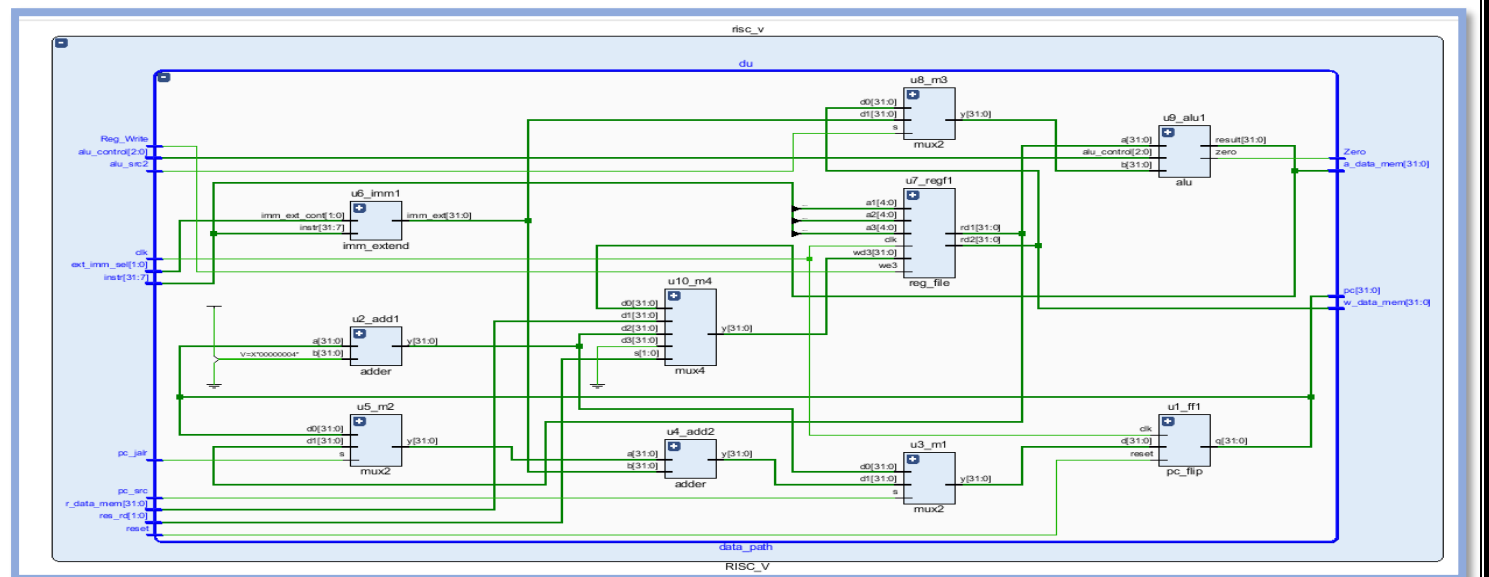
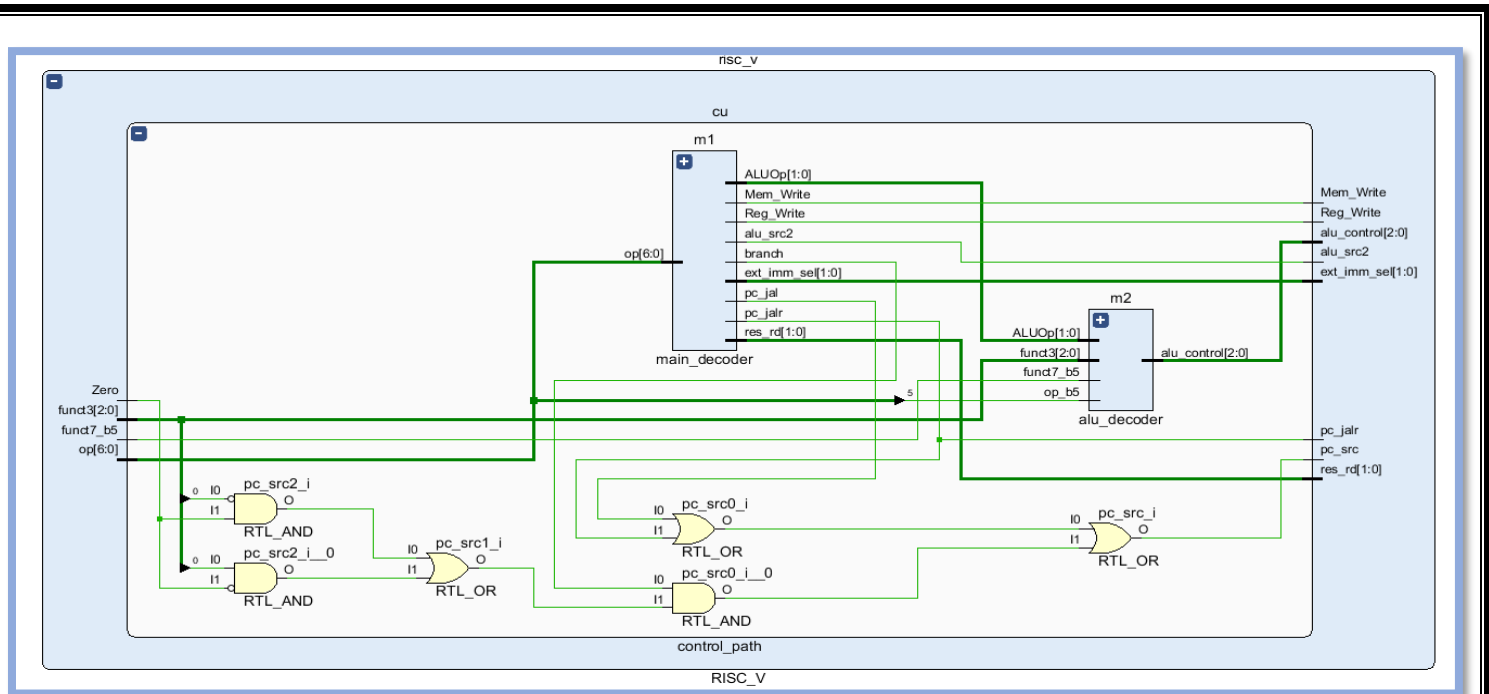
ImmSrc	ImmExt	Type	Description
00	{{20{Instr[31]}}, Instr[31:20]}	I	12-bit signed immediate
01	{{20{Instr[31]}}, Instr[31:25], Instr[11:7]}	S	12-bit signed immediate
10	{{20{Instr[31]}}, Instr[7], Instr[30:25], Instr[11:8], 1'b0}	B	13-bit signed immediate
11	{{12{Instr[31]}}, Instr[19:12], Instr[20], Instr[30:21], 1'b0}	J	21-bit signed immediate

## ❖ Block Diagram



## 2. RTL Block Diagram





### 3. Test Bench Results:

#### ❖ First Test Case Assembly code and its output

RISC-V Assembly	#Address	Machine Code	RISC-V Assembly
1 <code>addi x1,x0,10</code>	0x0	0x00A00093	<code>addi x1,x0,10</code>
2 <code>addi x2,x0,20</code>	0x4	0x01400113	<code>addi x2,x0,20</code>
3 <code>add x3,x2,x1</code>	0x8	0x001101B3	<code>add x3,x2,x1</code>
4 <code>sub x4,x2,x1</code>	0xc	0x40110233	<code>sub x4,x2,x1</code>
5 <code>slt x5,x1,x2</code>	0x10	0x0020A2B3	<code>slt x5,x1,x2</code>
6 <code>and x6,x1,x0</code>	0x14	0x0000F333	<code>and x6,x1,x0</code>
7 <code>or x7,x1,x0</code>	0x18	0x0000E3B3	<code>or x7,x1,x0</code>
8 <code>slli x8,x1,1</code>	0x1c	0x00109413	<code>slli x8,x1,1</code>
9 <code>srli x9,x1,1</code>	0x20	0x0010D493	<code>srli x9,x1,1</code>
10 <code>sw x1,4(x0)</code>	0x24	0x00102223	<code>sw x1,4(x0)</code>
11 <code>lw x10,4(x0)</code>	0x28	0x00402503	<code>lw x10,4(x0)</code>
12 <code>beq x1,x2,branch</code>	0x2c	0x00208663	<code>beq x1,x2,branch</code>
13 <code>bne x1,x2,branch</code>	0x30	0x00209463	<code>bne x1,x2,branch</code>
14 <code>addi x1,x0,1</code>	0x34	0x00100093	<code>addi x1,x0,1</code>
15 <code>branch: jalr x11,x0,jr</code>	0x38	0x040005E7	<code>branch: jalr x11,x0,jr</code>
16 <code>addi x1,x0,1</code>	0x3c	0x00100093	<code>addi x1,x0,1</code>
17 <code>jr: jal x12,end</code>	0x40	0x0080066F	<code>jr: jal x12,end</code>
18 <code>addi x1,x0,1</code>	0x44	0x00100093	<code>addi x1,x0,1</code>
19 <code>end: beq x0,x0,end</code>	0x48	0x00000063	<code>end: beq x0,x0,end</code>

#### Radix

Address: decimal  
data: decimal

#### Reg\_File Content

13	68
12	60
11	10
10	5
9	20
8	10
7	0
6	1
5	10
4	30
3	20
2	10
1	

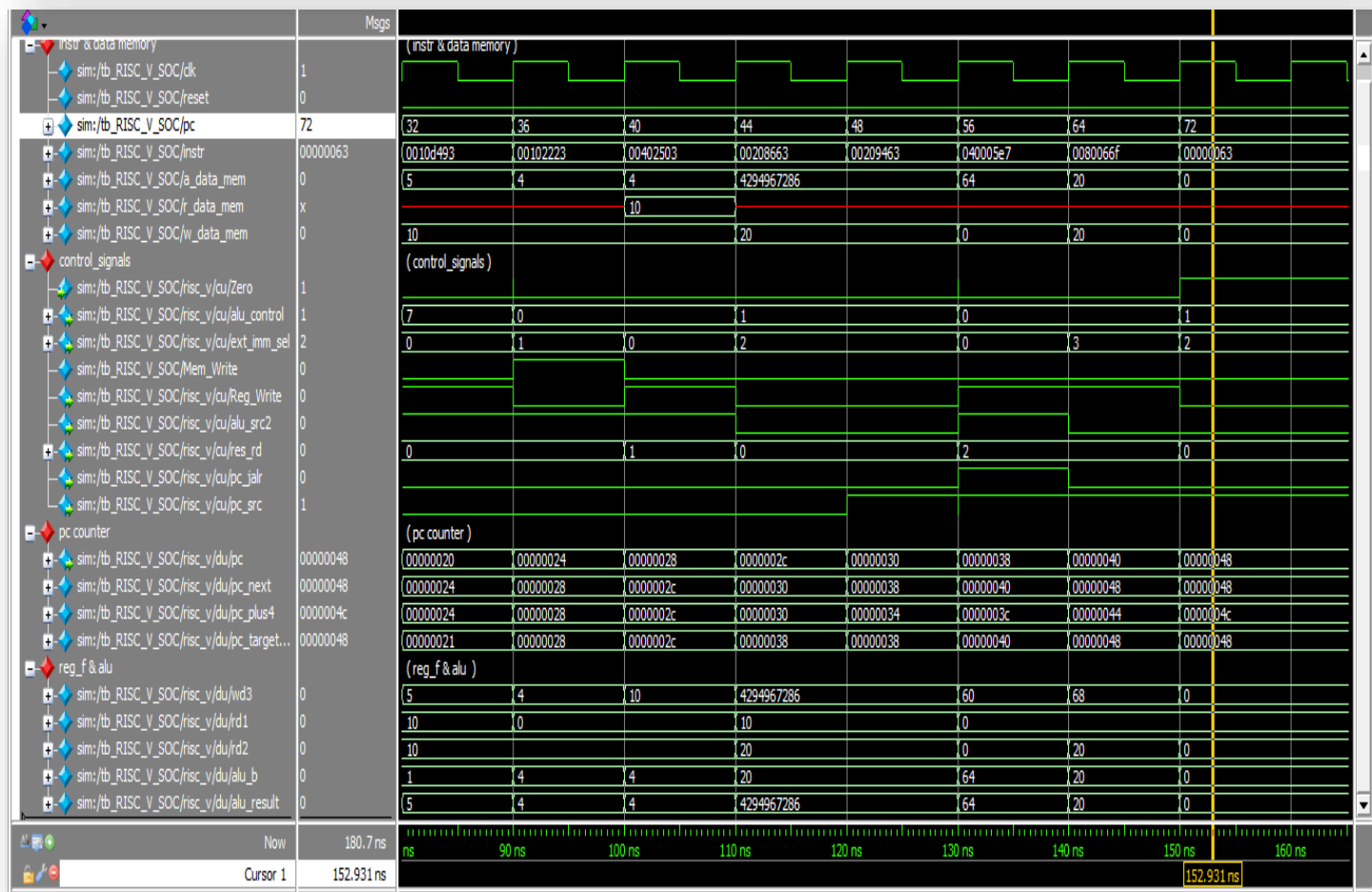
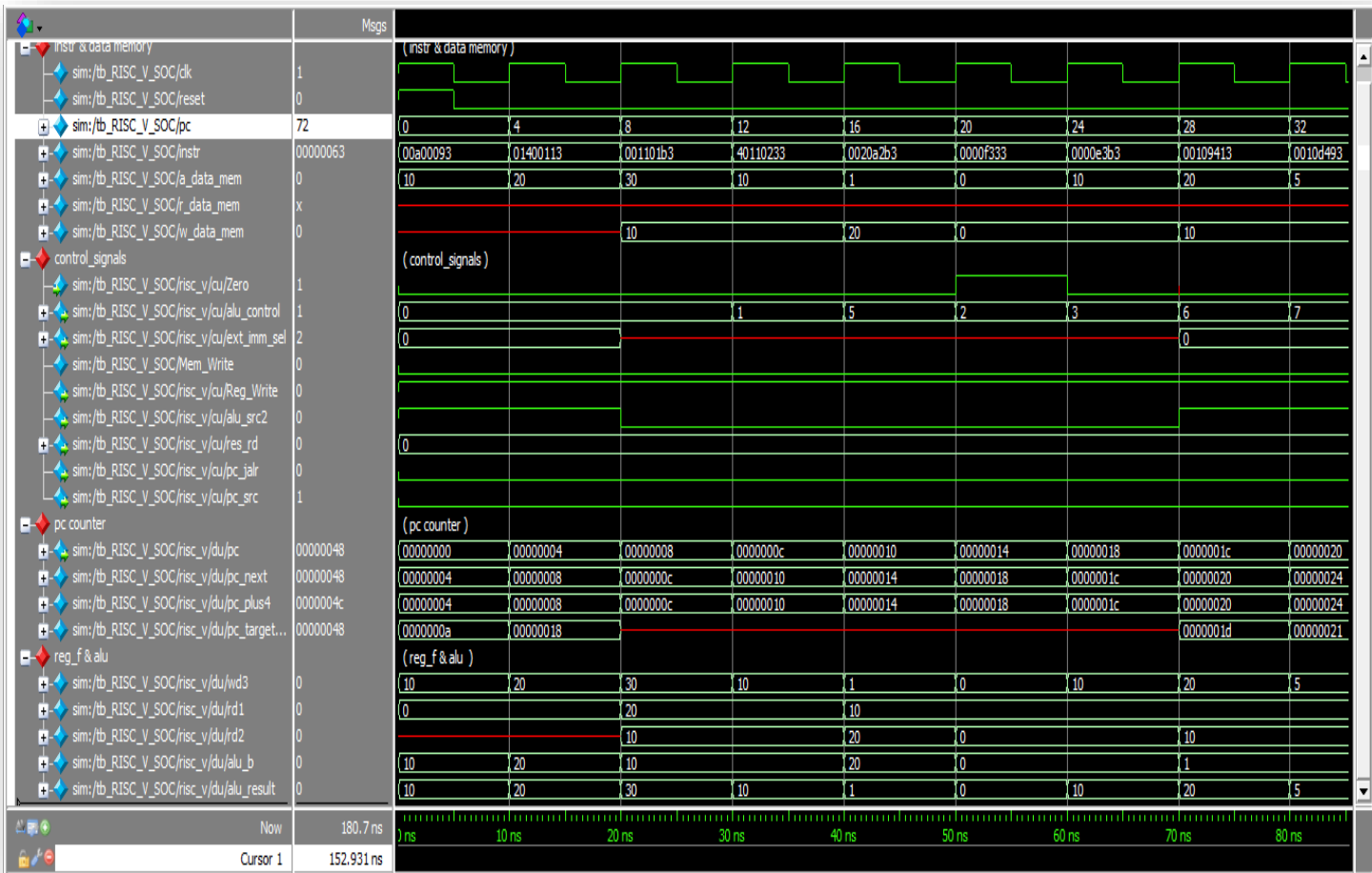
#### Data\_mem Content

0	x
1	10
2	x
3	x

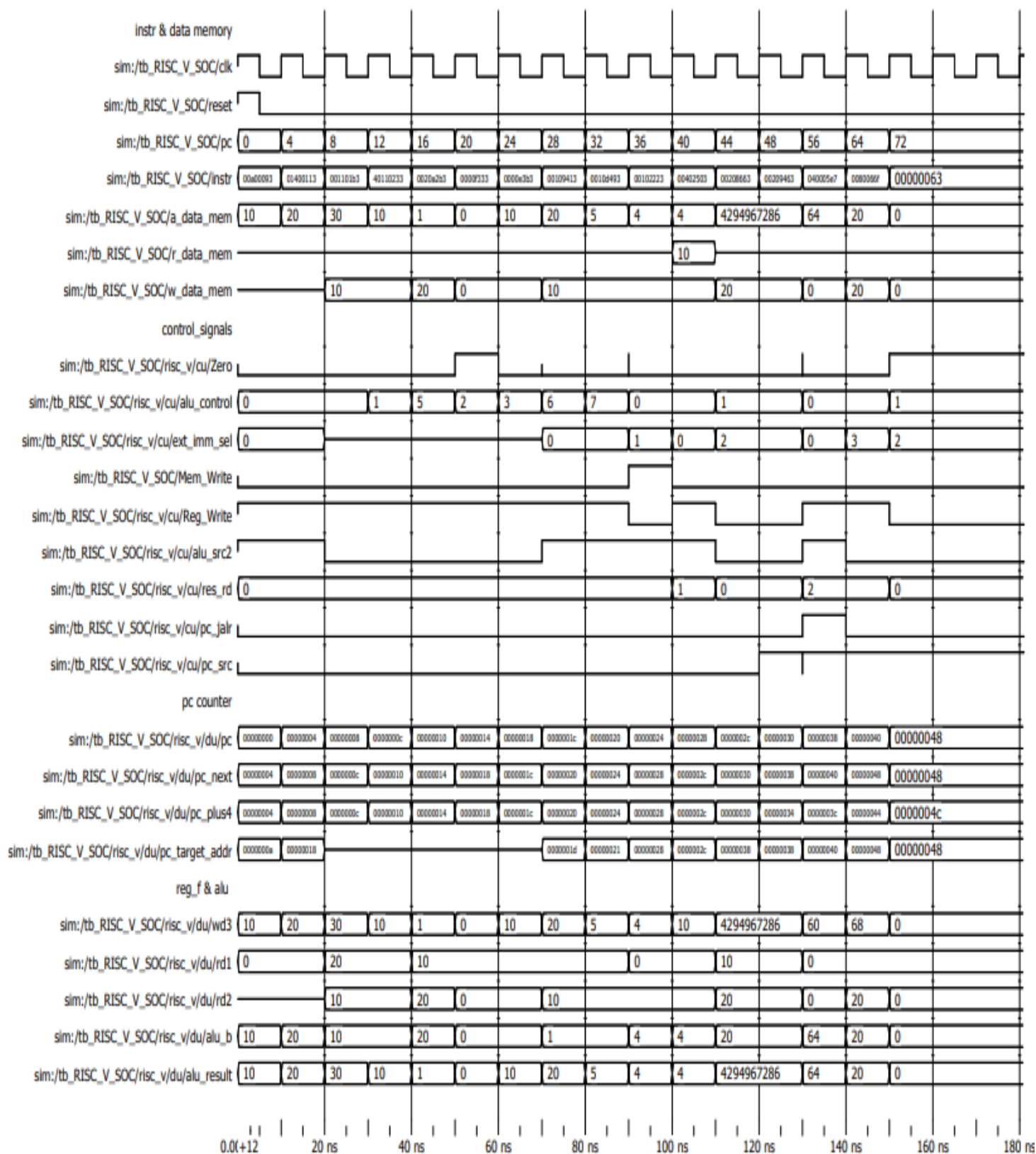
#### Radix

Word Address: decimal  
data: decimal









## ❖ Second Test Case Assembly code and its output

#	RISC-V Assembly	Description	Address	Machine Code
main:	addi x2, x0, 5	# x2 = 5	0	00500113
	addi x3, x0, 12	# x3 = 12	4	00C00193
	addi x7, x3, -9	# x7 = (12 - 9) = 3	8	FF718393
	or x4, x7, x2	# x4 = (3 OR 5) = 7	C	0023E233
	and x5, x3, x4	# x5 = (12 AND 7) = 4	10	0041F2B3
	add x5, x5, x4	# x5 = (4 + 7) = 11	14	004282B3
	beq x5, x7, end	# shouldn't be taken	18	02728863
	slt x4, x3, x4	# x4 = (12 < 7) = 0	1C	0041A233
	beq x4, x0, around	# should be taken	20	00020463
	addi x5, x0, 0	# shouldn't happen	24	00000293
around:	slt x4, x7, x2	# x4 = (3 < 5) = 1	28	0023A233
	add x7, x4, x5	# x7 = (1 + 11) = 12	2C	005203B3
	sub x7, x7, x2	# x7 = (12 - 5) = 7	30	402383B3
	sw x7, 84(x3)	# [96] = 7	34	0471AA23
	lw x2, 96(x0)	# x2 = [96] = 7	38	06002103
	add x9, x2, x5	# x9 = (7 + 11) = 18	3C	005104B3
	jal x3, end	# jump to end, x3 = 0x44	40	008001EF
	addi x2, x0, 1	# shouldn't happen	44	00100113
end:	add x2, x2, x9	# x2 = (7 + 18) = 25	48	00910133
	sw x2, 0x20(x3)	# mem[100] = 25	4C	0221A023
done:	beq x2, x2, done	# infinite loop	50	00210063

### Radix

Address: decimal  
data: decimal

### Reg\_File Content

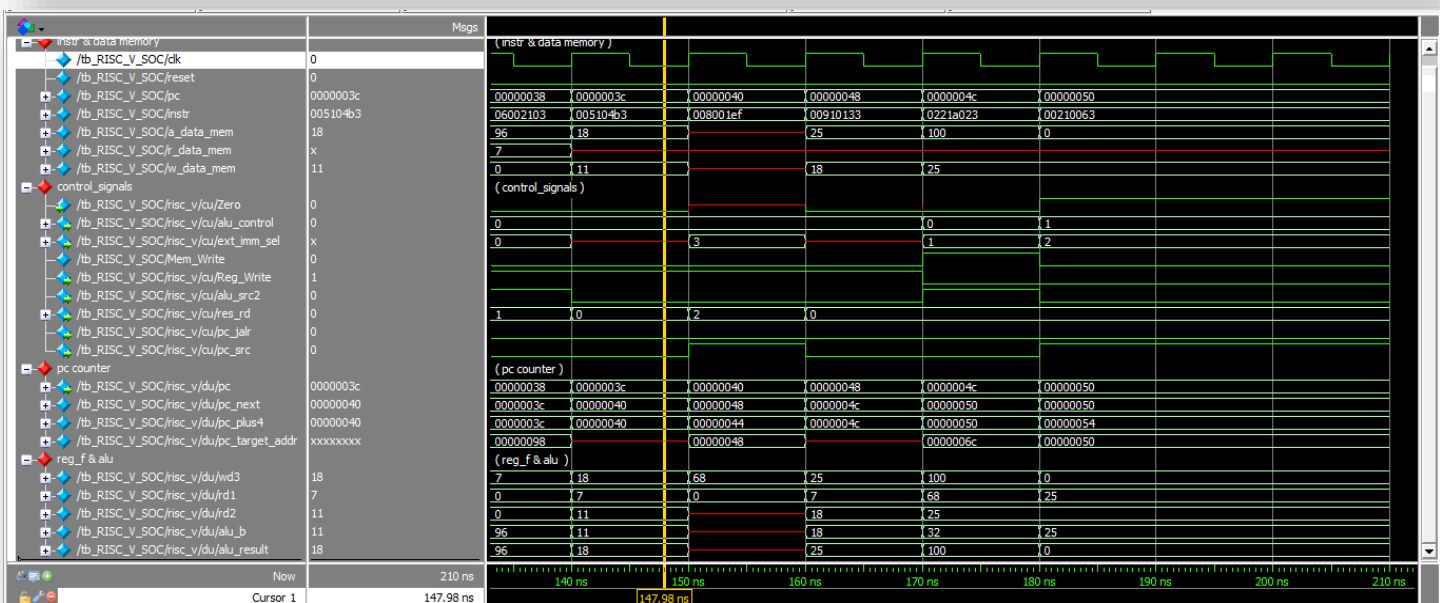
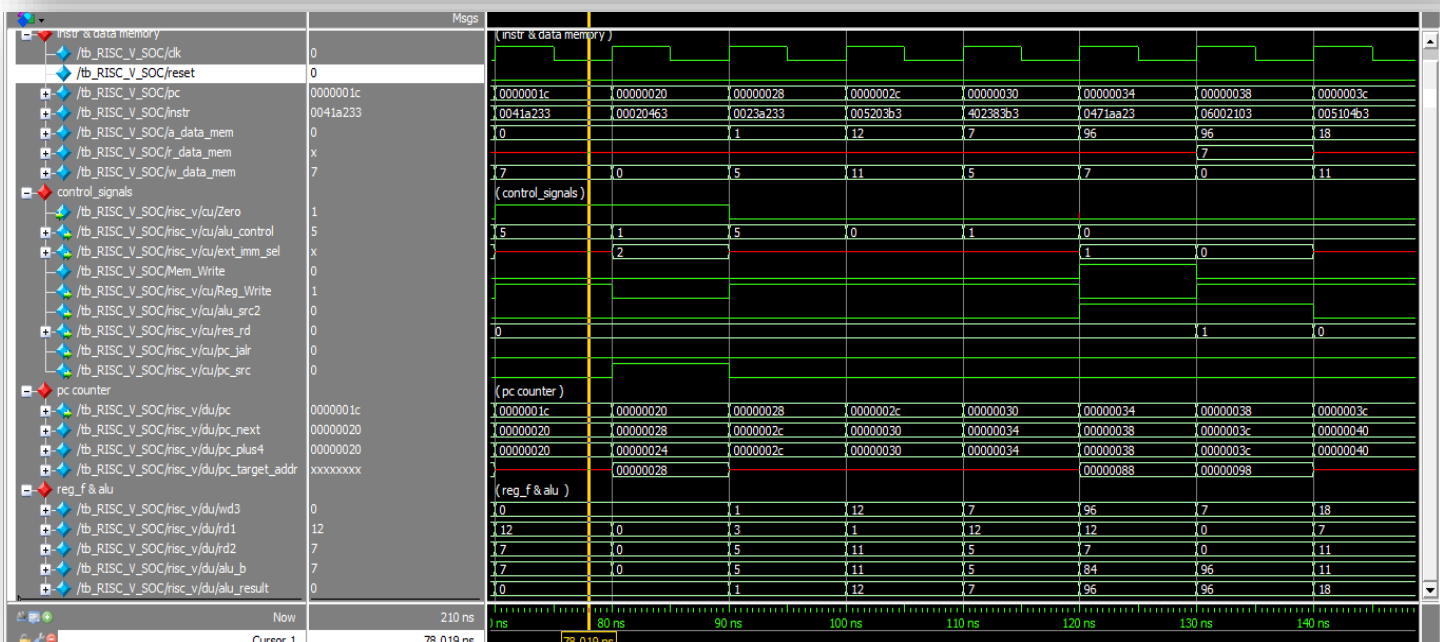
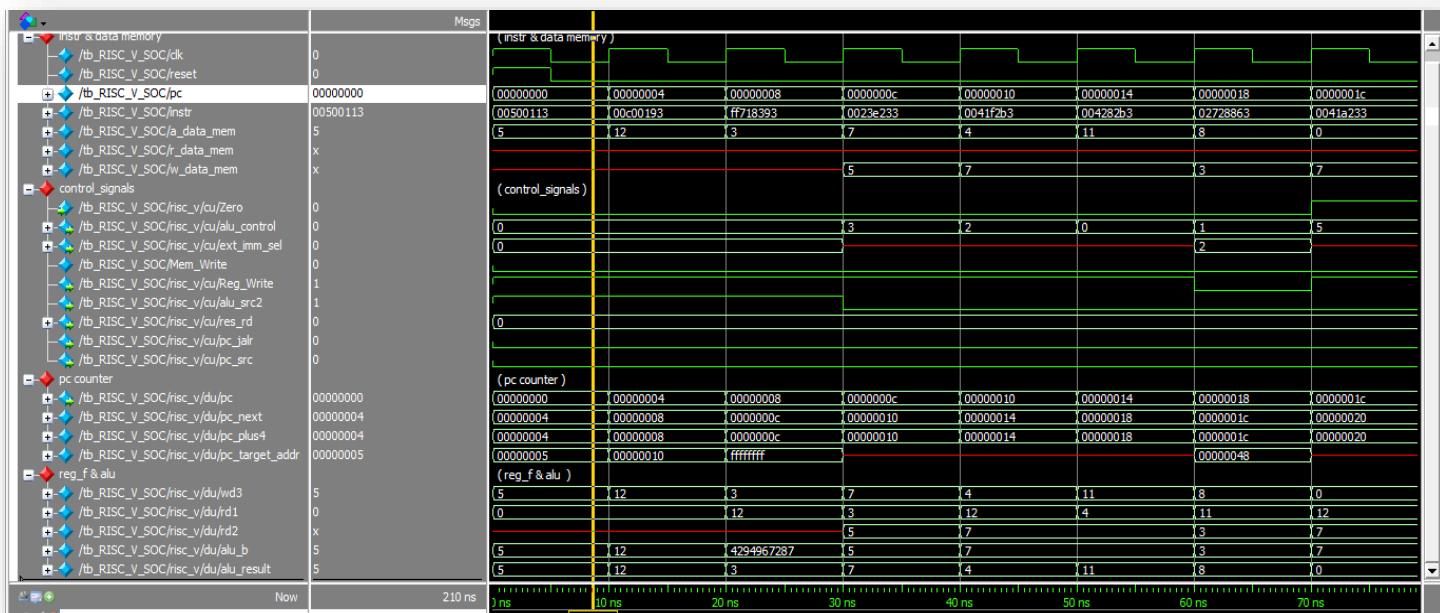
11	x
10	x
9	18
8	x
7	7
6	x
5	11
4	1
3	68
2	25
1	x
0	x

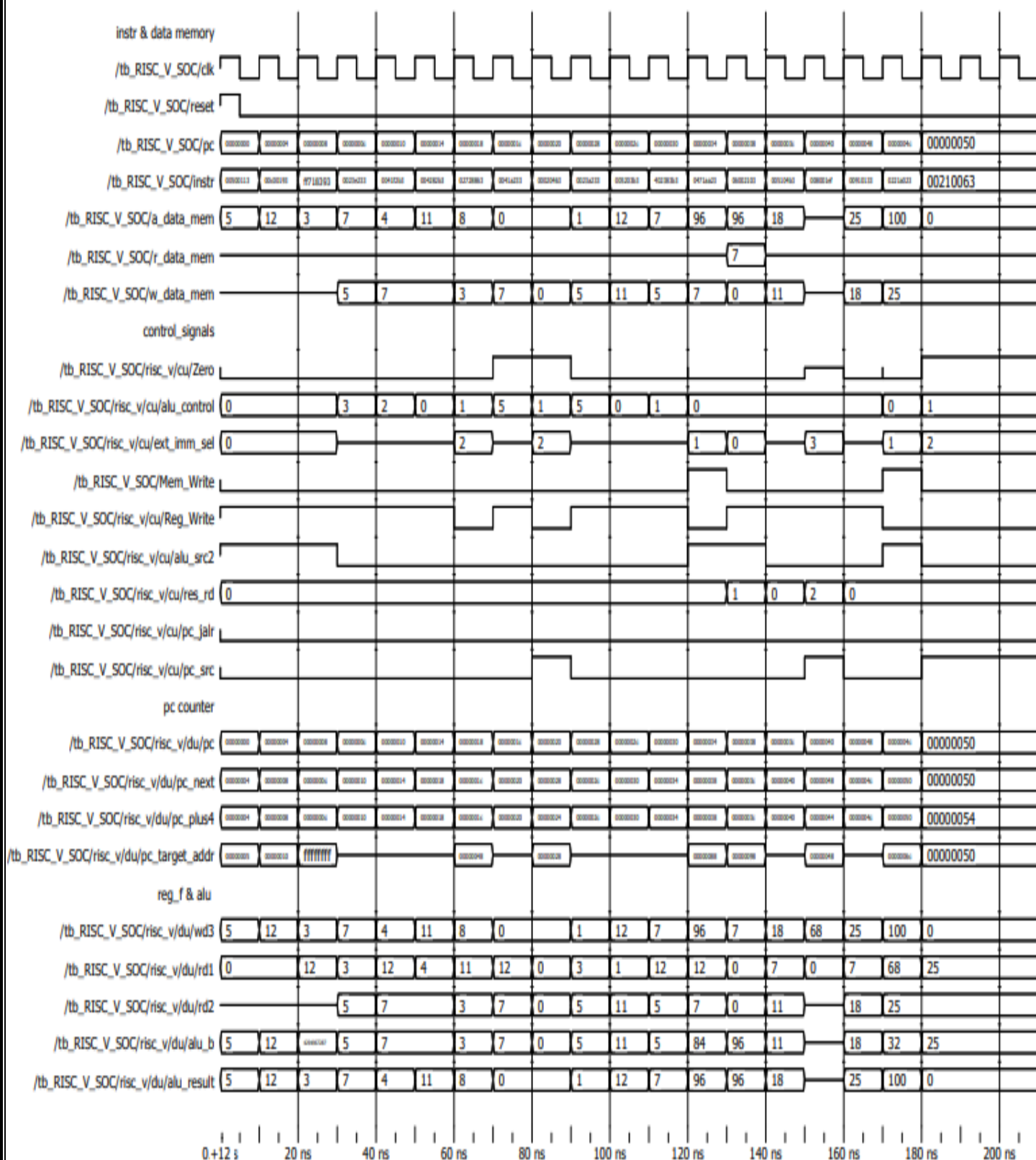
### Data\_mem Content

23	x
24	7
25	25
26	x

### Radix

Word Address: decimal  
data: decimal





## 4. Verilog Codes:

```
1 //testbench module
2 //soc risc_v and data_memory and instructor_memory
3 `timescale 1ns/1ps
4 module tb_RISC_V_SOC ();
5
6 //*****SOC*****
7 //reg clk,reset;
8 //RISC_V_SOC dft(clk,reset);
9 //*****
10
11 reg clk,reset;
12 wire [31:0] instr,pc;
13 wire Mem_Write;
14 wire [31:0] a_data_mem, w_data_mem;
15 wire [31:0] r_data_mem;
16
17 RISC_V risc_v (clk, reset, instr, pc, Mem_Write, a_data_mem, w_data_mem, r_data_mem);
18 inst_mem i_m (pc, instr);
19 data_mem d_m (clk, Mem_Write, a_data_mem, w_data_mem, r_data_mem);
20 ///////////////////////////////////////////////////////////////////
21
22 // initialize reset
23 initial
24 begin
25     reset = 1;
26     #5; reset = 0;
27 end
28
29 // generate clock
30 always
31 begin
32     clk = 1;
33     #5;
34     clk = 0;
35     #5;
36 end
37
38 endmodule
```

```
//soc risc_v and data_memory and instructor_memory
//integration module
module RISC_V_SOC (input clk,reset);

wire [31:0] instr, pc;
wire Mem_Write;
wire [31:0] a_data_mem, w_data_mem;
wire [31:0] r_data_mem;

RISC_V risc_v (clk, reset, instr, pc, Mem_Write, a_data_mem, w_data_mem, r_data_mem);
inst_mem i_m (pc, instr);
data_mem d_m (clk, Mem_Write, a_data_mem, w_data_mem, r_data_mem);

endmodule
```

```
//single cycle risc_v 32_bit archteciter
//control_path & data_path
//top module of risc_v
module RISC_V (input clk, reset,
               input [31:0] instr,
               output [31:0] pc,
               output Mem_Write,
               output [31:0] a_data_mem,w_data_mem,
               input [31:0] r_data_mem);

wire Zero, Reg_Write, alu_src2, pc_jalr, pc_src;
wire [2:0] alu_control;
wire [1:0] ext_imm_sel, res_rd;

control_path cu (instr[6:0], instr[14:12], instr[30], Zero, alu_control,ext_imm_sel,
                Mem_Write, Reg_Write, res_rd,alu_src2, pc_jalr, pc_src);

data_path du (clk, reset, pc, instr[31:7], w_data_mem,a_data_mem,r_data_mem,Zero,
              alu_control,ext_imm_sel,Reg_Write,res_rd,alu_src2, pc_jalr, pc_src);

endmodule
```



```

//main_controller
module control_path (input  [6:0] op,
                      input  [2:0] funct3,
                      input  funct7_b5,
                      input  Zero,
                      output [2:0] alu_control,
                      output [1:0] ext_imm_sel,
                      output Mem_Write,Reg_Write,
                      output [1:0] res_rd,
                      output alu_src2, pc_jalr, pc_src);

wire [1:0] ALUOp;
wire pc_jal, branch, beq, bne;
assign beq=~funct3[0];
assign bne= funct3[0];

assign pc_src = pc_jal | pc_jalr | (branch & (beq & Zero| bne & ~Zero));

main_decoder m1 (op, ALUOp, ext_imm_sel, Mem_Write, Reg_Write,
                 res_rd, alu_src2, pc_jalr, pc_jal, branch);

alu_decoder m2 (op[5], funct3, funct7_b5, ALUOp, alu_control);

endmodule

```

```

//main decoder
module main_decoder(input  [6:0] op,
                   output [1:0] ALUOp,
                   output [1:0] ext_imm_sel,
                   output Mem_Write,Reg_Write,
                   output [1:0] res_rd,
                   output alu_src2,pc_jalr,pc_jal,branch);

reg [11:0] signals;

assign {ALUOp,ext_imm_sel,Mem_Write,Reg_Write,res_rd,alu_src2,pc_jalr,pc_jal,branch} = signals;

always@(*)
case(op)
//ALUOp, ext_imm_sel, Mem_Write, Reg_Write ,res_rd, alu_src2, pc_jalr, pc_jal, branch
7'd51 :signals = 12'b_10_xx_0_1_00_0_0_0_0; //R-TYPE
7'd19 :signals = 12'b_10_00_0_1_00_1_0_0_0; //I-TYPE(ALU)
7'd3  :signals = 12'b_00_00_0_1_01_1_0_0_0; //I-TYPE(LW)
7'd103:signals = 12'b_00_00_0_1_10_1_1_0_0; //I-TYPE(JALR)
7'd35 :signals = 12'b_00_01_1_0_00_1_0_0_0; //S-TYPE(SW)
7'd99 :signals = 12'b_01_10_0_0_00_0_0_0_1; //B-TYPE(BEQ,BNE)
7'd111:signals = 12'b_00_11_0_1_10_0_0_1_0; //J-TYPE(JAL)
default:signals = 12'b_xx_xx_x_x_xx_x_x_x_x; // non-implemented instruction
endcase
endmodule

```

```

//alu decoder
module alu_decoder(input op_b5,
                  input [2:0] funct3,
                  input  funct7_b5,
                  input  [1:0] ALUOp,
                  output reg [2:0] alu_control);

always@(*)
case(ALUOp)
//I-TYPE(LW), S-TYPE(SW), I-TYPE(JALR),J-TYPE(JAL)
//OP= 3      , 35      , 103      , 111
2'b00:alu_control = 3'd0; // addition

//B-TYPE(BEQ, BNE)
//OP = 99
2'b01:alu_control = 3'd1; // subtraction

//R-TYPE(ALL), I-TYPE(ALU)
//OP = 51(0110011) ,19(0010011)
2'b10: case(funct3)
3'b000: if (op_b5 & funct7_b5)
        alu_control = 3'd1; // R-TYPE (SUB)
        else
        alu_control = 3'd0; // add, addi
3'b111: alu_control = 3'd2; // and, andi
3'b110: alu_control = 3'd3; // or, ori
3'b100: alu_control = 3'd4; // xor, xori
3'b001: alu_control = 3'd6; // sll, slli
3'b101: alu_control = 3'd7; // srl, srli
3'b010: alu_control = 3'd5; // slt, slti
default: alu_control = 3'bxxx; // ???
endcase
default:alu_control = 3'bxxx; // ???
endcase
endmodule

```

```

//data_path
module data_path (input clk, reset,
                  output [31:0] pc,
                  input [31:7] instr,
                  output [31:0] w_data_mem, a_data_mem,
                  input [31:0] r_data_mem,
                  output Zero,
                  input [2:0] alu_control,
                  input [1:0] ext_imm_sel,
                  input Reg_Write,
                  input [1:0] res_rd,
                  input alu_src2, pc_jalr, pc_src);

wire[31:0] pc_next, pc_plus4, pc_target_addr, pc_sr1, imm_ext, wd3, rd1, rd2, alu_b, alu_result;

//data mem
assign w_data_mem=rd2;
assign a_data_mem=alu_result;

//program counter
pc_flip u1_ff1 (clk, reset, pc_next, pc);
mux2 u3_m1 (pc_plus4, pc_target_addr, pc_src, pc_next);
adder u2_add1 (pc, 32'd4, pc_plus4);
adder u4_add2 (pc_sr1, imm_ext, pc_target_addr);
mux2 u5_m2 (pc, rd1, pc_jalr, pc_sr1);

//extend
imm_extend u6_imm1 (instr[31:7], ext_imm_sel, imm_ext);

//reg_file
reg_file u7_regf1 (clk, Reg_Write, instr[19:15], instr[24:20], instr[11:7], wd3, rd1, rd2);

mux2 u8_m3 (rd2, imm_ext, alu_src2, alu_b);

//alu
alu u9_alu1 (alu_control, rd1, alu_b, alu_result, Zero);

mux4 u10_m4 (alu_result, r_data_mem, pc_plus4, res_rd, wd3);

endmodule

```

```

//asyn_reset flip_flop
module pc_flip #(parameter WIDTH = 32)
(
    input clk, reset,
    input [WIDTH-1:0] d,
    output reg [WIDTH-1:0] q);

always@(posedge clk, posedge reset)
begin
    if (reset) q <= 0;
    else      q <= d;
end
endmodule

```

```

//register file
//three ported
//asyn two ports for read [a1/rd1 , a2/rd2]
//sync one port for write [a3,wd3,we3]
//if read_address==0 >> output=0 (X0=0)

module reg_file (input clk, we3,
                 input [4:0] a1, a2, a3,
                 input [31:0] wd3,
                 output [31:0] rd1, rd2);

reg [31:0] reg_f [31:0];

//write operation
always@(posedge clk)
    if (we3) reg_f[a3] <= wd3;
//read operation
//if read address == 0 then rd=0 , else rd=reg_f[a]
assign rd1 = (a1 != 0) ? reg_f[a1] : 32'd0;
assign rd2 = (a2 != 0) ? reg_f[a2] : 32'd0;

endmodule

```



```

//alu unit
//support add,sub,and,or,xor,slt,sll,srl
module alu(input [2:0] alu_control,
           input signed [31:0] a, b,
           output reg signed [31:0] result,
           output zero);

    wire signed [31:0] b_invb, sum;
    assign b_invb = alu_control[0] ? ~b : b;
    assign sum = a + b_invb + alu_control[0];
    // alu_control[0]=0 in add ,alu_control[0]=1 in sub

    always@(*)
    begin
        case (alu_control)
            3'd0: result = sum; // add
            3'd1: result = sum; // subtract
            3'd2: result = a & b; // and
            3'd3: result = a | b; // or
            3'd4: result = a ^ b; // xor
            3'd5: result = {31'd0,sum[31]}; // slt
            3'd6: result = a << b[4:0]; // sll
            3'd7: result = a >> b[4:0]; // srl
            default: result = 32'bx;
        endcase
    end
    assign zero = ~ (| result);
endmodule

```

```

//immediat sign extend unit
module imm_extend(input [31:7] instr,
                  input [1:0] imm_ext_cont,
                  output reg [31:0] imm_ext);

    always@(*)
    begin
        case(imm_ext_cont)

            2'd0: imm_ext = {{20{instr[31]}}, instr[31:20]}; // I-type

            2'd1: imm_ext = {{20{instr[31]}}, instr[31:25], instr[11:7]}; // S-type (sw)

            2'd2: imm_ext = {{19{instr[31]}}, instr[31],instr[7], instr[30:25], instr[11:8], 1'b0}; // B-type (beq,bne)

            2'd3: imm_ext = {{11{instr[31]}}, instr[31],instr[19:12], instr[20], instr[30:21], 1'b0}; // J-type (jal)

            default:imm_ext = 32'bx;
        endcase
    end
endmodule

```

```

//32bit_hlaf adder
module adder(input [31:0] a, b,
             output [31:0] y);

    assign y = a + b;
endmodule

```

```

//2x1_mux
module mux2 #(parameter WIDTH = 32)
    (input [WIDTH-1:0] d0, d1,
     input s,
     output [WIDTH-1:0] y);

    assign y = s ? d1 : d0;
endmodule

```

```
//4x1_mux
module mux4 #(parameter WIDTH = 32)
    (input    [WIDTH-1:0] d0, d1, d2,d3,
     input    [1:0] s,
     output   [WIDTH-1:0] y);
wire [WIDTH-1:0] y1,y2;

mux2 m1 (d0, d1, s[0], y1);
mux2 m2 (d2, d3, s[0], y2);
mux2 m3 (y1, y2, s[1], y);

endmodule
```

```
//instruction memory
module inst_mem #(parameter WIDTH=32,parameter DEPTH=32 )
    (input    [DEPTH-1:0] addrs,
     output   [WIDTH-1:0] rd);

reg [WIDTH-1:0] ROM [0:255]; //memory size = 1k_byte

    initial
        $readmemh("riscv_test.txt",ROM);

assign rd = ROM[{24'd0,addrs[9:2]}];
//addrs[9:2] to make each 4-bytes make a word (word access)
endmodule
```

```
//data memory
module data_mem (input    clk, we,
                 input    [31:0] addrs,
                 input    [31:0] wd,
                 output   [31:0] rd);

    reg [31:0] RAM [0:255]; //memory size = 1k_byte

//write operation
    always@(posedge clk)
        if (we) RAM[{24'd0,addrs[9:2]}] <= wd;
//{addrs[9:2]} to make each 4-bytes make a word (word access)
//read operation
    assign rd = RAM[{24'd0,addrs[9:2]}];
endmodule
```