# 16-Bit Harvard Architecture RISC MIPS Processor

Batch 18
Saiteja Lakshmi Narasimha ( 21EEB0A53 )
Payasam Sai Rohan ( 21EEB0A54 )
S.Krishna Vamshi ( 21EEB0A55 )
Jerom Shobi K ( 21EEB0F04 )

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# Abstract

This project implements a 16-bit RISC MIPS processor with **Harvard architecture,** utilizing a **non-pipelined design** to prioritize simplicity, cost, and power consumption. The compact instruction set, consisting of **ADD, SUB, OR, AND, JZ, LOAD, and STORE** operations, enables efficient arithmetic, logical, data transfer, and conditional operations.

# 01 Introduction

## RISC Processor Features

- **Simple instruction set**: In a RISC machine, the instruction set contains simple, basic instructions, from which more complex instructions can be composed.
- **Same length instruction**: Each instruction is of the same length, so that it may be **fetched in a single operation**.
- **Very few addressing modes and formats**: This is unlike CISC processors, where the number of addressing modes are very high
- **Load and Store architecture**: The RISC architecture is primarily a Load and Store architecture, implying that all the memory accesses take place using Load or Store type operations.

# 02 Microarchitectural Features

- Interfaced to data memory of size **256 x 16 bits**
- **8 bit** address bus
- 16 registers, each of size 2 bytes ( RA, RB…RP)
- ALU capable of **16 bit arithmetic operations**
- Instruction memory of size **256 x 16 bits** ( ranging from 0 to 255 )
- Opcode of **constant length** ( 16 bit for all instructions )
- A **separate adder block** was used to get the next value for program counter
- Jump instructions are added in their own 8 bit jump adder
- Zero flag (ZF) given as output with result from ALU which is used in JUMP instruction

# Instruction Format

| 4 bits<br>Opcode | 4 bits<br>XXXX | 8 bits<br>Displacement |
|---|---|---|

**Jump Instruction**

- JZ : 0100

Displacement ranges from 0 to 255 bytes

| 4 bits<br>Opcode | 4 bits<br>Destination | 4 bits<br>Source 2 | 4 bits<br>Source 1 |
|---|---|---|---|

**Arithmetic Instructions**

- ADD : 0000
- SUB : 0001
- AND : 0010
- OR : 0011

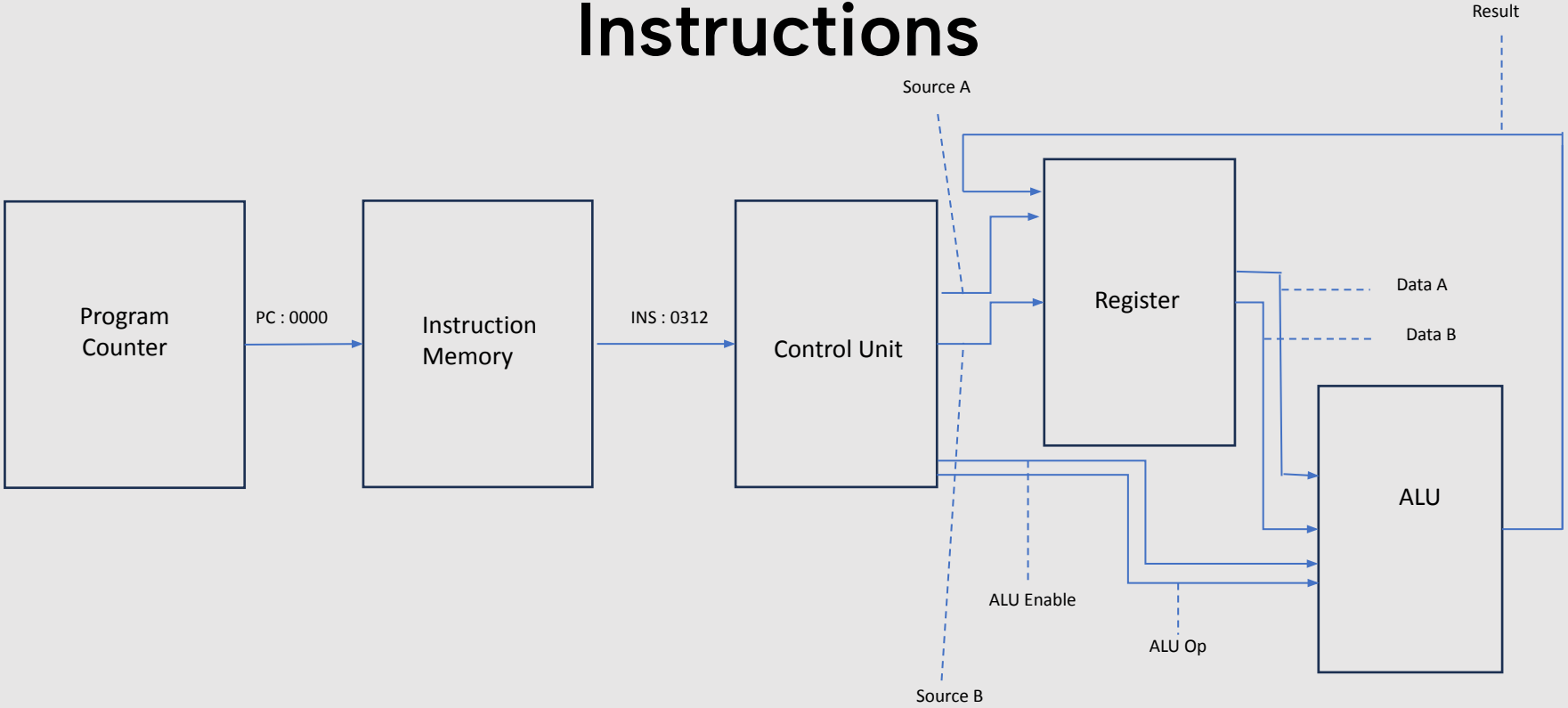
The addresses for destination, source and source 2 range from RA to RP ( 16-bit registers )

| 4 bits<br>Opcode | 4 bits<br>Data Read Register Address | 4 bits<br>Data Store Register Address | 4 bits<br>Data Memory Address |
|---|---|---|---|

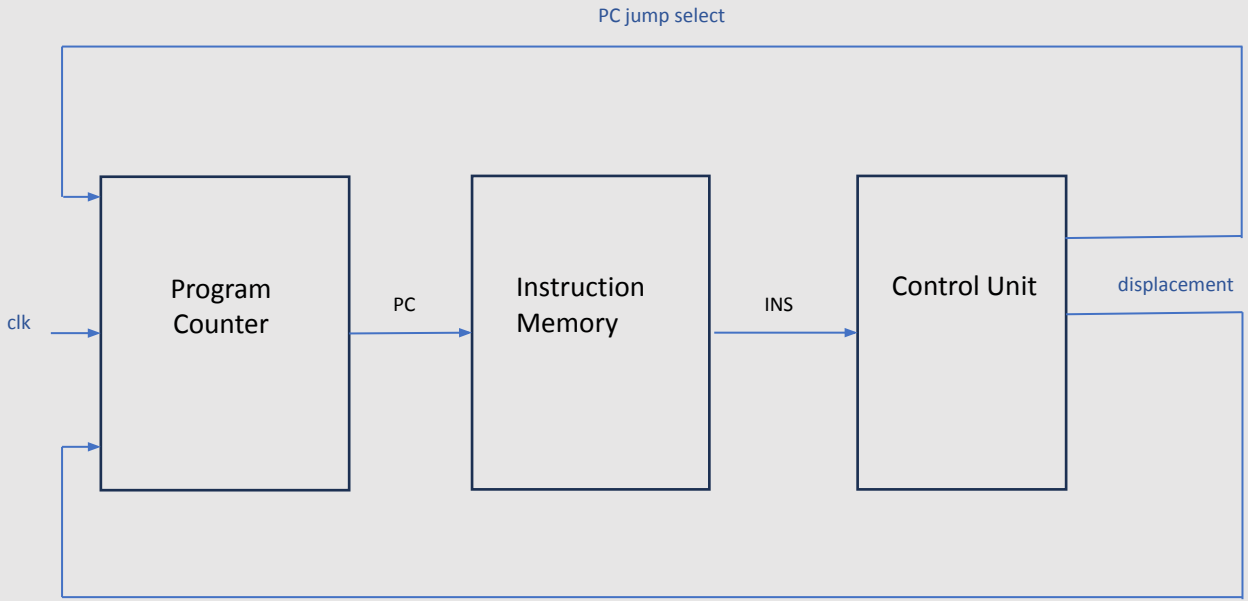
**LOAD / STORE Instructions**

- LOAD :0101
- STORE : 0110

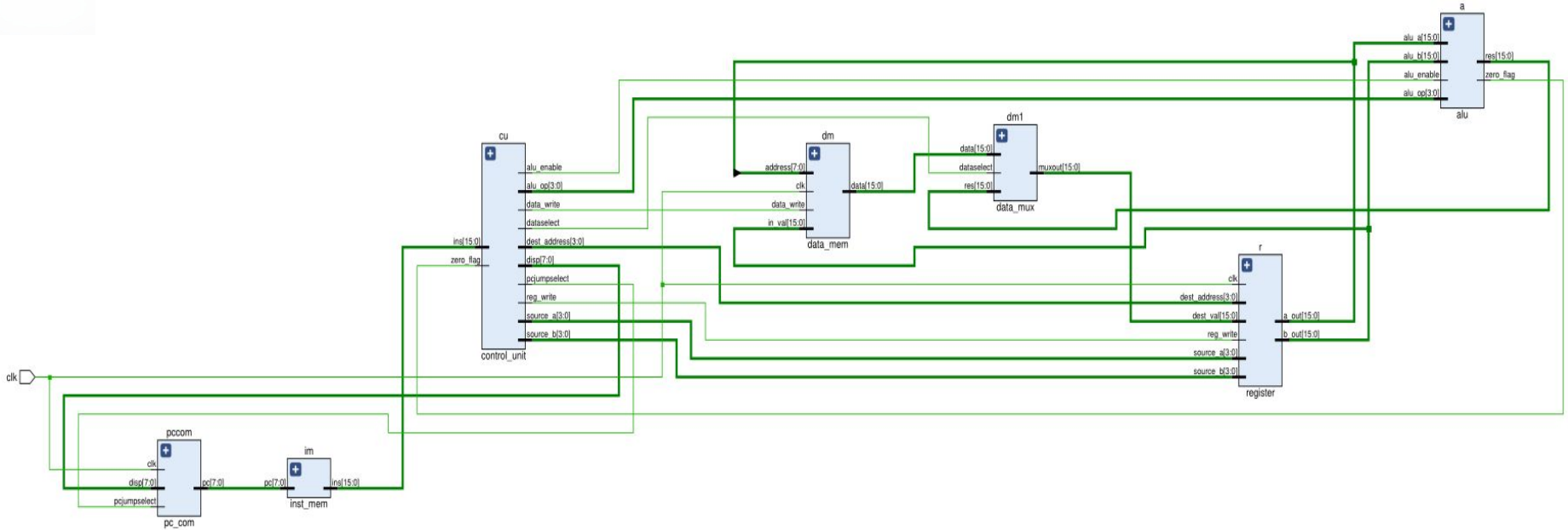
# Data Flow Path for Arithmetic Instructions



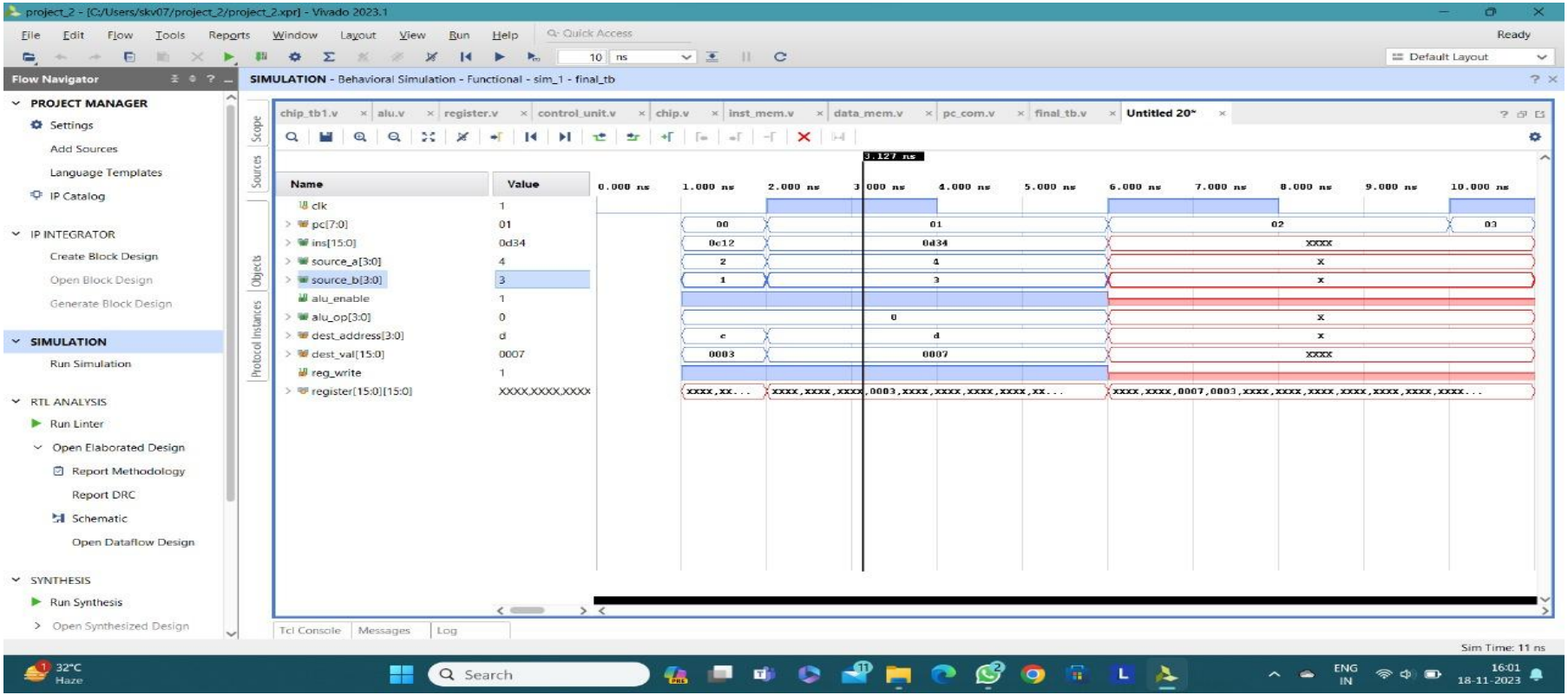
# Data Flow Path for Jump Instruction



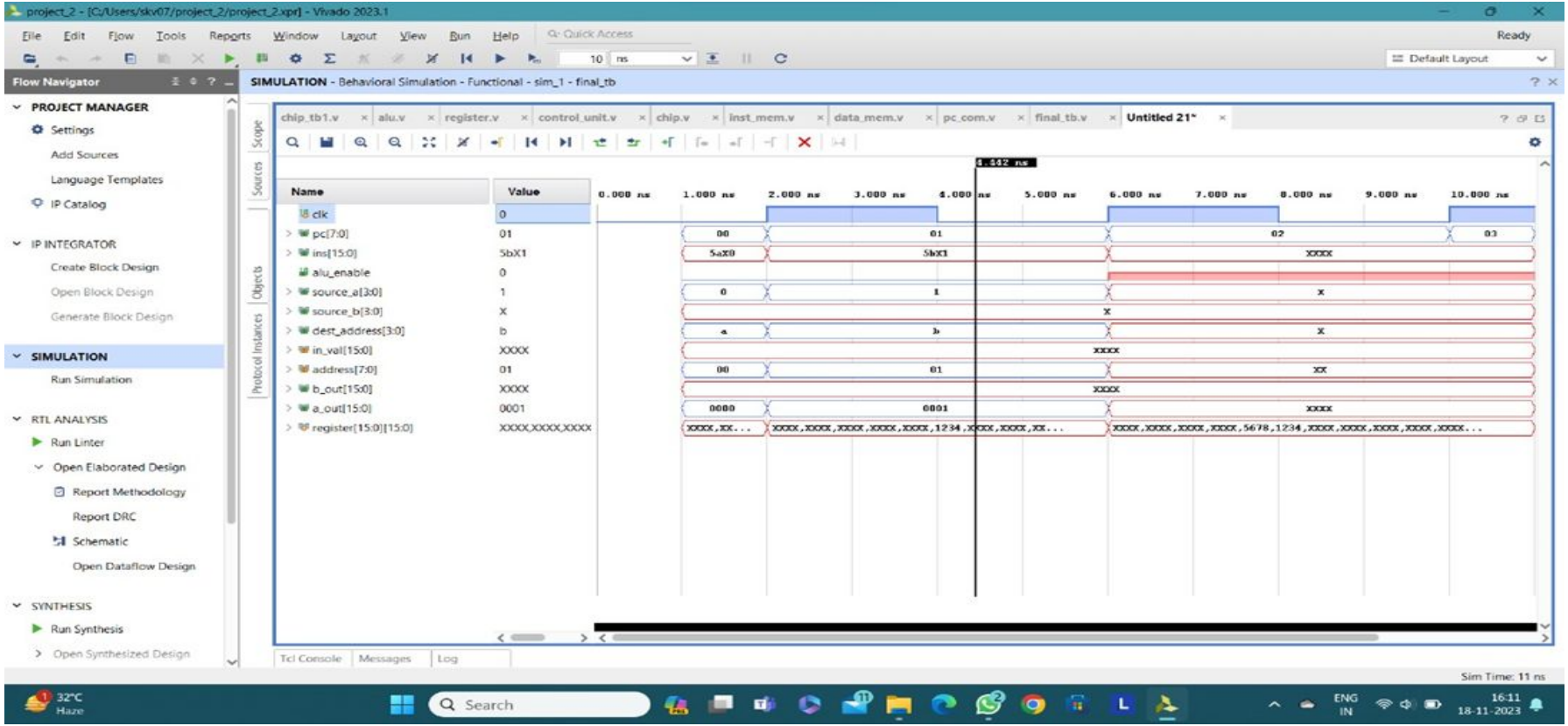
# 03 RTL Schematic of Processor



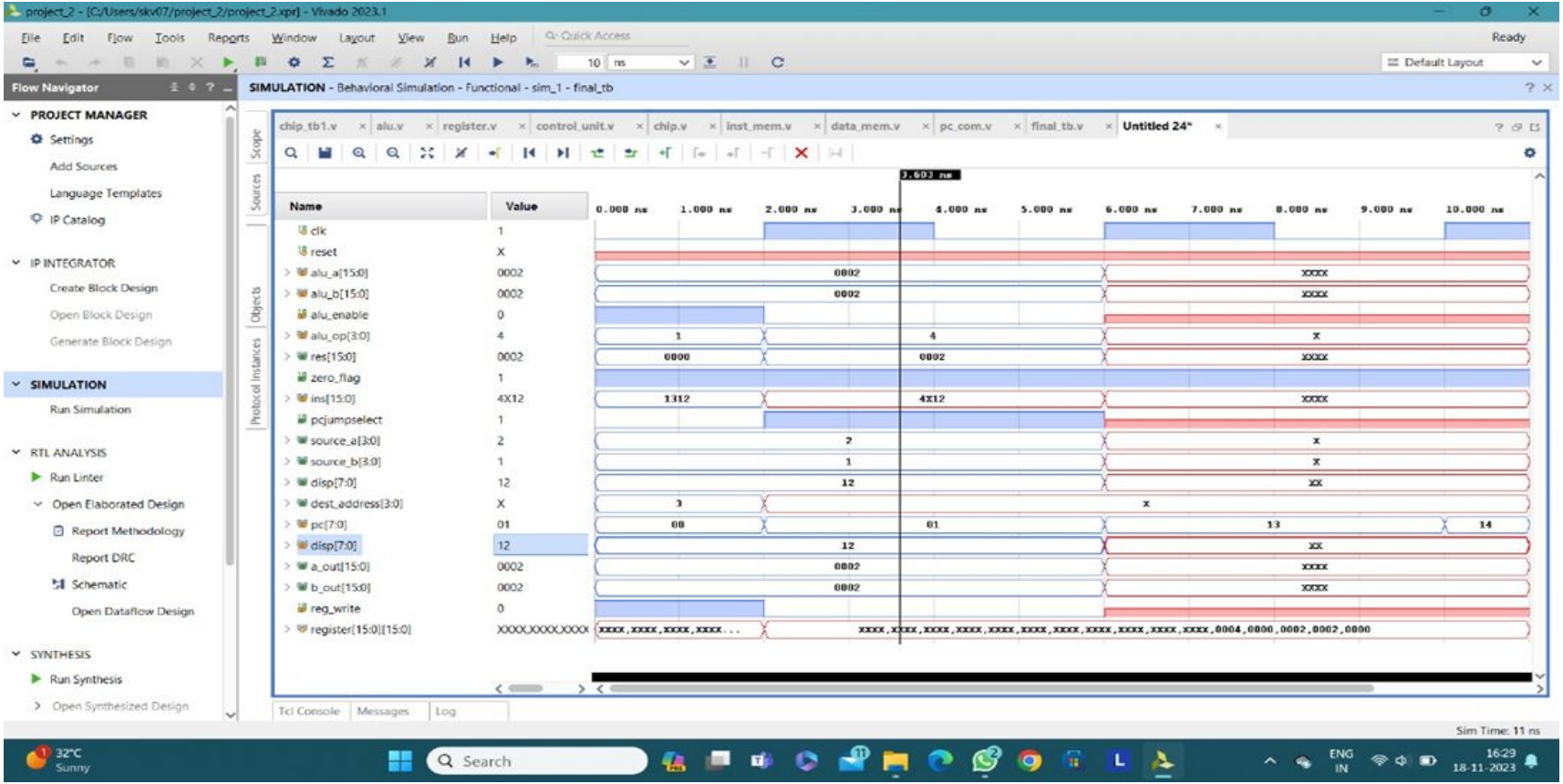
# 04 Result




*Waveform for ADD Instruction*




*Waveform for LOAD Instruction*




*Waveform for JUMP Instruction*

# 05 Conclusion

- Simplified Design for Cost-Effectiveness

Compact Instruction Set for Efficient Execution

- Applications in Embedded Systems