

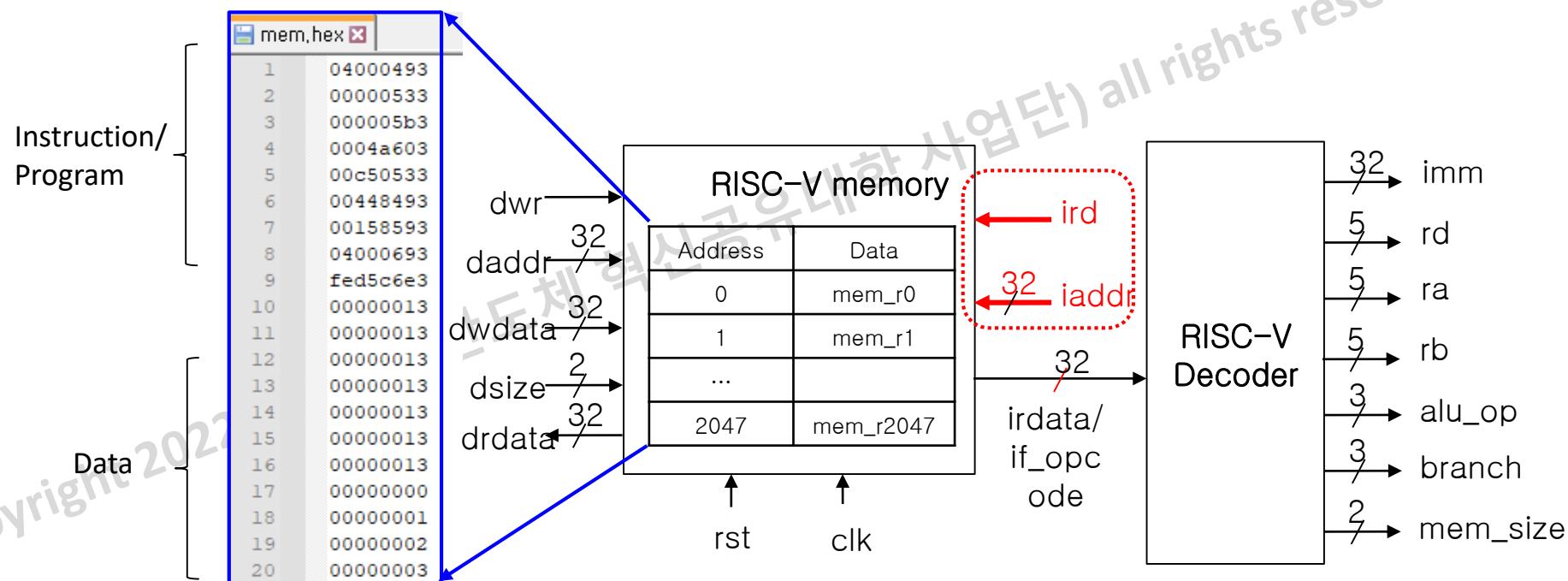
# Lecture 4: Program Counter, Branch Instructions, RISC-V core

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# Recap: Memory, decoder

- Memory model: Instruction/Program, Data
- Instruction register, decoder
- What is the next instruction?
  - iaddr?



# Lecture plan

Today we will:

- Review the RISC-V instruction format
- Introduce the program counter
- Introduce branch instructions
- Labs
  - Lab 1: Program counter
  - Lab 2: Program counter (Extended)
  - Lab 3: RISC-V core sim

# Road map

RISC-V  
RISC-V Simulator

Lab 1: Program Counter

Lab 2: Program Counter  
(Extended)

Lab 3: RISC-V core sim

# RISC-V Core Instruction Formats

- 32-bit instruction: Aligned on a four-byte boundary in memory.
- Formats: R, I, S, B, U, J-type

|        | 31 | 30 | 29 | 28 | 27                    | 26 | 25  | 24 | 23  | 22 | 21     | 20 | 19          | 18 | 17     | 16     | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |  |
|--------|----|----|----|----|-----------------------|----|-----|----|-----|----|--------|----|-------------|----|--------|--------|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|--|
| R-type |    |    |    |    | funct7                |    | rs2 |    | rs1 |    | funct3 |    | rd          |    | opcode |        |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |  |
| I-type |    |    |    |    | imm[11:0]             |    |     |    | rs1 |    | funct3 |    | rd          |    | opcode |        |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |  |
| S-type |    |    |    |    | imm[11:5]             |    | rs2 |    | rs1 |    | funct3 |    | imm[4:0]    |    | opcode |        |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |  |
| B-type |    |    |    |    | imm[12 10:5]          |    | rs2 |    | rs1 |    | funct3 |    | imm[4:1 11] |    | opcode |        |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |  |
| U-type |    |    |    |    | imm[31 12]            |    |     |    |     |    |        |    |             | rd |        | opcode |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |  |
| J-type |    |    |    |    | imm[20 10:1 11 19:12] |    |     |    |     |    |        |    | rd          |    | opcode |        |    |    |    |    |    |    |   |   |   |   |   |   |   |   |   |   |  |

register instruction

# RISC-V code generation

- Venus: A RISC-V Simulator
- <https://www.kvakil.me/venus/>

```
int A[64];
int sum = 0;
for (int i=0; i<64; i++)
    sum += A[i];
```

C code



```
addi x9, x0, 64 # x9=&A[0]
add x10, x0, x0 # sum=0
add x11, x0, x0 # i=0
Loop:
lw x12, 0(x9) # x12=A[i]
add x10,x10,x12 # sum+=
addi x9,x9,4 # &A[i++]
addi x11,x11,1 # i++
addi x13,x0,64 # x13=64
blt x11,x13,Loop
```

Assembly code

# RISC-V code generation

- Manually generate the RISC-V compiled code from Assembly codes

initialization

for summation

to count loop

```
q 2nd  
hardware
addi x9, x0, 64 # x9=&A[0] → 64
add x10, x0, x0 # sum=0
add x11, x0, x0 # i=0
Loop:
lw x12, 0(x9) # x12=A[i]
add x10,x10,x12 # sum+=
addi x9,x9,4 # &A[i++]
addi x11,x11,1 # i++
addi x13,x0,64 # x13=64
blt x11,x13,Loop
```

| mem.hex |          |
|---------|----------|
| 1       | 04000493 |
| 2       | 00000533 |
| 3       | 000005b3 |
| 4       | 0004a603 |
| 5       | 00c50533 |
| 6       | 00448493 |
| 7       | 00158593 |
| 8       | 04000693 |
| 9       | fed5c6e3 |
| 10      | 00000013 |
| 11      | 00000013 |
| 12      | 00000013 |
| 13      | 00000013 |
| 14      | 00000013 |
| 15      | 00000013 |
| 16      | 00000013 |
| 17      | 00000000 |
| 18      | 00000001 |
| 19      | 00000002 |
| 20      | 00000003 |

its reserved.

Instruction

Data

# RISC-V code generation

- Manually generate the RISC-V codes from Assembly codes

```
addi x9, x0, 64 # x9=&A[0]
add x10, x0, x0 # sum=0
add x11, x0, x0 # i=0
Loop:
lw x12, 0(x9) # x12=A[i]
add x10,x10,x12 # sum+=
addi x9,x9,4 # &A[i++]
addi x11,x11,1 # i++
addi x13,x0,64 # x13=64
blt x11,x13,Loop
```

The diagram illustrates the process of generating RISC-V machine code from assembly code. It consists of three main components:

- mem.hex:** A hex dump of memory starting at address 0x04000493. The first 20 bytes are shown, with the range from 0x00c50533 to 0x00158593 highlighted by a red oval.
- Machine Code:** A table mapping assembly instructions to their corresponding machine code. The highlighted row corresponds to the assembly instruction `lw x12, 0(x9)`.
- Original Code:** The assembly code itself, grouped into sections: `addi x9, x0, 64`, `add x10, x0, x0 # sum=0`, `add x11, x0, x0 # i=0`, `lw x12, 0(x9) # x12=A[i]`, `add x10,x10,x12 # sum+=`, `addi x9,x9,4 # &A[i++]`, `addi x11,x11,1 # i++`, `addi x13,x0,64 # x13=64`, and `blt x11,x13,Loop`.

A large blue arrow points from the assembly code on the left to the machine code table on the right, indicating the transformation process.

| Machine Code | Basic Code      | Original Code            |
|--------------|-----------------|--------------------------|
| 0x04000493   | addi x9 x0 64   | addi x9, x0, 64          |
| 0x000000533  | add x10 x0 x0   | add x10, x0, x0 # sum=0  |
| 0x0000005b3  | add x11 x0 x0   | add x11, x0, x0 # i=0    |
| 0x004a603    | lw x12 0(x9)    | lw x12, 0(x9) # x12=A[i] |
| 0x00c50533   | add x10 x10 x12 | add x10,x10,x12 # sum+=  |
| 0x00448493   | addi x9 x9 4    | addi x9,x9,4 # &A[i++]   |
| 0x00158593   | addi x11 x11 1  | addi x11,x11,1 # i++     |
| 0x04000693   | addi x13 x0 64  | addi x13,x0,64 # x13=64  |
| 0xfed5c6e3   | blt x11 x13 -20 | blt x11,x13,Loop         |

# Execute this program

Control buttons →

Control buttons

Machine Code      Basic Code      Original Code

| Machine Code | Basic Code      | Original Code            |
|--------------|-----------------|--------------------------|
| 0x04000493   | addi x9 x0 64   | addi x9, x0, 64          |
| 0x00000533   | add x10 x0 x0   | add x10, x0, x0 # sum=0  |
| 0x000005b3   | add x11 x0 x0   | add x11, x0, x0 # i=0    |
| 0x004a603    | lw x12 0(x9)    | lw x12, 0(x9) # x12=A[i] |
| 0x0c50533    | add x10 x10 x12 | add x10,x10,x12 # sum+=  |
| 0x00448493   | addi x9 x9 4    | addi x9,x9,4 # &A[i++]   |
| 0x0158593    | addi x11 x11 1  | addi x11,x11,1 # i++     |
| 0x00000693   | addi x13 x0 64  | addi x13,x0,64 # x13=64  |
| 0xfed5c6e3   | blt x11 x13 -20 | blt x11,x13,Loop         |

Instructions

Registers      Memory

| Registers | Memory     |
|-----------|------------|
| zero      | 0          |
| ra        | 0          |
| (x1)      |            |
| sp        | 2147483632 |
| (x2)      |            |
| gp        | 268435456  |
| (x3)      |            |
| tp        | 0          |
| (x4)      |            |
| t0        | 0          |
| (x5)      |            |
| t1        | 0          |
| (x6)      |            |
| t2        | 0          |
| (x7)      |            |
| s0        | 0          |
| (x8)      |            |
| s1        | 0          |
| (x9)      |            |
| a0        | 0          |
| (x10)     |            |

Unsigned integer

console output

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1  
2  
3  
4  
5  
6  
7  
8  
9  
5 x 11 bytes = 20

# Execute this program

Current instruction  
Next instruction

Run Step Prev Reset Dump

| Machine Code | Basic Code      | Original Code            |
|--------------|-----------------|--------------------------|
| 0x04000493   | addi x9 x0 64   | addi x9, x0, 64          |
| 0x000000533  | add x10 x0 x0   | add x10, x0, x0 # sum=0  |
| 0x000005b3   | add x11 x0 x0   | add x11, x0, x0 # i=0    |
| 0x0004a603   | lw x12 0(x9)    | lw x12, 0(x9) # x12=A[i] |
| 0x00c50533   | add x10 x10 x12 | add x10,x10,x12 # sum+=  |
| 0x00448493   | addi x9 x9 4    | addi x9,x9,4 # &A[i++]   |
| 0x00158593   | addi x11 x11 1  | addi x11,x11,1 # i++     |
| 0x04000693   | addi x13 x0 64  | addi x13,x0,64 # x13=64  |
| 0xfed5c6e3   | blt x11 x13 -20 | blt x11,x13,Loop         |

console output

| Registers | Memory     |
|-----------|------------|
| zero      | 0          |
| ra        | 0          |
| (x1)      |            |
| sp        | 2147483632 |
| (x2)      |            |
| gp        | 268435456  |
| (x3)      |            |
| tp        | 0          |
| (x4)      |            |
| t0        | 0          |
| (x5)      |            |
| t1        | 0          |
| (x6)      |            |
| t2        | 0          |
| (x7)      |            |
| s0        | 0          |
| (x8)      |            |
| s1        | 64         |
| (x9)      |            |
| a0        | 0          |
| (x10)     |            |

Display Settings Unsigned

x9 is updated

# Execute this program

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Current instruction  
Next instruction

Run Step Prev Reset Dump

Registers Memory

|          | Registers  | Memory |
|----------|------------|--------|
| zero     | 0          |        |
| ra (x1)  | 0          |        |
| sp (x2)  | 2147483632 |        |
| gp (x3)  | 268435456  |        |
| tp (x4)  | 0          |        |
| t0 (x5)  | 0          |        |
| t1 (x6)  | 0          |        |
| t2 (x7)  | 0          |        |
| s0 (x8)  | 0          |        |
| s1 (x9)  | 64         |        |
| a0 (x10) | 0          |        |

Machine Basic Code Original Code

|             | Machine Code | Basic Code      | Original Code            |
|-------------|--------------|-----------------|--------------------------|
| 0x04000493  |              | addi x9 x0 64   | addi x9, x0, 64          |
| 0x000000533 |              | add x10 x0 x0   | add x10, x0, x0 # sum=0  |
| 0x0000005b3 |              | add x11 x0 x0   | add x11, x0, x0 # i=0    |
| 0x0004a603  |              | lw x12 0(x9)    | lw x12, 0(x9) # x12=A[i] |
| 0x00c50533  |              | add x10 x10 x12 | add x10,x10,x12 # sum+=  |
| 0x00448493  |              | addi x9 x9 4    | addi x9,x9,4 # &A[i++]   |
| 0x00158593  |              | addi x11 x11 1  | addi x11,x11,1 # i++     |
| 0x04000693  |              | addi x13 x0 64  | addi x13,x0,64 # x13=64  |
| 0xfed5c6e3  |              | blt x11 x13 -20 | blt x11,x13,Loop         |

Console output

x10 is updated

Display Settings Unsigned

# Execute this program

Current instruction  
Next instruction

Run Step



Prev Reset Dump

| Machine Code | Basic Code      | Original Code            |
|--------------|-----------------|--------------------------|
| 0x04000493   | addi x9 x0 64   | addi x9, x0, 64          |
| 0x00000533   | add x10 x0 x0   | add x10, x0, x0 # sum=0  |
| 0x000005b3   | add x11 x0 x0   | add x11, x0, x0 # i=0    |
| 0x0004a603   | lw x12 0(x9)    | lw x12, 0(x9) # x12=A[i] |
| 0x00c50533   | add x10 x10 x12 | add x10,x10,x12 # sum+=  |
| 0x00448493   | addi x9 x9 4    | addi x9,x9,4 # &A[i++]   |
| 0x00158593   | addi x11 x11 1  | addi x11,x11,1 # i++     |
| 0x04000693   | addi x13 x0 64  | addi x13,x0,64 # x13=64  |
| 0xfed5c6e3   | blt x11 x13 -20 | blt x11,x13,Loop         |

console output

| Registers   | Memory     |
|-------------|------------|
| zero        | 0          |
| ra<br>(x1)  | 0          |
| sp<br>(x2)  | 2147483632 |
| gp<br>(x3)  | 268435456  |
| tp<br>(x4)  | 0          |
| t0<br>(x5)  | 0          |
| t1<br>(x6)  | 0          |
| t2<br>(x7)  | 0          |
| s0<br>(x8)  | 0          |
| s1<br>(x9)  | 64         |
| a0<br>(x10) | 0          |

Display Settings

# Execute this program

Current instruction  
Next instruction

Run Step Prev Reset Dump

↓

| Machine Code | Basic Code      | Original Code            |
|--------------|-----------------|--------------------------|
| 0x04000493   | addi x9 x0 64   | addi x9, x0, 64          |
| 0x00000533   | add x10 x0 x0   | add x10, x0, x0 # sum=0  |
| 0x000005b3   | add x11 x0 x0   | add x11, x0, x0 # i=0    |
| 0x0004a603   | lw x12 0(x9)    | lw x12, 0(x9) # x12=A[i] |
| 0x00c50533   | add x10 x10 x12 | add x10,x10,x12 # sum+=  |
| 0x00448493   | addi x9 x9 4    | addi x9,x9,4 # &A[i++]   |
| 0x00158593   | addi x11 x11 1  | addi x11,x11,1 # i++     |
| 0x04000693   | addi x13 x0 64  | addi x13,x0,64 # x13=64  |
| 0xfed5c6e3   | blt x11 x13 -20 | blt x11,x13,Loop         |

console output

Registers Memory

|       |            |
|-------|------------|
| zero  | 0          |
| ra    | 0          |
| (x1)  |            |
| sp    | 2147483632 |
| (x2)  |            |
| gp    | 268435456  |
| (x3)  |            |
| tp    | 0          |
| (x4)  |            |
| t0    | 0          |
| (x5)  |            |
| t1    | 0          |
| (x6)  |            |
| t2    | 0          |
| (x7)  |            |
| s0    | 0          |
| (x8)  |            |
| s1    | 68         |
| (x9)  |            |
| a0    | 0          |
| (x10) |            |

Display Settings Unsigned

# Execute this program

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**Next instruction**

**Current instruction**

Run Step Prev Reset Dump

| Machine Code | Basic Code      | Original Code            |
|--------------|-----------------|--------------------------|
| 0x04000493   | addi x9 x0 64   | addi x9, x0, 64          |
| 0x00000533   | add x10 x0 x0   | add x10, x0, x0 # sum=0  |
| 0x000005b3   | add x11 x0 x0   | add x11, x0, x0 # i=0    |
| 0x0004a603   | lw x12 0(x9)    | lw x12, 0(x9) # x12=A[i] |
| 0x00c50533   | add x10 x10 x12 | add x10,x10,x12 # sum+=  |
| 0x00448493   | addi x9 x9 4    | addi x9,x9,4 # &A[i++]   |
| 0x00158593   | addi x11 x11 1  | addi x11,x11,1 # i++     |
| 0x04000693   | addi x13 x0 64  | addi x13,x0,64 # x13=64  |
| 0xfed5c6e3   | blt x11 x13 -20 | blt x11,x13,Loop         |

console output

Registers Memory

|       |            |
|-------|------------|
| zero  | 0          |
| ra    | 0          |
| (x1)  |            |
| sp    | 2147483632 |
| (x2)  |            |
| gp    | 268435456  |
| (x3)  |            |
| tp    | 0          |
| (x4)  |            |
| t0    | 0          |
| (x5)  |            |
| t1    | 0          |
| (x6)  |            |
| t2    | 0          |
| (x7)  |            |
| s0    | 0          |
| (x8)  |            |
| s1    | 68         |
| (x9)  |            |
| a0    | 0          |
| (x10) |            |

Display Settings Unsigned

# Road map

RISC-V  
RISC-V Simulator

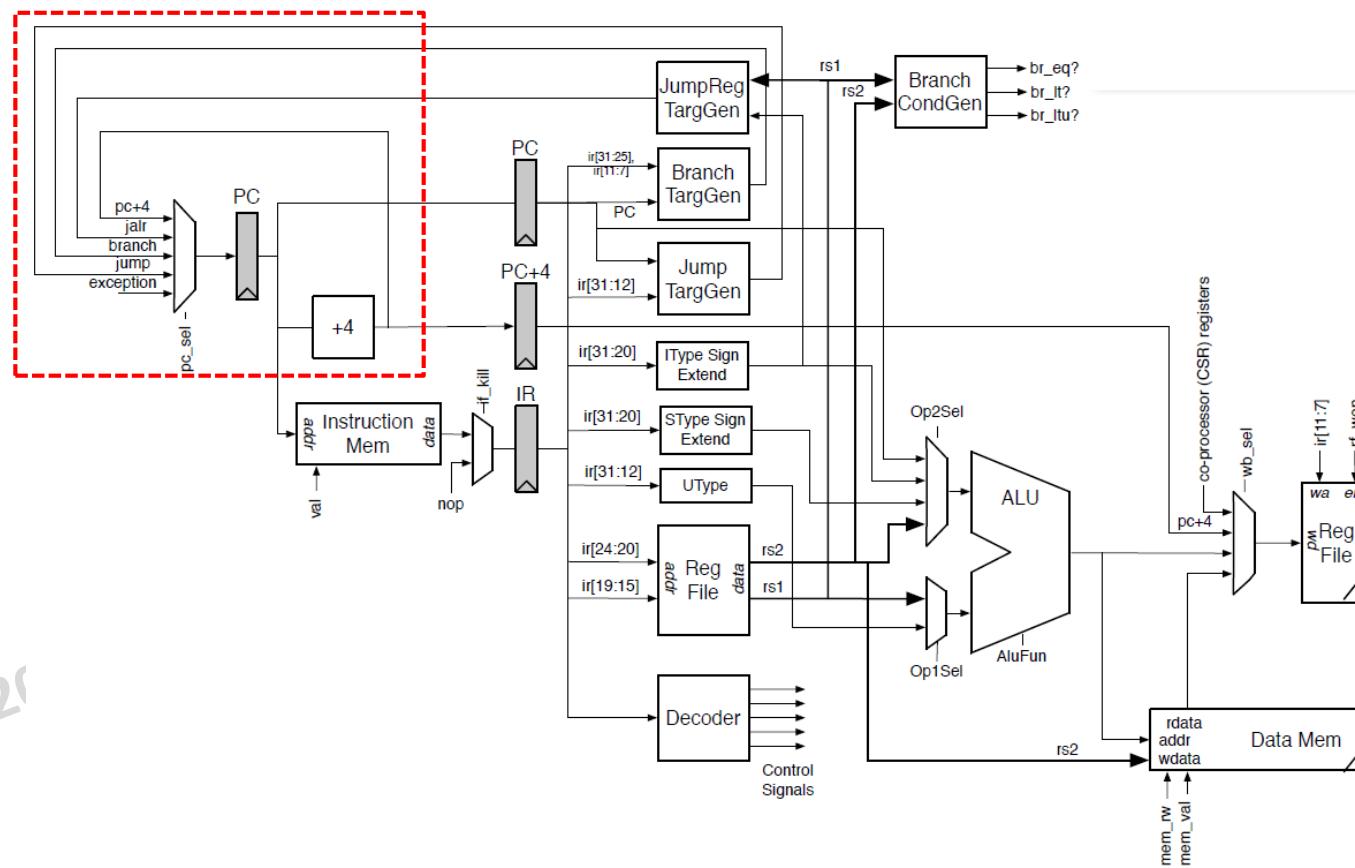
Lab 1: Program Counter

Lab 2: Program Counter  
(Extended)

Lab 3: RISC-V core sim

# What is the program counter?

- Program Counter (PC): Store the next instruction address



# Program counter: RISC-V RV32I

- Normal instruction

- Go to the next instruction by incrementing 4

- $PC \leftarrow PC + 4$  *for 32 bit*

:) 64 bit computer  
 $PC \leftarrow PC + 8$

- Conditional branch instructions

- Move to the next instruction by an offset

- $PC \leftarrow PC + \text{offset}$

- JAL: Jump and link

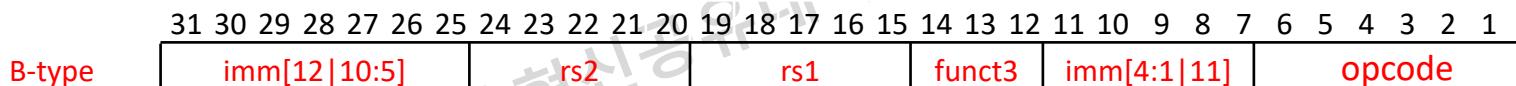
- $PC \leftarrow \text{target address}$

# Conditional Branch Instructions

- Conditional Branches:

- Branch if = zero (BEQ)
- Branch if  $\neq$  zero (BNE)
- Branch if  $<$  (signed) (BLT)
- Branch if  $\geq$  (signed) (BGE)
- Branch if  $<$  (unsigned) (BLTU)
- Branch if  $\geq$  (unsigned) (BGEU)

for assembly  
code.

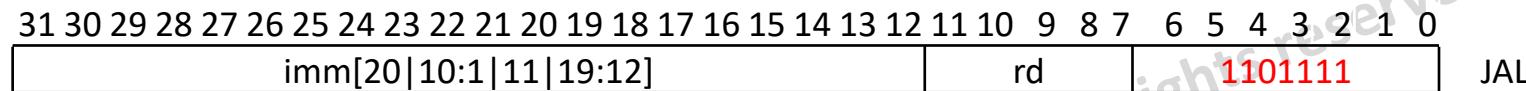


| Instruction | Syntax             | Description                 | Execution   |
|-------------|--------------------|-----------------------------|---|
| BEQ         | beq rs1, rs2, imm  | Branch if = zero            | $PC \leq (\text{reg}[rs1] == \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$     |
| BNE         | bne rs1, rs2, imm  | Branch if $\neq$ zero       | $PC \leq (\text{reg}[rs1] != \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$     |
| BLT         | blt rs1, rs2, imm  | Branch if $<$ (signed)      | $PC \leq (\text{reg}[rs1] <_s \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$    |
| BGE         | bge rs1, rs2, imm  | Branch if $\geq$ (signed)   | $PC \leq (\text{reg}[rs1] \geq_s \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$ |
| BLTU        | bltu rs1, rs2, imm | Branch if $<$ (Unsigned)    | $PC \leq (\text{reg}[rs1] <_u \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$    |
| BGEU        | bgeu rs1, rs2, imm | Branch if $\geq$ (Unsigned) | $PC \leq (\text{reg}[rs1] \geq_u \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$ |

# Unconditional Branch Instructions

- Jump and Link (JAL)

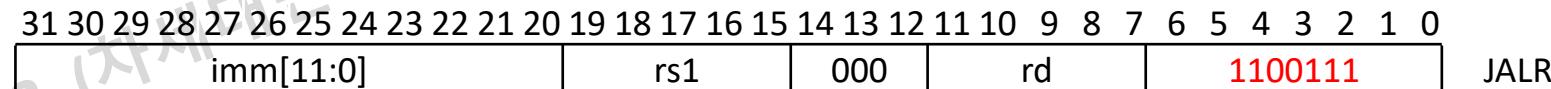
- jal rd, imm
- $\text{reg}[rd] \leq \text{PC} + 4$
- $\text{PC} \leq \text{PC} + \text{imm}$



- Jump and Link Register (JALR)

- jal rd, imm
- $\text{reg}[rd] \leq \text{PC} + 4$
- $\text{PC} \leq \{( \text{reg}[rs1] + \text{imm})[31:1], 1'b0\}$

target for different register



- Return

- $\text{PC} \leq \text{reg}[ra]$



# Example

- A simple program calculates a sum of all elements in an array.

```
int A[64];  
  
int sum = 0;  
  
for (int i=0; i<64; i++)  
    sum += A[i];  
  
addi x9, x0, 64 # x9=&A[0]  
add x10, x0, x0 # sum=0  
add x11, x0, x0 # i=0  
  
Loop:  
    lw x12, 0(x9) # x12=A[i]  
    add x10,x10,x12 # sum+=  
    addi x9,x9,4 # &A[i++]  
    addi x11,x11,1 # i++  
    addi x13,x0,64 # x13=64  
    blt x11,x13,Loop
```

# Example

- Program counter
  - Initialization: Store the base address of the Main function

PC →

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00040493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

# Example

- Program counter
  - Normal instruction:  $PC \leftarrow PC + 4$

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00040493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

# Example

- Program counter
  - Normal instruction:  $PC \leftarrow PC + 4$

PC →

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00040493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

# Example

- Program counter
  - Normal instruction:  $PC \leftarrow PC + 4$

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00040493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

PC →

# Example

- Program counter
  - Branch instruction:  $PC \leftarrow PC + \text{offset} (-20)$   
`blt x11 x13 -20`

⇒ "if  $x_{11}$  is smaller than  $x_{13}$  (BLT), move to the next instruction at  $PC - 20$ "

PC →

| Address | Instruction | Basic code      | Original code      | Comments          |
|---------|-------------|-----------------|--------------------|-------------------|
| 0000    | 00040493    | addi x9 x0 64   | addi x9, x0, 64    | # $x_9 = &A[0]$   |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0    | # sum=0           |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0    | # i=0             |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)      | # $x_{12} = A[i]$ |
| 0010    | 00c50533    | add x10 x10 x12 | add x10, x10, x12  | # sum+=           |
| 0014    | 00448493    | addi x9 x9 4    | addi x9, x9, 4     | # $&A[i++]$       |
| 0018    | 00158593    | addi x11 x11 1  | addi x11, x11, 1   | # i++             |
| 001C    | 04000693    | addi x13 x0 64  | addi x13, x0, 64   | # $x_{13} = 64$   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11, x13, Loop | # Branch          |

64 : +

# Lab 1: Program counter

- Lab 1: Program counter
  - Implement a PC module for RISC-V
  - Run a simulation with time = 1000 ns
  - Show the output waveform

# H/W Implementation (riscv\_pc.v)

- Program counter
  - Inputs
    - clock, reset
    - Instruction read request
    - branch\_taken flag, and a target address for a jump.
  - Output:
    - Address for the next instruction

```
module riscv_pc #(parameter PC_SIZE = 32)
(
    input clk_i,                                // Clock
    input reset_i,                               // Reset
    input ird,                                   // Instruction Read request
    input branch_taken_w,                         // Jump instruction
    input [PC_SIZE-1:0] jump_addr_w,              // Jump address
    output [PC_SIZE-1:0] if_next_addr_w // Next instruction
);

reg [PC_SIZE-1:0] if_addr_r;
always @(posedge clk i or negedge reset i) begin
    assign if_next_addr_w = branch_taken_w ? jump_addr_w: if_addr_r;
endmodule
```

# H/W Implementation (riscv\_pc.v)

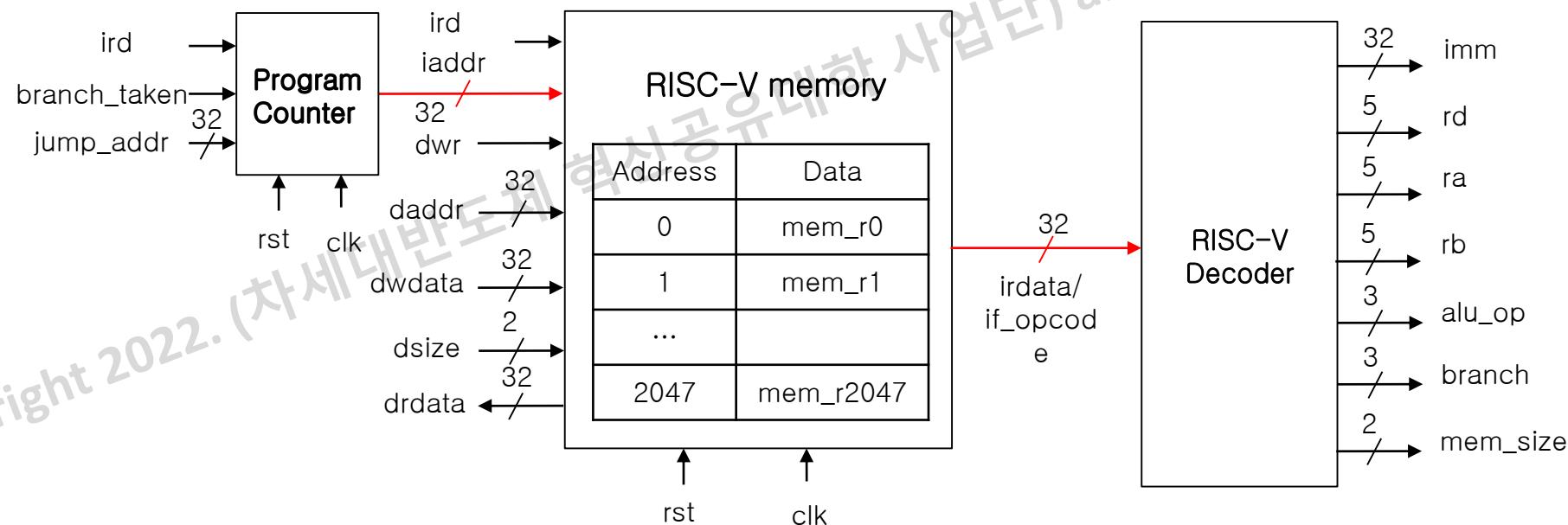
- Complete the missing codes to calculate the address for the next instruction

```
//-----  
// Program Counter  
//-----  
module riscv_pc #(  
  parameter RESET_SP = 32'h0000,  
  parameter PC_SIZE = 32)  
(  
  input clk_i,                                     // Clock  
  input reset_i,                                    // Reset  
  input ird,                                       // Instruction Read request  
  input branch_taken_w,                           // Jump instruction  
  input [PC_SIZE-1:0] jump_addr_w,                // Jump address  
  output [PC_SIZE-1:0] if_next_addr_w // Next instruction  
);  
  
reg [PC_SIZE-1:0] if_addr_r;  
always @(posedge clk_i or negedge reset_i) begin  
  if (~reset_i) begin  
    //Your code  
    //if_addr_r <= /*insert your code*/;  
  end  
  else begin  
    if (ird) begin  
      // Your code  
      //{{{{  
      if(branch_taken_w) begin  
        //if_addr_r <= /*insert your code*/;  
      end  
      else begin  
        //if_addr_r <= /*insert your code*/;  
      end  
      //}}}  
    end  
  end  
end  
end
```

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# Test bench (riscv\_core\_sim\_tb.v)

- Three modules
  - Program counter: output the address (iaddr) to memory
  - Memory: get iaddr and return an instruction (irdata/if\_opcode)
  - Decoder: parse an instruction



# Test bench (riscv\_pc\_tb1.v)

- riscv\_core\_sim\_tb1.v
  - Define internal signals
  - Clock, reset

```
module riscv_pc_tb1;
    reg reset_i;
    reg clk_i;

    // Input instruction
    reg [31:0] iaddr_i;
    reg      ird_i;
    reg [31:0] daddr_i;
    reg [31:0] dwdata_i;
    reg [1:0]  dszie_i;
    reg      drd_i;
    reg      dwr_i;
    // Outputs
    wire [31:0] irdata_o;
    wire [31:0] drdata_o;
    ...

```

```
wire [31:0] if_opcode_w;
assign if_opcode_w = irdata_o;
```

```
localparam
    SIZE_BYTE = 2'd0,
    SIZE_HALF = 2'd1,
    SIZE_WORD = 2'd2;

parameter p=10;
```

```
initial begin
    clk_i = 1'b0;
    forever #(p/2) clk_i = !clk_i;
end
```

```
initial begin
    reset_i = 1'b0;
    iaddr_i = 32'h0;
    ird_i = 32'h0;
    daddr_i = 32'h0;
    dwdata_i= 32'h0;
    drd_i = 1'b0;
    dwr_i = 1'b0;

    dszie_i=SIZE_WORD;

    branch_taken_w = 1'b0;
    jump_addr_w = 32'b0;
    #(4*p) reset_i = 1'b1;
```

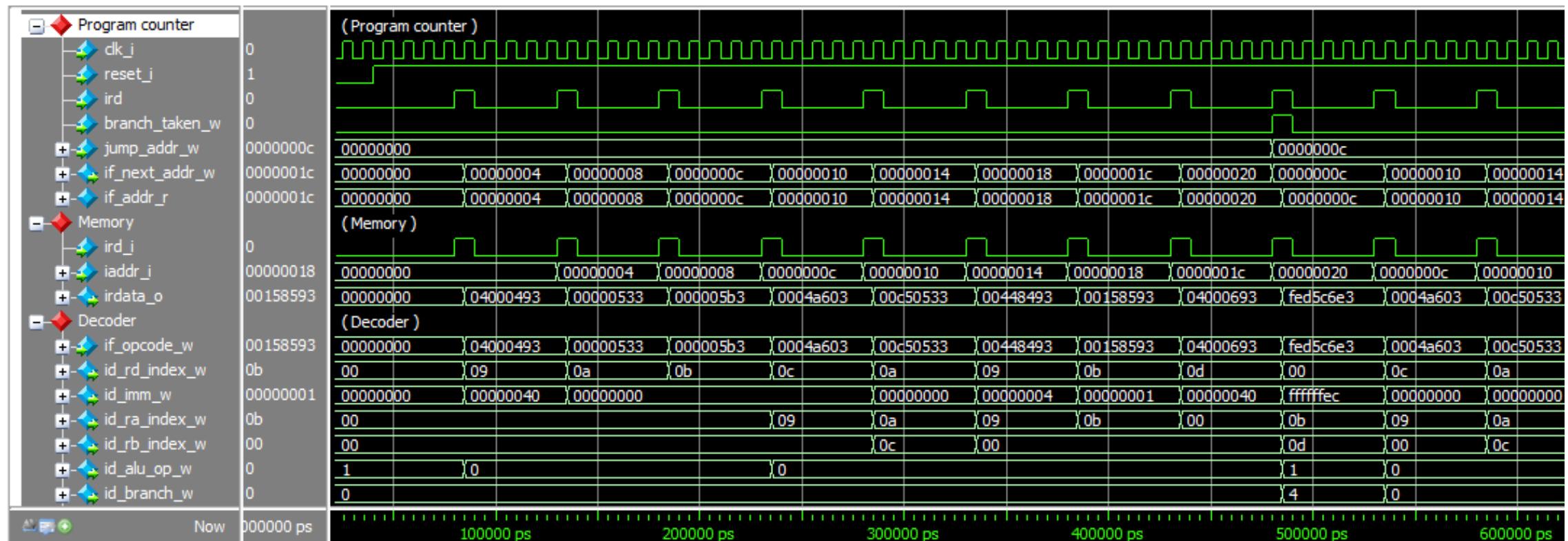
# Test bench (riscv\_pc\_tb1.v)

- Complete the missing code for test bench
  - Add connections for PC

```
//-----  
// Design  
//-----  
//{{{  
riscv_pc u_pc(  
    ./*input    *clk_i(clk_i)|  
    ,/*input    *reset_i(reset_i)  
    // Your code  
    //{{{  
    //}}}  
);  
// Memory  
riscv_memory  
u_memory (  
    .clk_i(clk_i),  
    .reset_i(reset_i),  
    .iaddr_i(iaddr_i),  
    .ird_i(ird_i),  
    .daddr_i(daddr_i),  
    .dwdata_i(dwdata_i),  
    .dszie_i(dszie_i),  
    .drd_i(drd_i),  
    .dwr_i(dwr_i),  
    .irdata_o(irdata_o),  
    .drdata_o(drdata_o)  
);
```

# Waveform

- Do a simulation with time = 1000 ns



# Test cases

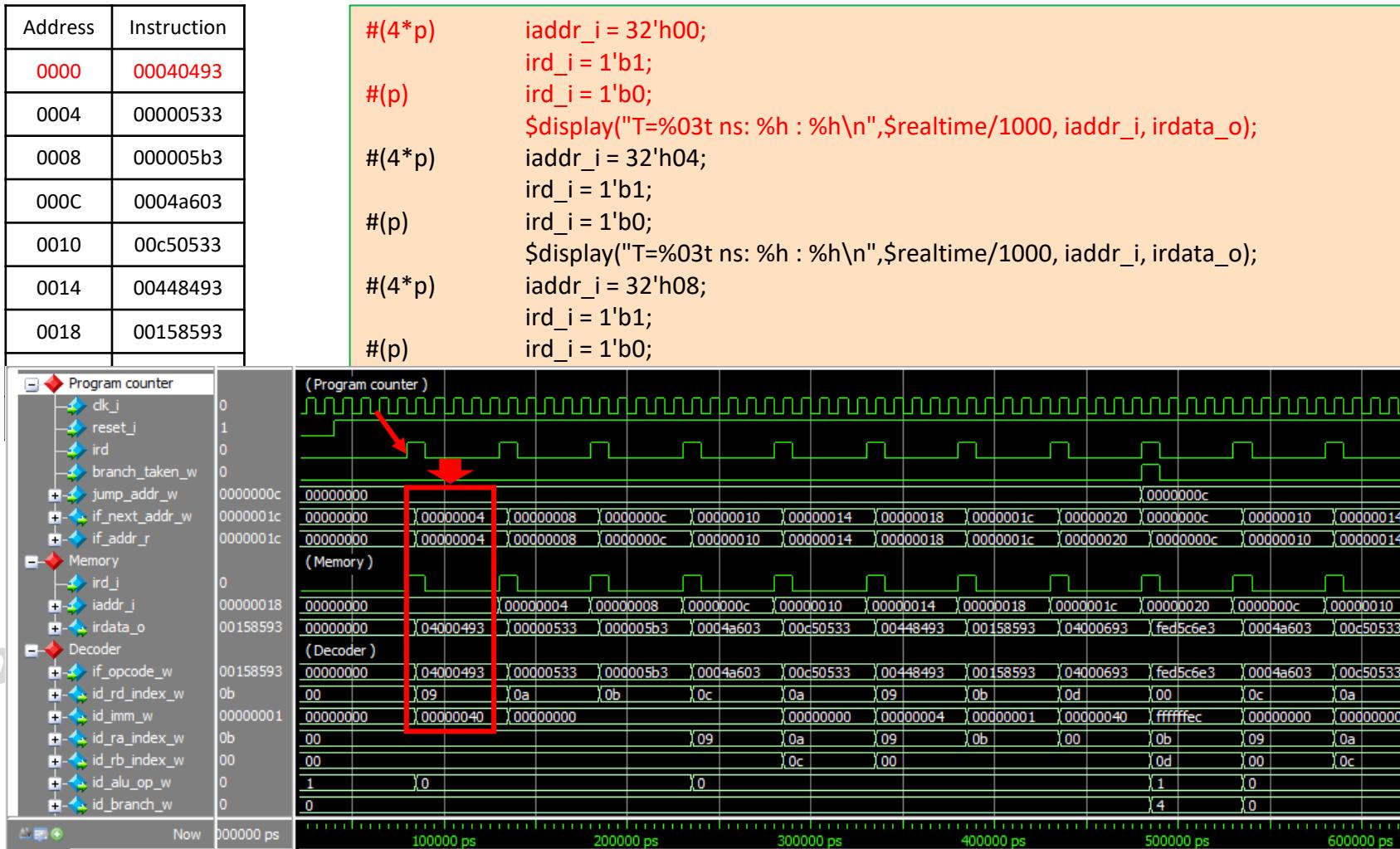
- Loop initialization
  - Three instructions

| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |

```
#(4*p)    iaddr_i = 32'h00;  
          ird_i = 1'b1;  
          ird_i = 1'b0;  
          $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o);  
#(p)  
#(4*p)    iaddr_i = 32'h04;  
          ird_i = 1'b1;  
          ird_i = 1'b0;  
          $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o);  
#(p)  
#(4*p)    iaddr_i = 32'h08;  
          ird_i = 1'b1;  
          ird_i = 1'b0;  
          $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o);  
#(p)
```

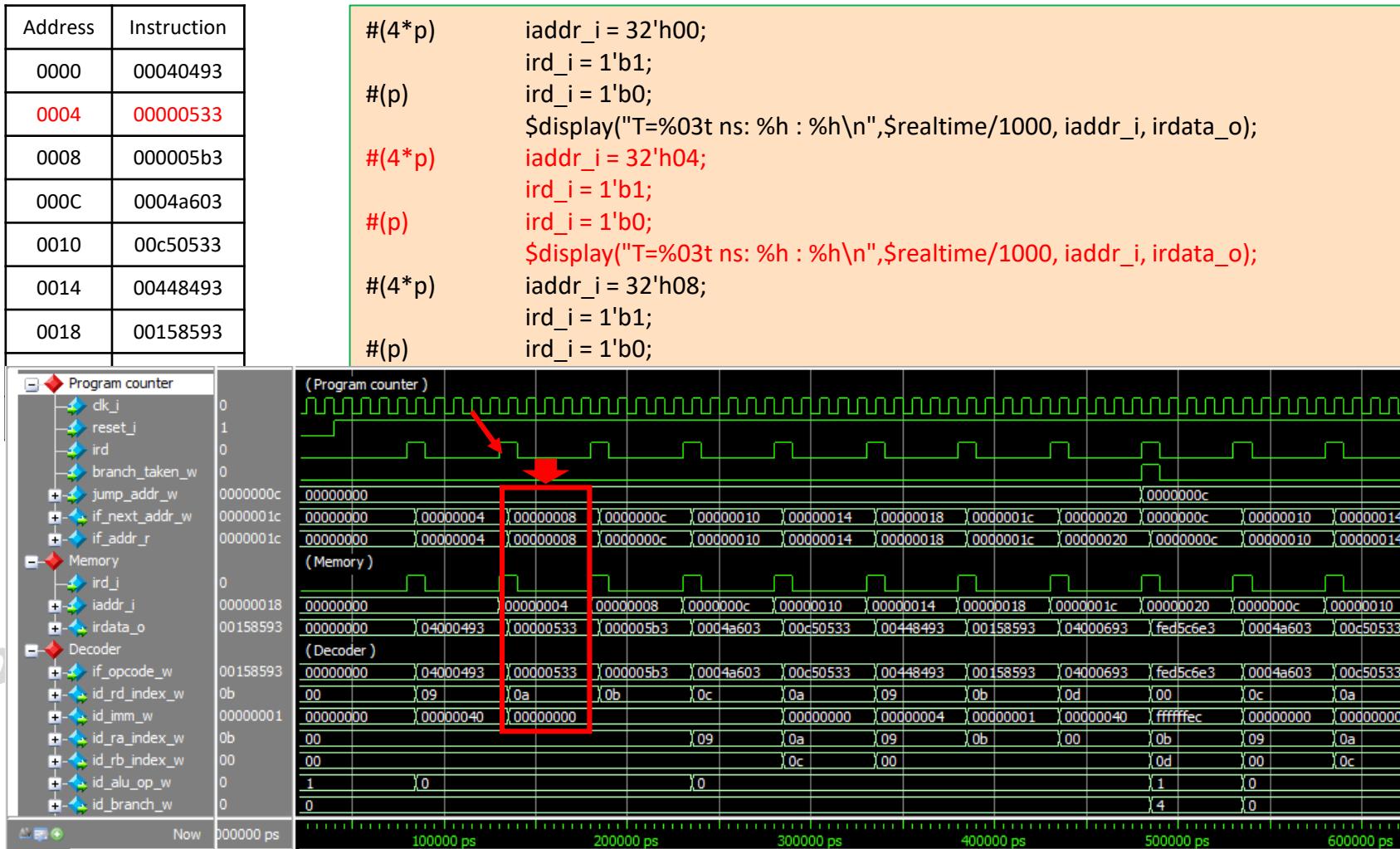
# Waveform

- Initialization



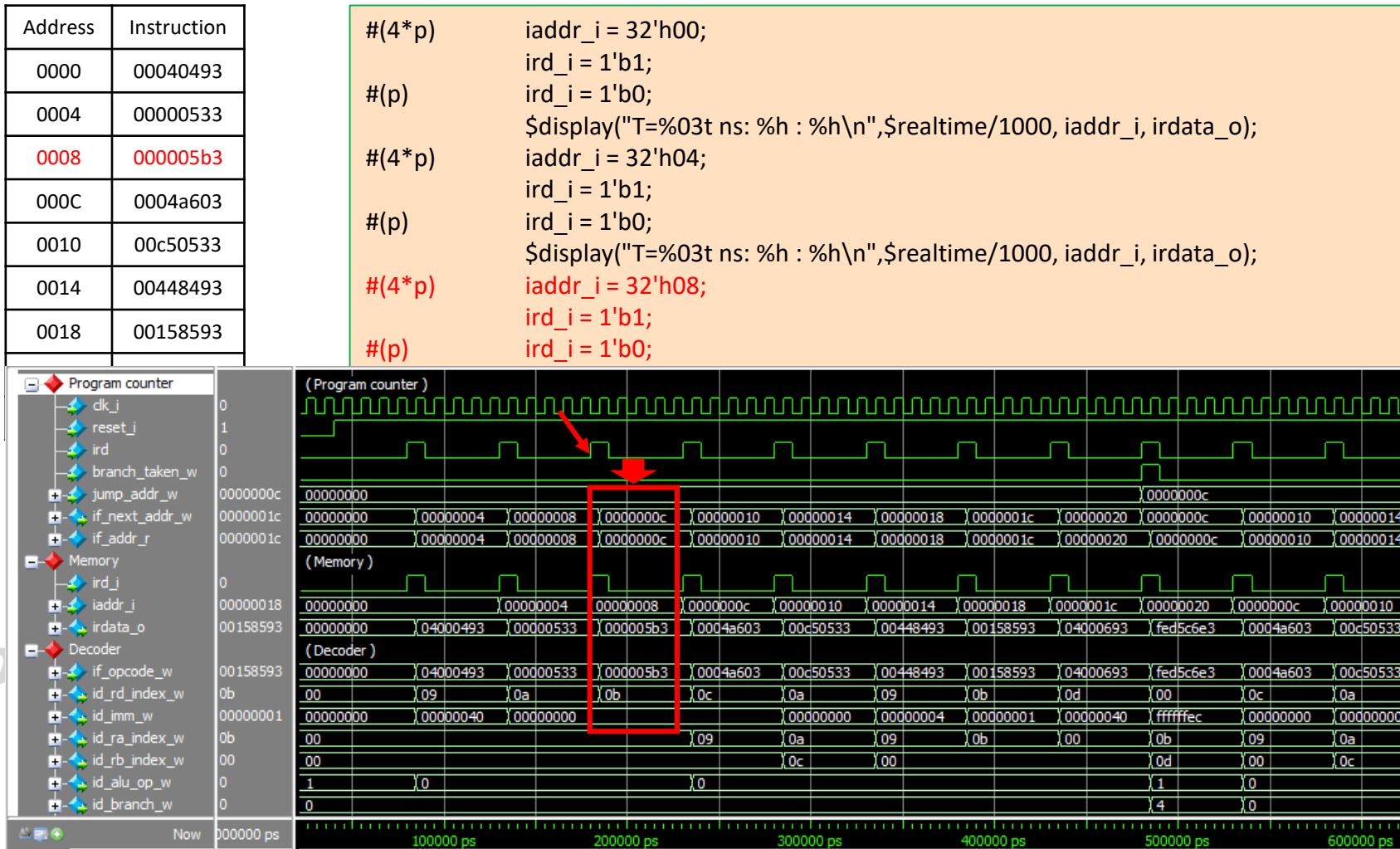
# Waveform

## ■ Initialization



# Waveform

- Initialization



# Test cases

- Loop

| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |

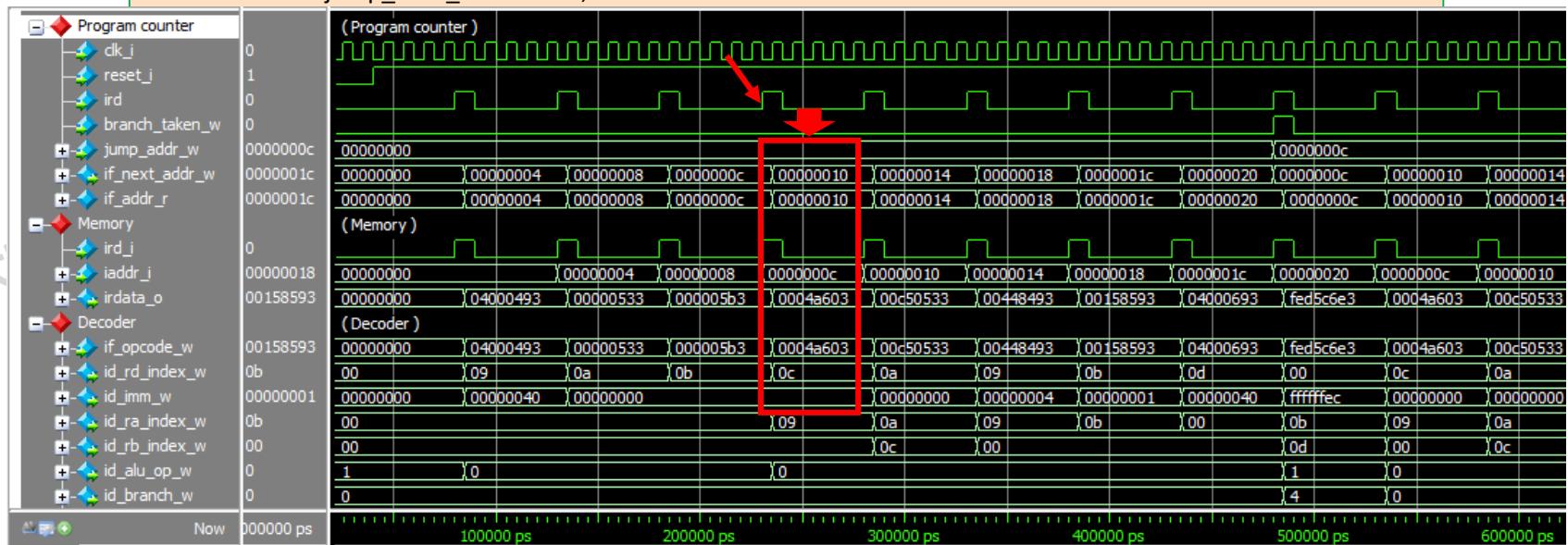
```
for (i = 0; i < 64; i = i+1) begin
#(4*p)      iaddr_i = 32'h0C;
            ird_i = 1'b1;
#(p)        ird_i = 1'b0;
            $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o);
#(4*p)      iaddr_i = 32'h10;
            ird_i = 1'b1;
#(p)        ird_i = 1'b0;
.....
#(4*p)      iaddr_i = 32'h20;
            ird_i = 1'b1;
            branch_taken_w = 1'b1;
            jump_addr_w = 32'h0C;
            ird_i = 1'b0;
            branch_taken_w = 1'b0;
            $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o
end
```

# Test cases

- Loop

| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |

```
for (i = 0; i < 64; i = i+1) begin
#(4*p)      iaddr_i = 32'h0C;
            ird_i = 1'b1;
#(p)        ird_i = 1'b0;
$display("T=%03t ns: %h : %h\n", $realtime/1000, iaddr_i, irdata_o);
#(4*p)      iaddr_i = 32'h10;
            ird_i = 1'b1;
#(p)        ird_i = 1'b0;
.....
#(4*p)      iaddr_i = 32'h20;
            ird_i = 1'b1;
branch_taken_w = 1'b1;
jump_addr_w = 32'h0C;
```

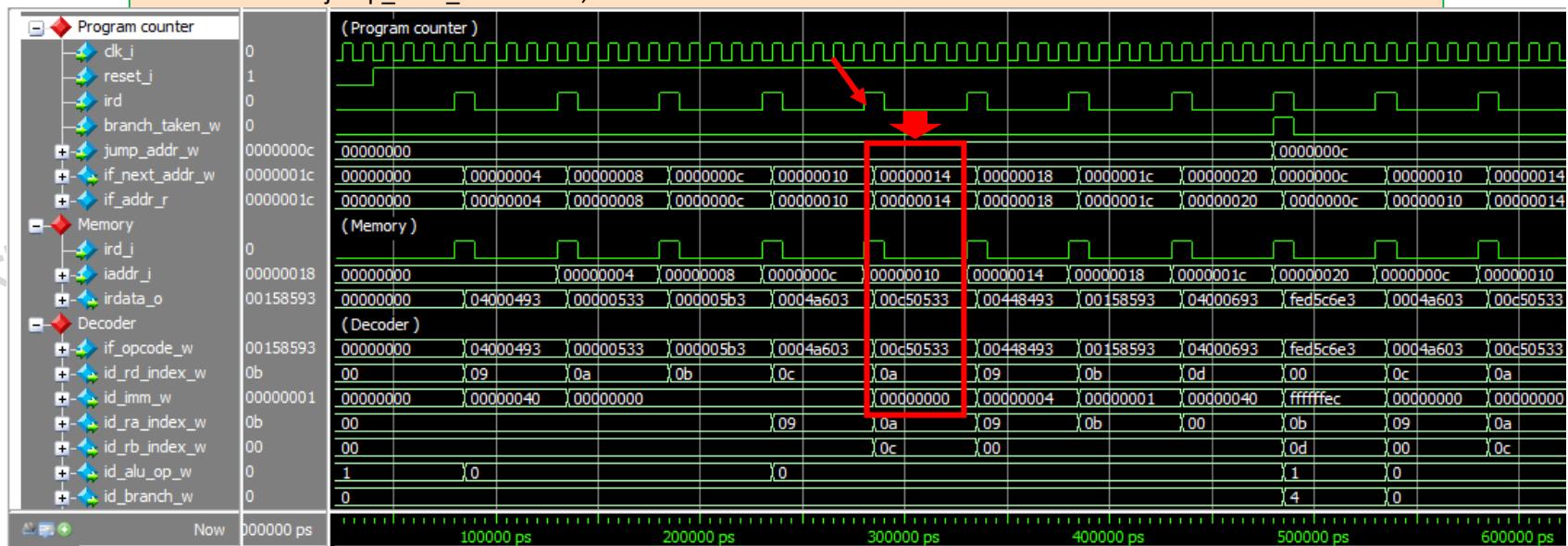


# Test cases

- Loop

| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |

```
for (i = 0; i < 64; i = i+1) begin
#(4*p)      iaddr_i = 32'h0C;
            ird_i = 1'b1;
#(p)
            ird_i = 1'b0;
$display("T=%03t ns: %h : %h\n", $realtime/1000, iaddr_i, irdata_o);
#(4*p)      iaddr_i = 32'h10;
            ird_i = 1'b1;
#(p)
            ird_i = 1'b0;
.....
#(4*p)      iaddr_i = 32'h20;
            ird_i = 1'b1;
branch_taken_w = 1'b1;
jump_addr_w = 32'h0C;
```

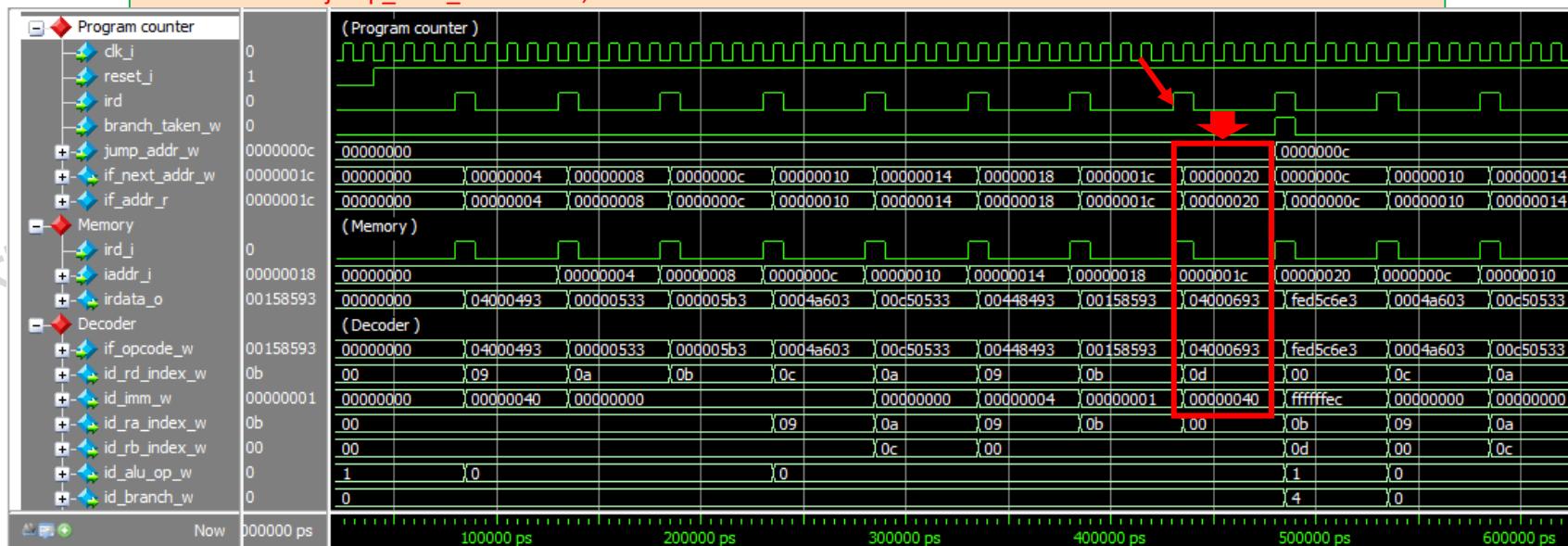


# Test cases

- Loop

| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |

```
for (i = 0; i < 64; i = i+1) begin
#(4*p)      iaddr_i = 32'h0C;
            ird_i = 1'b1;
#(p)
            ird_i = 1'b0;
$display("T=%03t ns: %h : %h\n", $realtime/1000, iaddr_i, irdata_o);
#(4*p)      iaddr_i = 32'h10;
            ird_i = 1'b1;
#(p)
            ird_i = 1'b0;
#(4*p)      iaddr_i = 32'h20;
            ird_i = 1'b1;
branch_taken_w = 1'b1;
jump_addr_w = 32'h0C;
```



# To do ...

- Implement riscv\_pc.v and riscv\_pc\_tb1.v by completing the missing codes
- Do a simulation with time = 1000 ns
- Show the waveform

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# Road map

RISC-V  
RISC-V Simulator

Lab 1: Program Counter

Lab 2: Program Counter  
(Extended)

Lab 3: RISC-V core sim

# Lab 2: Extended program counter

- Lab 2: Program counter
  - Implement a PC module for RISC-V
  - Run a simulation
  - Show the output result

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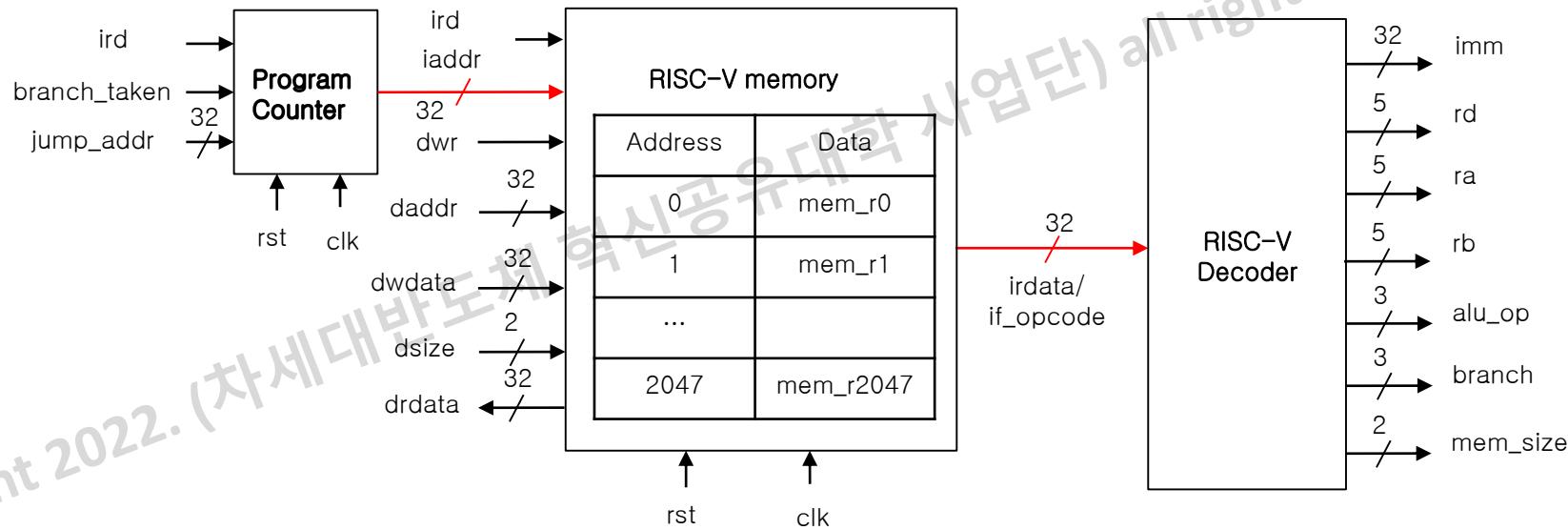
# Test bench : ex2\_program\_counter

- Check : reset value assign (riscv\_pc.v)

```
parameter RESET_SP = 32'h0000
reg [PC_SIZE-1:0] if_addr_r;
always @(posedge clk_i or negedge reset_i) begin
    if (~reset_i) begin
        if_addr_r <= RESET_SP;
    end
end
```

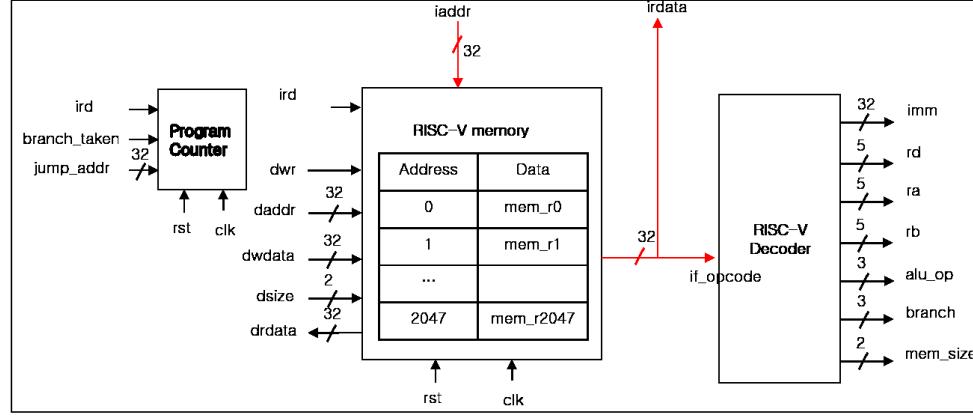
# Test bench : ex2\_program\_counter

- Three modules with real connections
  - Program counter : to make next PC
  - Memory : to get address from Program counter
  - Decoder



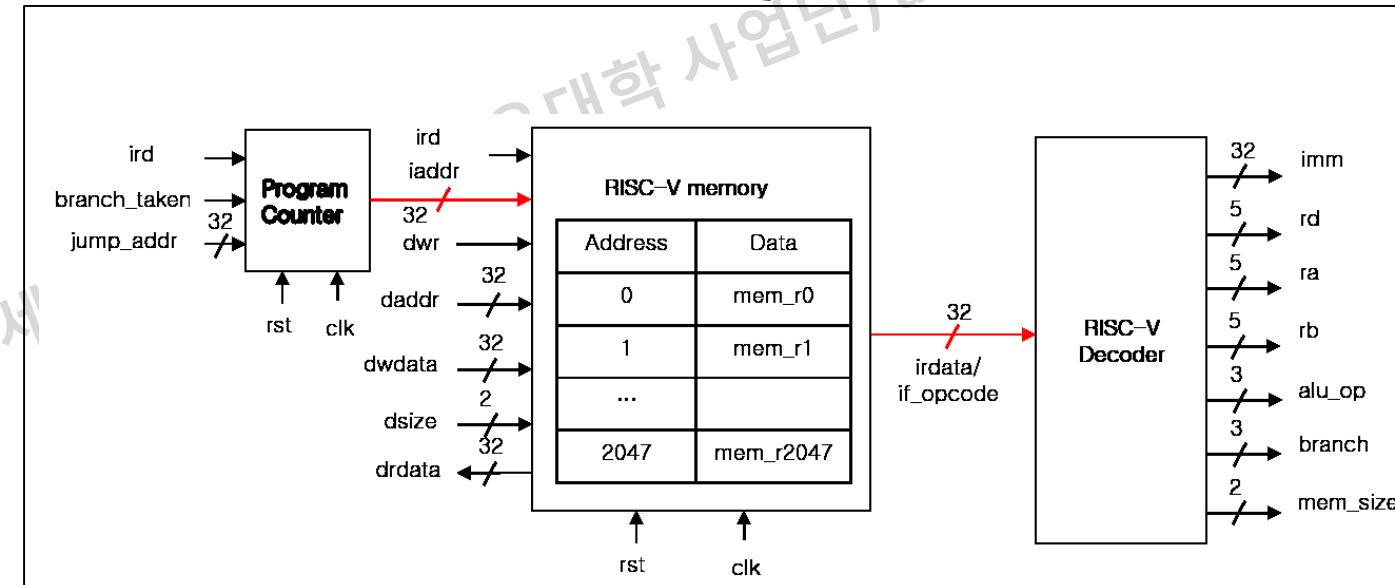
# Test bench: riscv\_pc\_tb1.v VS riscv\_pc\_tb2.v

riscv\_core\_sim\_tb



Lab 1: iaddr which is an input of memory  
does not come from the PC  
→ Fix it in Lab 2

riscv\_core\_sim\_tb2



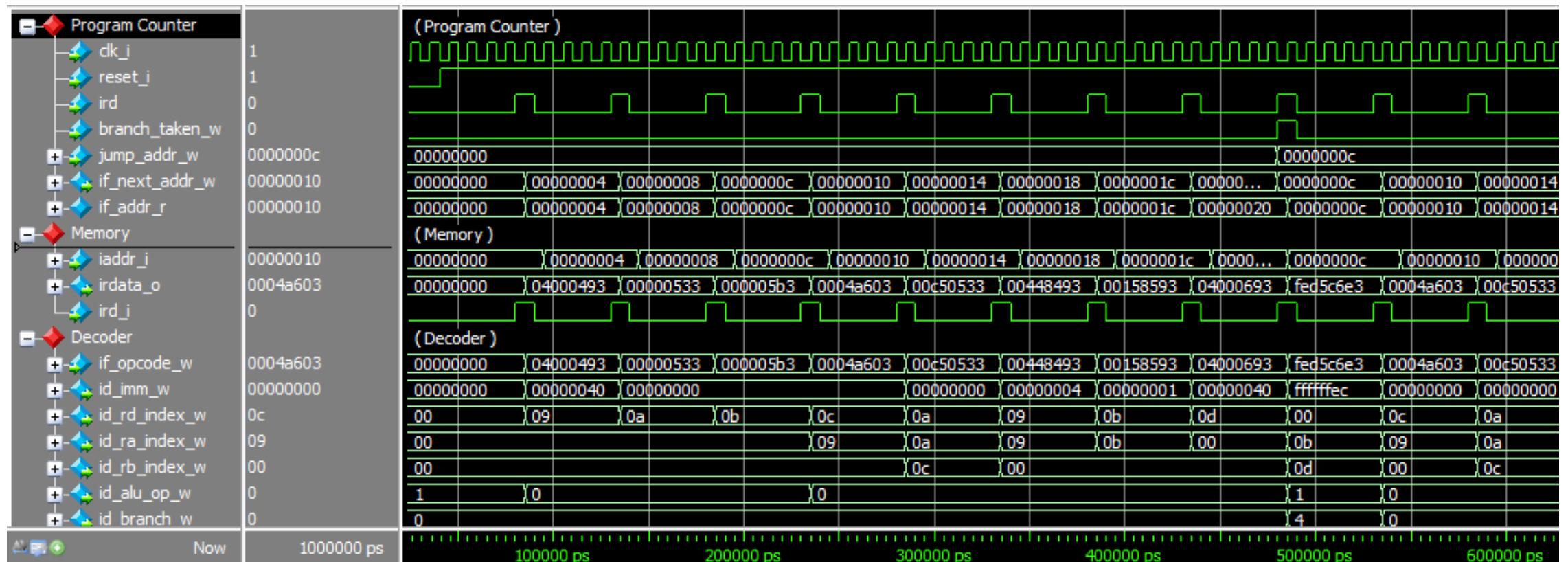
# TODO ...

- Complete the missing code for test bench  
(and check the test module name "riscv\_core\_sim\_tb2")

```
//-----  
// Design  
//-----  
riscv_pc u_pc(  
    ./*input */    clk_i(clk_i),           // Clock  
    ./*input */    reset_i(reset_i),        // Reset  
    //Your code  
    //{{{  
    ./*input */          ird( ),           // Instruction Read request  
    ./*input */          branch_taken_w( ), // Jump instruction  
    ./*input [PC_SIZE-1:0] */ jump_addr_w( ), // Jump address  
    ./*output [PC_SIZE-1:0] */ if_next_addr_w( ) // Next instruction  
    //}}}  
);  
// Memory  
riscv_memory  
u_memory (  
    .clk_i(clk_i),  
    .reset_i(reset_i),  
    // Your code  
    //{{{  
    .iaddr_i( ),  
    .ird_i( ),  
    //}}}  
    .daddr_i(daddr_i),  
    .dwdata_i(dwdata_i),  
    .dsize_i(dszie_i),  
    .drd_i(drd_i),  
    .dwr_i(dwr_i),  
    .irdata_o(irdata_o),  
    .drdata_o(drdata_o)  
);
```

# Waveform

- Do a simulation with time = 1000 ns



# Test cases

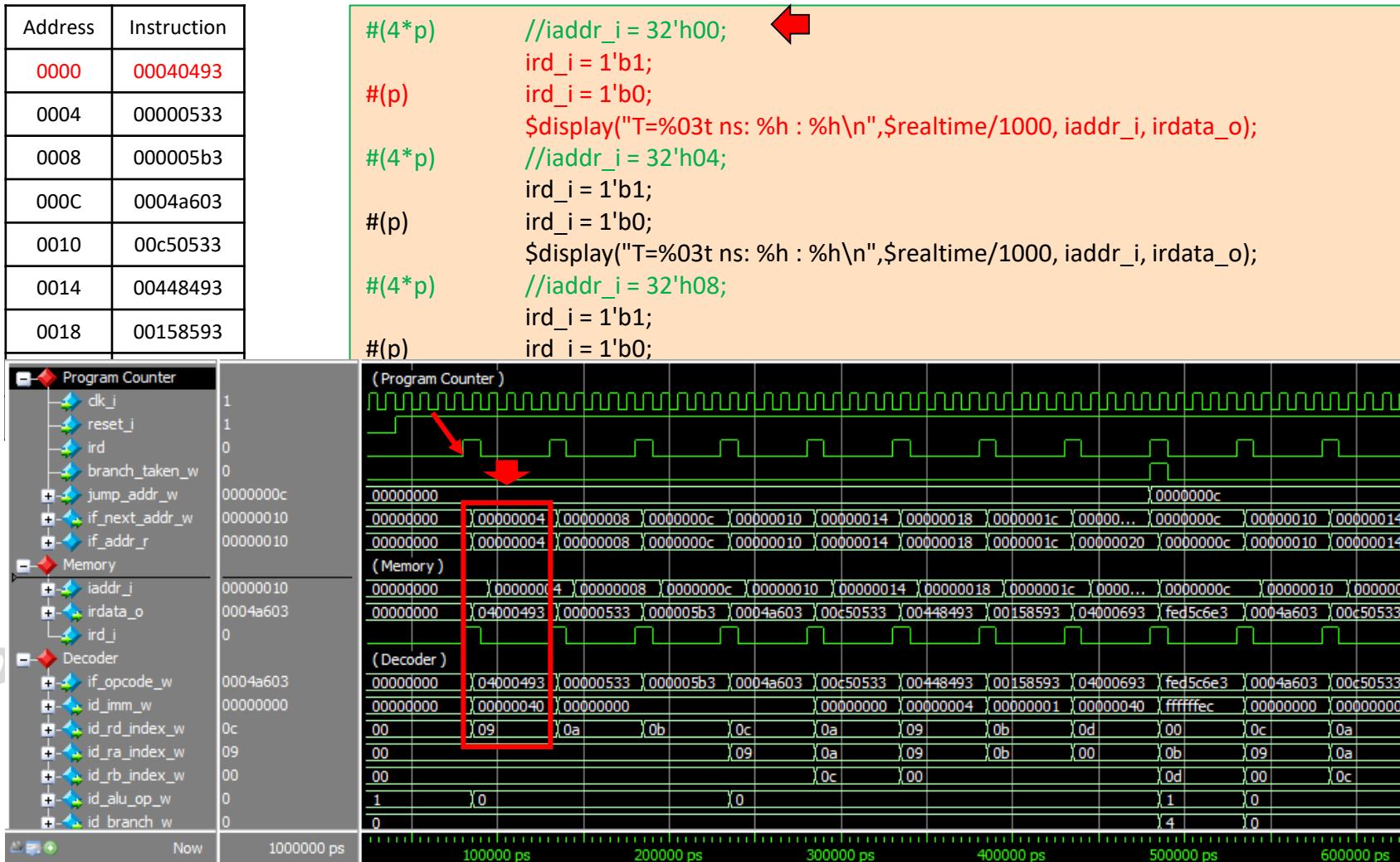
- Loop initialization
  - Three instructions

| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |

```
#(4*p)    //iaddr_i = 32'h00;      ←
          ird_i = 1'b1;
          ird_i = 1'b0;
          $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o);
#(p)
#(4*p)    //iaddr_i = 32'h04;      ←
          ird_i = 1'b1;
          ird_i = 1'b0;
          $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o);
#(p)
#(4*p)    //iaddr_i = 32'h08;      ←
          ird_i = 1'b1;
          ird_i = 1'b0;
          $display("T=%03t ns: %h : %h\n",$realtime/1000, iaddr_i, irdata_o);
```

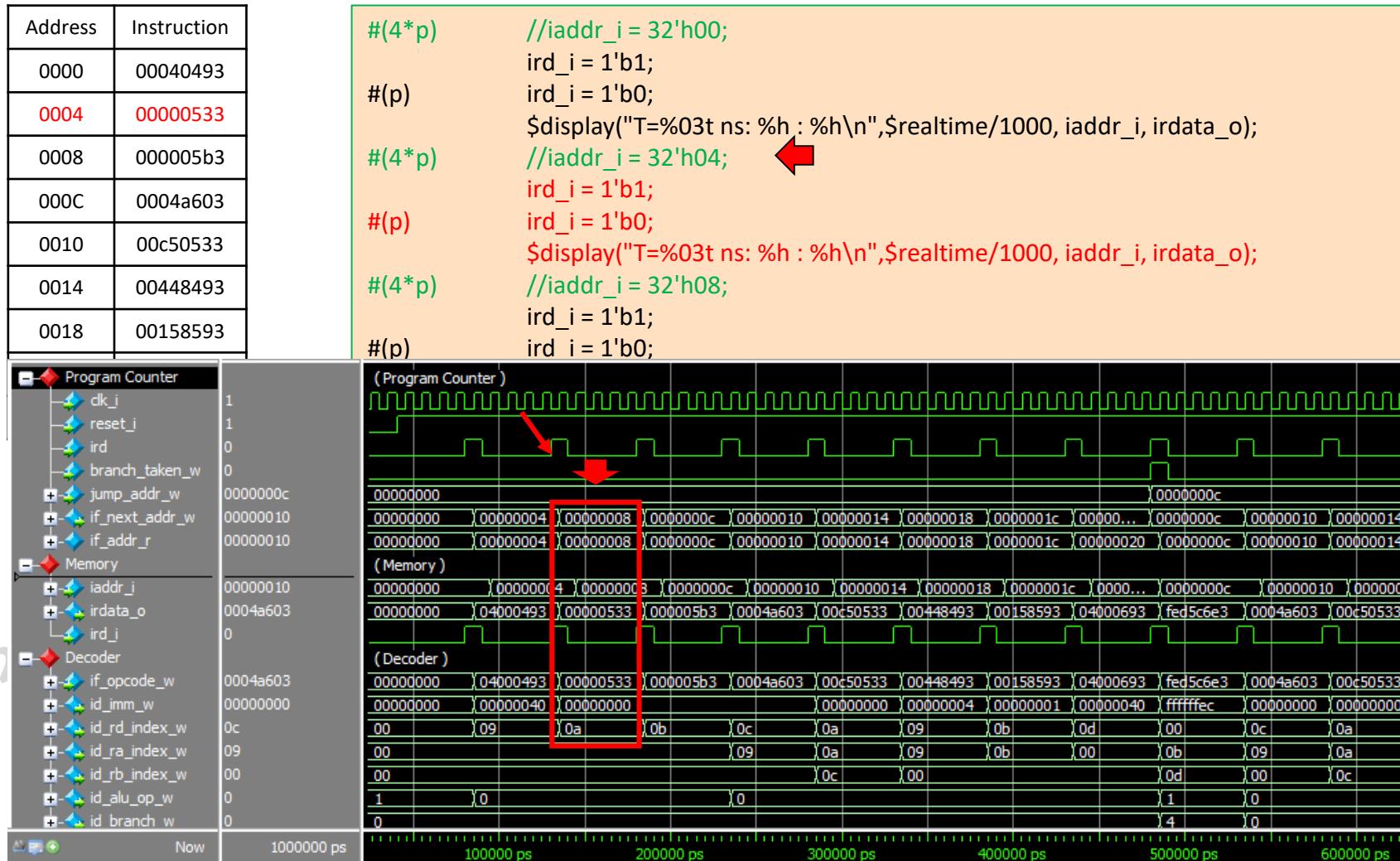
# Waveform

## ■ Initialization



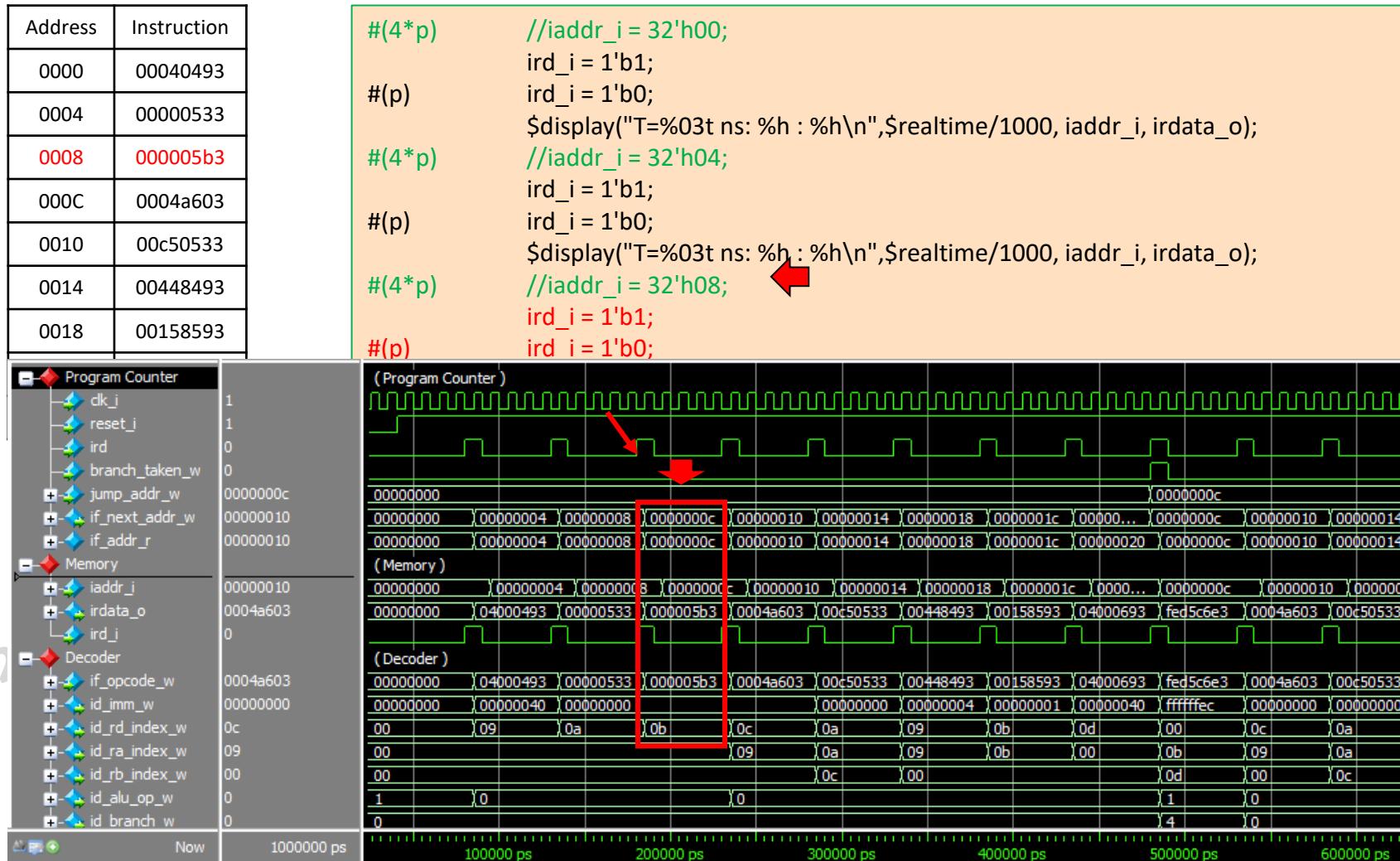
# Waveform

## ■ Initialization



# Waveform

- Initialization



# Test cases

- Loop

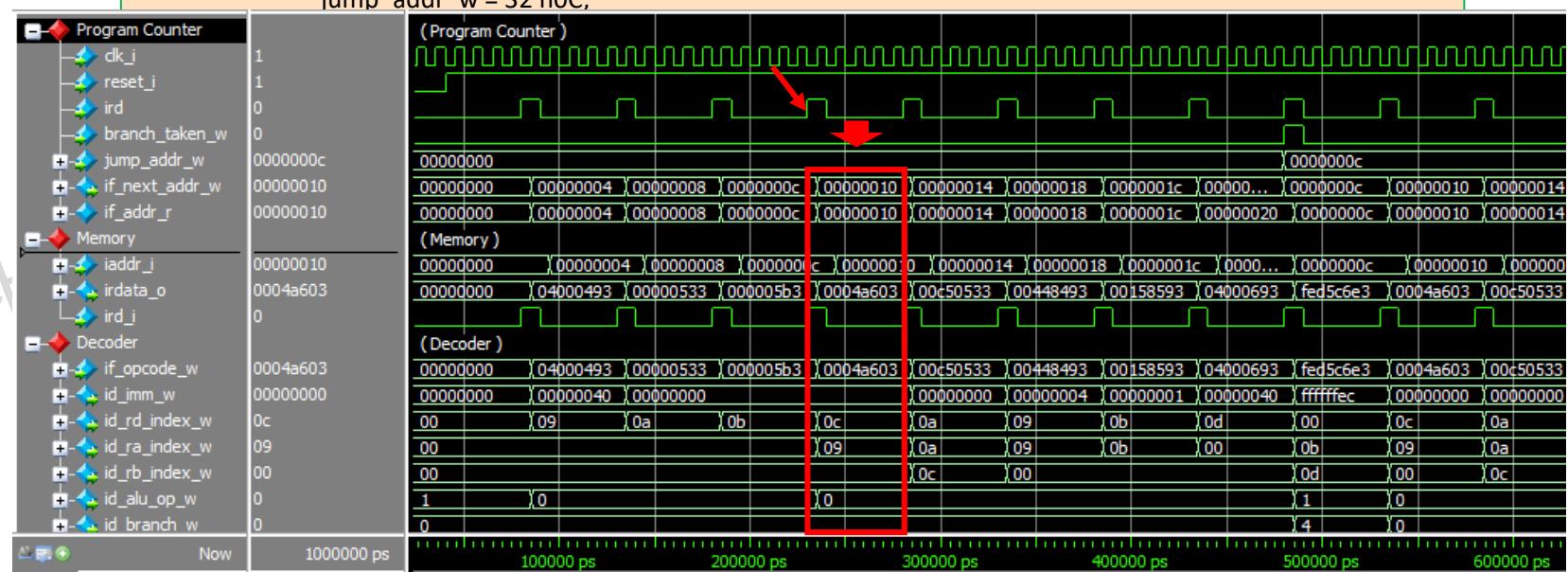
| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |

```
for (i = 0; i < 64; i = i+1) begin
  #(4*p)      //iaddr_i = 32'h0C;           ←
    ird_i = 1'b1;
    ird_i = 1'b0;
  #(p)          $display("T=%03t ns: %h : %h\n", $realtime/1000, iaddr_i, irdata_o);
  #(4*p)      //iaddr_i = 32'h10;           ←
    ird_i = 1'b1;
    ird_i = 1'b0;
  .....
  #(4*p)      //iaddr_i = 32'h20;           ←
    ird_i = 1'b1;
    branch_taken_w = 1'b1;
    jump_addr_w = 32'h0C;
    ird_i = 1'b0;
    branch_taken_w = 1'b0;
  end
    $display("T=%03t ns: %h : %h\n", $realtime/1000, iaddr_i, irdata_o)
```

# Test cases

- Loop

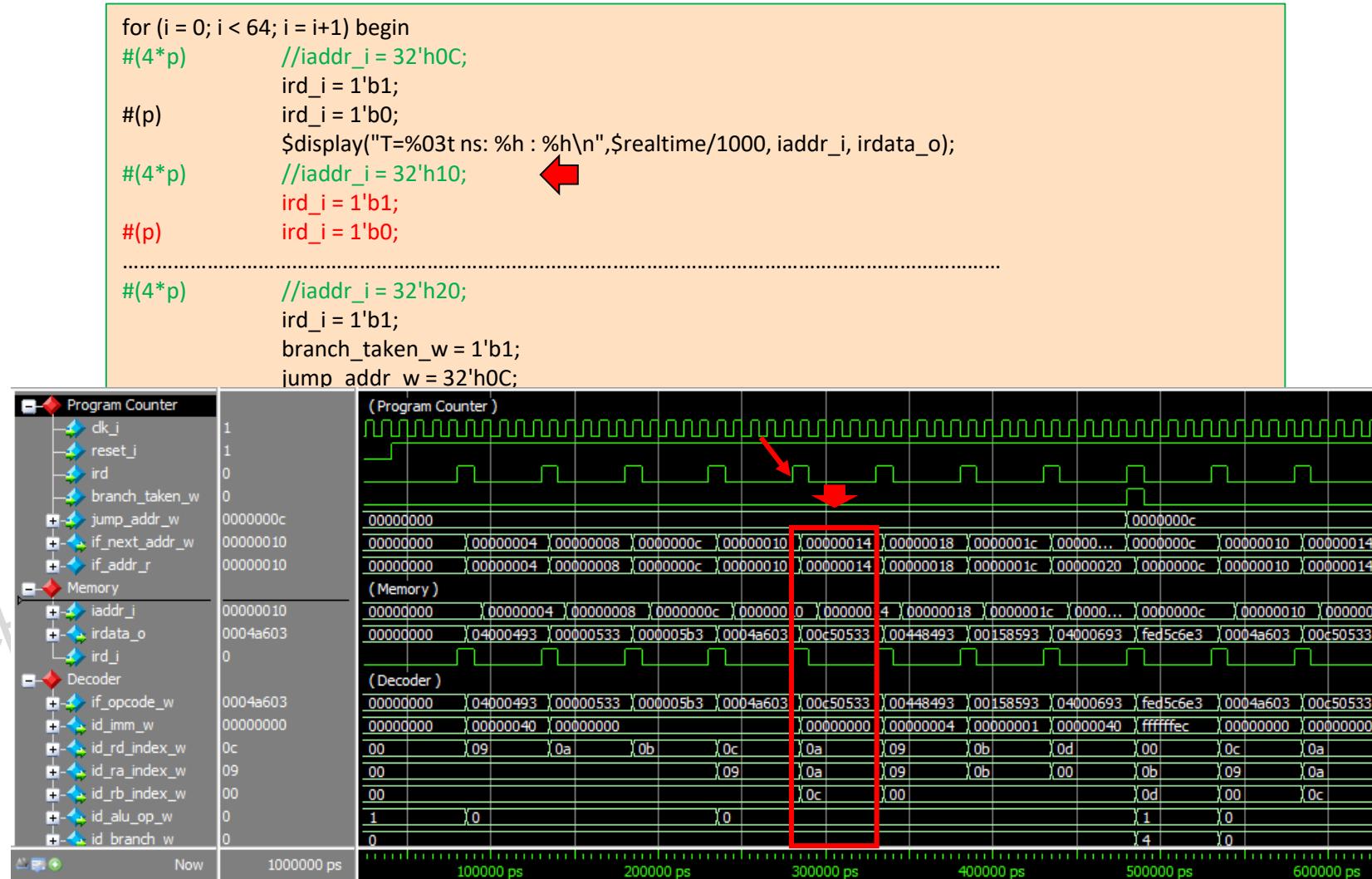
| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |



# Test cases

- Loop

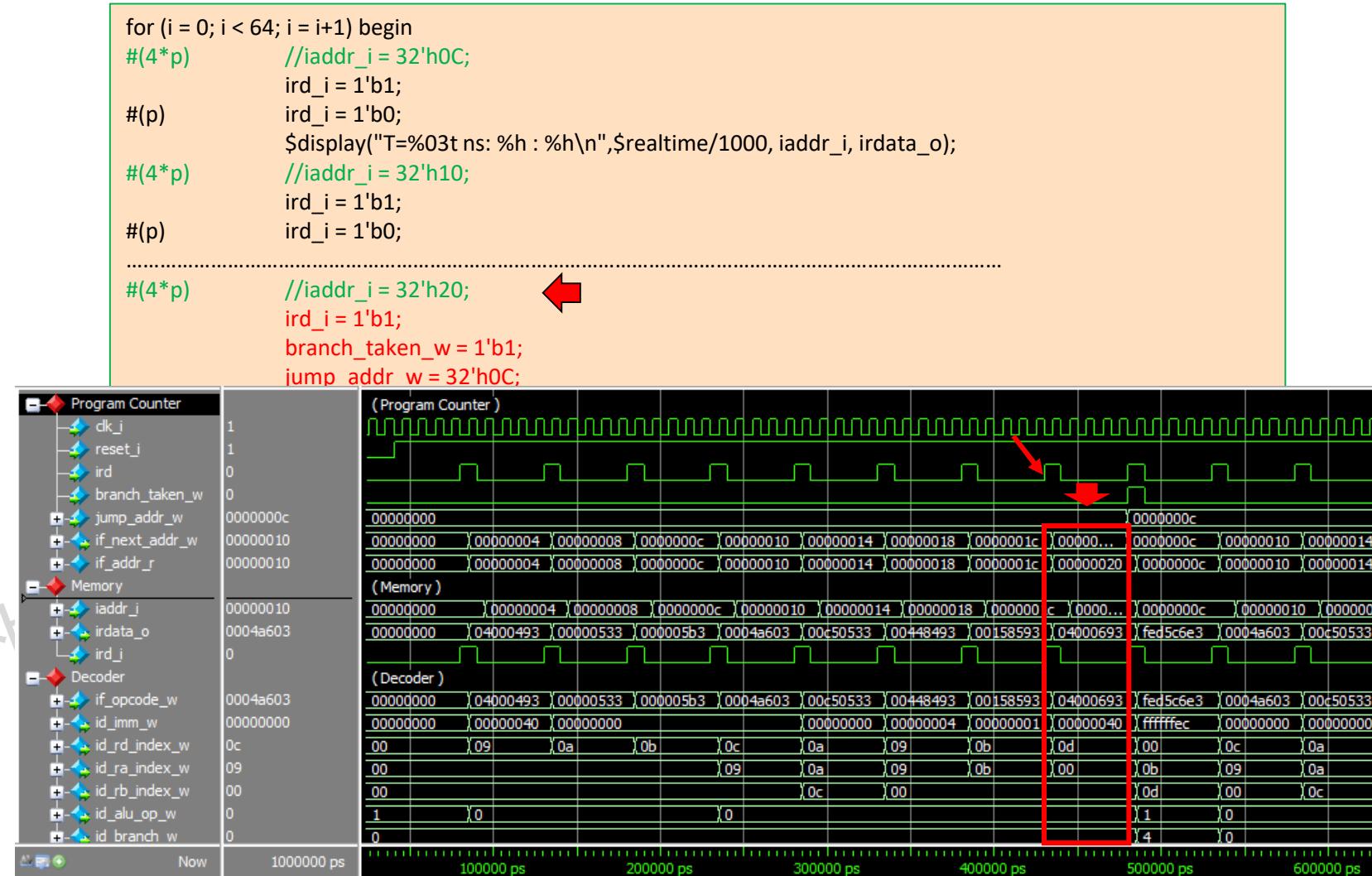
| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |



# Test cases

- Loop

| Address | Instruction |
|---------|-------------|
| 0000    | 00040493    |
| 0004    | 00000533    |
| 0008    | 000005b3    |
| 000C    | 0004a603    |
| 0010    | 00c50533    |
| 0014    | 00448493    |
| 0018    | 00158593    |
| 001C    | 04000693    |
| 0020    | fed5c6e3    |



# To do ...

- Reuse riscv\_pc.v from Lab 1
- Implement riscv\_pc\_tb2.v by completing the missing codes
- Do a simulation with time = 1000 ns
- Show the waveform

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# Road map

RISC-V  
RISC-V Simulator

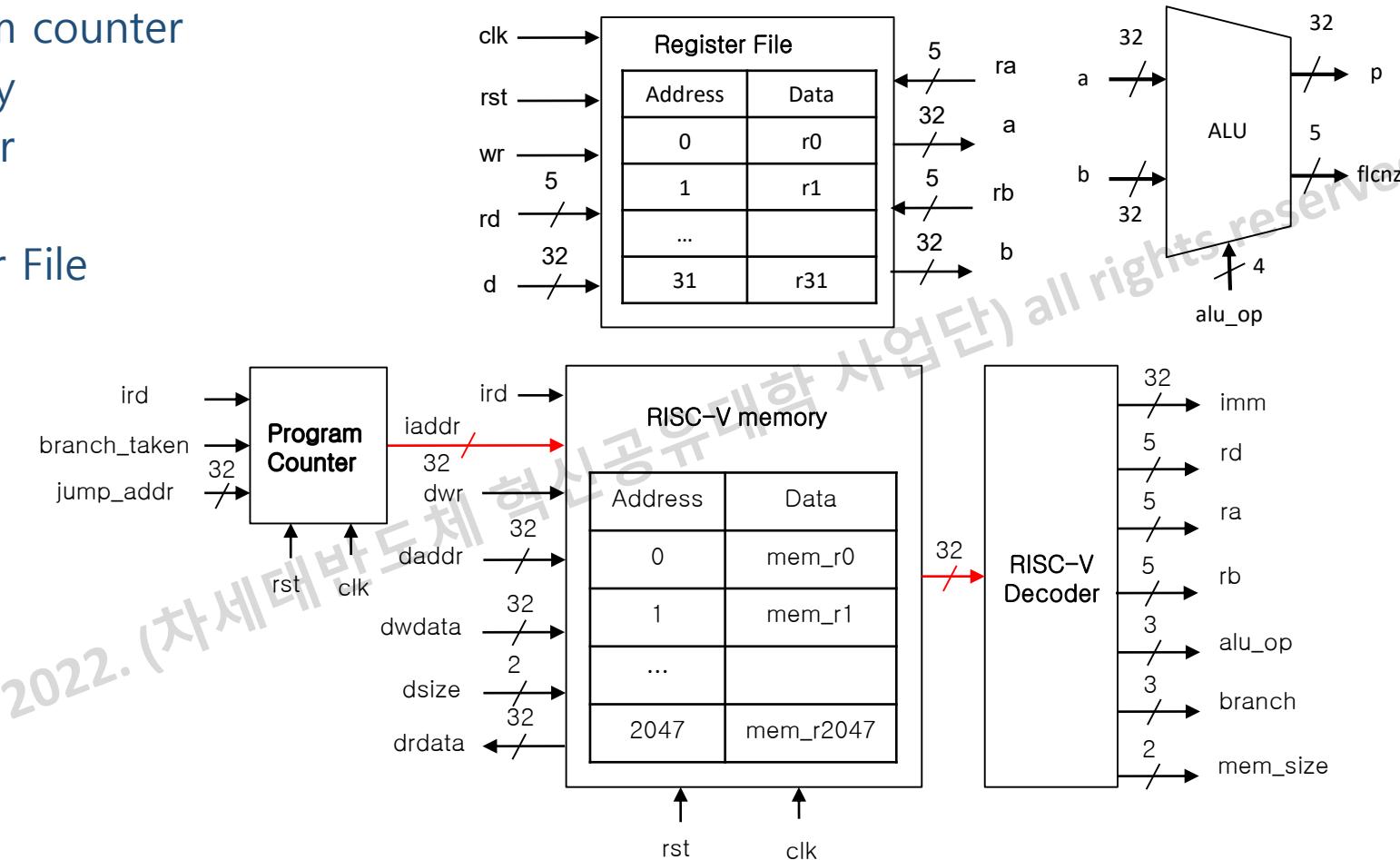
Lab 1: Program Counter

Lab 2: Program Counter  
(Extended)

Lab 3: RISC-V core sim

# Simplified RISC-V

- Five modules
  - Program counter
  - Memory
  - Decoder
  - ALU
  - Register File



# Lab 3: Simplified RISC-V core

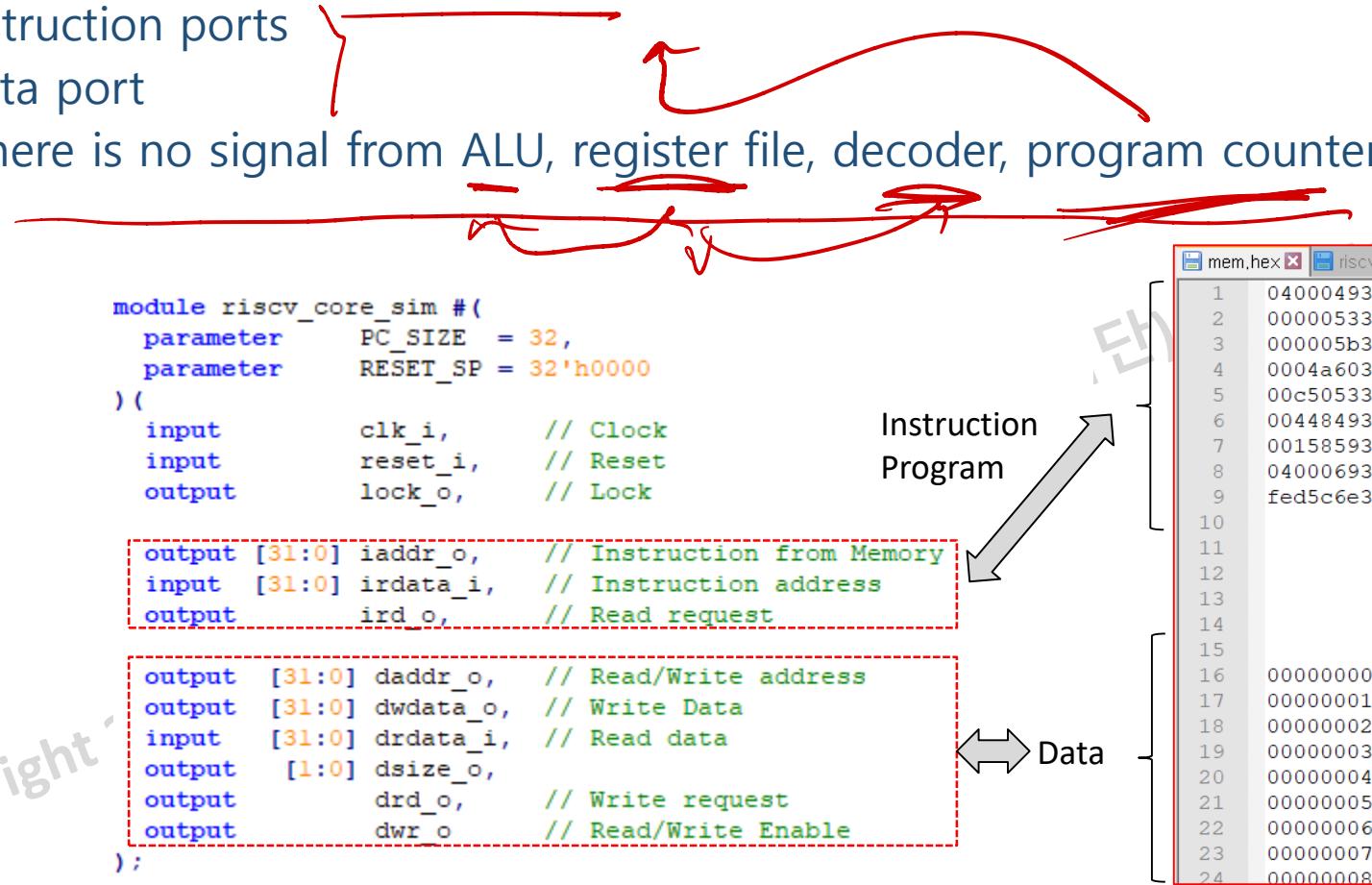
- Lab 3: RISC-V core
  - Implement a simplified RISC-V core
  - Run a simulation with time = 1000 ns
  - Show the output result

# Simplified RISC-V

- RISC-V Core is connected to Memory

- Instruction ports
- Data port

⇒ There is no signal from ALU, register file, decoder, program counter.



# Instruction Fetch

- Program counter
  - Store the next instruction
  - If (branch\_taken\_w)
    - PC  $\leftarrow$  jump\_addr
  - Else
    - PC  $\leftarrow$  curr\_addr + 4

```
//-----
// TODO: Instruction Fetch
//-----
always @ (posedge clk_i or negedge reset_i) begin
    if (~reset_i) begin
        if_pc_w <= RESET_SP;
    end
    else begin
        if_pc_w <= if_next_addr_w;
    end
end
assign iaddr_o = if_pc_w;
assign ird_o  = 1'bl;
assign lock_o = 1'b0;
assign if_opcode_w = irdata_i;

//-----
// Program Counter
//-----
riscv_pc #(.RESET_SP(RESET_SP))
u_pc(
    /*input          */clk_i(clk_i),
    /*input          */reset_i(reset_i),
    /*input          */ird(ird_o),
    /*input          */branch_taken_w(branch_taken_w),
    /*input [31:0]   */jump_addr_w(jump_addr_w),
    /*output [31:0] */if_next_addr_w(if_next_addr_w)
);
//-----
```

# Instruction Fetch

- Program counter
  - Store the next instruction
- For an instruction address,  
the core fetches an instruction from memory.

```
//-----
// TODO: Instruction Fetch
//-----

always @ (posedge clk_i or negedge reset_i) begin
    if (~reset_i) begin
        if_pc_w <= RESET_SP;
    end
    else begin
        if_pc_w <= if_next_addr_w;
    end
end
assign iaddr_o = if_pc_w;
assign ird_o  = 1'b1;
assign lock_o = 1'b0;
assign if_opcode_w = irdata_i;
```

```
//-----
// Program Counter
//-----

riscv_pc #(.RESET_SP(RESET_SP))
u_pc(
    /*input      */clk_i(clk_i),
    /*input      */reset_i(reset_i),
    /*input      */ird(ird_o),
    /*input      */branch_taken_w(branch_taken_w),
    /*input [31:0] */jump_addr_w(jump_addr_w),
    /*output [31:0]*/if_next_addr_w(if_next_addr_w)
);
//-----
```

# Decode

- For an instruction, Decoder extracts all information including:
  - Addresses of source and dest. registers for Register File (ra, rb, rd).
  - ALU opcode (alu\_op)
  - Immediate (imm)
  - Branch, jump & link types (branch)

```
//-----  
// TODO: Instruction Fetch  
//-----  
always @ (posedge clk_i or negedge reset_i) begin  
    if (~reset_i) begin  
        if_pc_w <= RESET_SP;  
    end  
    else begin  
        if_pc_w <= if_next_addr_w;  
    end  
end  
assign iaddr_o = if_pc_w;  
assign ird_o   = 1'b1;  
assign lock_o  = 1'b0;  
assign if_opcode_w = iridata_i;
```

```
//-----  
// Decoder  
//-----  
riscv_decoder  
u_decoder  
(  
    /*input [31:0]*/if_opcode_w (if_opcode_w ),  
    /*output [31:0]*/id_imm_w (id_imm_w ),  
    /*output [4:0] */id_rd_index_w (id_rd_index_w ),  
    /*output [4:0] */id_ra_index_w (id_ra_index_w ),  
    /*output [4:0] */id_rb_index_w (id_rb_index_w ),  
    /*output [3:0] */id_alu_op_w (id_alu_op_w ),  
    /*output [2:0] */id_branch_w (id_branch_w ),  
    /*output [1:0] */id_mem_size_w (id_mem_size_w ),  
    /*output */mulh_w (mulh_w ),  
    /*output */mulhsu_w (mulhsu_w ),  
    /*output */div_w (div_w ),  
    /*output */rem_w (rem_w ),  
    /*output */sra_w (sra_w ),  
    /*output */srai_w (srai_w ),  
    /*output */alu_imm_w (alu_imm_w ),  
    /*output */jal_w (jal_w ),  
    /*output */load_w (load_w ),  
    /*output */store_w (store_w ),  
    /*output */lbu_w (lbu_w ),  
    /*output */lhu_w (lhu_w ),  
    /*output */jalr_w (jalr_w ),  
    /*output */id_illegal_w (id_illegal_w )  
);
```

# Register file

- Given addresses of source and dest. registers (ra, rb, rd),

Register File can

- Output a value of a register.
- Store or update a new value of a register

```
//-----  
// Register File  
//-----  
riscv_regfile  
u_regfile  
(  
    ./*input          */clk_i(clk_i)  
    ./*input          */rstn_i(reset_i)  
    ./*input [ 4:0]   */rd0_i(rd_index_w)  
    ./*input [ 31:0]  */rd0_value_i(rd_value_w)  
    ./*input [ 4:0]   */ra0_i(id_ra_index_w)  
    ./*input [ 4:0]   */rb0_i(id_rb_index_w)  
    ./*input          */wr(rd_we_w)  
    ./*output [ 31:0] */ra0_value_o(ra_value_r)  
    ./*output [ 31:0] */rb0_value_o(rb_value_r)  
);  
  
// Dummy register file ports  
always@(*) begin  
    rd_index_w = 5'h0;  
    rd_value_w = 32'h0;  
    rd_we_w   = 1'b0;  
    // Insert your code  
    //{{{  
    //rd_index_w = id_rd_index_w;  
    //rd_value_w = alu_p;  
    //rd_we_w   = 1'bl;  
    //}}}  
end
```

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# ALU

- ALU calculates the results
  - Inputs:
    - Registers from Register File
    - Operation from Decoder
  - Output
    - ALU output (alu\_p).
    - Flags (flcnz).

```
//-----  
// ALU  
//-----  
riscv_alu  
u_alu  
(  
    /*input [ 3:0] */alu_op_i(alu_op)  
    /*input [ 31:0] */alu_a_i(alu_a)  
    /*input [ 31:0] */alu_b_i(alu_b)  
    /*output [ 31:0] */alu_p_o(alu_p)  
    /*output reg [4:0] */flcnz(flcnz)  
) ;
```

# Test bench

- Test bench includes
  - A memory
  - A RISC-V core

```
module riscv_memory_tb;
    reg reset_i;
    reg clk_i;

    // Input instruction
    reg [31:0] iaddr_i;
    reg        ird_i;
    reg [31:0] daddr_i;
    reg [31:0] dwdata_i;
    reg [1:0]  dszie_i;
    reg        drd_i;
    reg        dwr_i;
    // Outputs
    wire [31:0] irdata_o;
    wire [31:0] drdata_o;
    ...
```

```
riscv_memory #(.FIRMWARE("mem.hex"))
u_riscv_memory
(
    /*input      */clk_i(clk_i),
    /*input      */reset_i(reset_i),
    /*input [31:0] */iaddr_i(iaddr),
    /*output [31:0] */irdata_o(irdata),
    /*input      */ird_i(ird),
    /*input [31:0] */daddr_i(daddr),
    /*input [31:0] */dwdata_i(dwdata),
    /*output [31:0] */drdata_o(drdata),
    /*input [1:0]  */dszie_i(dszie),
    /*input      */drd_i(drd),
    /*input      */dwr_i(dwr)
);

riscv_core_sim
u_riscv_core_sim
(
    /*input      */clk_i(clk_i),
    /*input      */reset_i(reset_i),
    /*output      */lock_o(lock),
    /*output [31:0] */iaddr_o(iaddr),
    /*input [31:0] */irdata_i(irdata),
    /*output      */ird_o(ird),
    /*output [31:0] */daddr_o(daddr),
    /*output [31:0] */dwdata_o(dwdata),
    /*input [31:0] */drdata_i(drdata),
    /*output [1:0]  */dszie_o(dszie),
    /*output      */drd_o(drd),
    /*output      */dwr_o(dwr)
);
```

# Test bench

- Test bench includes
  - A memory
  - A RISC-V core
- For test cases, only clock and reset signals are required

```
// CLOCK
initial begin
clk_i = 0;
forever #5 clk_i = ~clk_i;
end

// Testcase
initial
begin
    reset_i = 1'b0;

    #20 reset_i = 1'b1;
    // Reset

end
```

```
riscv_memory #(FIRMWARE("mem.hex"))
u_riscv_memory
|(
    /*input      */clk_i(clk_i),
    /*input      */reset_i(reset_i),
    /*input [31:0] */iaddr_i(iaddr),
    /*output [31:0] */irdata_o(irdata),
    /*input      */ird_i(ird),
    /*input [31:0] */daddr_i(daddr),
    /*input [31:0] */dwdata_i(dwdata),
    /*output [31:0] */drdata_o(drdata),
    /*input [1:0]  */dszie_i(dszie),
    /*input      */drd_i(drd),
    /*input      */dwr_i(dwr)
);

riscv_core_sim
u_riscv_core_sim
|(
    /*input      */clk_i(clk_i),
    /*input      */reset_i(reset_i),
    /*output      */lock_o(lock),
    /*output [31:0] */iaddr_o(iaddr),
    /*input [31:0] */irdata_i(irdata),
    /*output      */ird_o(ird),
    /*output [31:0] */daddr_o(daddr),
    /*output [31:0] */dwdata_o(dwdata),
    /*input [31:0] */drdata_i(drdata),
    /*output [1:0]  */dszie_o(dszie),
    /*output      */drd_o(drd),
    /*output      */dwr_o(dwr)
);
```

# Dummy vs TODO

- Dummy code/connections
  - Maintain the dataflow among modules, i.e., PC, Decoder, ALU, and RF.
  - Some logic is incomplete.
- TODO
  - Some logic is missing, so it needs to be filled out.

# Dummy

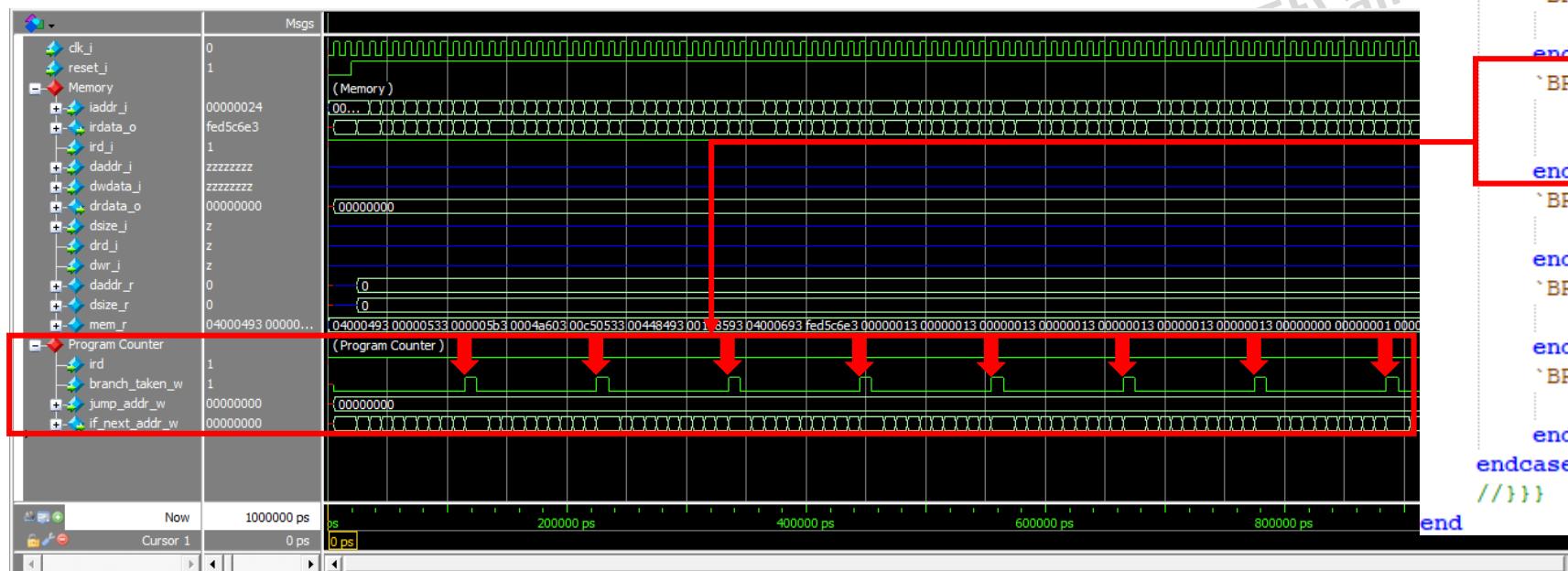
- Dummy code for "branch if less than (BR\_LT)"
  - branch\_taken\_w = 1'b1
  - ⇒ Set the flag to HIGH for "branch if less than (BR\_LT)"
  - ⇒ **Dummy: Branch-Less-Than is an unconditional instruction**

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00004093    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

```
/* TODO: Branch, Jump and Link instructions */
always @ (*) begin
    branch_taken_w = 1'b0;
    jump_addr_w = 32'h0;
    // Insert your code
    //{{{
    case(id_branch_w)
        `BR_JUMP: begin
            end
        `BR_EQ: begin
            end
        `BR_NE: begin
            end
        `BR_LT: begin
            // Dummy Branch
            branch_taken_w = 1'b1;
        end
        `BR_GE: begin
            end
        `BR_LTU: begin
            end
        `BR_GEU: begin
            end
    endcase
    //}}}
end
```

# Baseline code: Dummy

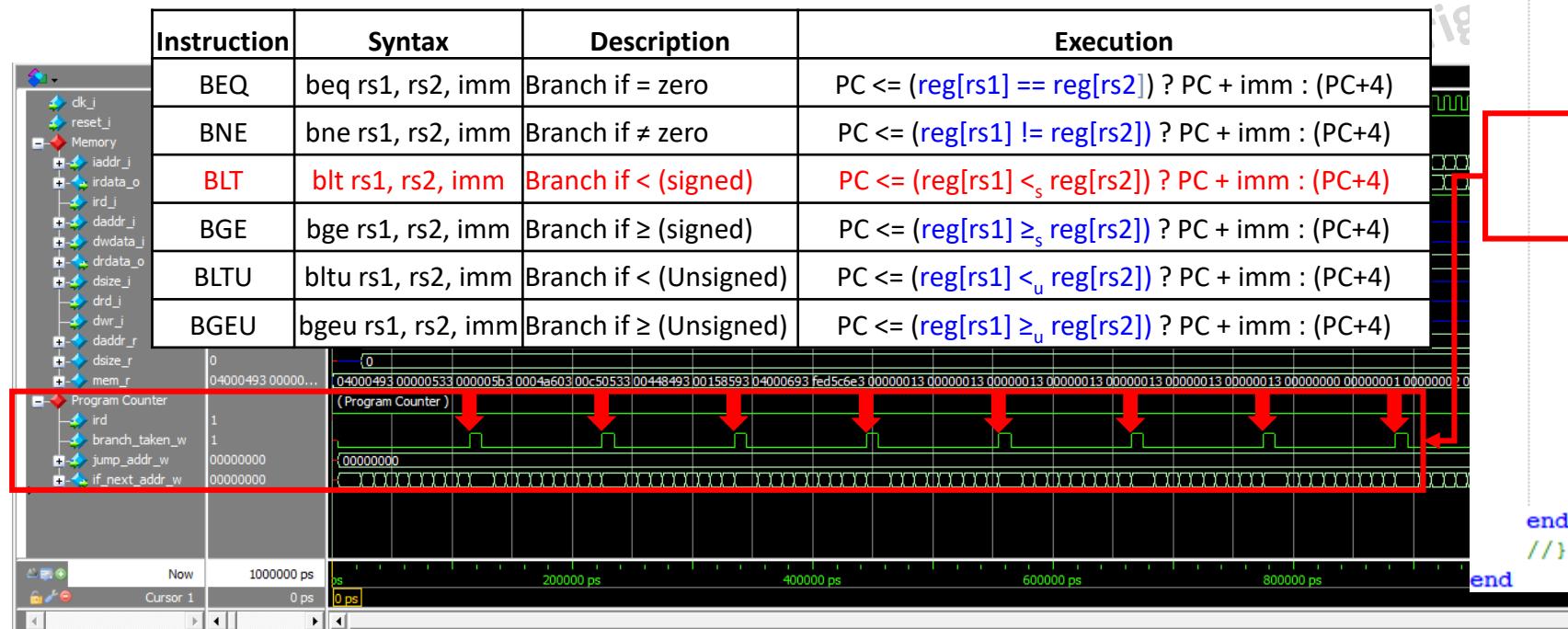
- Dummy code/connections
  - Maintain the dataflow among modules, i.e., PC, Decoder, ALU, and RF.
  - Some logic is incomplete.



```
/* TODO: Branch, Jump and Link instructions */
always @ (*) begin
    branch_taken_w = 1'b0;
    jump_addr_w = 32'h0;
    // Insert your code
    //////
    case(id_branch_w)
        `BR_JUMP: begin
            end
        `BR_EQ: begin
            end
        `BR_NE: begin
            end
        `BR_LT: begin
            // Dummy Branch
            branch_taken_w = 1'bl;
        end
        `BR_GE: begin
            end
        `BR_LTU: begin
            end
        `BR_GEU: begin
            end
    endcase
    //}}}
end
```

# How about TODO?

- TODO
  - Some logic is missing, so it needs to be filled out.
  - Example: Complete "branch if less than (BR\_LT)"
- Calculate a target address and enable signals for branch instructions



```
/* TODO: Branch, Jump and Link instructions */
always @ (*) begin
    branch_taken_w = 1'b0;
    jump_addr_w = 32'h0;
    // Insert your code
    //{{{
    case(id_branch_w)
        `BR_JUMP: begin
            end
        `BR_EQ: begin
            end
        `BR_NE: begin
            end
        `BR_LT: begin
            // Dummy Branch
            branch_taken_w = 1'b1;
        end
        `BR_GE: begin
            end
        `BR_LTU: begin
            end
        `BR_GEU: begin
            end
    endcase
    //}}}
end
```

# TODO ...

- Reuse Register File and ALU from Lecture 2, Decoder and Memory from Lecture 3
- Add your Program Counter (riscv\_pc.v) in the previous exercise

```
always @(posedge clk_i or negedge reset_i) begin
    if (~reset_i) begin
        //Your code
    end
    else begin
        if (ird) begin
            // Your code
            //{{{
            //}}}
        end
    end
end
```

- Uncomment the following codes in riscv\_core\_sim:
  - Connect Register File and Decoder to ALU

```
/* TODO: ALU */
always@(*) begin
    alu_op = `ALU_ADD;
    alu_a = 32'h0;
    alu_b = 32'h0;

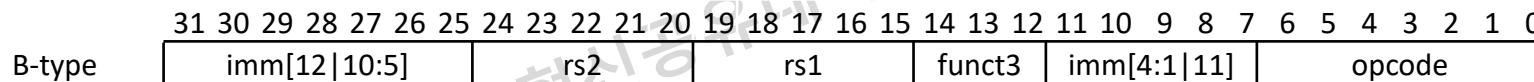
    // Insert your code
    //{
    //alu_op = id_alu_op_w;
    //alu_a = ra_value_r;
    //alu_b = rb_value_r;
    //}
end
```

```
// Dummy register file ports
always@(*) begin
    rd_index_w = 5'h0;
    rd_value_w = 32'h0;
    rd_we_w   = 1'b0;
    // Insert your code
    //{{{
    //rd_index_w = id_rd_index_w;
    //rd_value_w = alu_p;
    //rd_we_w   = 1'bl;
    //}}}
end
```

# TODO : Calculate the address

- Conditional Branches:

- Branch if = zero (BEQ)
- Branch if  $\neq$  zero (BNE)
- Branch if  $<$  (signed) (BLT)
- Branch if  $\geq$  (signed) (BGE)
- Branch if  $<$  (unsigned) (BLTU)
- Branch if  $\geq$  (unsigned) (BGEU)



| Instruction | Syntax             | Description                 | Execution   |
|-------------|--------------------|-----------------------------|---|
| BEQ         | beq rs1, rs2, imm  | Branch if = zero            | $PC \leq (\text{reg}[rs1] == \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$     |
| BNE         | bne rs1, rs2, imm  | Branch if $\neq$ zero       | $PC \leq (\text{reg}[rs1] \neq \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$   |
| BLT         | blt rs1, rs2, imm  | Branch if $<$ (signed)      | $PC \leq (\text{reg}[rs1] <_s \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$    |
| BGE         | bge rs1, rs2, imm  | Branch if $\geq$ (signed)   | $PC \leq (\text{reg}[rs1] \geq_s \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$ |
| BLTU        | bltu rs1, rs2, imm | Branch if $<$ (Unsigned)    | $PC \leq (\text{reg}[rs1] <_u \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$    |
| BGEU        | bgeu rs1, rs2, imm | Branch if $\geq$ (Unsigned) | $PC \leq (\text{reg}[rs1] \geq_u \text{reg}[rs2]) ? PC + \text{imm} : (PC+4)$ |

# Example

- Program counter
  - Initialization: Store the base address of the Main function

PC →

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00400493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

# Example

- Program counter
  - Normal instruction:  $PC \leftarrow PC + 4$

PC →

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00400493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

# Example

- Program counter
  - Normal instruction:  $PC \leftarrow PC + 4$

PC →

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00400493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

# Example

- Program counter
  - Normal instruction:  $PC \leftarrow PC + 4$

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00400493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

PC →

# Example

- Program counter
  - Branch instruction:  $PC \leftarrow PC + \text{offset} (-20)$   
`blt x11 x13 -20`

⇒ "if  $x_{11}$  is smaller than  $x_{13}$  (BLT), move to the next instruction at  $PC - 20$ "

PC →

| Address | Instruction | Basic code      | Original code      | Comments       |
|---------|-------------|-----------------|--------------------|----------------|
| 0000    | 00400493    | addi x9 x0 64   | addi x9, x0, 64    | # $x9 = &A[0]$ |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0    | # sum=0        |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0    | # i=0          |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)      | # $x12 = A[i]$ |
| 0010    | 00c50533    | add x10 x10 x12 | add x10, x10, x12  | # sum+=        |
| 0014    | 00448493    | addi x9 x9 4    | addi x9, x9, 4     | # $&A[i++]$    |
| 0018    | 00158593    | addi x11 x11 1  | addi x11, x11, 1   | # i++          |
| 001C    | 04000693    | addi x13 x0 64  | addi x13, x0, 64   | # $x13 = 64$   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11, x13, Loop | # Branch       |

# Test case

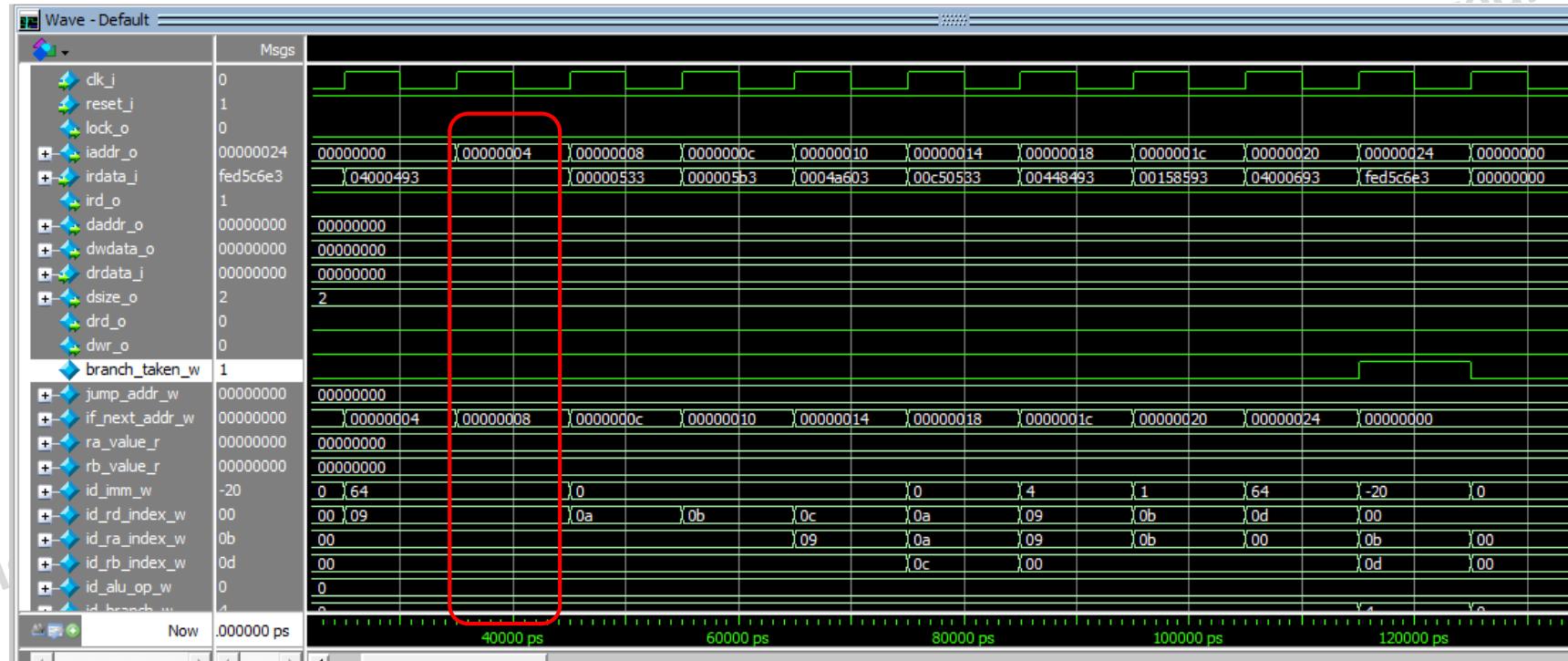
- Program counter
  - Initialization: Store the base address of the Main function

PC →

| Address | Instruction | Basic code      | Original code    | Comments   |
|---------|-------------|-----------------|------------------|------------|
| 0000    | 00400493    | addi x9 x0 64   | addi x9, x0, 64  | # x9=&A[0] |
| 0004    | 00000533    | add x10 x0 x0   | add x10, x0, x0  | # sum=0    |
| 0008    | 000005b3    | add x11 x0 x0   | add x11, x0, x0  | # i=0      |
| 000C    | 0004a603    | lw x12 0(x9)    | lw x12, 0(x9)    | # x12=A[i] |
| 0010    | 00c50533    | add x10 x10 x12 | add x10,x10,x12  | # sum+=    |
| 0014    | 00448493    | addi x9 x9 4    | addi x9,x9,4     | # &A[i++]  |
| 0018    | 00158593    | addi x11 x11 1  | addi x11,x11,1   | # i++      |
| 001C    | 04000693    | addi x13 x0 64  | addi x13,x0,64   | # x13=64   |
| 0020    | fed5c6e3    | blt x11 x13 -20 | blt x11,x13,Loop | # Branch   |

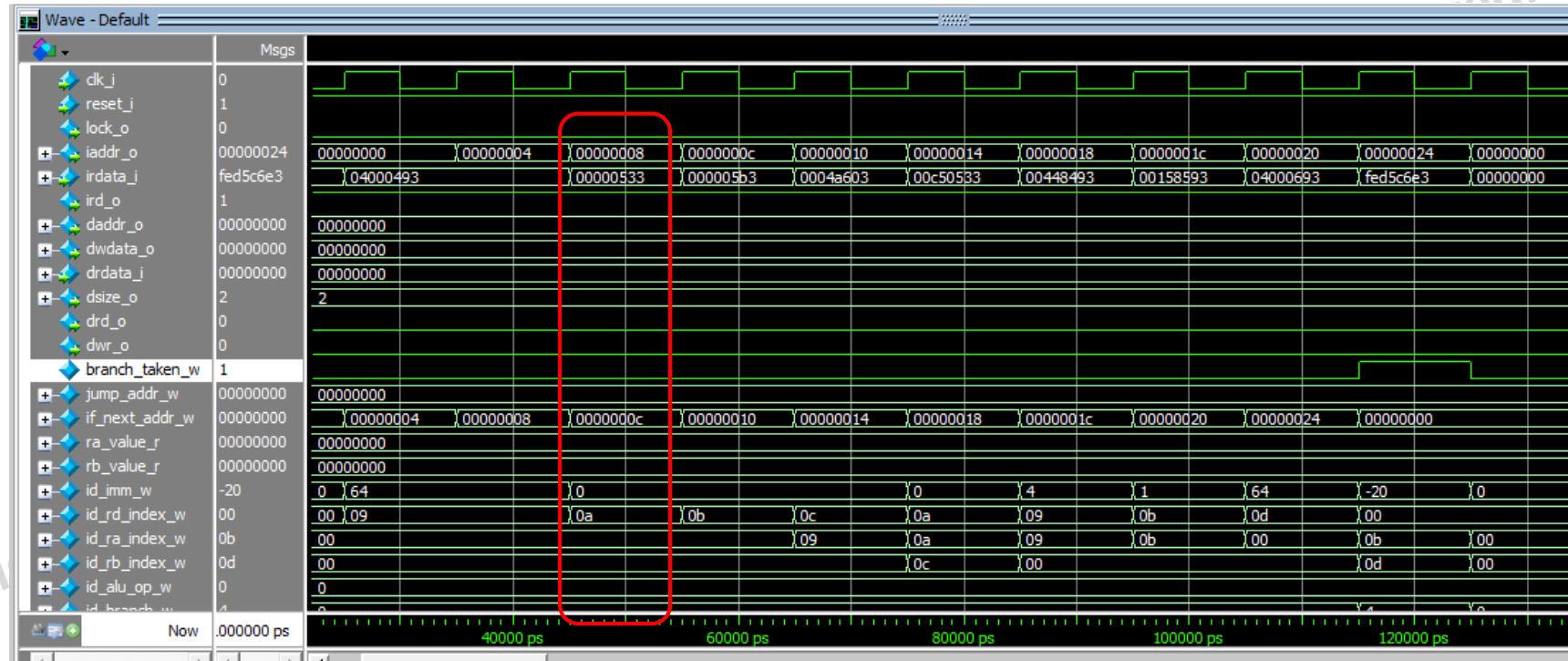
# Waveform

- iaddr=0000
  - **addi x9, x0, 64 # x9=&A[0]**



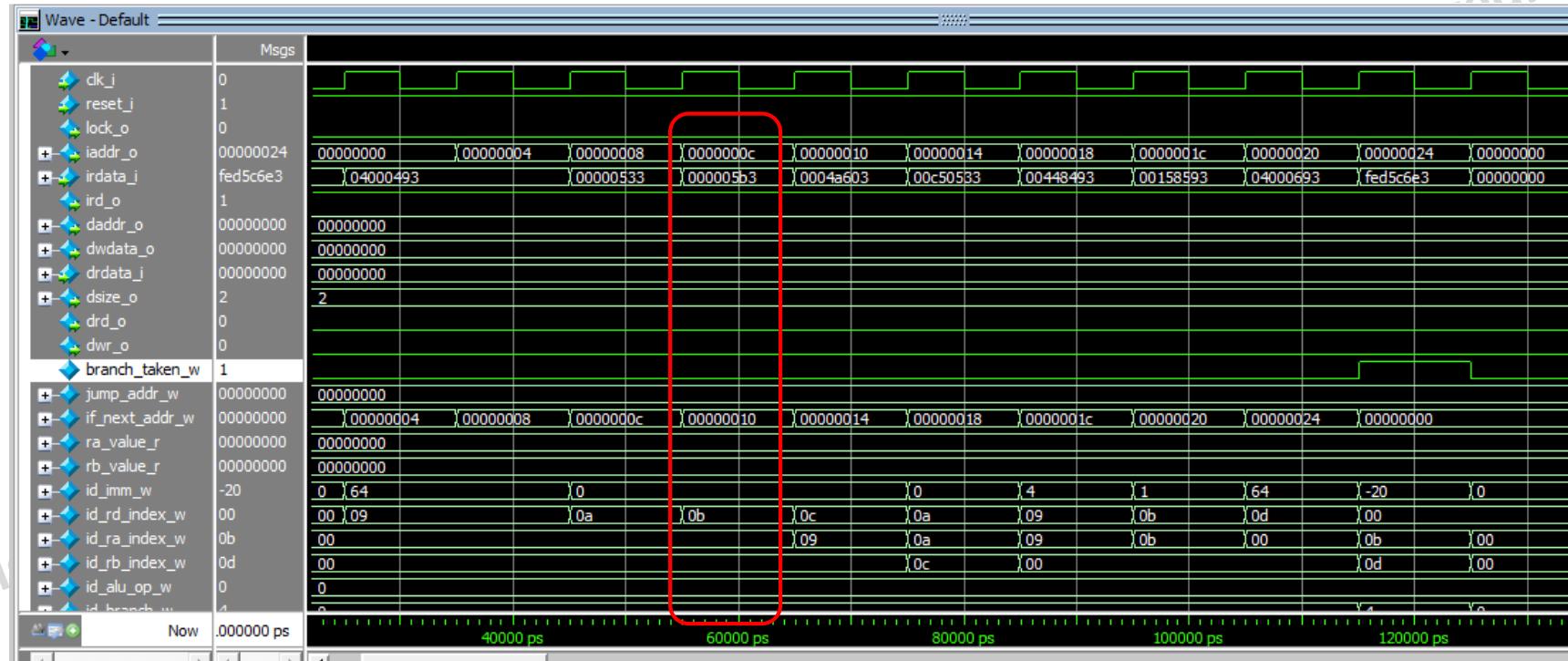
# Waveform

- iaddr=0004
  - **add x10, x0, x0 # sum=0**



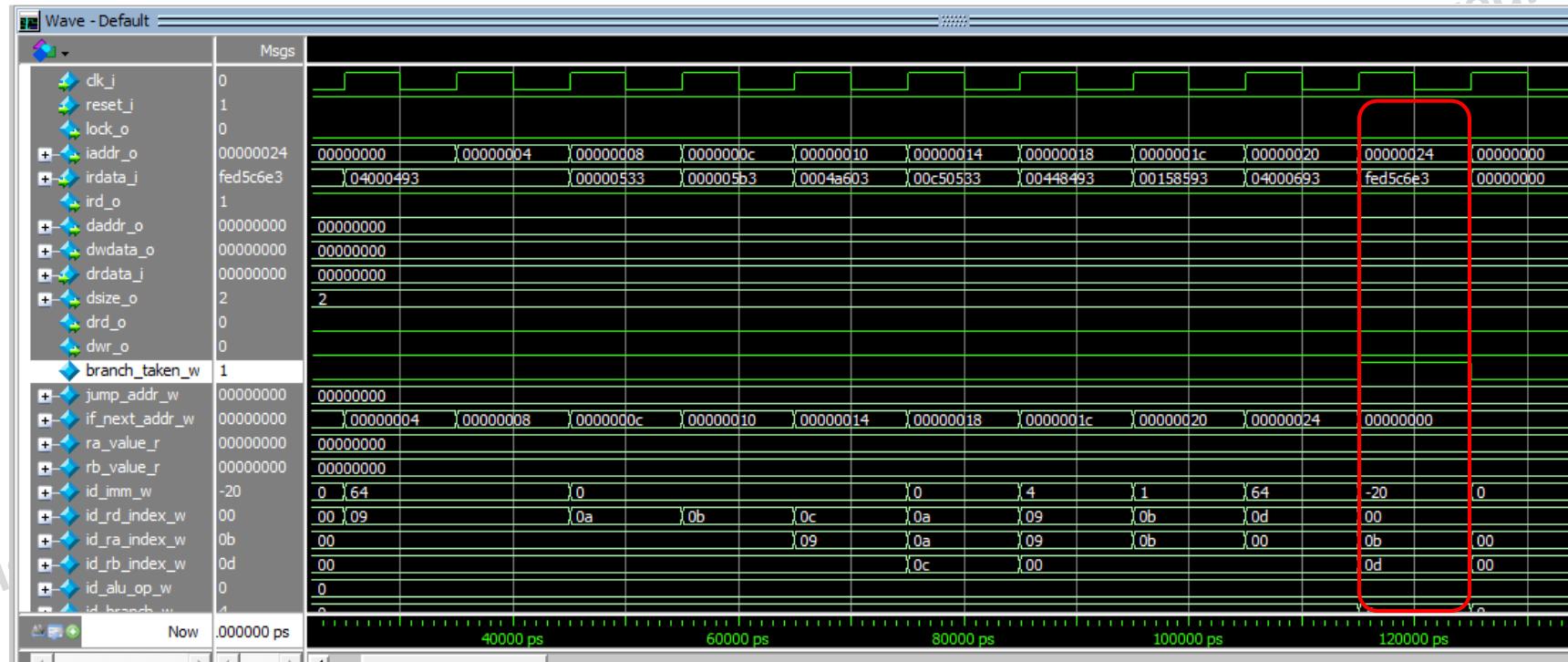
# Waveform

- laddr=0008
  - **add x11, x0, x0 # i=0**



# Waveform

- laddr=0020
  - **blt x11,x13,Loop**



# TODO ...

- Reuse some codes:
  - riscv\_regfile.v, riscv\_alu.v from Lec#2
  - riscv\_memory.v, riscv\_decoder.v from Lec#3
  - riscv\_pc from Lab1
- Implement riscv\_core\_sim.v by completing the missing codes
- Do simulation
- Show the waveform

|   |   |
|---|---|
|  mem.hex                 |    |
|  riscv_alu.v             |    |
|  riscv_core_sim.v        |    |
|  riscv_core_sim_bne_tb.v |    |
|  riscv_core_sim_tb.v     |    |
|  riscv_decoder.v         |    |
|  riscvDefines.v          |    |
|  riscv_memory.v          |    |
|  riscv_pc.v              |    |
|  riscv_regfile.v        |  |