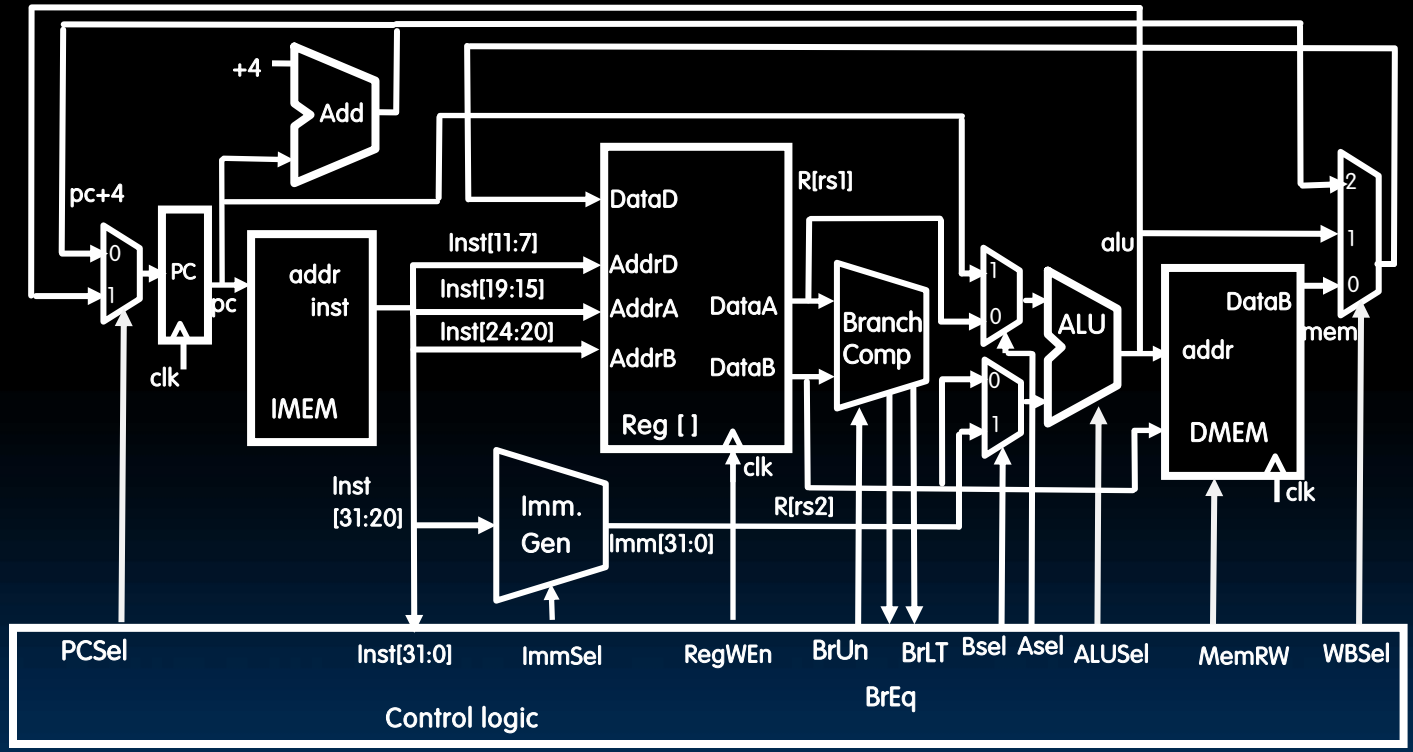
Control and Status Registers

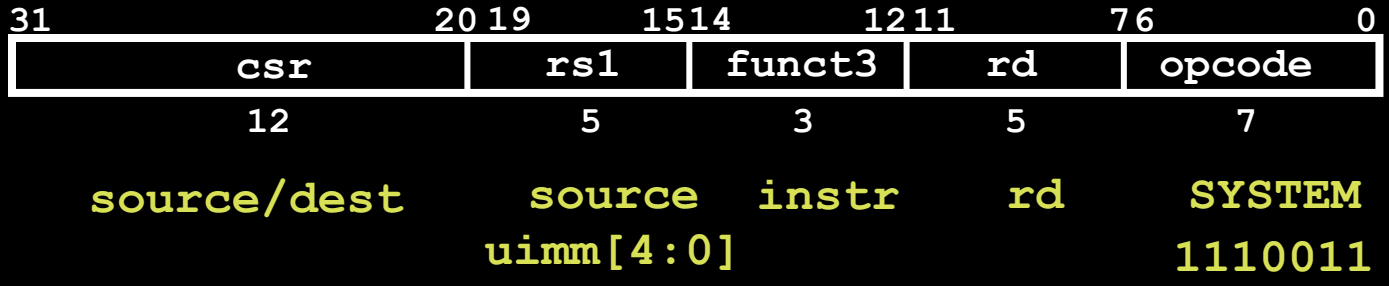
Complete Single-Cycle RV32I Datapath!



Control and Status Registers

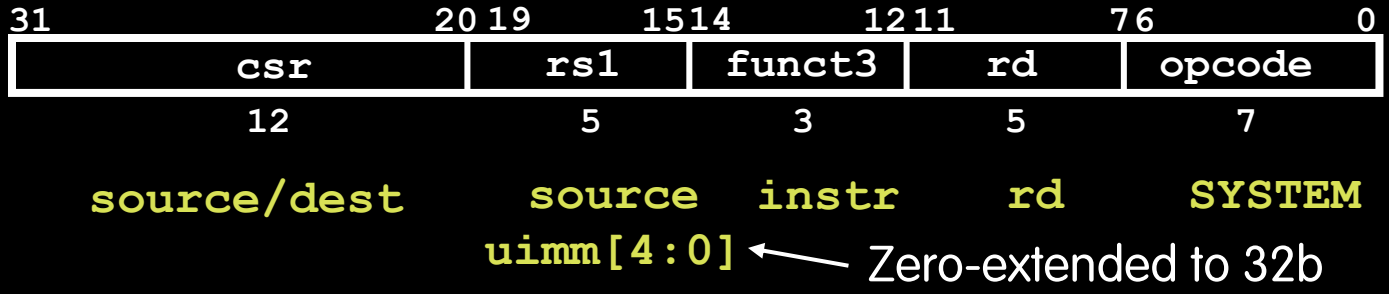
- Control and status registers (CSRs) are separate from the register file (**`x0`-`x31`**)
  - Used for monitoring the status and performance
  - There can be up to 4096 CSRs
- Not in the base ISA, but almost mandatory in every implementation
  - ISA is modular
  - Necessary for counters and timers, and communication with peripherals

CSR Instructions



Register operand				
Instr.	rd	rs	Read CSR?	Write CSR?
csrrw	**x0**	**–**	no	yes
csrrw	**!x0**	**–**	yes	yes
csrrs/c	**–**	**x0**	yes	no
csrrs/c	**–**	**!x0**	yes	yes

CSR Instructions



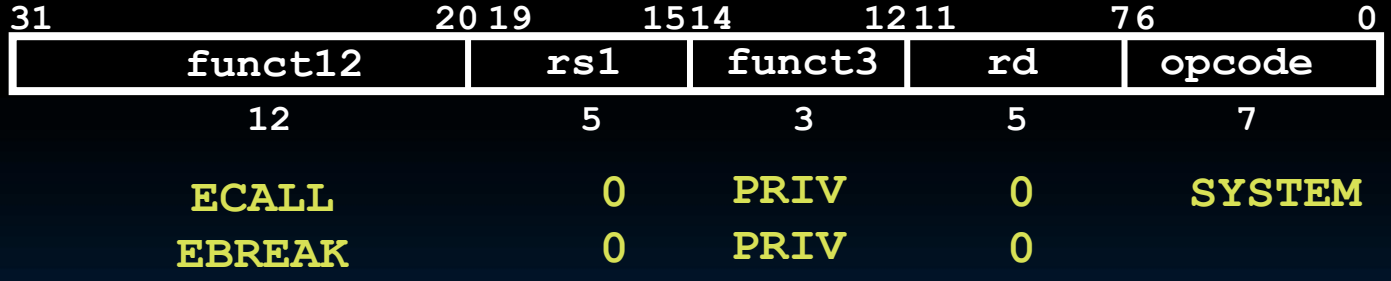
Immediate operand				
Instr.	rd	uimm	Read CSR?	Write CSR?
csrrwi	**x0**	**-**	no	yes
csrrwi	**!x0**	**-**	yes	yes
csrrs/ci	**-**	**0**	yes	no
csrrs/ci	**-**	**!0**	yes	yes

CSR Instruction Example

- The CSRRW (Atomic Read/Write CSR) instruction 'atomically' swaps values in the CSRs and integer registers.
  - We will see more on 'atomics' later
- CSRRW reads the previous value of the CSR and writes it to integer register **`rd`**. Then writes **`rs1`** to CSR
- Pseudoinstruction **`csrw csr, rs1`** is **`csrrw x0, csr, rs1`**
  - **`rd=x0`**, just writes **`rs1`** to CSR
- Pseudoinstruction **`csrwi csr, uimm`** is **`csrrwi x0, csr, uimm`**
  - **`rd=x0`**, just writes **`uimm`** to CSR
- Hint: Use write enable and clock…

System Instructions

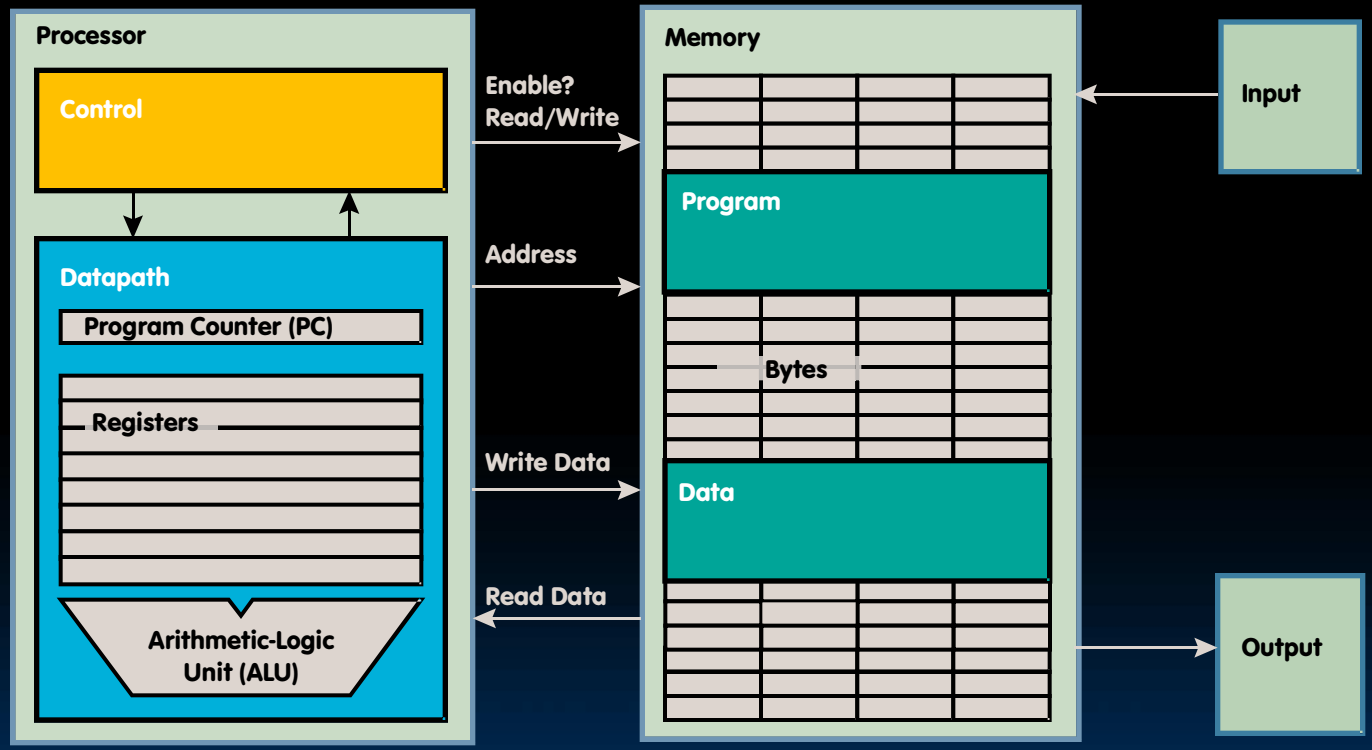
- **`ecall`** – (I-format) makes requests to supporting execution environment (OS), such as system calls (**`syscall`**s)
- **`ebreak`** – (I-format) used e.g. by debuggers to transfer control to a debugging environment



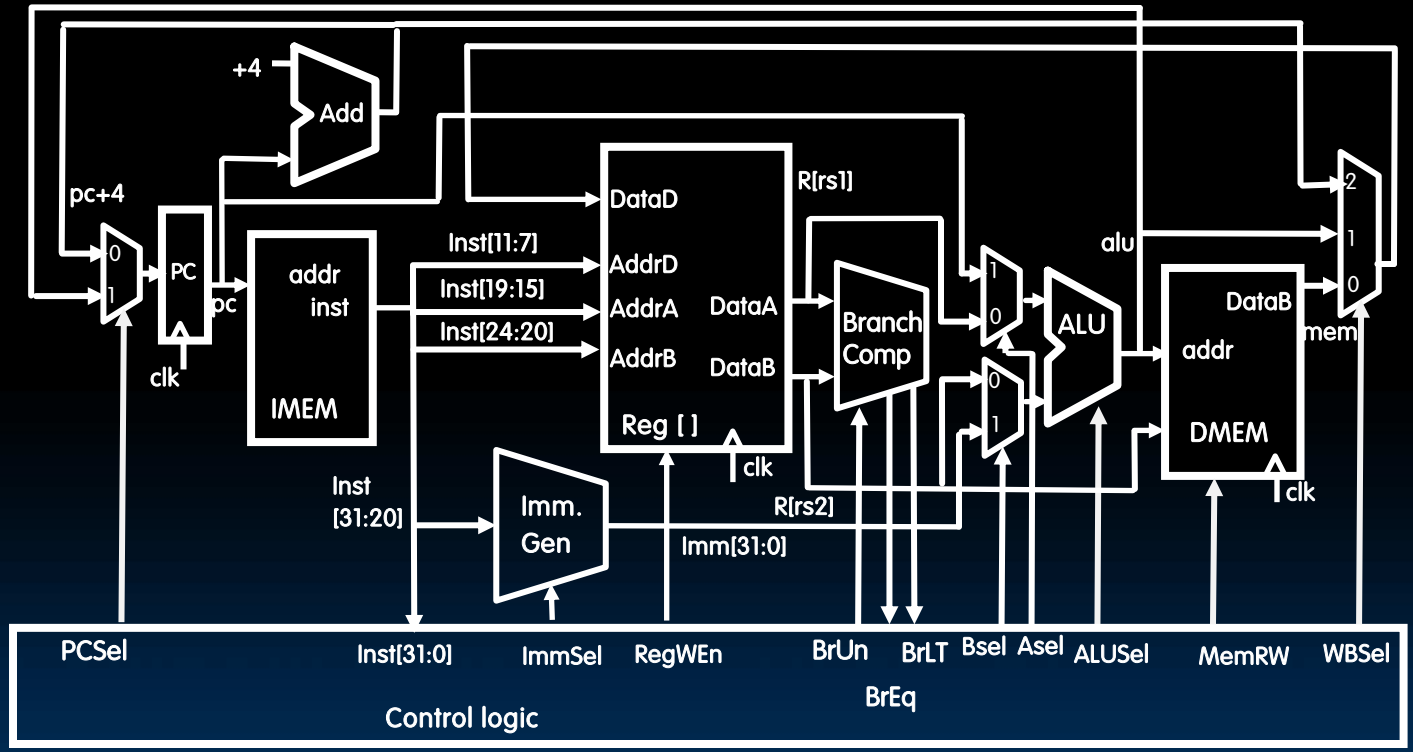
- **`fence`** – sequences memory (and I/O) accesses as viewed by other threads or co-processors

Datapath Control

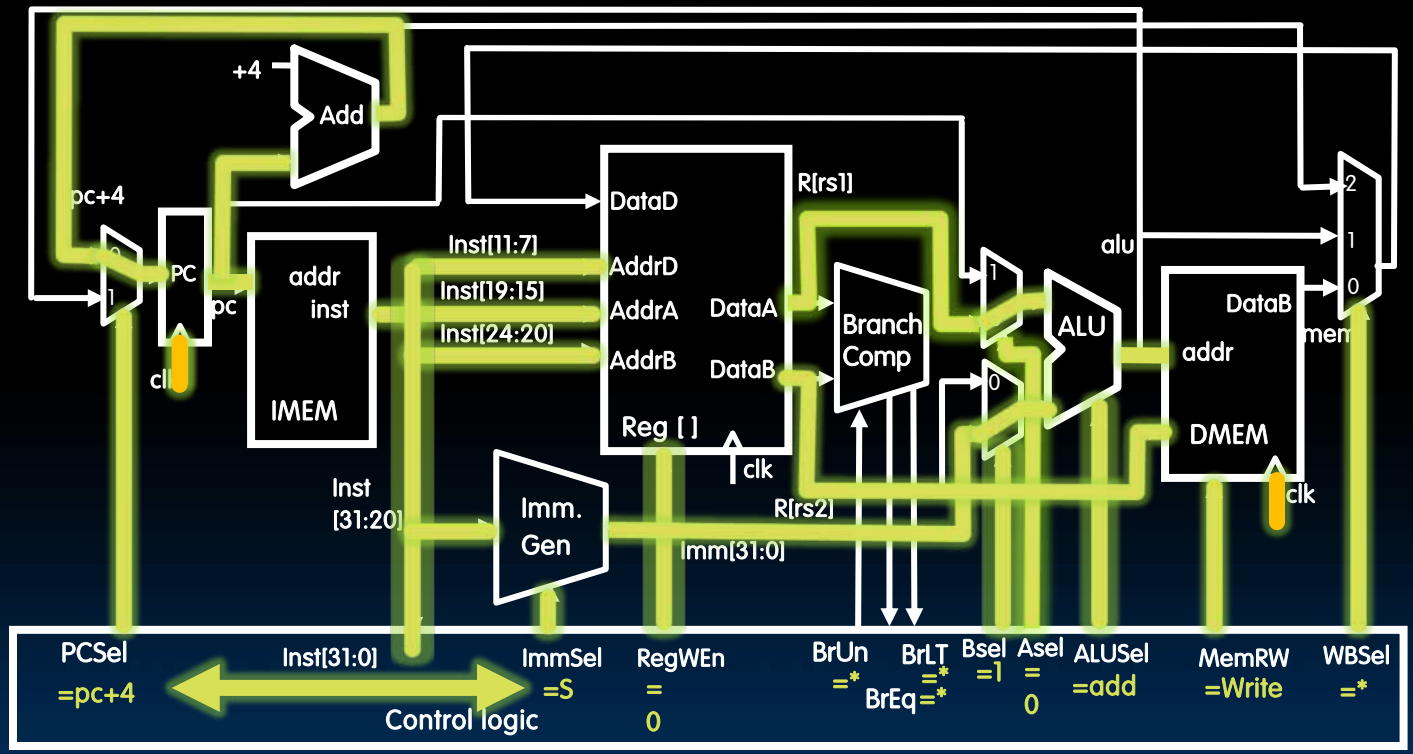
Our Single-Core Processor



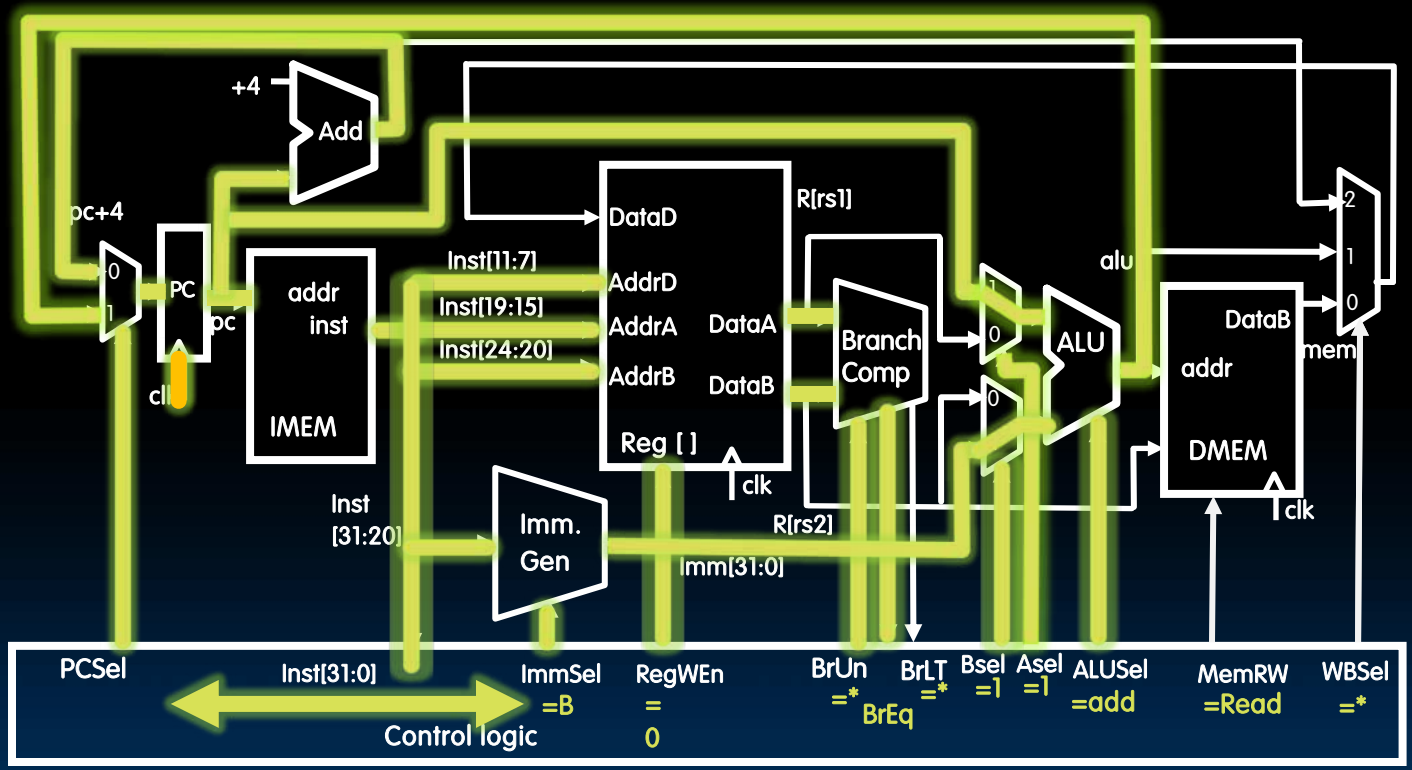
Single-Cycle RV32I Datapath and Control



Example: sw

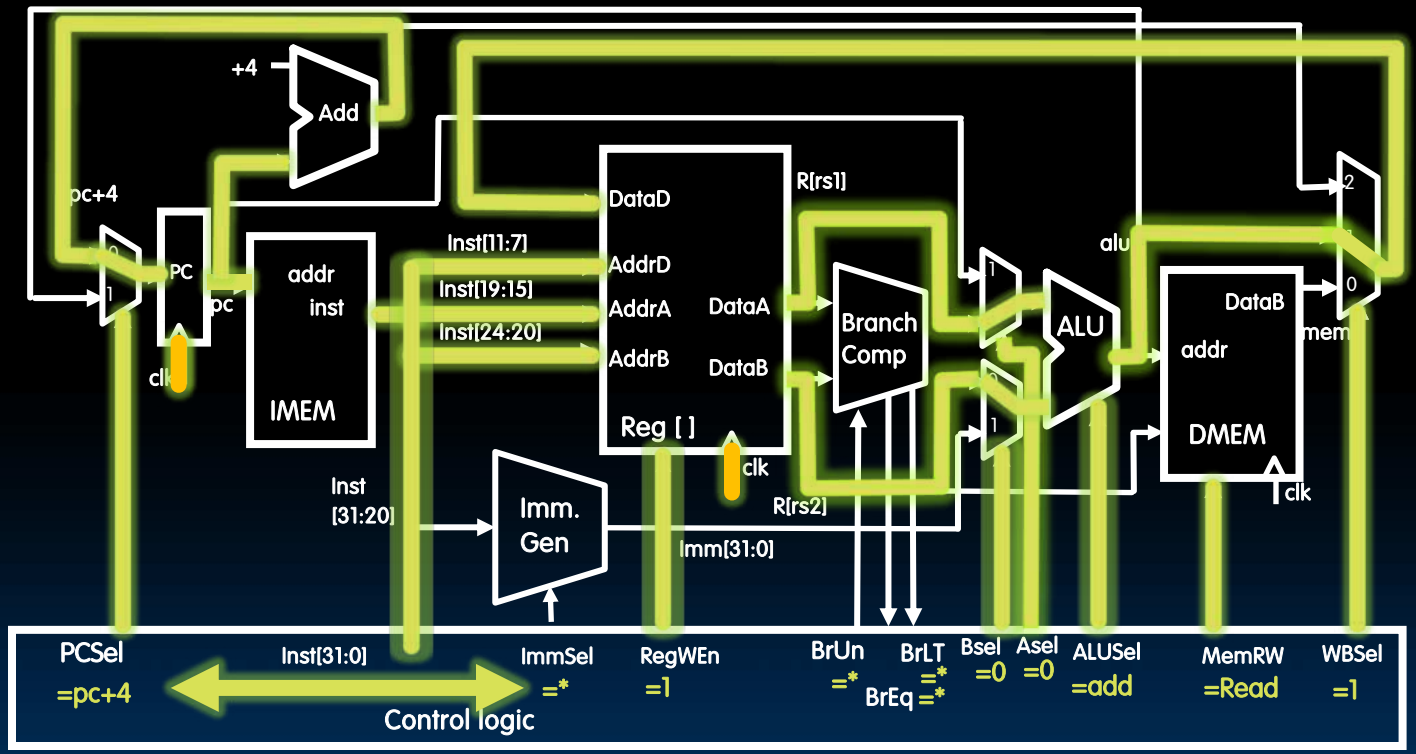


Example: beq

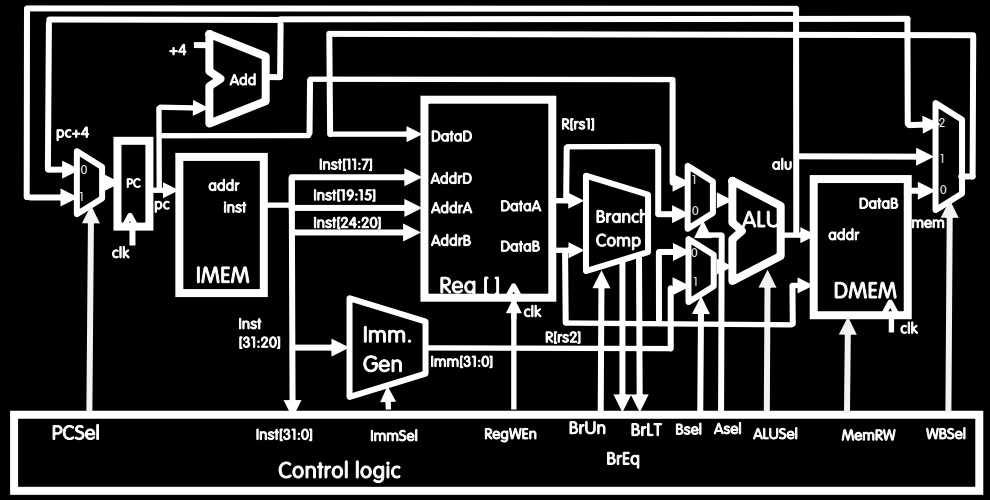


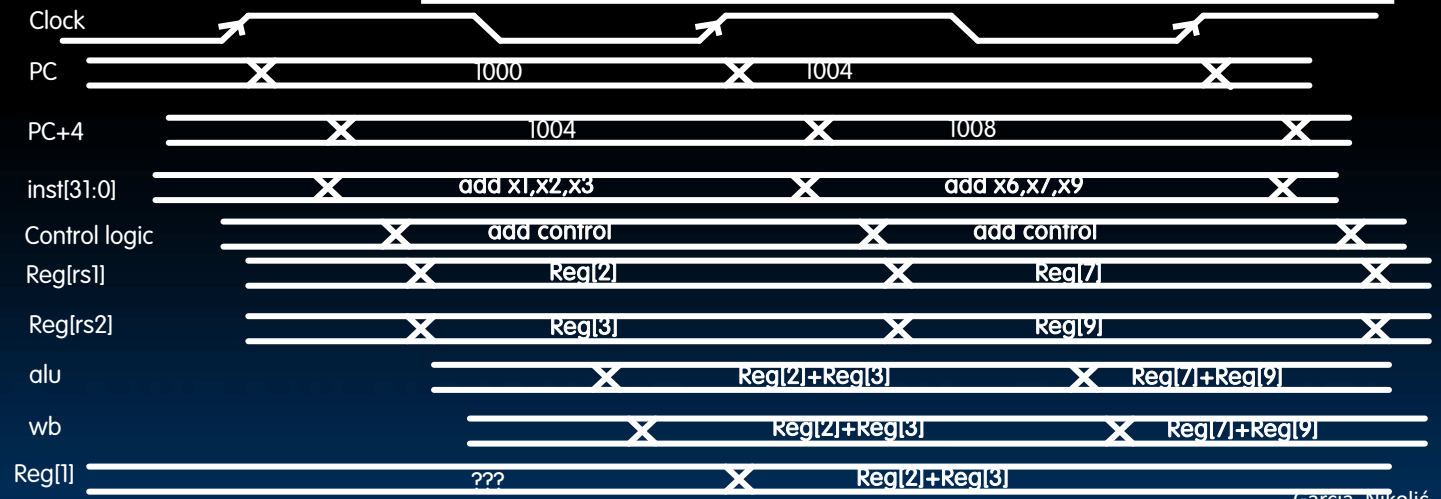
Instruction Timing

Example: add

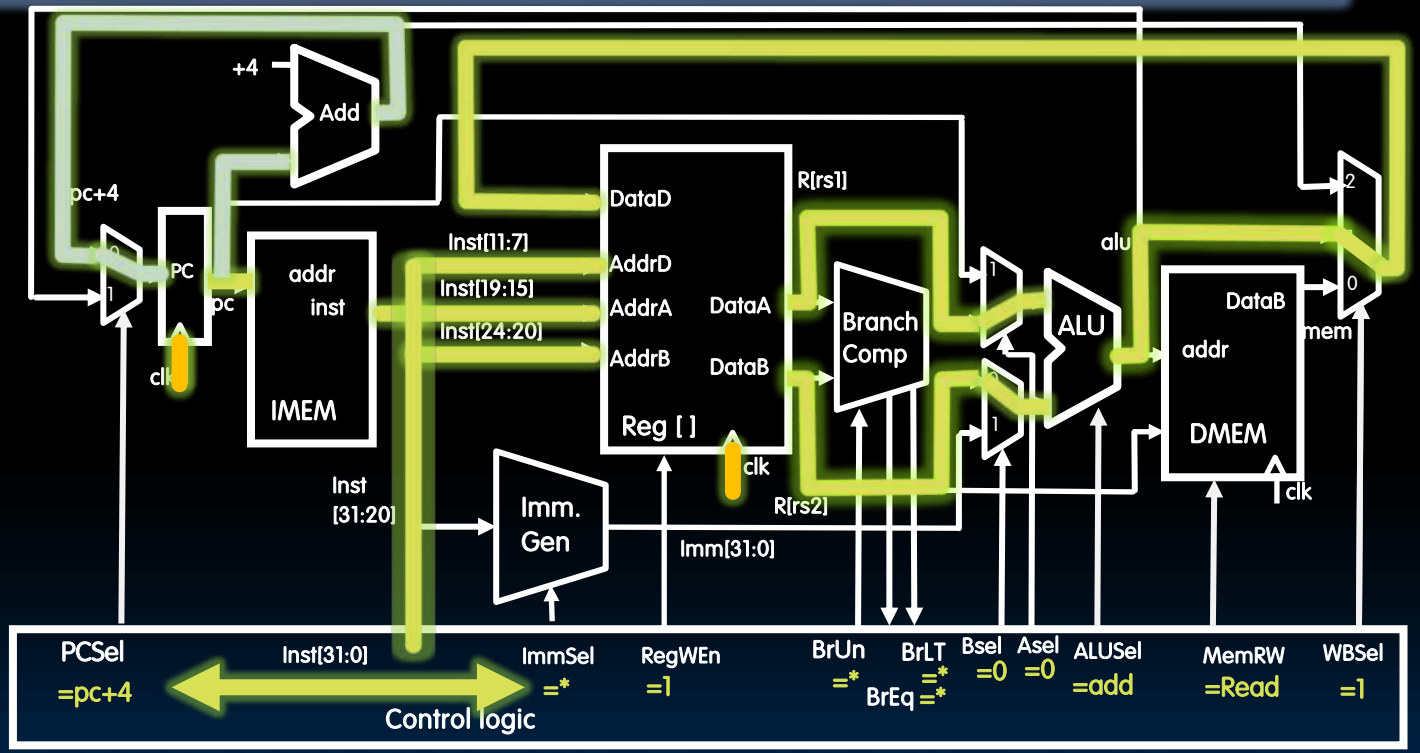


Add Execution





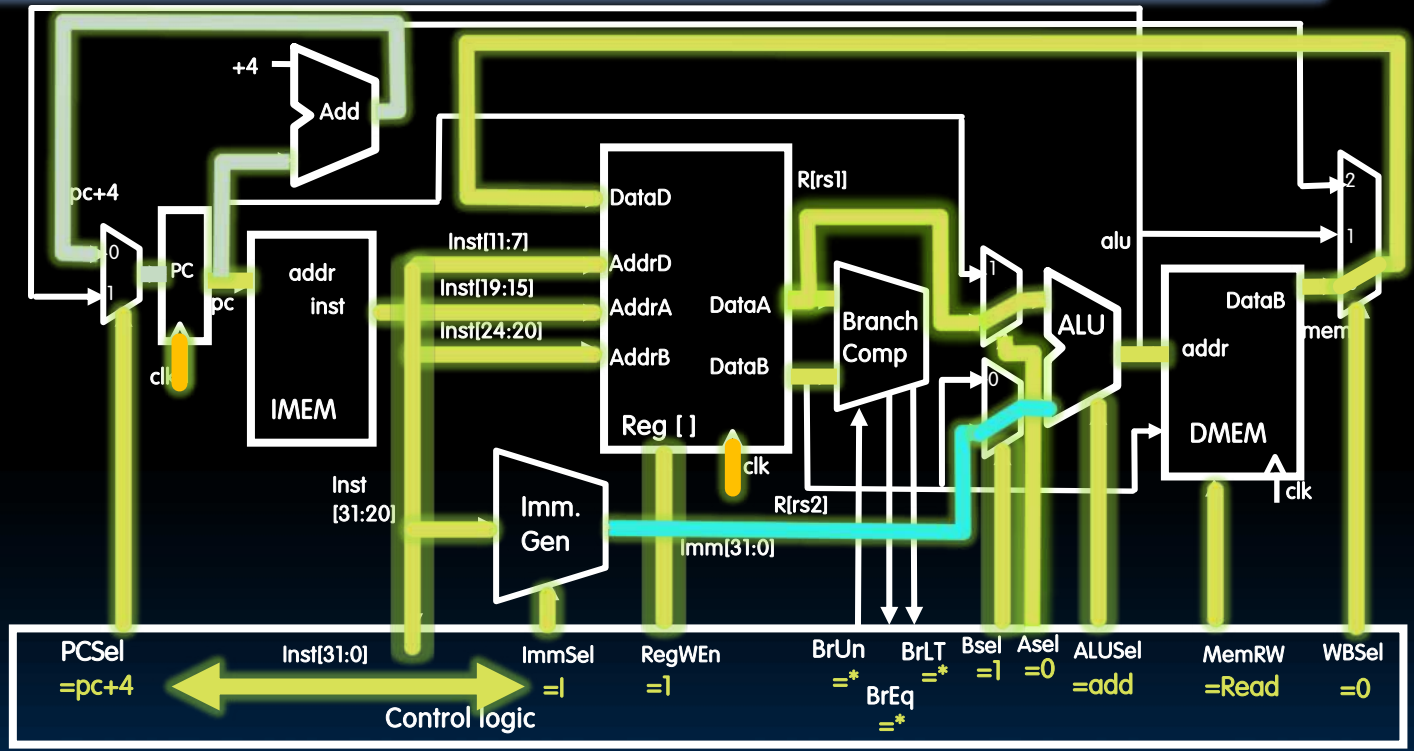
Example: add timing



Critical path = $t_{clk\text{-}q}$ +max {$t_{Add}+t_{mux}$, $t_{IMEM}+t_{Reg}+t_{mux}+t_{ALU}+t_{mux}$}+$t_{setup}$

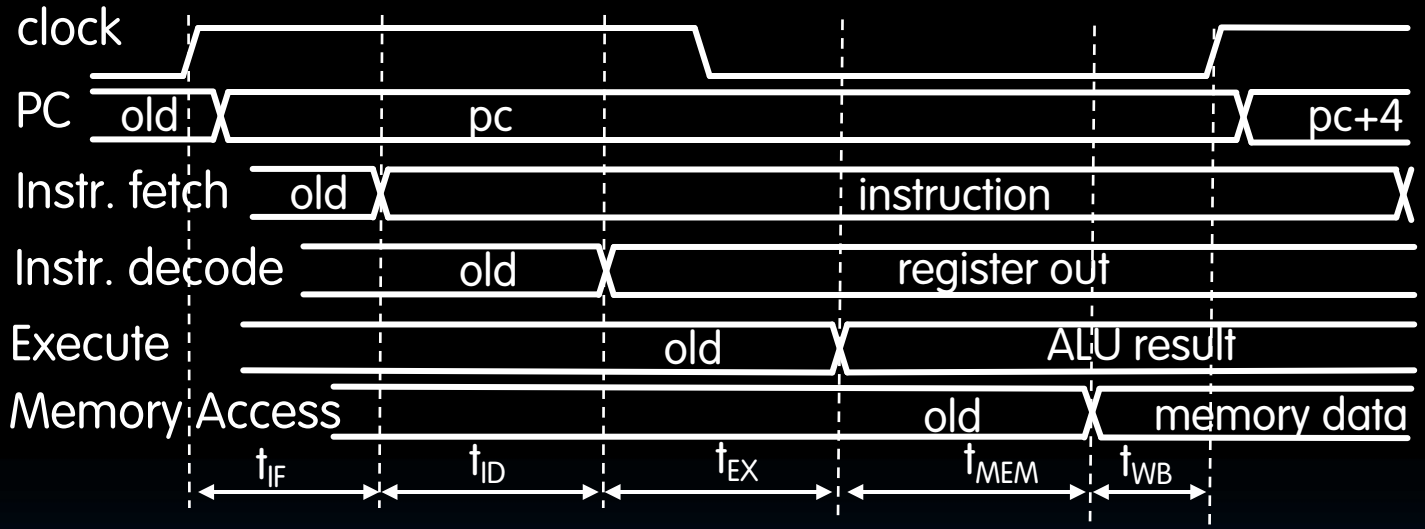
= $t_{clk\text{-}q}$ + $t_{IMEM}+t_{Reg}+t_{mux}+t_{ALU}+t_{mux}+t_{setup}$

Example: lw



Critical path = $t_{clk\text{-}q} + \max\{t_{Add}+t_{mux},\ t_{IMEM}+t_{Imm}+t_{mux}+t_{ALU}+t_{DMEM}+t_{mux},\ t_{IMEM}+t_{Reg}+t_{mux}+t_{ALU}+t_{DMEM}+t_{mux}\}+t_{setup}$

Instruction Timing



IF	ID	EX	MEM	WB	Total
I-MEM	Reg Read	ALU	D-MEM	Reg W	
200 ps	100 ps	200 ps	200 ps	100 ps	**800 ps**

Instruction Timing

Instr	IF = 200ps	ID = 100ps	ALU = 200ps	MEM=200ps	WB = 100ps	Total
add	X	X	X		X	600ps
beq	X	X	X			500ps
jal	X	X	X		X	600ps
lw	X	X	X	X	X	800ps
sw	X	X	X	X		700ps

- Maximum clock frequency
  - f_{max} = 1/800ps = 1.25 GHz
- Most blocks idle most of the time
  - E.g. $f_{max,ALU}$ = 1/200ps = 5 GHz!

Control Logic Design

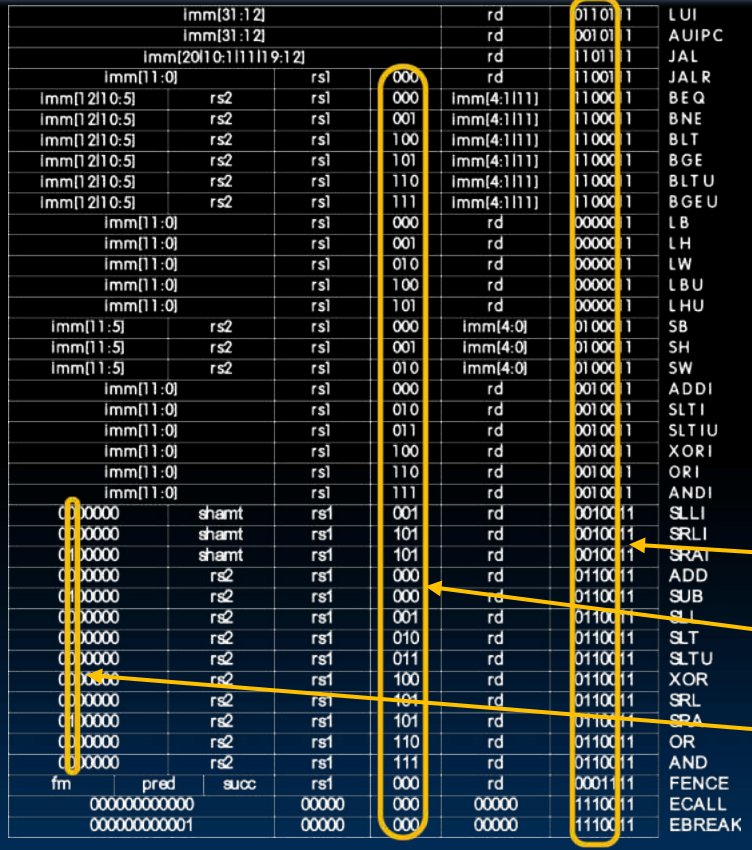
Control Logic Truth Table

Inst[31:0]	BrEq	BrLT	PCSel	ImmSel	BrUn	ASel	BSel	ALUSel	MemRW	RegWEn	WBSel
`add`	*	*	+4	*	*	Reg	Reg	Add	Read	1	ALU
`sub`	*	*	+4	*	*	Reg	Reg	Sub	Read	1	ALU
`(R-R Op)`	*	*	+4	*	*	Reg	Reg	*(Op)*	Read	1	ALU
`addi`	*	*	+4	I	*	Reg	Imm	Add	Read	1	ALU
`lw`	*	*	+4	I	*	Reg	Imm	Add	Read	1	Mem
`sw`	*	*	+4	S	*	Reg	Imm	Add	Write	0	*
`beq`	0	*	+4	B	*	PC	Imm	Add	Read	0	*
`beq`	1	*	ALU	B	*	PC	Imm	Add	Read	0	*
`bne`	0	*	ALU	B	*	PC	Imm	Add	Read	0	*
`bne`	1	*	+4	B	*	PC	Imm	Add	Read	0	*
`blt`	*	1	ALU	B	0	PC	Imm	Add	Read	0	*
`bltu`	*	1	ALU	B	1	PC	Imm	Add	Read	0	*
`jalr`	*	*	ALU	I	*	Reg	Imm	Add	Read	1	PC+4
`jal`	*	*	ALU	J	*	PC	Imm	Add	Read	1	PC+4
`auipc`	*	*	+4	U	*	PC	Imm	Add	Read	1	ALU

Control Realization Options

- ROM
  - "Read-Only Memory"
  - Regular structure
  - Can be easily reprogrammed
    - fix errors
    - add instructions
  - Popular when designing control logic manually
- Combinatorial Logic
  - Today, chip designers use logic synthesis tools to convert truth tables to networks of gates

RV32I, A Nine-Bit ISA!



imm[31:12]				rd	0110111	LUI
imm[31:12]				rd	0010111	AUIPC
imm[20|10:1|11|19:12]				rd	1101111	JAL
imm[11:0]		rs1	000	rd	1100111	JALR
imm[12|10:5]	rs2	rs1	000	imm[4:1|11]	1100011	BEQ
imm[12|10:5]	rs2	rs1	001	imm[4:1|11]	1100011	BNE
imm[12|10:5]	rs2	rs1	100	imm[4:1|11]	1100011	BLT
imm[12|10:5]	rs2	rs1	101	imm[4:1|11]	1100011	BGE
imm[12|10:5]	rs2	rs1	110	imm[4:1|11]	1100011	BLTU
imm[12|10:5]	rs2	rs1	111	imm[4:1|11]	1100011	BGEU
imm[11:0]		rs1	000	rd	0000011	LB
imm[11:0]		rs1	001	rd	0000011	LH
imm[11:0]		rs1	010	rd	0000011	LW
imm[11:0]		rs1	100	rd	0000011	LBU
imm[11:0]		rs1	101	rd	0000011	LHU
imm[11:5]	rs2	rs1	000	imm[4:0]	0100011	SB
imm[11:5]	rs2	rs1	001	imm[4:0]	0100011	SH
imm[11:5]	rs2	rs1	010	imm[4:0]	0100011	SW
imm[11:0]		rs1	000	rd	0010011	ADDI
imm[11:0]		rs1	010	rd	0010011	SLTI
imm[11:0]		rs1	011	rd	0010011	SLTIU
imm[11:0]		rs1	100	rd	0010011	XORI
imm[11:0]		rs1	110	rd	0010011	ORI
imm[11:0]		rs1	111	rd	0010011	ANDI
0000000	shamt	rs1	001	rd	0010011	SLLI
0000000	shamt	rs1	101	rd	0010011	SRLI
0100000	shamt	rs1	101	rd	0010011	SRAI
0000000	rs2	rs1	000	rd	0110011	ADD
0100000	rs2	rs1	000	rd	0110011	SUB
0000000	rs2	rs1	001	rd	0110011	SLL
0000000	rs2	rs1	010	rd	0110011	SLT
0000000	rs2	rs1	011	rd	0110011	SLTU
0000000	rs2	rs1	100	rd	0110011	XOR
0000000	rs2	rs1	101	rd	0110011	SRL
0100000	rs2	rs1	101	rd	0110011	SRA
0000000	rs2	rs1	110	rd	0110011	OR
0000000	rs2	rs1	111	rd	0110011	AND
fm | pred | succ		rs1	000	rd	0001111	FENCE
000000000000		00000	000	00000	1110011	ECALL
000000000001		00000	000	00000	1110011	EBREAK

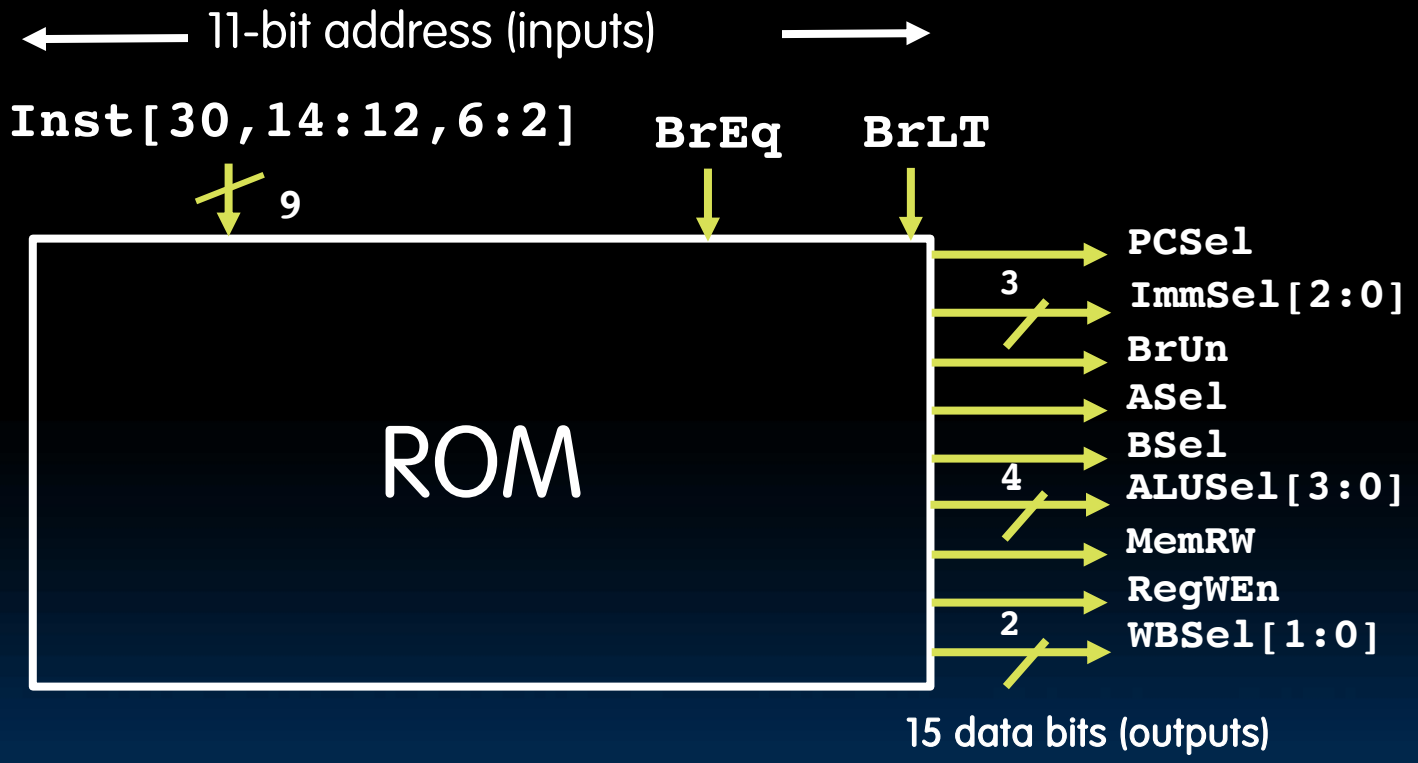
- Instruction type encoded using only 9 bits:
- **`inst[30]`, `inst[14:12]`, `inst[6:2]`**

`inst[6:2]`

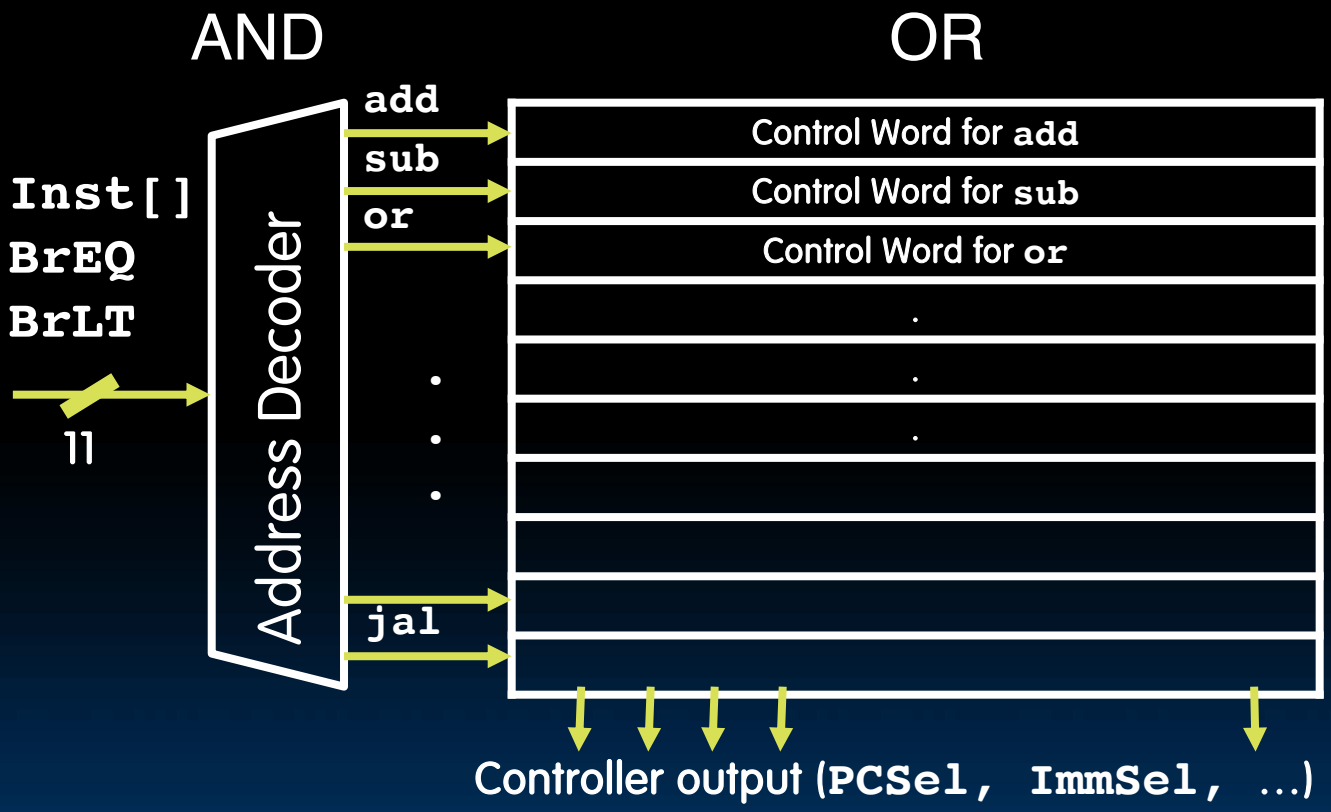
`inst[14:12]`

`inst[30]`

ROM-based Control

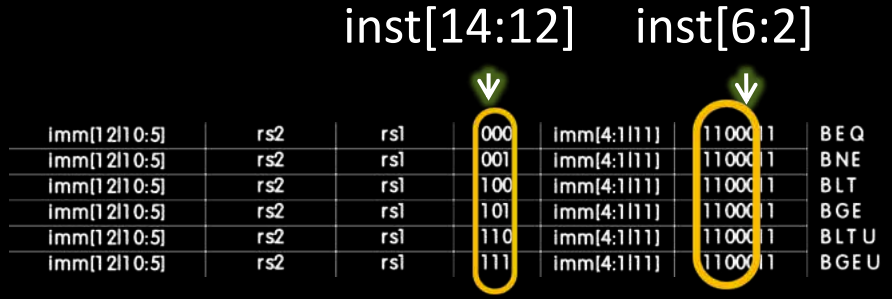


ROM Controller Implementation



Combinational Logic Control

- Simplest example: **`BrUn`**



- How to decode whether BrUn is 1?

`BrUn = Inst [13] • Branch`

Control Logic to Decode add

inst[30] inst[14:12] inst[6:2]

0000000	shamt	rs1	001	rd	0010011	SLLI
0000000	shamt	rs1	101	rd	0010011	SRLI
0100000	shamt	rs1	101	rd	0010011	SRAI
0000000	rs2	rs1	000	rd	0110011	ADD
0100000	rs2	rs1	000	rd	0110011	SUB
0000000	rs2	rs1	001	rd	0110011	SLL
0000000	rs2	rs1	010	rd	0110011	SLT
0000000	rs2	rs1	011	rd	0110011	SLTU
0000000	rs2	rs1	100	rd	0110011	XOR
0000000	rs2	rs1	101	rd	0110011	SRL
0100000	rs2	rs1	101	rd	0110011	SRA
0000000	rs2	rs1	110	rd	0110011	OR
0000000	rs2	rs1	111	rd	0110011	AND

$$\text{add} = \overline{i[30]} \cdot \overline{i[14]} \cdot \overline{i[13]} \cdot \overline{i[12]} \cdot \text{R-type}$$

$$\text{R-type} = \overline{i[6]} \cdot i[5] \cdot i[4] \cdot \overline{i[3]} \cdot \overline{i[2]} \cdot \text{RV32I}$$

$$\text{RV32I} = i[1] \cdot i[0]$$

“And In Conclusion…”

Call home, we've made HW/SW contact!

High Level Language Program (e.g., C)

```
temp = v[k];
v[k] = v[k+1];
v[k+1] = temp;
```

Compiler

Assembly Language Program (e.g., RISC-V)

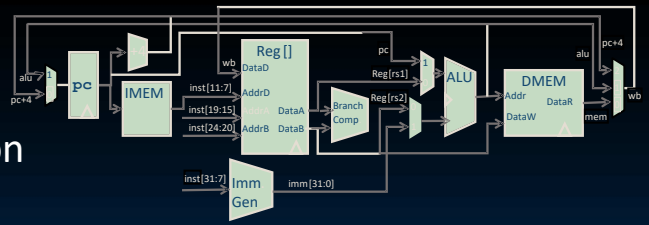
```
lw    x3, 0(x10)
lw    x4, 4(x10)
sw    x4, 0(x10)
sw    x3, 4(x10)
```

Assembler

Machine Language Program (RISC-V)

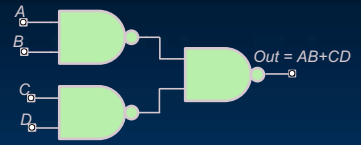
```
1000 1101 1110 0010 0000 0000 0000 0000
1000 1110 0001 0000 0000 0000 0000 0100
1010 1110 0001 0010 0000 0000 0000 0000
1010 1101 1110 0010 0000 0000 0000 0100
```

Hardware Architecture Description (e.g., block diagrams)



Architecture Implementation

Logic Circuit Description (Circuit Schematic Diagrams)



"And In conclusion..."

- We have built a processor!
  - Capable of executing all RISC-V instructions in one cycle each
  - Not all units (hardware) used by all instructions
  - Critical path changes
- 5 Phases of execution
  - IF, ID, EX, MEM, WB
  - Not all instructions are active in all phases
- Controller specifies how to execute instructions
  - Implemented as ROM or logic