

### "From Intel x86 to RISC-V"

"Rise of RISC-V: The computer chip design you need to know about"

# Three dominant IS Architectures

#### Past:

Intel x86 - controllers, PCs, servers, ...

#### Now:

ARM – controllers, smart-phones, laptops, PCs, servers

#### **Future:**

RISC-V - .. now: controllers, SBCs, laptops,

... soon: PCs, smart-phones, servers

# Past: Intel x86 - PCs, servers, ...

# Why Past

- Generations: 8080: 8-bit, 8086: 16-bit, 80386: 32-bit, .., I3,5,7,9)
- CISC architecture: many formats → CISC to RISC transcoder
- no low power design: the designs for stationary use
- closed design: no standard (open) HDLs
- closed production: mainly produced by the designer company
  - Intel IDM: integrated device manufacturer
  - AMD : fabless + TSMC silicon foundry

# Now: ARM - MCU, phones, PCs, servers

- Why Now
- Generations: ARM1-11, ARM-Cortex, M,R,A,X
- RISC architecture versions: Cortex-A v6,v7,v8,v9
- Low power: mobile phones, loT, ...
- Design IPs with licenses: Verilog (synthesis)
  - Problem:
    - high license model cost : \$100K to \$10M or more
    - royalties: 1.2% for each chip

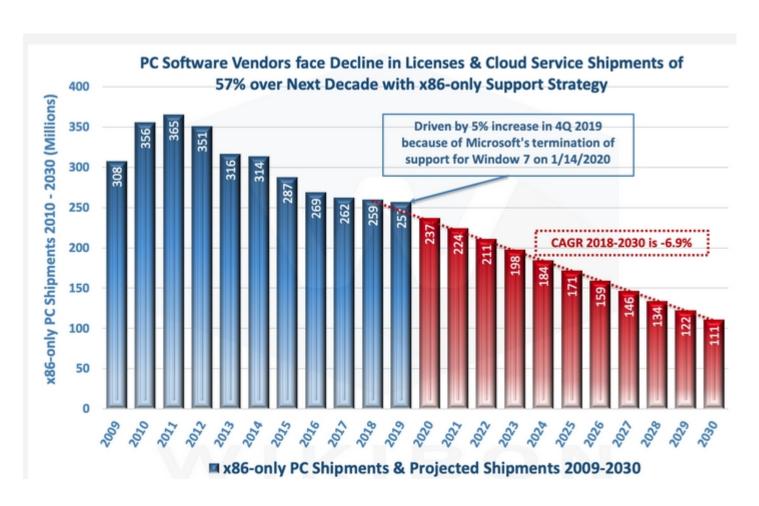


### **Future:** RISC-V all devices

- Why Future
- Standardized ISA formats: 32, 64, and 128-bit
- Optimized (for performance) RISC architecture
- No ISA use licenses "open source"
- Many open source (mainly Verilog) and licensed designs
- Designers free to implement internal architectures
- Designers free to add specific ISA extensions (IA, IoT,..)
  - **Great competition:** hundreds/thousands designs

# The numbers of produced units

2021: Intel x86 - 400 M

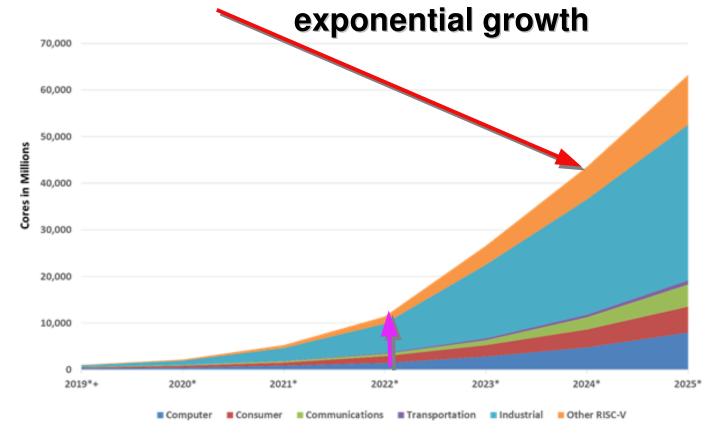




# The numbers of produced cores

2022: RISC-V 12 billions

2024: RISC-V 45 billions (RISC-V cores/head)

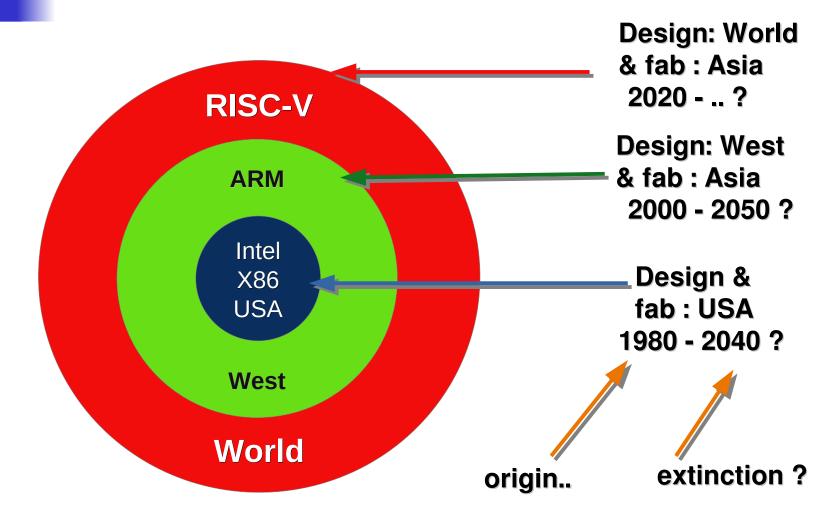




# ISA - business models

|   | ISA        | Chips?                    | Architecture<br>License? | Commercial<br>Core IP?   | Add Own Instructions? | Open-Source<br>Core IP? |  |  |  |  |
|---|------------|---------------------------|--------------------------|--------------------------|-----------------------|-------------------------|--|--|--|--|
| X | <b>(86</b> | Yes, <i>three</i> vendors | No                       | No                       | No                    | No                      |  |  |  |  |
| A | ARM        | Yes, <i>many</i> vendors  | Yes,<br>expensive        | Yes, <i>one</i> vendor   | No (Mostly)           | No                      |  |  |  |  |
| F | RISC-V     | Yes, <i>many</i> vendors  | Yes, free                | Yes, <i>many</i> vendors | Yes                   | Yes, many<br>available  |  |  |  |  |

# ISA - design & fabrication (CPUs)



# RISC-V: prime members - 2024





































**VENTANA**MICRO













Asia: ~90% standardization decision ~80% of design

~90% of fabrication





## RISC-V for servers - 2025



SpacemiT Vital Stone V100. The chip represents an advancement in RISC-V technology, providing a complete hardware and software platform designed to meet server specifications.

Ventana's 192-core Veryon V2 surpasses AMD's Genoa and Bergamo. Veryon V2 will be released into the market in 2025







# RISC-V for laptops: SpacemiT K1 -V60

**Dual-cluster Octa-core processors** 

RISC-V 64GCVB architecture

Cluster0

**Quad-core** 

2.0TOPS Al-Power

32K L1-Cache per core

512K L2-Cache

**512KB TCM** 

Vector-256bit

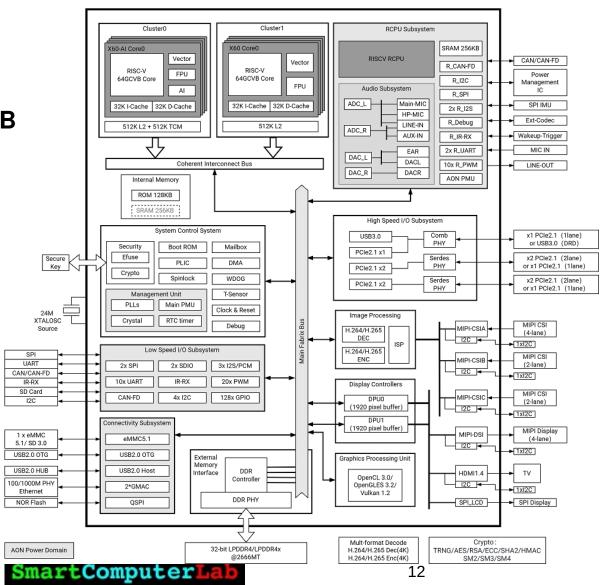
- Cluster1

Quad-core

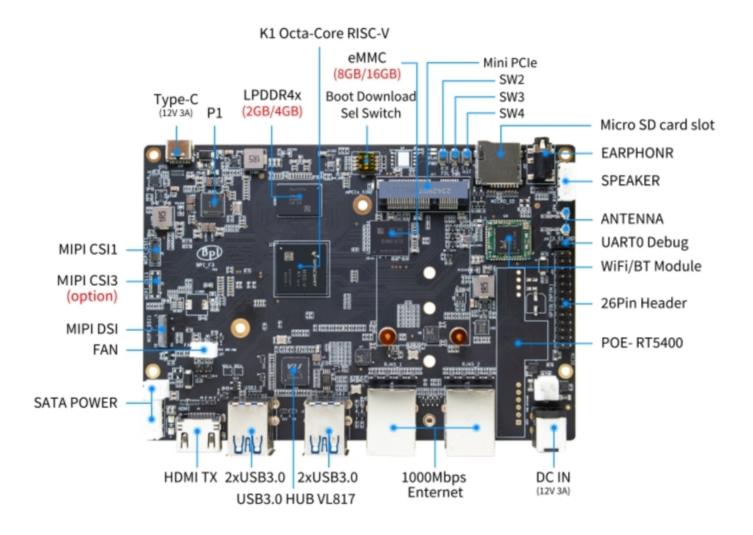
32K L1-Cache per core

512K L2-Cache

Vector-256bit



# SpacemiT K1 - SBC



# RISC-V in "few" words:

#### **Prompt:**

What are essential features of RISC-V architecture. Give the answer in few phrases.

Here are the essential features of the RISC-V architecture in a few phrases:

- Open-Source ISA: Free and open instruction set architecture (ISA).
- Simplicity: Designed for efficiency and ease of implementation.
- ■■■ Modular Design: Base ISA with optional standard extensions.
- —— Scalability: Supports multiple data widths (RV32, RV64, RV128).
- Extensibility: Allows custom instructions and vendor-specific extensions.
- Portability: Suitable for diverse applications (embedded systems to supercomputers).
- Endianness: Supports both little-endian and big-endian formats.
- Energy Efficiency: Optimized for low-power consumption.
- Wide Ecosystem: Growing tools and community support.



# RISC-V ISA - registers (RV32I)

91 0 pc

x0 / zero x1 / ra x2 / sp x3 I/gp x4 / tp x5 / t0 x6/t1 x7 / t2 x8 / s0 / fp x9/s1 x10 / a0 x11 / a1 x12 / a2 x13 / a3 x14 / a4 x15 / a5

| 31 |           | 0 |
|----|-----------|---|
|    | x16 / a6  |   |
|    | x17 / a7  |   |
|    | x18 / s2  |   |
|    | x19 / s3  |   |
|    | x20 / s4  |   |
|    | x21 / s5  |   |
|    | x22 / s6  |   |
|    | x23 / s7  |   |
|    | x24 / s8  |   |
|    | x25 / s9  |   |
|    | x26 / s10 |   |
|    | x27 / s11 |   |
|    | x28 / t3  |   |
|    | x29 / t4  |   |
|    | x30 / t5  |   |
|    | x31 / t6  |   |

ra: Function return address.

**sp**: Stack pointer.

gp: Global data pointer.

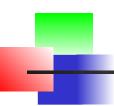
tp: Thread-local data pointer.

t0-t6: Temporary storage.

**fp**: Frame pointer for function-local stack data (this usage is optional).

s0-s11: Saved registers (if the frame pointer is not in use, x8 becomes s0).

a0-a7: **Arguments passed to functions**. Any additional arguments are passed on the stack. **Function return values are passed in a0 and a1.** 



## **RISC-V ISA - formats**

|   |                        |            |    |    |      |       |       |        |         | 3′  | 2-bit | RIS | SC-VI | Instru | uctio    | ın Fo | emne   | ts     |    |      |          |    |        |      |   |        |   |        |   |   |   |     |   |
|---|------------------------|------------|----|----|------|-------|-------|--------|---------|-----|-------|-----|-------|--------|----------|-------|--------|--------|----|------|----------|----|--------|------|---|--------|---|--------|---|---|---|-----|---|
|   | Instruction<br>Formats | 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 |
| - | Register/register      | er funct7  |    |    |      |       |       |        |         | rs2 |       |     | rs1   |        |          |       |        | funct3 |    |      | rd       |    |        |      |   | opcode |   |        |   |   |   |     |   |
|   | Immediate              | imm[11:0   |    |    |      |       | (11:0 | Ŋ      | ) rs1 f |     |       |     |       |        |          | funct | 3      | rd     |    |      |          |    | opcode |      |   |        |   |        |   |   |   |     |   |
| 4 | Upper<br>Immediate     | imm[31:12] |    |    |      |       |       |        |         |     | rd    |     |       |        |          |       | opcode |        |    |      |          |    |        |      |   |        |   |        |   |   |   |     |   |
| - | Store                  | imm[11:5]  |    |    |      |       |       |        | rs2     | E   |       |     | rs1   |        |          |       |        | funct3 |    |      | imm[4:0] |    |        |      |   | opcode |   |        |   |   |   |     |   |
|   | Branch                 | [12]       |    | W  | imm/ | [10:5 | A .   |        | rs2 rs1 |     |       |     | 1     | funct  | 3        | - F   | imm[   | [4:1]  |    | [11] |          |    | op     | pcod | e |        |   |        |   |   |   |     |   |
|   | Jump                   | [20]       | A  |    |      |       | imm/  | (10:1) | /]      |     |       |     | [11]  |        | imm(19:1 |       |        |        |    | 12]  |          |    |        | rd   |   |        |   | opcode |   |   |   |     |   |

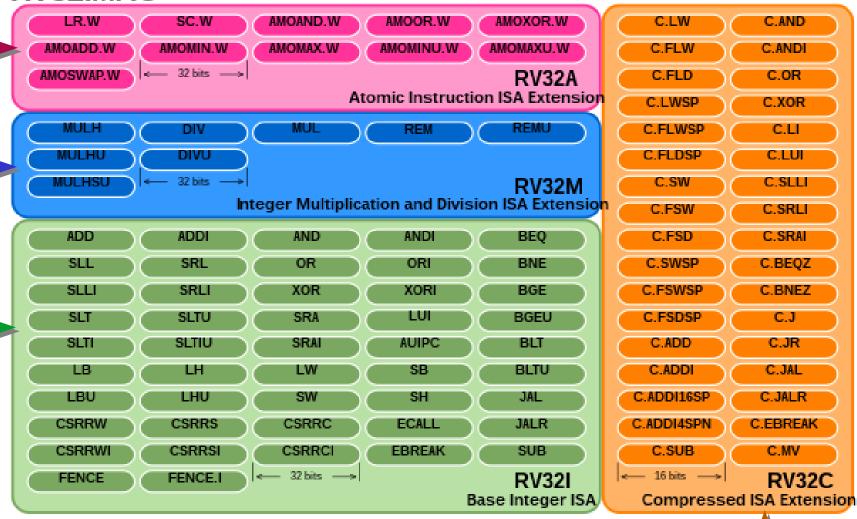
- opcode (7 bit): partially specifies which of the 6 types of instruction formats
- funct7 + funct3 (10 bit): combined with opcode, these two fields describe what operation to perform
- · rs1 (5 bit): specifies register containing first operand
- rs2 (5 bit): specifies second register operand
- rd (5 bit): Destination register specifies register which will receive result of computation

ISA *computational instructions* use a three-operand format, in which the first operand is the destination register, the second operand is a source register, and the third operand is either a second source register or an immediate value. This is an example three-operand instruction:

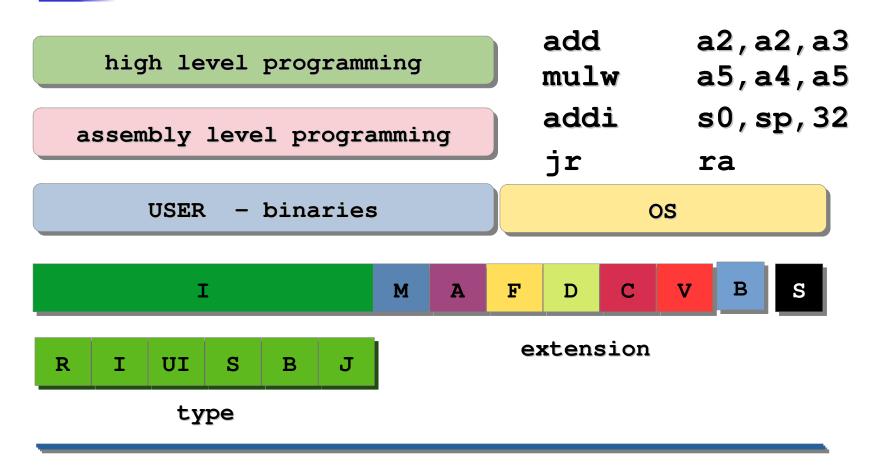
add x1, x2, x3

# ISA - instructions/mnemonics

#### RV32IMAC

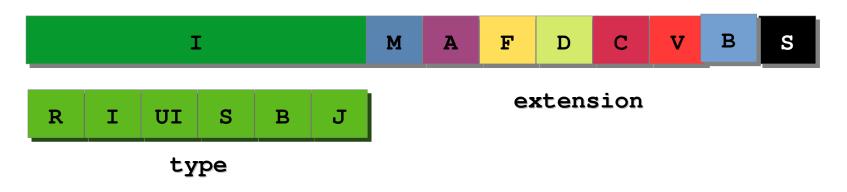




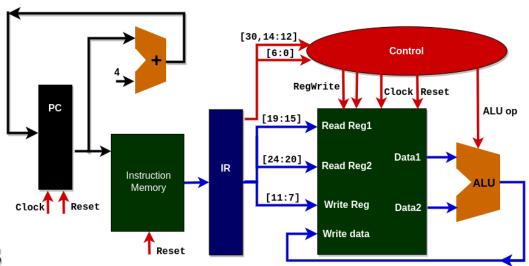


### design





design



add

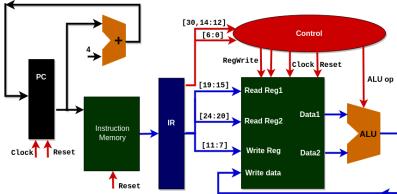
a2, a2, a3

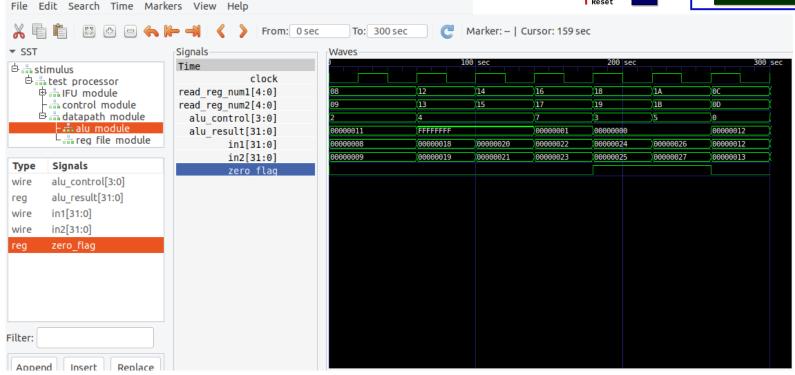


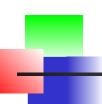
```
[30,14:12]
                                                                                    Control
                                                                    [6:0]
`include "CONTROL.v"
`include "DATAPATH.v"
                                                                       RegWrite
                                                                                   Clock Reset
`include "IFU.v"
                                        PC
                                                                                                ALU op
                                                                   [19:15] Read Reg1
module PROCESSOR (
    input clock,
                                                                   [24:20]
                                                                                    Data1
                                                                           Read Reg2
                                                              IR
    input reset,
                                                  Instruction
                                                                                               ALU
                                                  Memory
    output zero
                                                                   [11:7]
                                   Clock Reset
                                                                           Write Reg
                                                                                     Data2
);
                                                                           Write data
wire [31:0] instruction code;
wire [3:0] alu control;
wire regwrite;
IFU IFU_module(clock, reset, instruction_code);
CONTROL control module (instruction code [31:25], instruction code [14:12],
                          instruction code[6:0],alu control, regwrite);
DATAPATH datapath module (instruction_code[19:15], instruction_code[24:20],
                    instruction code[11:7], alu control, regwrite, clock, reset, zero);
endmodule
```



#### **GTKWave waveforms**







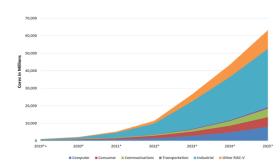
# **Summary**

The rise of RISC-V open architecture exponential growth of cores

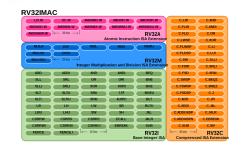
RISC-V open source & business model

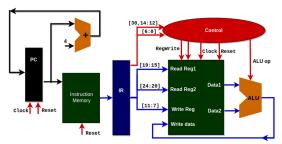
RISC-V optimized & extensible ISA

RISC-V architecture & Verilog synthetisable models



| ISA Chips? |                           | Architecture<br>License? | Commercial<br>Core IP?   | Add Own<br>Instructions? | Open-Source<br>Core IP? |
|------------|---------------------------|--------------------------|--------------------------|--------------------------|-------------------------|
| x86        | Yes, <i>three</i> vendors | No                       | No                       | No                       | No                      |
| ARM        | Yes, <i>many</i> vendors  | Yes,<br>expensive        | Yes, <i>one</i> vendor   | No (Mostly)              | No                      |
| RISC-V     | Yes, <i>many</i> vendors  | Yes, free                | Yes, <i>many</i> vendors | Yes                      | Yes, many<br>available  |







## **RVLabs: Plabs & MLabs**

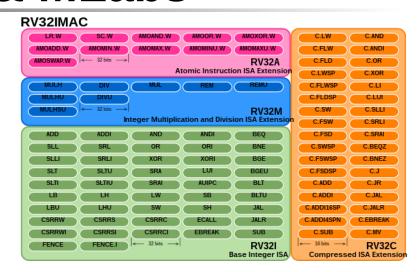
# PLabs: Lab1, Lab2, Lab3, .. RISC-V ISA and assembly programming

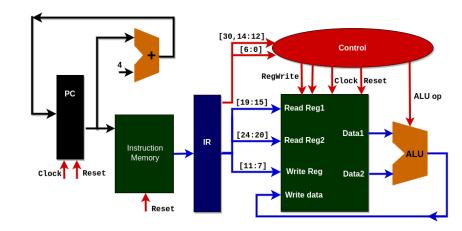
add a2,a2,a3
mulw a5,a4,a5
addi s0,sp,32
ir ra

#### Mlabs: Lab1, Lab2, Lab3, ..

# RISC-V design: architecture & Verilog models

```
case(alu_control)
4'b0000: alu_result = in1&in2;
4'b0001: alu_result = in1|in2;
4'b0010: alu_result = in1+in2;
4'b0100: alu_result = in1-in2;
```







# **RISC-V International – November 2024**

