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## The Design of a Custom 32-bit RISC CPU and LLVM Compiler Backend

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THE DESIGN OF A CUSTOM 32-BIT RISC CPU AND LLVM COMPILER BACKEND

by  
Connor Jan Goldberg

GRADUATE PAPER

Submitted in partial fulfillment  
of the requirements for the degree of  
MASTER OF SCIENCE  
in Electrical Engineering

Approved by:

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ROCHESTER, NEW YORK  
AUGUST 2017

To my family and friends, for all of their endless love, support, and encouragement  
throughout my career at Rochester Institute of Technology

# Abstract

Compiler infrastructures are often an area of high interest for research. As the necessity for digital information and technology increases, so does the need for an increase in the performance of digital hardware. The main component in most complex digital systems is the central processing unit (CPU). Compilers are responsible for translating code written in a high-level programming language to a sequence of instructions that is then executed by the CPU. Most research in compiler technologies is focused on the design and optimization of the code written by the programmer; however, at some point in this process the code must be converted to instructions specific to the CPU. This paper presents the design of a simplified CPU architecture as well as the less understood side of compilers: the backend, which is responsible for the CPU instruction generation. The CPU design is a 32-bit reduced instruction set computer (RISC) and is written in Verilog. Unlike most embedded-style RISC architectures, which have a compiler port for GCC (The GNU Compiler Collection), this compiler backend was written for the LLVM compiler infrastructure project. Code generated from the LLVM backend is successfully simulated on the custom CPU with Cadence Incisive, and the CPU is synthesized using Synopsys Design Compiler.

# Declaration

I hereby declare that except where specific reference is made to the work of others, the contents of this paper are original and have not been submitted in whole or in part for consideration for any other degree or qualification in this, or any other University. This paper is the result of my own work and includes nothing which is the outcome of work done in collaboration, except where specifically indicated in the text.

Connor Jan Goldberg

August 2017

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Another professor I would like to thank is Dr. Dorin Patru. He led me to thoroughly enjoy computer architecture and always provided helpful knowledge and feedback for my random questions.

Additionally, I want to thank the Tight Squad, for giving me true friendship, endless laughs, and great company throughout the many, many long nights spent in the labs.

I would also like to thank my best friends, Lincoln and Matt. This project would not have been possible without their love, advice, and companionship throughout my entire career at RIT.

Finally I need to thank my amazing parents and brother. My family has been the inspiration for everything I strive to accomplish and my success would be nothing if not for their motivation, support, and love.

# Forward

The paper describes a custom RISC CPU and associated LLVM compiler backend as a Graduate Research project undertaken by Connor Goldberg. Closing the loop between a new CPU architecture and companion compiler is no small feat; Mr. Goldberg took on the challenge with exemplary results. Without question I am extremely proud of the research work produced by this fine student.

Mark A. Indovina

Rochester, NY USA

August 2017

# Contents

Abstract	ii
Declaration	iii
Acknowledgements	iv
Forward	v
Contents	vi
List of Figures	ix
List of Listings	x
List of Tables	xi
<b>1 Introduction</b>	<b>1</b>
1.1 Organization . . . . .	2
<b>2 The Design of CPUs and Compilers</b>	<b>3</b>
2.1 CPU Design . . . . .	3
2.2 Compiler Design . . . . .	5
2.2.1 Application Binary Interface . . . . .	5
2.2.2 Compiler Models . . . . .	6
2.2.3 GCC . . . . .	7
2.2.4 LLVM . . . . .	8
2.2.4.1 Front End . . . . .	8
2.2.4.2 Optimization . . . . .	9
2.2.4.3 Backend . . . . .	9
<b>3 Custom RISC CPU Design</b>	<b>11</b>
3.1 Instruction Set Architecture . . . . .	11
3.1.1 Register File . . . . .	12



3.1.2	Stack Design . . . . .	13
3.1.3	Memory Architecture . . . . .	14
3.2	Hardware Implementation . . . . .	15
3.2.1	Pipeline Design . . . . .	16
3.2.1.1	Instruction Fetch . . . . .	16
3.2.1.2	Operand Fetch . . . . .	17
3.2.1.3	Execute . . . . .	17
3.2.1.4	Write Back . . . . .	18
3.2.2	Stalling . . . . .	18
3.2.3	Clock Phases . . . . .	18
3.3	Instruction Details . . . . .	18
3.3.1	Load and Store . . . . .	19
3.3.2	Data Transfer . . . . .	20
3.3.3	Flow Control . . . . .	21
3.3.4	Manipulation Instructions . . . . .	22
3.3.4.1	Shift and Rotate . . . . .	24
<b>4</b>	<b>Custom LLVM Backend Design</b>	<b>26</b>
4.1	Structure and Tools . . . . .	26
4.1.1	Code Generator Design Overview . . . . .	27
4.1.2	TableGen . . . . .	28
4.1.3	Clang and llc . . . . .	31
4.2	Custom Target Implementation . . . . .	31
4.2.1	Abstract Target Description . . . . .	33
4.2.1.1	Register Information . . . . .	33
4.2.1.2	Calling Conventions . . . . .	34
4.2.1.3	Special Operands . . . . .	34
4.2.1.4	Instruction Formats . . . . .	35
4.2.1.5	Complete Instruction Definitions . . . . .	36
4.2.1.6	Additional Descriptions . . . . .	40
4.2.2	Instruction Selection . . . . .	40
4.2.2.1	SelectionDAG Construction . . . . .	41
4.2.2.2	Legalization . . . . .	46
4.2.2.3	Selection . . . . .	51
4.2.2.4	Scheduling . . . . .	55
4.2.3	Register Allocation . . . . .	55
4.2.4	Code Emission . . . . .	57
4.2.4.1	Assembly Printer . . . . .	57
4.2.4.2	ELF Object Writer . . . . .	58

<b>5</b>	<b>Tests and Results</b>	<b>62</b>
5.1	LLVM Backend Validation . . . . .	62
5.2	CPU Implementation . . . . .	65
5.2.1	Pre-scan RTL Synthesis . . . . .	66
5.2.2	Post-scan DFT Synthesis . . . . .	66
5.3	Additional Tools . . . . .	67
5.3.1	Clang . . . . .	67
5.3.2	ELF to Memory . . . . .	68
5.3.3	Assembler . . . . .	68
5.3.4	Disassembler . . . . .	68
<b>6</b>	<b>Conclusions</b>	<b>69</b>
6.1	Future Work . . . . .	69
6.2	Project Conclusions . . . . .	70
	<b>References</b>	<b>71</b>
<b>I</b>	<b>Guides</b>	<b>I-1</b>
I.1	Building LLVM-CJG . . . . .	I-1
I.1.1	Downloading LLVM . . . . .	I-1
I.1.2	Importing the CJG Source Files . . . . .	I-2
I.1.3	Modifying Existing LLVM Files . . . . .	I-2
I.1.4	Importing Clang . . . . .	I-5
I.1.5	Building the Project . . . . .	I-8
I.1.6	Usage . . . . .	I-9
I.1.6.1	Using llc . . . . .	I-9
I.1.6.2	Using Clang . . . . .	I-10
I.1.6.3	Using ELF to Memory . . . . .	I-10
I.2	LLVM Backend Directory Tree . . . . .	I-11
<b>II</b>	<b>Source Code</b>	<b>II-1</b>
II.1	CJG RISC CPU RTL . . . . .	II-1
II.1.1	Opcodes Header . . . . .	II-1
II.1.2	Definitions Header . . . . .	II-2
II.1.3	Pipeline . . . . .	II-3
II.1.4	Clock Generator . . . . .	II-32
II.1.5	ALU . . . . .	II-33
II.1.6	Shifter . . . . .	II-35
II.1.7	Data Stack . . . . .	II-38
II.1.8	Call Stack . . . . .	II-39
II.1.9	Testbench . . . . .	II-40
II.2	ELF to Memory . . . . .	II-45

# List of Figures

2.1	Aho Ullman Model . . . . .	6
2.2	Davidson Fraser Model . . . . .	6
3.1	Status Register Bits . . . . .	12
3.2	Program Counter Bits . . . . .	13
3.3	Stack Pointer Register . . . . .	13
3.4	CJG RISC CPU Functional Block Diagram . . . . .	15
3.5	Four-Stage Pipeline . . . . .	16
3.6	Four-Stage Pipeline Block Diagram . . . . .	16
3.7	Clock Phases . . . . .	19
3.8	Load and Store Instruction Word . . . . .	19
3.9	Data Transfer Instruction Word . . . . .	20
3.10	Flow Control Instruction Word . . . . .	21
3.11	Register-Register Manipulation Instruction Word . . . . .	23
3.12	Register-Immediate Manipulation Instruction Word . . . . .	23
3.13	Register-Register Shift and Rotate Instruction Word . . . . .	24
3.14	Register-Immediate Manipulation Instruction Word . . . . .	24
4.1	CJGMCTargetDesc.h Inclusion Graph . . . . .	32
4.2	Initial myDouble:entry SelectionDAG . . . . .	43
4.3	Initial myDouble:if.then SelectionDAG . . . . .	44
4.4	Initial myDouble:if.end SelectionDAG . . . . .	45
4.5	Optimized myDouble:entry SelectionDAG . . . . .	47
4.6	Legalized myDouble:entry SelectionDAG . . . . .	48
4.7	Selected myDouble:entry SelectionDAG . . . . .	52
4.8	Selected myDouble:if.then SelectionDAG . . . . .	53
4.9	Selected myDouble:if.end SelectionDAG . . . . .	54
5.1	myDouble Simulation Waveform . . . . .	64

# List of Listings

4.1	TableGen Register Set Definitions . . . . .	30
4.2	TableGen AsmWriter Output . . . . .	30
4.3	TableGen RegisterInfo Output . . . . .	30
4.4	General Purpose Registers Class Definition . . . . .	33
4.5	Return Calling Convention Definition . . . . .	34
4.6	Special Operand Definitions . . . . .	35
4.7	Base CJG Instruction Definition . . . . .	36
4.8	Base ALU Instruction Format Definitions . . . . .	37
4.9	Completed ALU Instruction Definitions . . . . .	38
4.10	Completed Jump Conditional Instruction Definition . . . . .	40
4.11	Reserved Registers Description Implementation . . . . .	41
4.12	myDouble C Implementation . . . . .	41
4.13	myDouble LLVM IR Code . . . . .	42
4.14	Custom SDNode TableGen Definitions . . . . .	49
4.15	Target-Specific SDNode Operation Definitions . . . . .	49
4.16	Jump Condition Code Encoding . . . . .	49
4.17	Target-Specific SDNode Operation Implementation . . . . .	50
4.18	Initial myDouble Machine Instruction List . . . . .	55
4.19	Final myDouble Machine Instruction List . . . . .	56
4.20	Custom printMemSrcOperand Implementation . . . . .	58
4.21	Final myDouble Assembly Code . . . . .	58
4.22	Custom getMemSrcValue Implementation . . . . .	59
4.23	Base Load and Store Instruction Format Definitions . . . . .	60
4.24	CodeEmitter TableGen Backend Output for Load . . . . .	60
4.25	Disassembled myDouble Machine Code . . . . .	61
4.26	myDouble Machine Code . . . . .	61
5.1	Modified myDouble Assembly Code . . . . .	65

# List of Tables

3.1	Description of Status Register Bits . . . . .	12
3.2	Addressing Mode Descriptions . . . . .	19
3.3	Load and Store Instruction Details . . . . .	20
3.4	Data Transfer Instruction Details . . . . .	20
3.5	Jump Condition Code Description . . . . .	22
3.6	Flow Control Instruction Details . . . . .	22
3.7	Manipulation Instruction Details . . . . .	23
3.8	Shift and Rotate Instruction Details . . . . .	25
4.1	Register Map for <code>myDouble</code> . . . . .	57
5.1	Pre-scan Netlist Area Results . . . . .	66
5.2	Pre-scan Netlist Power Results . . . . .	66
5.3	Post-scan Netlist Area Results . . . . .	67
5.4	Post-scan Netlist Power Results . . . . .	67

# Chapter 1

## Introduction

Compiler infrastructures are a popular area of research in computer science. Almost every modern-day problem that arises yields a solution that makes use of software at some point in its implementation. This places an extreme importance on compilers as the tools to translate software from its written state, to a state that can be used by the central processing unit (CPU). The majority of compiler research is focused on functionality to efficiently read and optimize the input software. However, half of a compiler's functionality is to generate machine instructions for a specific CPU architecture. This area of compilers, the backend, is largely overlooked and undocumented.

With the goal to explore the backend design of compilers, a custom, embedded-style, 32-bit reduced instruction set computer (RISC) CPU was designed to be targeted by a C code compiler. Because designing such a compiler from scratch was not a feasible option for this project, two existing and mature compilers were considered as starting points: the GNU compiler collection (GCC) and LLVM. Although GCC has the capability of generating code for a wide variety of CPU architectures, the same is not true for LLVM. LLVM is a relatively new project; however, it has a very modern design and seemed to

be well documented. LLVM was chosen for these reasons, and additionally to explore the reason for its seeming lack of popularity within the embedded CPU community.

This project aims to provide a view into the process of taking a C function from source code to machine code, which can be executed on CPU hardware through the LLVM compiler infrastructure. Throughout Chapters 4 and 5, a simple C function is used as an example to detail the flow from C code to machine code execution. The machine code is simulated on the custom CPU using Cadence Incisive and synthesized with Synopsys Design Compiler.

## 1.1 Organization

Chapter 2 discusses the basic design of CPUs and compilers to provide some background information. Chapter 3 presents the design and implementation of the custom RISC CPU and architecture. Chapter 4 presents the design and implementation of the custom LLVM compiler backend. Chapter 5 shows tests and results from the implementation of LLVM compiler backend for the custom RISC CPU to show where this project succeeds and fails. Chapter 6 discusses possible future work and concludes the paper.

# Chapter 2

## The Design of CPUs and Compilers

This chapter discusses relevant concepts and ideas pertaining to CPU architecture and compiler design.

### 2.1 CPU Design

The two prominent CPU design methodologies are reduced instruction set computer (RISC) and complex instruction set computer (CISC). While there is not a defined standard to separate specific CPU architectures into these two categories, it is common for most architectures to be easily classified into one or the other depending on their defining characteristics.

One key indicator as to whether an architecture is RISC or CISC is the number of CPU instructions along with the complexity of the instructions. RISC architectures are known for having a relatively small number of instructions that typically only perform one or two operations in a single clock cycle. However, CISC architectures are known for having a large number of instructions that typically perform multiple, complex operations



over multiple clock cycles [1]. For example, the ARM instruction set contains around 50 instructions [2], while the Intel x86-64 instruction set contains over 600 instructions [3]. This simple contrast highlights the main design objectives of the two categories; RISC architectures generally aim for lower complexity in the architecture and hardware design so as to shift the complexity into software, and CISC architectures aim to keep a bulk of the complexity in hardware with the goal of simplifying software implementations. While it might seem beneficial to shift complexity to hardware, it also causes hardware verification to increase in complexity. This can lead to errors in the hardware design, which are much more difficult to fix compared to bugs found in software [4].

Some of the other indicators for RISC or CISC are the number of addressing modes and format of the instruction words themselves. In general, using fewer addressing modes along with a consistent instruction format results in faster and less complex control signal logic [5]. Additionally, a study in [6] indicates that within the address calculation logic alone, there can be up to a  $4\times$  increase in structural complexity for CISC processors compared to RISC.

The reasoning behind CPU design choices have been changing throughout the past few decades. In the past, hardware complexity, chip area, and transistor count were some of the primary design considerations. In recent years, however, the focus has switched to minimizing energy and power while increasing speed. A study in [7] found that there is a similar overall performance between comparable RISC and CISC architectures, although the CISCs generally require more power.

There are many design choices involved in the development of a CPU aimed solely towards the hardware performance. However, for software to run on the CPU there are additional considerations to be made. Some of these considerations include the number of register classes, which types of addressing modes to implement, and the layout of the

memory space.

## 2.2 Compiler Design

In its simplest definition, a compiler accepts a program written in some source language, then translates it into a program with equivalent functionality in a target language [8]. While there are different variations of the compiling process (*e.g.* interpreters and just-in-time (JIT) compilers), this paper focuses on standard compilers, specifically ones that can accept an input program written in the C language, then output either the assembly or machine code of a target architecture. When considering C as the source language, two compiler suites are genuinely considered to be mature and optimized enough to handle modern software problems: GCC (the GNU Compiler Collection) and LLVM. Although similar in end-user functionality, GCC and LLVM each operate differently from each other both in their software architecture and even philosophy as organizations.

### 2.2.1 Application Binary Interface

Before considering the compiler, the application binary interface (ABI) must be defined for the target. This covers all of the details about how code and data interact with the CPU hardware. Some of the important design choices that need to be made include the alignment of different datatypes in memory, defining register classes (which registers can store which datatypes), and function calling conventions (whether function operands are placed on the stack, in registers, or a combination of both) [9]. The ABI must carefully consider the CPU architecture to be sure that each of the design choices are physically possible, and that they make efficient use of the CPU hardware when there are multiple solutions to a problem.

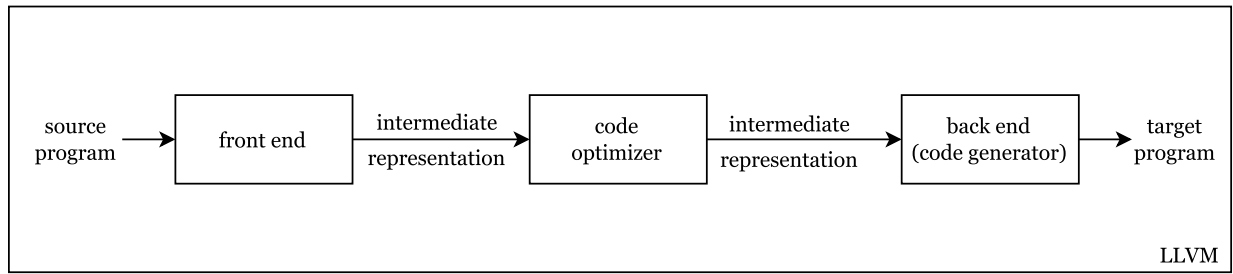


Figure 2.1: Aho Ullman Model

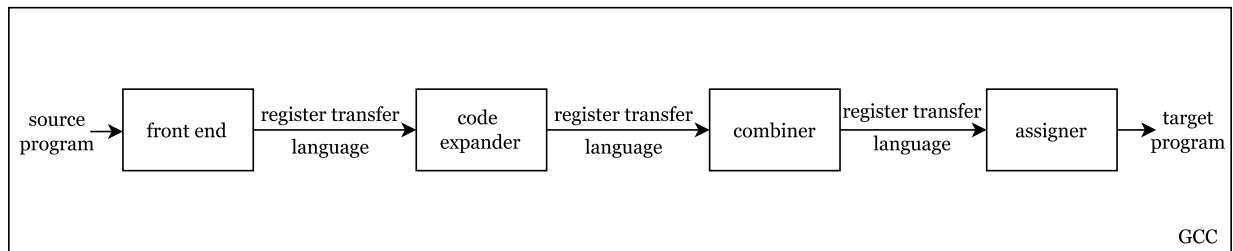


Figure 2.2: Davidson Fraser Model

### 2.2.2 Compiler Models

Modern compilers usually operate in three main phases: the front end, the optimizer, and the backend. Two approaches on how compilers should accomplish this task are the Aho Ullman approach [8] and the Davidson Fraser approach [10]. The block diagrams for each for each of these models are shown in Fig. 2.1 and Fig. 2.2. Although the function of the front end is similar between these models, there are some major differences in how they perform the process of optimization and code generation.

The Aho Ullman model places a large focus on having a target-independent intermediate representation (IR) language for a bulk of the optimization before the backend which allows the instruction selection process to use a cost-based approach. The Davidson Fraser model focuses on transforming the IR into a type of target-independent register transfer language (RTL).<sup>1</sup> The RTL then undergoes an expansion process followed by a recognizer which

<sup>1</sup>Register transfer language (RTL) is not to be confused with the register transfer level (RTL) design abstraction used in digital logic design

selects the instructions based on the expanded representation [9]. This paper will focus on the Aho Ullman model as LLVM is architected using this methodology.

Each phase of an Aho Ullman modeled compiler is responsible for translating the input program into a different representation, which brings the program closer to the target language. There is an extreme benefit of having a compiler architected using this model; because of the modularity and the defined boundaries of each stage, new source languages, target architectures, and optimization passes can be added or modified mostly independent of each other. A new source language implementation only needs to consider the design of the front end such that the output conforms to the IR, optimization passes are largely language-agnostic so long as they only operate on IR and preserve the program function, and lastly, generating code for a new target architecture only requires designing a backend that accepts IR and outputs the target code (typically assembly or machine code).

### 2.2.3 GCC

GCC was first released in 1984 by Richard M. Stallman [11]. GCC is written entirely in C and currently still maintains much of the same software architecture that existed in the initial release over 30 years ago. Regardless of this fact, almost every standard CPU has a port of GCC that is able to target it. Even architectures that do not have a backend in the GCC source tree typically have either a private release or custom build maintained by a third party; an example of one such architecture is the Texas Instruments MSP430 [12]. Although GCC is a popular compiler option, this paper focuses on LLVM instead for its significantly more modern code base.

### 2.2.4 LLVM

LLVM was originally released in 2003 by Chris Lattner [13] as a master’s thesis project. The compiler has since grown tremendously into an fully complete and open-source compiler infrastructure. Written in C++ and embracing its object-oriented programming nature, LLVM has now become a rich set of compiler-based tools and libraries. While LLVM used to be an acronym for “low level virtual machine,” representing its rich, virtual instruction set IR language, the project has grown to encompass a larger scope of projects and goals and LLVM no longer stands for anything [14]. There are a much fewer number of architectures that are supported in LLVM compared to GCC because it is so new. Despite this fact, there are still organizations choosing to use LLVM as the default compiler toolchain over GCC [15, 16]. The remainder of this section describes the three main phases of the LLVM compiler.

#### 2.2.4.1 Front End

The front end is responsible for translating the input program from text written by a person. This stage is done through lexical, syntactical, and semantic analysis. The output format of the front end is the LLVM IR code. The IR is a fully complete virtual instruction set which has operations similar to RISC architectures; however, it is fully typed, uses Static Single Assignment (SSA) representation, and has an unlimited number of virtual registers. It is low-level enough such that it can be easily related to hardware operations, but it also includes enough high-level control-flow and data information to allow for sophisticated analysis and optimization [17]. All of these features of LLVM IR allow for a very efficient, machine-independent optimizer.

### 2.2.4.2 Optimization

The optimizer is responsible for translating the IR from the output of the front end, to an equivalent yet optimized program in IR. Although this phase is where the bulk of the optimizations are completed; optimizations can, and should be completed at each phase of the compilation. Users can optimize code when writing it before it even reaches the front end, and the backend can optimize code specifically for the target architecture and hardware.

In general, there are two main goals of the optimization phase: to increase the execution speed of the target program, and to reduce the code size of the target program. To achieve these goals, optimizations are usually performed in multiple passes over the IR where each pass has specific goal of smaller-scope. One simple way of organizing the IR to aid in optimization is through SSA form. This form guarantees that each variable is defined exactly once which simplifies many optimizations such as dead code elimination, edge elimination, loop construction, and many more [13].

### 2.2.4.3 Backend

The backend is responsible for translating a program from IR into target-specific code (usually assembly or machine code). For this reason, this phase is also commonly referred to as the code generator. The most difficult problems that are solved in this phase are instruction selection and register allocation.

Instruction selection is responsible for transforming the operations specified by the IR into instructions that are available on the target architecture. For a simple example, consider a program in IR containing a logical NOT operation. If the target architecture does not have a logical NOT instruction but it does contain a logical XOR function, the instruction selector would be responsible for converting the “NOT” operation into an “XOR

with -1” operation, as they are functionally equivalent.

Register allocation is an entirely different problem as the IR uses an unlimited number of variables, not a fixed number of registers. The register allocator assigns variables in the IR to registers in the target architecture. The compiler requires information about any special purpose registers along with different register classes that may exist in the target. Other issues such as instruction ordering, memory allocation, and relative address resolution are also solved in this phase. Once all of these problems are solved the backend can emit the final target-specific assembly or machine code.

# Chapter 3

## Custom RISC CPU Design

This chapter discusses the design and architecture of the custom CJG RISC CPU. Section [3.1](#) explains the design choices made, section [3.2](#) describes the implementation of the architecture, and section [3.3](#) describes all of the instructions in detail.

### 3.1 Instruction Set Architecture

The first stage in designing the CJG RISC was to specify its instruction set architecture (ISA). The ISA was designed to be simple enough to implement in hardware and describe for LLVM, while still including enough instructions and features such that it could execute sophisticated programs. The architecture is a 32-bit data path, register-register design. Each operand is 32-bits wide and all data manipulation instructions can only operate on operands that are located in the register file.



### 3.1.1 Register File

The register file is composed of 32 individual 32-bit registers denoted as **r0** through **r31**. All of the registers are general purpose with the exception of **r0-r2**, which are designated as special purpose registers.

The first special purpose register is the status register (**SR**), which is stored in **r0**. The status register contains the condition bits that are automatically set by the CPU following a manipulation instruction. The conditions bits set represent when an arithmetic operation results in any of the following: a carry, a negative result, an overflow, or a result that is zero. The status register bits can be seen in Fig. 3.1. A table describing the status register bits can be seen in Table 3.1.



Figure 3.1: Status Register Bits

Bit	Description
C	The carry bit. This is set to 1 if the result of a manipulation instruction produced a carry and set to 0 otherwise
N	The negative bit. This is set to 1 when the result of a manipulation instruction produces a negative number (set to bit 31 of the result) and set to 0 otherwise
V	The overflow bit. This is set to 1 when a arithmetic operation results in an overflow ( <i>e.g.</i> when a positive + positive results in a negative) and set to 0 otherwise
Z	The zero bit. This is set to 1 when the result of a manipulation instruction produces a result that is 0 and set to 0 otherwise

Table 3.1: Description of Status Register Bits

The next special purpose register is the program counter (**PC**) register, which is stored in **r1**. This register stores the current value of the program counter which is the address

of the current instruction word in memory. This register is write protected and cannot be overwritten by any manipulation instructions. The PC can only be changed by an increment during instruction fetch (see section 3.2.1.1) or a flow control instruction (see section 3.3.3). The PC bits can be seen in Fig. 3.2.

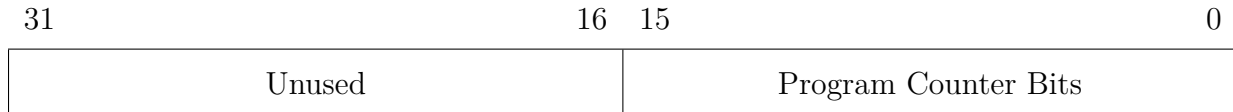


Figure 3.2: Program Counter Bits

The final special purpose register is the stack pointer (SP) register, which is stored in r2. This register stores the address pointing to the top of the data stack. The stack pointer is automatically incremented or decremented when values are pushed on or popped off the stack. The SR bits can be seen in Fig. 3.3.



Figure 3.3: Stack Pointer Register

### 3.1.2 Stack Design

There are two hardware stacks in the CJG RISC design. One stack is used for storing the PC and SR throughout calls and returns (the call stack). The other stack is used for storing variables (the data stack). Most CPUs utilize a data stack that is located within the data memory space, however, a hardware stack was used to simplify the implementation. Both stacks are 64 words deep, however they operate slightly differently. The call stack does not have an external stack pointer. The data is pushed on and popped off the stack using

internal control signals. The data stack, however, makes use of the **SP** register to access its contents acting similar to a memory structure.

During the call instruction the **PC** and then the **SR** are pushed onto the call stack. During the return instruction they are popped back into their respective registers.

The data stack is managed by push and pop instructions. The push instruction pushes a value onto the stack at the location of the **SP**, then automatically increments the stack pointer. The pop instruction first decrements the stack pointer, then pops the value at location of the decremented stack pointer into its destination register. These instructions are described further in Section 3.3.2.

### 3.1.3 Memory Architecture

There are two main memory design architectures used when designing CPUs: Harvard and von Neumann. Harvard makes use of two separate physical datapaths for accessing data and instruction memory. Von Neumann only utilizes a single datapath for accessing both data and instruction memory. Without the use of memory caching, traditional von Neumann architectures cannot access both instruction and data memory in parallel. The Harvard architecture was chosen to simplify implementation and avoid the need to stall the CPU during data memory accesses. Additionally, the Harvard architecture offers complete protection against conventional memory attacks (*e.g.* buffer/stack overflowing) as opposed to a more complex von Neumann architecture [18]. No data or instruction caches were implemented to keep memory complexity low.

Both memories are byte addressable with a 32-bit data bus and a 16-bit wide address bus. The upper 128 addresses of data memory are reserved for memory mapped input/output (I/O) peripherals.

## 3.2 Hardware Implementation

The CJG RISC is fully designed in the Verilog hardware description language (HDL) at the register transfer level (RTL). The CPU is implemented as a four-stage pipeline and the main components are the clock generator, register file, arithmetic logic unit (ALU), the shifter, and the two stacks. A simplified functional block diagram of the CPU can be seen in Fig. 3.4.

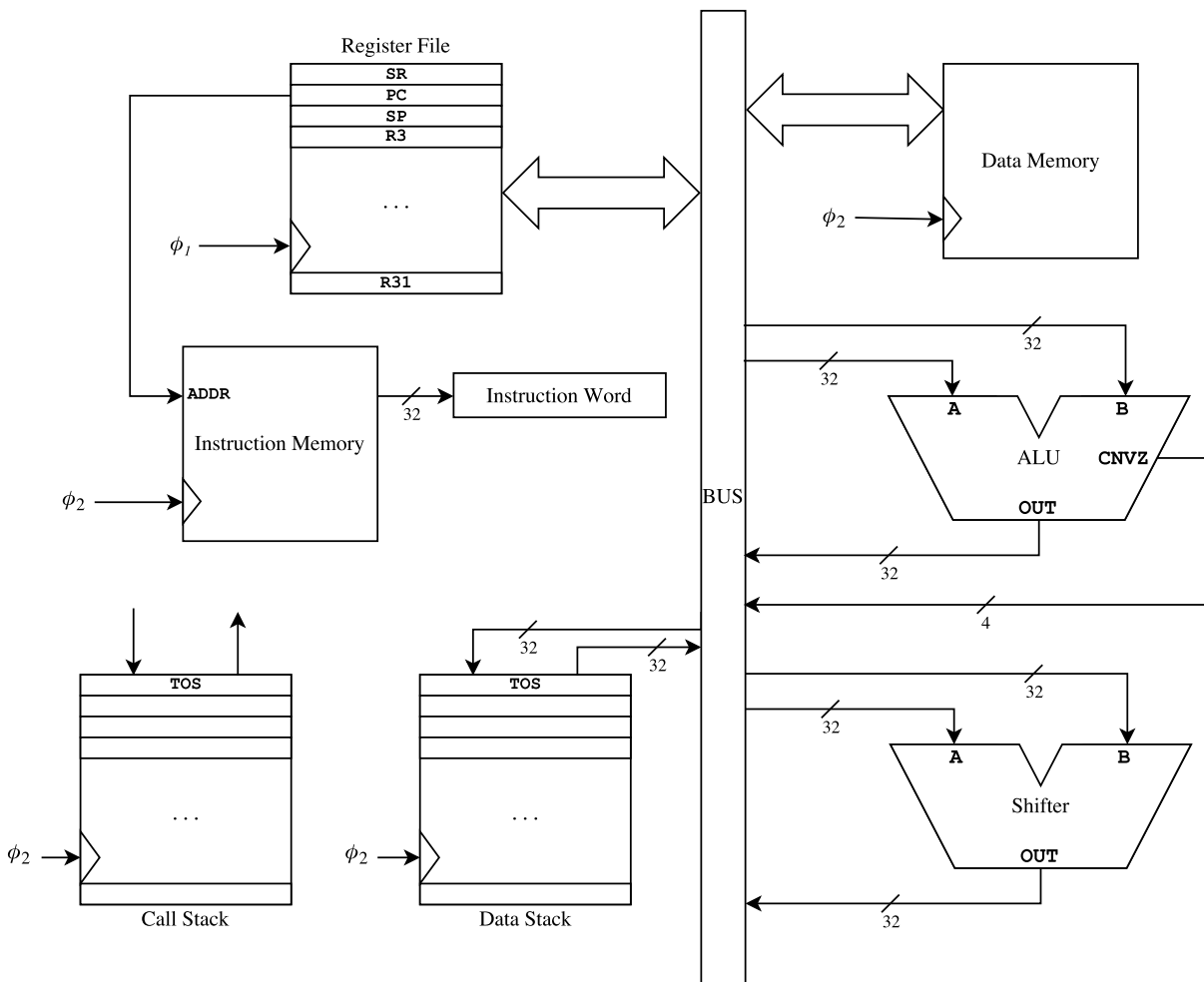


Figure 3.4: CJG RISC CPU Functional Block Diagram

Pipeline Stage	Pipeline						
<b>IF</b>	$I_0$	$I_1$	$I_2$	$I_3$	$I_4$	$I_5$	...
<b>OF</b>		$I_0$	$I_1$	$I_2$	$I_3$	$I_4$	...
<b>EX</b>			$I_0$	$I_1$	$I_2$	$I_3$	...
<b>WB</b>				$I_0$	$I_1$	$I_2$	...
<b>Clock Cycle</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>...</b>

Figure 3.5: Four-Stage Pipeline



Figure 3.6: Four-Stage Pipeline Block Diagram

### 3.2.1 Pipeline Design

The pipeline is a standard four-stage pipeline with instruction fetch (IF), operand fetch (OF), execute (EX), and write back (WB) stages. This pipeline structure can be seen in Fig. 3.5 where  $I_n$  represents a single instruction propagating through the pipeline. Additionally, a block diagram of the pipeline can be seen in Fig. 3.6. During clock cycles 1-3 the pipeline fills up with instructions and is not at maximum efficiency. For clock cycles 4 and onwards, the pipeline is fully filled and is effectively executing instructions at a rate of 1 *IPC* (instruction per clock cycle). The CPU will continue executing instructions at a rate of 1 *IPC* until a jump or a call instruction is encountered at which point the CPU will stall.

#### 3.2.1.1 Instruction Fetch

Instruction fetch is the first machine cycle of the pipeline. Instruction fetch has the least logic of any stage and is the same for every instruction. This stage is responsible for loading the next instruction word from instruction memory, incrementing the program counter so it points at the next instruction word, and stalling the processor if a call or jump instruction

is encountered.

### 3.2.1.2 Operand Fetch

Operand fetch is the second machine cycle of the pipeline. This stage contains the most logic out of any of the pipeline stages due to the data forwarding logic implemented to resolve data dependency hazards. For example, consider an instruction,  $I_n$ , that modifies the  $R_x$  register, followed by an instruction  $I_{n+1}$ , that uses  $R_x$  as an operand.<sup>1</sup> Without any data forwarding logic,  $I_{n+1}$  would not fetch the correct value because  $I_n$  would still be in the execute stage of the pipeline, and  $R_x$  would not be updated with the correct value until  $I_n$  completes write back. The data forwarding logic resolves this hazard by fetching the value at the output of the execute stage instead of from  $R_x$ . Data dependency hazards can also arise from less-common situations such as an instruction modifying the  $SP$  followed by a stack instruction. Because the stack instruction needs to modify the stack pointer, this would have to be forwarded as well.

An alternative approach to solving these data dependency hazards would be to stall CPU execution until the write back of the required operand has finished. This is a trade-off between an increase in stall cycles versus an increase in data forwarding logic complexity. Data forwarding logic was implemented to minimize the stall cycles, however, no in-depth efficiency analysis was calculated for this design choice.

### 3.2.1.3 Execute

Execution is the third machine cycle of the pipeline and is mainly responsible for three functions. The first is preparing any data in either the ALU or shifter module for the write back stage. The second is to handle reading the output of the memory for data. The third

---

<sup>1</sup> $R_x$  represents any modifiable general purpose register

function is to handle any data that was popped off of the stack, along with adjusting the stack pointer.

#### 3.2.1.4 Write Back

The write back stage is the fourth and final machine cycle of the pipeline. This stage is responsible for writing any data from the execute stage back to the destination register. This stage additionally is responsible for handling the flow control logic for conditional jump instructions as well as calls and returns (as explained in Section 3.3.3).

### 3.2.2 Stalling

The CPU only stalls when a jump or call instruction is encountered. When the CPU stalls the pipeline is emptied of its current instructions and then the PC is set to the destination location of either the jump or the call. Once the CPU successfully jumps or calls to the new location the pipeline will begin filling again.

### 3.2.3 Clock Phases

The CPU contains a clock generator module which generates two clock phases,  $\phi_1$  and  $\phi_2$  (shown in Fig. 3.7), from the main system clock. The  $\phi_1$  clock is responsible for all of the pipeline logic while  $\phi_2$  acts as the memory clock for both the instruction and data memory. Additionally, the  $\phi_2$  clock is used for both the call and data stacks.

## 3.3 Instruction Details

This section lists all of the instructions, shows the significance of the instruction word bits, and describes other specific details pertaining to each instruction.

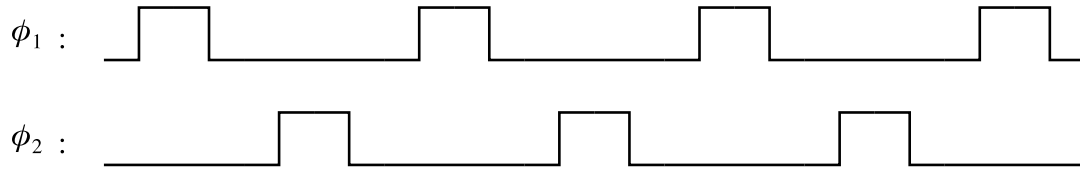


Figure 3.7: Clock Phases

### 3.3.1 Load and Store

Load and store instructions are responsible for transferring data between the data memory and the register file. The instruction word encoding is shown in Fig. 3.8.

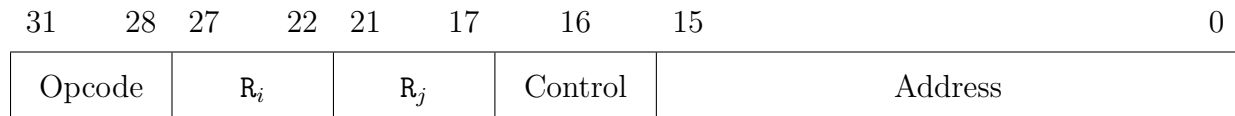


Figure 3.8: Load and Store Instruction Word

There are four different addressing modes that the CPU can utilize to access a particular memory location. These addressing modes along with how they are selected are described in Table 3.2 where  $R_x$  corresponds to the  $R_j$  register in the load and store instruction word. The load and store instruction details are described in Table 3.3.

Mode	$R_x$ <sup>2</sup>	Control	Effective Address Value
Register Direct	Not 0	1	The value of the $R_x$ register operand
Absolute	0	1	The value in the address field
Indexed	Not 0	0	The value of the $R_x$ register operand + the value in the address field
PC Relative	0	0	The value of the PC register + the value in the address field

Table 3.2: Addressing Mode Descriptions

<sup>2</sup> $R_x$  corresponds to  $R_j$  for load and store instructions, and to  $R_i$  for flow control instructions



Instruction	Mnemonic	Opcode	Function
Load	LD	0x0	Load the value in memory at the effective address or I/O peripheral into the $R_i$ register
Store	ST	0x1	Store the value of the $R_i$ register into memory at the effective address or I/O peripheral

Table 3.3: Load and Store Instruction Details

### 3.3.2 Data Transfer

Data instructions are responsible for moving data between the register file, instruction word field, and the stack. The instruction word encoding is shown in Fig. 3.9.

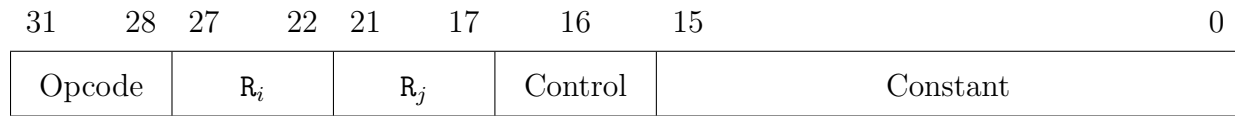


Figure 3.9: Data Transfer Instruction Word

The data transfer instruction details are described in Table 3.4. If the control bit is set high then the source operand for the copy and push instructions is taken from the 16-bit constant field and sign extended, otherwise the source operand is the register denoted by  $R_j$ .

Instruction	Mnemonic	Opcode	Function
Copy	CPY	0x2	Copy the value from the source operand into the $R_i$ register
Push	PUSH	0x3	Push the value from the source operand onto the top of the stack and then increment the stack pointer
Pop	POP	0x4	Decrement the stack pointer and then pop the value from the top of the stack into the $R_i$ register.

Table 3.4: Data Transfer Instruction Details

### 3.3.3 Flow Control

Flow control instructions are responsible for adjusting the sequence of instructions that are executed by the CPU. This allows a non-linear sequence of instructions that can be decided by the result of previous instructions. The purpose of the jump instruction is to conditionally move to different locations in the instruction memory. This allows for decision making in the program flow, which is one of the requirements for a computing machine to be Turing-complete [19]. The instruction word encoding is shown in Fig. 3.10.

31	27	26	22	21	20	19	18	17	16	15	0
Opcode	$R_i$			C	N	V	Z	0	Control	Address	

Figure 3.10: Flow Control Instruction Word

The CPU utilizes four distinct addressing modes to calculate the effective destination address similar to load and store instructions. These addressing modes along with how they are selected are described in Table 3.2, where  $R_x$  corresponds to the  $R_i$  register in the flow control instruction word. An additional layer of control is added in the C, N, V, and Z bit fields located at bits 21-18 in the instruction word. These bits only affect the jump instruction and are described in Table 3.5. The C, N, V, and Z columns in this table correspond to the value of the bits in the flow control instruction word and *not* the value of bits in the status register. However, in the logic to decide whether to jump (in the write back machine cycle), the actual value of the bit in the status register (corresponding to the one selected by the condition code) is used. The flow control instruction details are described in Table 3.6.

C	N	V	Z	Mnemonic	Description
0	0	0	0	JMP / JU	Jump unconditionally
1	0	0	0	JC	Jump if carry
0	1	0	0	JN	Jump if negative
0	0	1	0	JV	Jump if overflow
0	0	0	1	JZ / JEQ	Jump if zero / equal
0	1	1	1	JNC	Jump if not carry
1	0	1	1	JNN	Jump if not negative
1	1	0	1	JNV	Jump if not overflow
1	1	1	0	JNZ / JNE	Jump if not zero / not equal

Table 3.5: Jump Condition Code Description

Instruction	Mnemonic	Opcode	Function
Jump	J{CC} <sup>3</sup>	0x5	Conditionally set the PC to the effective address
Call	CALL	0x6	Push the PC followed by the SR onto the call stack, set the PC to the effective address
Return	RET	0x7	Pop the top of call stack into the SR, then pop the next value into the PC

Table 3.6: Flow Control Instruction Details

### 3.3.4 Manipulation Instructions

Manipulation instructions are responsible for the manipulation of data within the register file. Most of the manipulation instructions require three operands: one destination and two source operands. Any manipulation instruction that requires two source operands can either use the value in a register or an immediate value located in the instruction word as the second source operand. The instruction word encoding for these variants are shown in Fig. 3.11 and 3.12, respectively. All of the manipulation instructions have the possibility of changing the condition bits in the SR following their operation, and they all are calculated

<sup>3</sup>The value of {CC} depends on the condition code; see the Mnemonic column in Table 3.5

through the ALU.

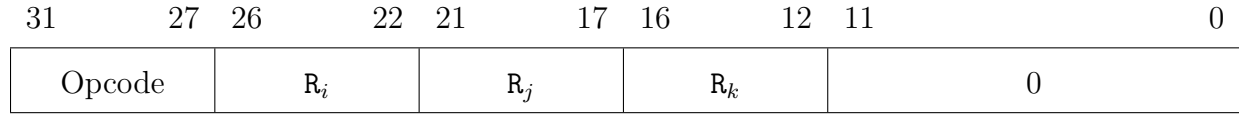


Figure 3.11: Register-Register Manipulation Instruction Word

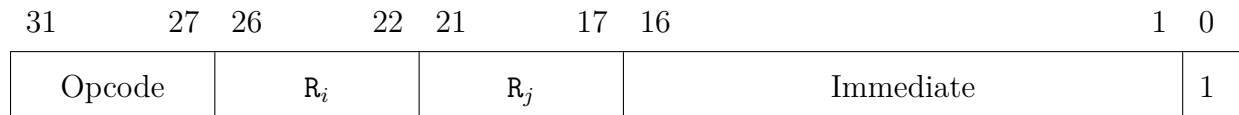


Figure 3.12: Register-Immediate Manipulation Instruction Word

Instruction	Mnemonic	Opcode	Function
Add	ADD	0x8	Store $R_j + SRC_2$ in $R_i$
Subtract	SUB	0x9	Store $R_j - SRC_2$ in $R_i$
Compare	CMP	0xA	Compute $R_j - SRC_2$ and discard result
Negate	NOT	0xB	Store $\sim R_j$ in $R_i$ <sup>4</sup>
AND	AND	0xC	Store $R_j \& SRC_2$ in $R_i$ <sup>5</sup>
Bit Clear	BIC	0xD	Store $R_j \& \sim SRC_2$ in $R_i$
OR	OR	0xE	Store $R_j \mid SRC_2$ in $R_i$ <sup>6</sup>
Exclusive OR	XOR	0xF	Store $R_j \wedge SRC_2$ in $R_i$ <sup>7</sup>
Signed Multiplication	MUL	0x1A	Store $R_j \times SRC_2$ in $R_i$
Unsigned Division	DIV	0x1B	Store $R_j \div SRC_2$ in $R_i$

Table 3.7: Manipulation Instruction Details

The manipulation instruction details are described in Table 3.7. The value of  $SRC_2$  either represents the  $R_k$  register for a register-register manipulation instruction or the immediate value (sign-extended to 32-bits) for a register-immediate manipulation instruction.

<sup>4</sup>The  $\sim$  symbol represents the unary logical negation operator

<sup>5</sup>The  $\&$  symbol represents the logical AND operator

<sup>6</sup>The  $\mid$  symbol represents the logical inclusive OR operator

<sup>7</sup>The  $\wedge$  symbol represents the logical exclusive OR (XOR) operator

### 3.3.4.1 Shift and Rotate

Shift and Rotate instructions are a specialized case of manipulation instructions. They are calculated through the shifter module, and the rotate-through-carry instructions have the possibility of changing the **C** bit within the **SR**. The logical shift shifts will always shift in bits with the value of 0 and discard the bits shifted out. Arithmetic shift will shift in bits with the same value as the most significant bit in the source operand as to preserve the correct sign of the data. As with the other manipulation instructions, these instructions can either use the contents of a register or an immediate value from the instruction word for the second source operand. The instruction word encoding for these variants are shown in Fig. 3.13 and 3.14, respectively.

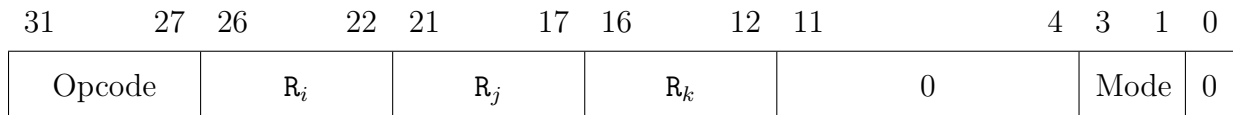


Figure 3.13: Register-Register Shift and Rotate Instruction Word

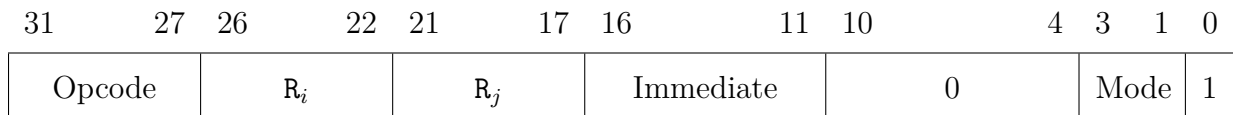


Figure 3.14: Register-Immediate Manipulation Instruction Word

The mode field in the shift and rotate instructions select which type of shift or rotate to perform. All instructions will perform the operation as defined by the mode field on the  $R_j$  register as the source data. The number of bits that the data will be shifter or rotated (**SRC<sub>2</sub>**) is determined by either the value in the  $R_k$  register or the immediate value in the instruction word depending on if it is a register-register or register-immediate instruction word. The shift and rotate instruction details are described in Table 3.8.

Instruction	Mnemonic	Opcode	Mode	Function
Shift right logical	SRL	0x10	0x0	Shift $R_j$ right logically by $SRC_2$ bits and store in $R_i$
Shift left logical	SLL	0x10	0x1	Shift $R_j$ left logically by $SRC_2$ bits and store in $R_i$
Shift right arithmetic	SRA	0x10	0x2	Shift $R_j$ right arithmetically by $SRC_2$ bits and store in $R_i$
Rotate right	RTR	0x10	0x4	Rotate $R_j$ right by $SRC_2$ bits and store in $R_i$
Rotate left	RTL	0x10	0x5	Rotate $R_j$ left by $SRC_2$ bits and store in $R_i$
Rotate right through carry	RRC	0x10	0x6	Rotate $R_j$ right through carry by $SRC_2$ bits and store in $R_i$
Rotate left through carry	RLC	0x10	0x7	Rotate $R_j$ left through carry by $SRC_2$ bits and store in $R_i$

Table 3.8: Shift and Rotate Instruction Details

# Chapter 4

## Custom LLVM Backend Design

This chapter discusses the structure and design of the custom target-specific LLVM backend. Section [4.1](#) discusses the high-level structure of LLVM and Section [4.2](#) describes the specific implementation of the custom backend.

### 4.1 Structure and Tools

LLVM is different from most traditional compiler projects because it is not just a collection of individual programs, but rather a collection of libraries. These libraries are all designed using object-oriented programming and are extendable and modular. This along with its three-phase approach (discussed in Section [2.2.4](#)) and its modern code design makes it a very appealing compiler infrastructure to work with. This chapter presents a custom LLVM backend to target the custom CJG RISC CPU, which is explained in detail in Chapter [3](#).

### 4.1.1 Code Generator Design Overview

The code generator is one of the many large frameworks that is available within LLVM. This particular framework provides many classes, methods, and tools to help translate the LLVM IR code into target-specific assembly or machine code [20]. Most of the code base, classes, and algorithms are target-independent and can be used by all of the specific backends that are implemented. The two main target-specific components that comprise a custom backend are the abstract target description, and the abstract target description implementation. These target-specific components of the framework are necessary for every target-architecture in LLVM and the code generator uses them as needed throughout the code generation process.

The code generator is separated into several stages. Prior to the instruction scheduling stage, the code is organized into basic blocks, where each basic block is represented as a directed acyclic graph (DAG). A basic block is defined as a consecutive sequence of statements that are operated on, in order, from the beginning of the basic block to the end without having any possibility of branching, except for at the end [8]. DAGs can be very useful data structures for operating on basic blocks because they provide an easy means to determine which values used in a basic block are used in any subsequent operations. Any value that has the possibility of being used in a subsequent operation, even in a different basic block, is said to be a *live* value. Once a value no longer has a possibility of being used it is said to be a *killed* value.

The high-level descriptions of the stages which comprise the code generator are as follows:

1. **Instruction Selection** — Translates the LLVM IR into operations that can be performed in the target's instruction set. Virtual registers in SSA form are used to



represent the data assignments. The output of this stage are DAGs containing the target-specific instructions.

2. **Instruction Scheduling** — Determines the necessary order of the target machine instructions from the DAG. Once this order is determined the DAG is converted to a list of machine instructions and the DAG is destroyed.
3. **Machine Instruction Optimization** — Performs target-specific optimizations on the machine instructions list that can further improve code quality.
4. **Register Allocation** — Maps the current program, which can use any number of virtual registers, to one that only uses the registers available in the target-architecture. This stage also takes into account different register classes and the calling convention as defined in the ABI.
5. **Prolog and Epilog Code Insertion** — Typically inserts the code pertaining to setting up (prolog) and then destroying (epilog) the stack frame for each basic block.
6. **Final Machine Code Optimization** — Performs any final target-specific optimizations that are defined by the backend.
7. **Code Emission** — Lowers the code from the machine instruction abstractions provided by the code generator framework into target-specific assembly or machine code. The output of this stage is typically either an assembly text file or extendable and linkable format (ELF) object file.

### 4.1.2 TableGen

One of the LLVM tools that is necessary for writing the abstract target description is TableGen (`llvm-tblgen`). This tool translates a target description file (`.td`) into C++

code that is used in code generation. It's main goal is to reduce large, tedious descriptions into smaller and flexible definitions that are easier to manage and structure [21]. The core functionality of TableGen is located in the TableGen backends.<sup>1</sup> These backends are responsible for translating the target description files into a format that can be used by the code generator [22]. The code generator provides all of the TableGen backends that are necessary for most CPUs to complete their abstract target description, however, custom TableGen backends can be written for other purposes.

The same TableGen input code can typically produces a different output depending on the TableGen backend used. The TableGen code shown in Listing 4.1 is used to define each of the CPU registers that are in the CJG architecture. The AsmWriter TableGen backend, which is responsible for creating code to help with printing the target-specific assembly code, generates the C++ code seen in Listing 4.2. However, the RegisterInfo TableGen backend, which is responsible for creating code to help with describing the register file to the code generator, generates the C++ code seen in Listing 4.3.

There are many large tables (such as the one seen on line 7 of Listing 4.2) and functions that are generated from TableGen to help in the design of the custom LLVM backend. Although TableGen is currently responsible for a bulk of the target description, a large amount of C++ code still needs to be written to complete the abstract target description implementation. As the development of LLVM moves forward, the goal is to move as much of the target description as possible into TableGen form [20].

---

<sup>1</sup>Not to be confused with LLVM backends (target-specific code generators)

---

```

1  // Special purpose registers
2  def SR : CJGReg<0, "r0">;
3  def PC : CJGReg<1, "r1">;
4  def SP : CJGReg<2, "r2">;
5
6  // General purpose registers
7  foreach i = 3-31 in {
8      def R#i : CJGReg< #i, "r"##i>;
9  }

```

---

Listing 4.1: TableGen Register Set Definitions

---

```

1  /// getRegisterName - This method is automatically generated by tblgen
2  /// from the register set description. This returns the assembler name
3  /// for the specified register.
4  const char *CJGInstPrinter::getRegisterName(unsigned RegNo) {
5      assert(RegNo && RegNo < 33 && "Invalid register number!");
6
7      static const char AsmStrs[] = {
8          /* 0 */ 'r', '1', '0', 0,
9          /* 4 */ 'r', '2', '0', 0,
10         ...
11     };
12     ...
13 }

```

---

Listing 4.2: TableGen AsmWriter Output

---

```

1  namespace CJG {
2  enum {
3      NoRegister,
4      PC = 1,
5      SP = 2,
6      SR = 3,
7      R3 = 4,
8      R4 = 5,
9      ...
10 };
11 } // end namespace CJG

```

---

Listing 4.3: TableGen RegisterInfo Output

### 4.1.3 Clang and llc

Clang is the front end for LLVM which supports C, C++, and Objective C/C++ [23]. Clang is responsible for the functionality discussed in Section 2.2.4.1. The llc tool is the LLVM static compiler which is responsible for the functionality discussed in Section 2.2.4.3. The custom backends written for LLVM are each linked into llc which then compiles LLVM IR code into the target-specific assembly or machine code.

## 4.2 Custom Target Implementation

The custom LLVM backend inherits from and extends many of the LLVM classes. To implement an LLVM backend, most of the files are placed within LLVM’s `lib/Target/TargetName/` directory, where `TargetName` is the name of the target architecture as referenced by LLVM. This name is important and must stay consistent throughout the entirety of the backend development as it is used by LLVM internals to find the custom backend. The name for this target architecture was chosen as CJG, therefore, the custom backend is located in `lib/Target/CJG/`. The “entry point” for CJG LLVM backend is within the `CJGMCTargetDescription`. This is where the backend is registered with the LLVM `TargetRegistry` so that LLVM can find and use the backend. The graph shown in Fig. 4.1 gives a clear picture of the classes and files that are a part of the CJG backend.

In addition to the RISC backends that are currently in the LLVM source tree (namely ARM and MSP430), several out-of-tree, work-in-progress backends were used as resources during the implementation of the CJG backend: Cpu0 [24], LEG [25], and RISC-V [26]. The remainder of this section will discuss the details of the implementation of the custom CJG LLVM backend.

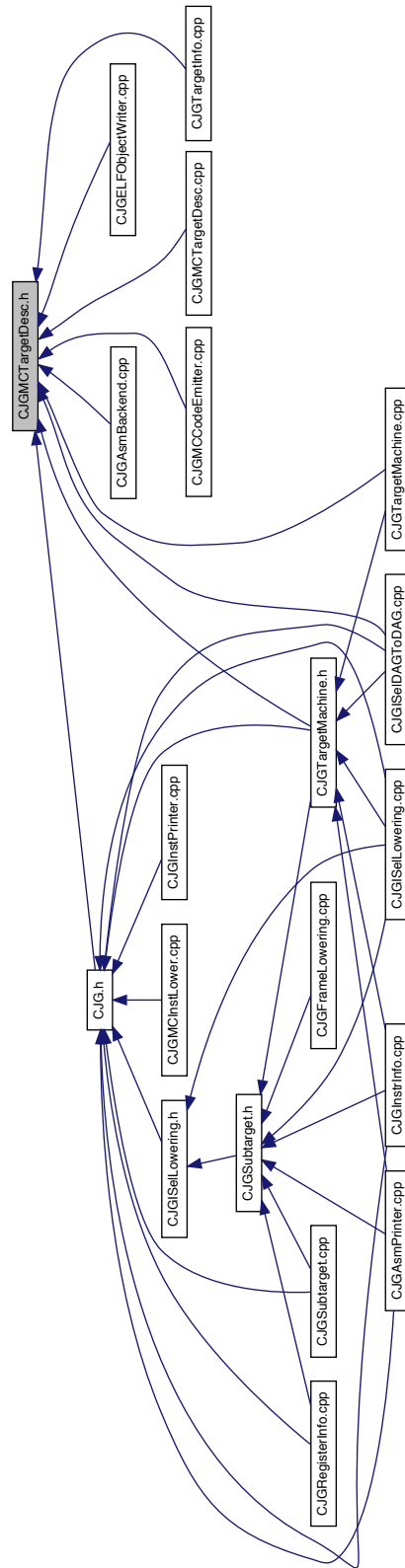


Figure 4.1: CJGMCTargetDesc.h Inclusion Graph

### 4.2.1 Abstract Target Description

As discussed in in Section 4.1.2, a majority of the abstract target description is written in TableGen format. The major components of the CJG backend written in TableGen form are the register information, calling convention, special operands, instruction formats, and the complete instruction definitions. In addition to the TableGen components, there are some details that must be written in C++. These components of the abstract target description are described in the following sections.

#### 4.2.1.1 Register Information

The register information is found in `CJGRegisterInfo.td`. This file defines the register set of the CJG RISC as well as different register classes. This makes it easy to separate registers that may only be able to hold a specific datatype (*e.g.* integer vs. floating point register classes). Because the CJG architecture does not support floating point operations, the main register class is the general purpose register class. The definition of this class is shown in Listing 4.4. The definition of each individual register is also located in this file and is shown in Listing 4.1.

---

```
1 // General purpose registers class
2 def GPRregs : RegisterClass<"CJG", [i32], 32, (add
3     (sequence "R%u", 4, 31), SP, R3
4 )>;
```

---

Listing 4.4: General Purpose Registers Class Definition

### 4.2.1.2 Calling Conventions

The calling convention definitions describe the part of the ABI which controls how data moves between function calls. The calling convention definitions are defined in `CJG-CallingConv.td` and the return calling convention definition is shown in Listing 4.5. This definition describes how values are returned from functions. Firstly, any 8-bit or 16-bit values must be converted to a 32-bit value. Then the first 8 return values are placed in registers R24–R31. Any remaining return values would be pushed onto the data stack.

---

```

1  //=====
2  // CJG Return Value Calling Convention
3  //=====
4  def RetCC_CJG : CallingConv<[
5      // Promote i8/i16 arguments to i32.
6      CCIIfType<[i8, i16], CCPromoteToType<i32>>,
7
8      // i32 are returned in registers R24-R31
9      CCIIfType<[i32], CCAssignToReg<[R24, R25, R26, R27, R28, R29, R30, R31]>>,
10
11     // Integer values get stored in stack slots that are 4 bytes in
12     // size and 4-byte aligned.
13     CCIIfType<[i32], CCAssignToStack<4, 4>>
14 ]>;

```

---

Listing 4.5: Return Calling Convention Definition

### 4.2.1.3 Special Operands

There are several special types of operands that need to be defined as part of the target description. There are many operands that are pre-defined in TableGen such as `i16imm` and `i32imm` (defined in `include/llvm/Target/Target.td`), however, there are cases where

these are not sufficient. Two examples of special operands that need to be defined are the memory address operand and the jump condition code operand. Both of these operands need to be defined separately because they are not a standard datatype size both and need to have special methods for printing them in assembly. The custom `memsrc` operand holds both the register and immediate value for the indexed addressing mode (as shown in Table 3.2). These definitions are found in `CJGInstrInfo.td` and are shown in Listing 4.6. The `PrintMethod` and `EncoderMethod` define the names of custom C++ functions to be called when either *printing* the operand in assembly or *encoding* the operand in the machine code.

---

```
1  // Address operand for indexed addressing mode
2  def memsrc : Operand<i32> {
3      let PrintMethod = "printMemSrcOperand";
4      let EncoderMethod = "getMemSrcValue";
5      let MIOperandInfo = (ops GPRregs, CJGimm16);
6  }
7
8  // Operand for printing out a condition code.
9  def cc : Operand<i32> {
10     let PrintMethod = "printCCOperand";
11 }
```

---

Listing 4.6: Special Operand Definitions

#### 4.2.1.4 Instruction Formats

The instruction formats describe the instruction word formats as per the formats described in Section 3.3 along with some other important properties. These formats are defined in `CJGInstrFormats.td`. The base class for all CJG instruction formats is shown in Listing 4.7. This is then expanded into several other classes for each type of instruction. For



example, the ALU instruction format definitions for both register-register and register-immediate modes are shown in Listing 4.8.

---

```

1  //===-----
2  // Instruction format superclass
3  //=====
4  class InstCJG<dag outs, dag ins, string asmstr, list<dag> pattern>
5      : Instruction {
6      field bits<32> Inst;
7
8      let Namespace = "CJG";
9      dag OutOperandList = outs;
10     dag InOperandList = ins;
11     let AsmString = asmstr;
12     let Pattern = pattern;
13     let Size = 4;
14
15     // define Opcode in base class because all instructions have the same
16     // bit-size and bit-location for the Opcode
17     bits<5> Opcode = 0;
18     let Inst{31-27} = Opcode; // set upper 5 bits to opcode
19 }
20
21 // CJG pseudo instructions format
22 class CJGPseudoInst<dag outs, dag ins, string asmstr, list<dag> pattern>
23     : InstCJG<outs, ins, asmstr, pattern> {
24     let isPseudo = 1;
25     let isCodeGenOnly = 1;
26 }
```

---

Listing 4.7: Base CJG Instruction Definition

#### 4.2.1.5 Complete Instruction Definitions

The complete instruction definitions inherit from the instruction format classes to complete the TableGen `Instruction` base class. These complete instructions are defined in `CJG-InstrInfo.td`. Some of the ALU instruction definitions are shown in Listing 4.9. The multiclass functionality makes it easier to define multiple instructions that are very similar

---

```

1  //=====//
2  // ALU Instructions
3  //=====//
4
5  // ALU register-register instruction
6  class ALU_Inst_RR<bits<5> opcode, dag outs, dag ins, string asmstr,
7      list<dag> pattern>
8      : InstCJG<outs, ins, asmstr, pattern> {
9
10     bits<5> ri; // destination register
11     bits<5> rj; // source 1 register
12     bits<5> rk; // source 2 register
13
14     let Opcode = opcode;
15     let Inst{26-22} = ri;
16     let Inst{21-17} = rj;
17     let Inst{16-12} = rk;
18     let Inst{11-1} = 0;
19     let Inst{0} = 0b0; // control-bit for immediate mode
20 }
21
22 // ALU register-immediate instruction
23 class ALU_Inst_RI<bits<5> opcode, dag outs, dag ins, string asmstr,
24     list<dag> pattern>
25     : InstCJG<outs, ins, asmstr, pattern> {
26
27     bits<5> ri; // destination register
28     bits<5> rj; // source 1 register
29     bits<16> const; // constant/immediate value
30
31     let Opcode = opcode;
32     let Inst{26-22} = ri;
33     let Inst{21-17} = rj;
34     let Inst{16-1} = const;
35     let Inst{0} = 0b1; // control-bit for immediate mode
36 }

```

---

Listing 4.8: Base ALU Instruction Format Definitions

to each other. In this case the register-register (**rr**) and register-immediate (**ri**) ALU instructions are defined within the multiclass. When the **defm** keyword is used, all of the

classes within the multiclass are defined (*e.g.* the definition of the `ADD` instruction on line 23 of Listing 4.9 is expanded into an `ADDrr` and `ADDri` instruction definition).

---

```

1  //====-----
2  // ALU Instructions
3  //====-----
4
5  let Defs = [SR] in {
6  multiclass ALU<bits<5> opcode, string opstr, SDNode opnode> {
7
8      def rr : ALU_Inst_RR<opcode, (outs GPRs:$ri),
9          (ins GPRs:$rj, GPRs:$rk),
10         !strconcat(opstr, "\t$rj, $rk"),
11         [(set GPRs:$ri, (opnode GPRs:$rj, GPRs:$rk)),
12         (implicit SR)]> {
13  }
14
15     def ri : ALU_Inst_RI<opcode, (outs GPRs:$ri),
16         (ins GPRs:$rj, CJGimm16:$const),
17         !strconcat(opstr, "\t$rj, $const"),
18         [(set GPRs:$ri, (opnode GPRs:$rj, CJGimm16:$const)),
19         (implicit SR)]> {
20  }
21 }
22
23 defm ADD : ALU<0b01000, "add", add>;
24 defm SUB : ALU<0b01001, "sub", sub>;
25 defm AND : ALU<0b01100, "and", and>;
26 defm OR  : ALU<0b01110, "or", or>;
27 defm XOR : ALU<0b01111, "xor", xor>;
28 defm MUL : ALU<0b11010, "mul", mul>;
29 defm DIV : ALU<0b11011, "div", udiv>;
30 ...
31 } // let Defs = [SR]

```

---

Listing 4.9: Completed ALU Instruction Definitions

In addition to the opcode, these definitions also contain some other extremely important information for LLVM. For example, consider the `ADDri` definition. The `outs` and `ins` fields on lines 15 and 16 of Listing 4.9 describe the source and destination of each instruction's

outputs and inputs. Line 15 describes that the instruction outputs one variable into the **GPRegs** register class and it is stored in the class's **ri** variable (defined on line 10 of Listing 4.8). Line 16 of Listing 4.9 describes that the instruction accepts two operands; the first operand comes from the **GPRegs** register class while the second is defined by the custom **CJGimm16** operand type. The first operand is stored in the class's **rj** variable and the second operand is stored in the class's **rk** variable. Line 17 shows the assembly string definition; the **opstr** variable is passed into the class as a parameter and the class variables are referenced by the '\$' character. Lines 18 and 19 describe the instruction pattern. This is how the code generator eventually is able to select this instruction from the LLVM IR. The **opnode** parameter is passed in from the third parameter of the **defm** declaration shown on line 23. The **opnode** type is an **SDNode** class which represents a node in the DAG used for instruction selection (called the SelectionDAG). In this example the **SDNode** is **add**, which is already defined by LLVM. Some instructions, however, need a custom **SDNode** implementation. This pattern will be matched if there is an **add** node in the SelectionDAG with two operands, where one is a register in the **GPRegs** class and the other a constant. The destination of the node must also be a register in the **GPRegs** class.

One other detail that is expressed in the complete instruction definitions is the implicit use or definition of other physical registers in the CPU. Consider the simple assembly instruction

```
add r4, r5, r6
```

where **r5** is added to **r6** and the result is stored in **r4**. This instruction is said to *define* **r4** and *use* **r5** and **r6**. Because all **add** instructions can modify the status register, this instruction is also said to implicitly *define* **SR**. This is expressed in TableGen using the **Defs** and **implicit** keywords and can be seen on lines 5, 12, and 19 of Listing 4.9. The implicit use of a register can also be expressed in TableGen using the **Uses** keyword. This can be

seen in the definition of the jump conditional instruction. Because the jump conditional instruction is dependent on the status register, even though the status register is not an input to the instruction, it is said to implicitly *use* the SR. This definition is shown in Listing 4.10. This listing also shows the use of a custom SDNode class, CJGbrcc, along with the use of the custom cc operand (defined in Listing 4.6).

---

```

1  // Conditional jump
2  let isBranch = 1, isTerminator = 1, Uses=[SR] in {
3  def JCC : FC_Inst<0b00101,
4          (outs), (ins jmptarget:$addr, cc:$condition),
5          "j$condition\t$addr",
6          [(CJGbrcc bb:$addr, imm:$condition)]> {
7      // set ri to 0 and control to 1 for absolute addressing mode
8      let ri = 0b00000;
9      let control = 0b1;
10 }
11 } // isBranch = 1, isTerminator = 1

```

---

Listing 4.10: Completed Jump Conditional Instruction Definition

#### 4.2.1.6 Additional Descriptions

There are additional descriptions that have not yet been moved to TableGen and must be implemented in C++. One such example of this is the CJGRegisterInfo struct. The reserved registers of the CPU must be described by a function called `getReservedRegs`. This function is shown in Listing 4.11.

### 4.2.2 Instruction Selection

The instruction selection stage of the backend is responsible for translating the LLVM IR code into target-specific machine instructions [20]. This section describes the phases of the of the instruction selector.

---

```

1 BitVector CJGRegisterInfo::getReservedRegs(const MachineFunction &MF) const {
2     BitVector Reserved(getNumRegs());
3
4     Reserved.set(CJG::SR); // status regsiter
5     Reserved.set(CJG::PC); // program counter
6     Reserved.set(CJG::SP); // stack pointer
7
8     return Reserved;
9 }

```

---

Listing 4.11: Reserved Registers Description Implementation

#### 4.2.2.1 SelectionDAG Construction

The first step of this process is to build an illegal SelectionDAG from the input. A SelectionDAG is considered *illegal* if it contains instructions or operands that can not be represented on the target CPU. The conversion from LLVM IR to the initial SelectionDAG is mostly hard-coded and is completed by code generator framework. Consider an example function, `myDouble`, that accepts an integer as a parameter and returns the input, doubled. The C code implementation for this function, `myDouble`, is shown in Listing 4.12, and the equivalent LLVM IR code is shown in Listing 4.13.

---

```

1 int myDouble(int a) {
2     if (a == 0) {
3         return 0;
4     }
5     return a + a;
6 }

```

---

Listing 4.12: `myDouble` C Implementation

As discussed in Section 4.1.1, a separate SelectionDAG is constructed for each basic block of code. As denoted by the labels (`entry`, `if.then`, and `if.end`) in Listing 4.13, there are three basic blocks in this function. The initial SelectionDAGs constructed for each basic block in the `myDouble` LLVM IR code are shown in Figs. 4.2, 4.3 and 4.4. Each

---

```

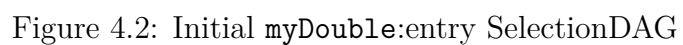
1  define i32 @myDouble(i32 %a) #0 {
2  entry:
3      %cmp = icmp eq i32 %a, 0
4      br i1 %cmp, label %if.then, label %if.end
5
6  if.then:                                ; preds = %entry
7      ret i32 0
8
9  if.end:                                ; preds = %entry
10     %add = add nsw i32 %a, %a
11     ret i32 %add
12 }
```

---

Listing 4.13: myDouble LLVM IR Code

node of the graph represents an instance of an `SDNode` class. Each node typically contains an opcode to specify the specific function of the node. Some nodes only store values while other nodes operate on values from connecting nodes. In the SelectionDAG figures, inputs into nodes are enumerated at the top of the node and outputs are drawn at the bottom.

The SelectionDAG can represent both data flow and control flow dependencies. Consider the SelectionDAG shown in Fig. 4.2. The solid arrows (*e.g.* connecting node t1 and t2) represent a data flow dependency. However, the dashed arrows (*e.g.* connecting t0 and t2) represent a control flow dependency. Data flow dependencies preserve data that needs to be available for direct use in a future operation, and control flow dependencies preserve the order between nodes that have side effects (such as branching/jumping) [20]. The control flow dependencies are called *chain* edges and can be seen in the SelectionDAG figures as the dashed arrows connecting from a “ch” node output to the input of their dependent node. A custom dependency sometimes needs to be specified for target-specific operations. These can be specified through glue dependencies which can help to keep the nodes from being separated in scheduling. This can be seen in Fig. 4.3 by the arrow connecting the “glue” output of node t3 to input 2 of node t4. This is necessary because any return values





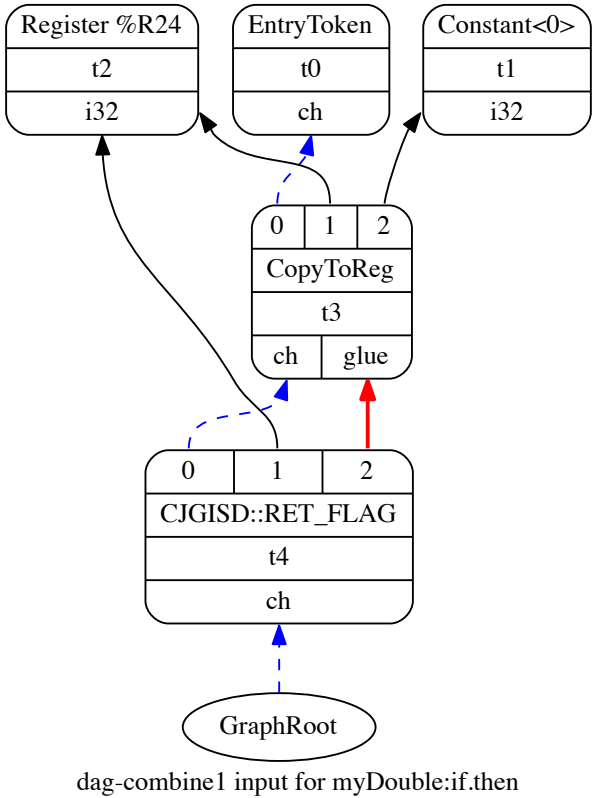
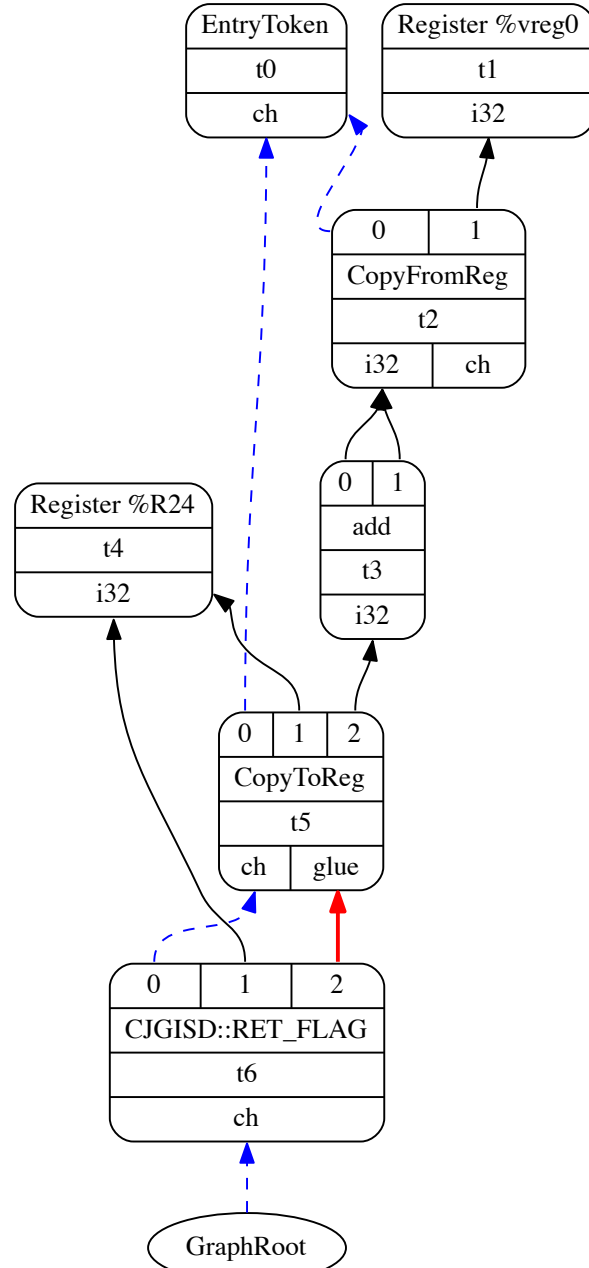


Figure 4.3: Initial `myDouble:if.then` SelectionDAG



dag-combine1 input for myDouble:if.end

Figure 4.4: Initial `myDouble:if.end` SelectionDAG

must not be disturbed before the function returns.

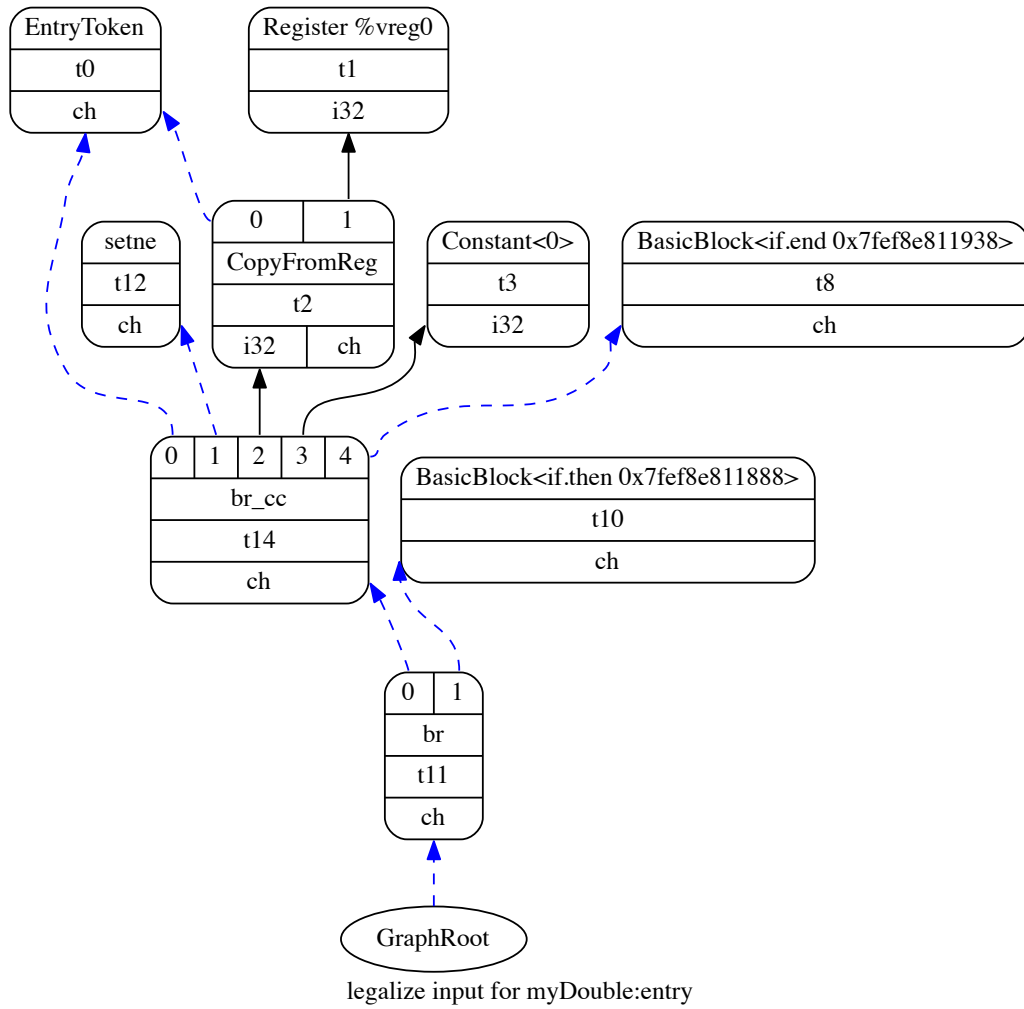
#### 4.2.2.2 Legalization

After the SelectionDAG is initially constructed, any LLVM instructions or datatypes that are not supported by the target CPU must be converted, or *legalized*, so that the entire DAG can be represented natively by the target. However, there are some initial optimization passes that occur before legalization. The SelectionDAG for the `myDouble:entry` basic block prior to legalization but following the initial optimization passes can be seen in Fig. 4.5. Comparing this to the SelectionDAG prior to the optimization (seen in Fig. 4.2) shows that nodes t4, t5, t6, t7, and t9 were combined into nodes t12 and t14.

The legalization passes run immediately following the optimization passes. The legalized SelectionDAG for the `myDouble:entry` basic block is shown in Fig. 4.6. As an example to show how legalization is implemented, consider the legalization of SelectionDAG nodes t12 and t14 (seen in Fig. 4.5), into nodes t15, t16, and t17 (seen in Fig. 4.6).

Implementing instruction legalization involves both TableGen descriptions and custom C++ code in the backend. Custom `SDNodes` are first defined in `CJGInstrInfo.td`. Two custom node definitions are shown in Listing 4.14. Although there are many target-independent SelectionDAG operations that are defined in the LLVM `ISD0pcodes.h` header file, the instructions for this example require the target-specific operations: `CJGISD::CMP` (compare) and `CJGISD::BR_CC` (conditional branch). These operations are defined in `CJGISelLowering.h` as seen in Listing 4.15. One other requirement is to describe the jump condition codes. This encodes the information described in Table 3.5 and is shown in Listing 4.16.

The implementation for the legalization is written in `CJGISelLowering.cpp` as part of the custom `CJGTargetLowering` class (inherited from LLVM's `TargetLowering` class).

Figure 4.5: Optimized `myDouble:entry` SelectionDAG

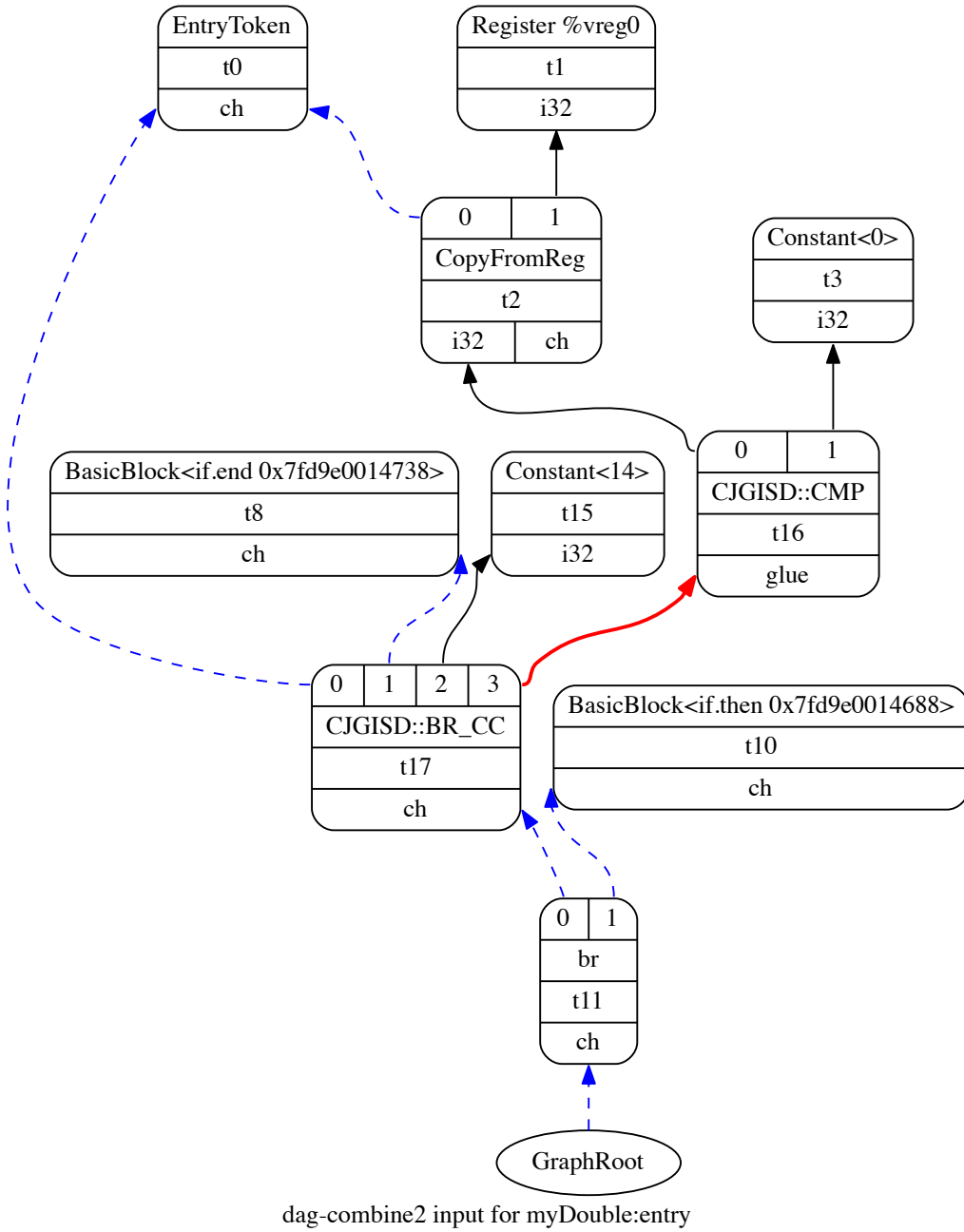


Figure 4.6: Legalized myDouble:entry SelectionDAG

---

```

1 def CJGcmp      : SDNode<"CJGISD::CMP", SDT_CJGcmp, [SDNPOutGlue]>;
2 def CJGbrcc     : SDNode<"CJGISD::BR_CC", SDT_CJGbrcc, [SDNPHasChain,
3                                     SDNPInGlue]>;

```

---

Listing 4.14: Custom SDNode TableGen Definitions

---

```

1 namespace CJGISD {
2   enum NodeType {
3     FIRST_NUMBER = ISD::BUILTIN_OP_END,
4     ...
5     // The compare instruction
6     CMP,
7
8     // Branch conditional, condition-code
9     BR_CC,
10    ...
11  };
12 }

```

---

Listing 4.15: Target-Specific SDNode Operation Definitions

---

```

1 namespace CJGCC {
2   // CJG specific condition codes
3   enum CondCodes {
4     COND_U      = 0,    // unconditional
5     COND_C      = 8,    // carry
6     COND_N      = 4,    // negative
7     COND_V      = 2,    // overflow
8     COND_Z      = 1,    // zero
9     COND_NC     = 7,    // not carry
10    COND_NN      = 11,   // not negative
11    COND_NV      = 13,   // not overflow
12    COND_NZ      = 14,   // not zero
13    COND_GE      = 6,    // greater or equal
14    COND_L       = 9,    // less than
15
16    COND_INVALID = -1
17  };
18 }

```

---

Listing 4.16: Jump Condition Code Encoding

The custom operations are first specified in the constructor for `CJGTargetLowering` which causes the method `LowerOperation` to be called when these custom operations are encountered. `LowerOperation` is responsible for choosing which class method to call for each custom operation. In this example, the method, `LowerBR_CC`, is called. This portion of the legalization implementation is shown in Listing 4.17.

---

```

1 SDValue CJGTargetLowering::LowerOperation(SDValue Op, SelectionDAG &DAG) const {
2     switch (Op.getOpcode()) {
3         case ISD::BR_CC:             return LowerBR_CC(Op, DAG);
4     ...
5         default:
6             llvm_unreachable("unimplemented operand");
7     }
8 }
9 ...
10 SDValue CJGTargetLowering::LowerBR_CC(SDValue Op, SelectionDAG &DAG) const {
11     SDValue Chain = Op.getOperand(0);
12     ISD::CondCode CC = cast<CondCodeSDNode>(Op.getOperand(1))->get();
13     SDValue LHS    = Op.getOperand(2);
14     SDValue RHS    = Op.getOperand(3);
15     SDValue Dest   = Op.getOperand(4);
16     SDLoc dl      (Op);
17
18     SDValue TargetCC;
19     SDValue Flag = EmitCMP(LHS, RHS, TargetCC, CC, dl, DAG);
20
21     return DAG.getNode(CJGISD::BR_CC, dl, Op.getValueType(),
22                        Chain, Dest, TargetCC, Flag);
23 }

```

---

Listing 4.17: Target-Specific SDNode Operation Implementation

The actual legalization occurs within the `LowerBR_CC` method. Lines 11–15 of Listing 4.17 show how the `SDNode` values (the inputs of node t14 of the SelectionDAG shown in Fig. 4.5) are stored into variables. The `EmitCMP` helper method (called on line 19) returns an `SDNode` for the `CJG::CMP` operation and also sets the `TargetCC` variable to the correct condition code. Once these values are set up, the new target-specific `SDNode` is created

using the `getNode` helper method defined in the `SelectionDAG` class. This node is then returned through the `LowerOperation` method and finally replaces the original nodes, `t12` and `t14`, with nodes `t15`, `t16`, and `t17` (as seen in Fig. 4.6).

#### 4.2.2.3 Selection

The select phase is the largest phase within the instruction selection process [20]. This phase is responsible for transforming the legalized `SelectionDAG` comprised of LLVM and custom operations, into a DAG comprised of target operations. The selection phase is largely dependent on the patterns defined in the complete instruction descriptions (discussed in Section 4.2.1.5). For example, consider the ALU instruction patterns shown on lines 11 and 18 of Listing 4.9, as well as the jump conditional instruction pattern shown on line 6 of Listing 4.10. These patterns are used by the `SelectionDAGISel` class to select the target-specific instructions. The `myDouble` DAGs following the selection phase are shown in Figs. 4.7, 4.8, and 4.9.

The ALU patterns matched nodes `t1` and `t3`, from the `myDouble:if.then` `SelectionDAG` shown in Fig. 4.3, into nodes `t1` and `t5`, which are seen in the DAG shown in Fig. 4.8. Node `t3` of the `myDouble:if.end` `SelectionDAG` shown in Fig. 4.4 was also matched by the ALU patterns. The target-independent “add” operation was replaced by the target-specific “`ADDRr`” operation, which is seen in node `t3` of the DAG shown in Fig. 4.9. The custom “`CJGIRD::CMP`” and “`CJGIRD::BR_CC`” operations in nodes `t16` and `t17` of the `SelectionDAG` shown in Fig. 4.6 were also matched. The resulting, target-specific “`CMPri`” and “`JCC`” operations can be seen in nodes `t16` and `t17` of the DAG shown in Fig. 4.7. After the completion of this phase, all `SDNode` operations represent target instructions and the DAG is ready for scheduling.



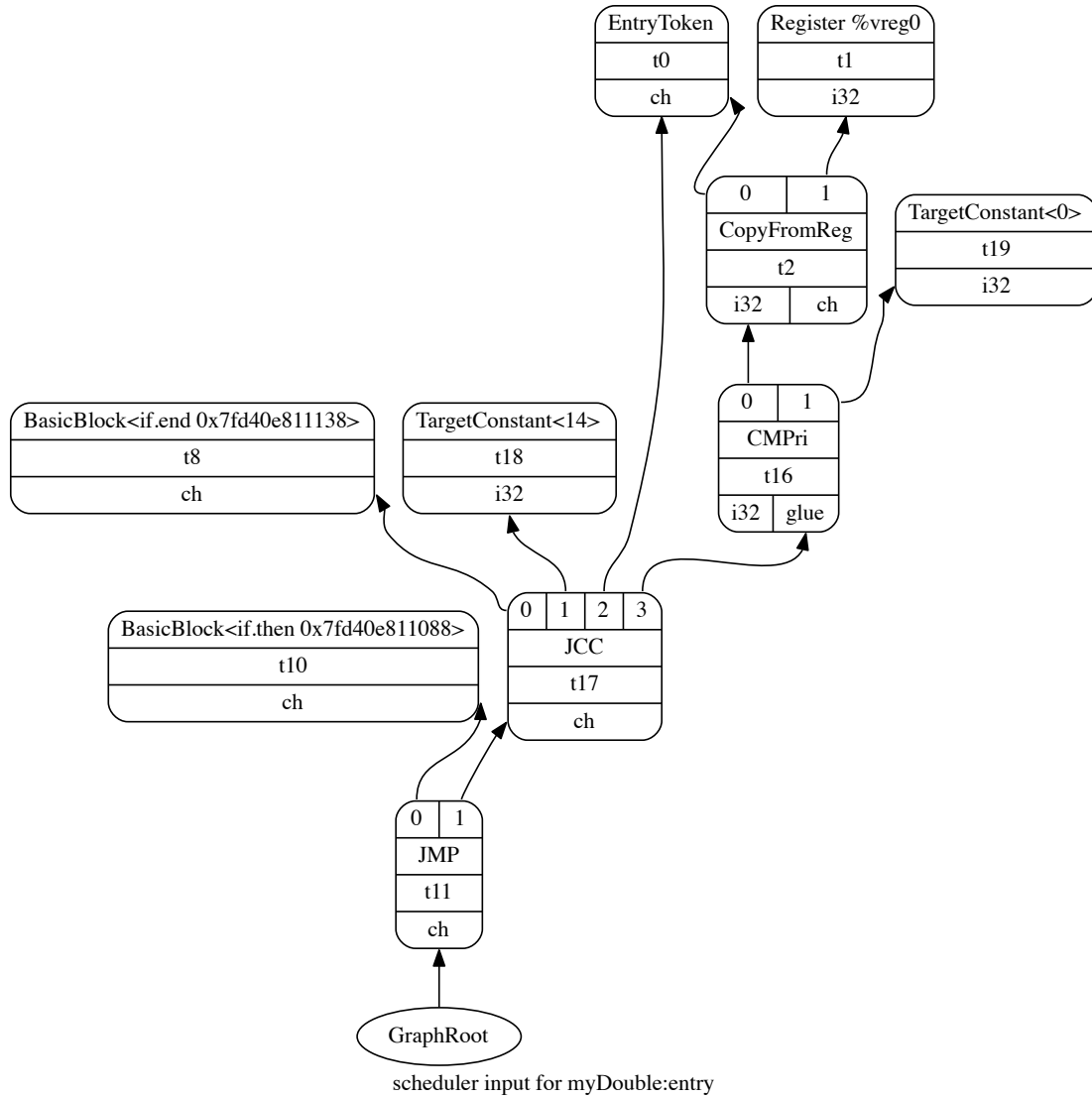


Figure 4.7: Selected myDouble:entry SelectionDAG

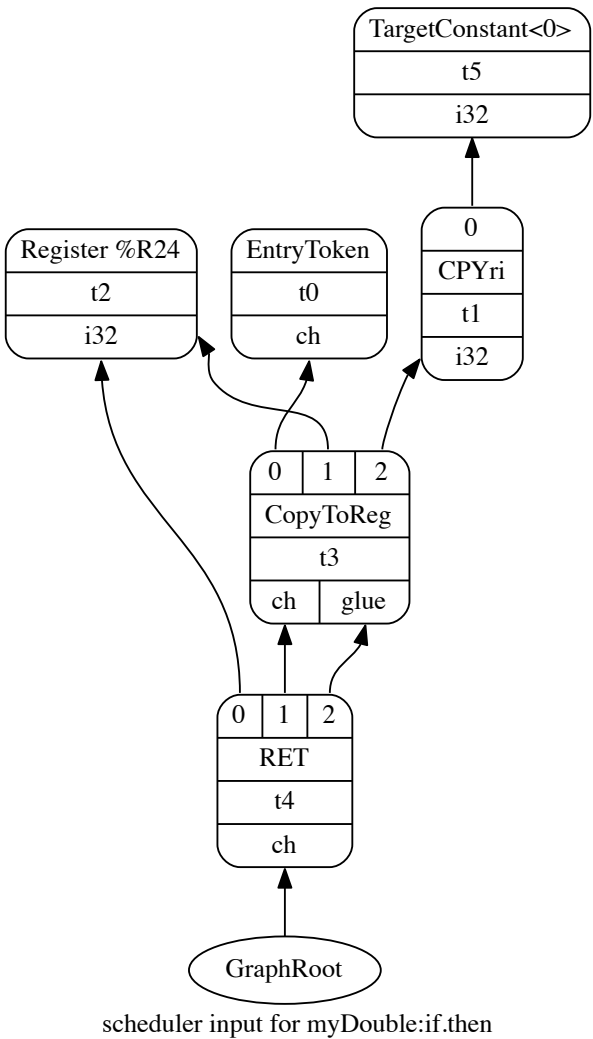


Figure 4.8: Selected myDouble:if.then SelectionDAG

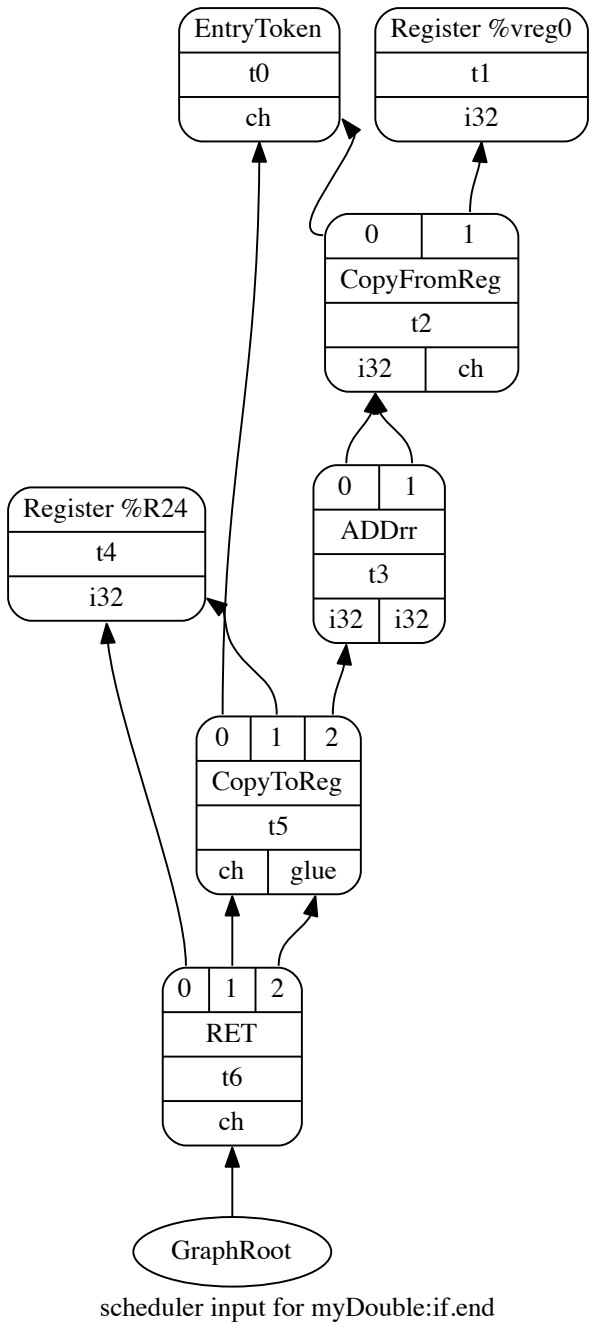


Figure 4.9: Selected myDouble:if.end SelectionDAG

#### 4.2.2.4 Scheduling

The scheduling phase is responsible for transforming the DAG of target instructions into a list of machine instructions (represented by instances of the `MachineInstr` class). The scheduler can order the instructions depending on constraints such as minimizing register usage or reducing overall program latency [20]. Once the list of machine instructions has been finalized, the DAG is destroyed. The scheduled list of machine instructions for the `myDouble` function can be seen in Listing 4.18.

---

```

1  BB#0: derived from LLVM BB %entry
2      Live Ins: %R4
3      %vreg0<def> = COPY %R4; GPRs:%vreg0
4      CMPri %vreg0, 0, %SR<imp-def>; GPRs:%vreg0
5      JCC <BB#2>, 14, %SR<imp-use>
6      JMP <BB#1>
7
8  BB#1: derived from LLVM BB %if.then
9      Predecessors according to CFG: BB#0
10     %vreg2<def> = COPYri 0; GPRs:%vreg2
11     %R24<def> = COPY %vreg2; GPRs:%vreg2
12     RET %R24<imp-use>
13
14  BB#2: derived from LLVM BB %if.end
15     Predecessors according to CFG: BB#0
16     %vreg1<def> = ADDrr %vreg0, %vreg0, %SR<imp-def,dead>;
17                 GPRs:%vreg1,%vreg0,%vreg0
18     %R24<def> = COPY %vreg1; GPRs:%vreg1
19     RET %R24<imp-use>

```

---

Listing 4.18: Initial `myDouble` Machine Instruction List

#### 4.2.3 Register Allocation

This phase of the backend is responsible for eliminating all of the virtual registers from the list of machine instructions and replacing them with physical registers. For a simple

RISC machine there is typically very little customization required for functional register allocation. The main algorithm used in this phase is called the “greedy register allocator.” The main benefit to this algorithm is that it allocates the largest ranges of live variables first [27]. When there are live variables that cannot be assigned to a register because there are none available, they are *spilled* to memory. Then instead of using a physical register, load and store instructions are inserted into the list of machine instructions before and after the value is used. The final list of machine instructions for the `myDouble` function can be seen in Listing 4.19. The final register mapping is shown in Table 4.1. Once all of the virtual registers have been eliminated, the code can be emitted to the target language.

---

```

1  BB#0: derived from LLVM BB %entry
2      Live Ins: %R4 %SR
3      PUSH %SR<kill>, %SP<imp-def>
4      CMPri %R4, 0, %SR<imp-def>
5      JCC <BB#1>, 1, %SR<imp-use>
6
7  BB#2: derived from LLVM BB %if.end
8      Live Ins: %R4
9      Predecessors according to CFG: BB#0
10     %R24<def> = ADDrr %R4<kill>, %R4, %SR<imp-def,dead>
11     %SR<def> = POP %SP<imp-def>
12     RET %R24<imp-use>
13
14  BB#1: derived from LLVM BB %if.then
15     Predecessors according to CFG: BB#0
16     %R24<def> = CPYri 0
17     %SR<def> = POP %SP<imp-def>
18     RET %R24<imp-use>

```

---

Listing 4.19: Final `myDouble` Machine Instruction List

Virtual Register	Physical Register
%vreg0	%R4
%vreg1	%R24
%vreg2	%R24

Table 4.1: Register Map for myDouble

#### 4.2.4 Code Emission

The final phase of the backend is to emit the machine instruction list as either target-specific assembly code (emitted by the assembly printer) or machine code (emitted by the object writer).

##### 4.2.4.1 Assembly Printer

Printing assembly code requires the implementation of several custom classes. The `CJG-AsmPrinter` class represents the pass that is run for printing the assembly code. The `CJGMCAsmInfo` class defines some basic static information to be used by the assembly printer, such as defining the string used for comments:

```
CommentString = "//";
```

The `CJGInstPrinter` class holds most of the important functions used when printing the assembly. It imports the C++ code that is automatically generated from the `AsmWriter` TableGen backend and specifies additional required methods. One such method is the `printMemSrcOperand` which is responsible for printing the custom `memsrc` operand defined in Listing 4.6. The implementation for this method is shown in Listing 4.20. The method operates on the `MCInst` class abstraction and outputs the correct string representation for the operand. The final assembly code for the `myDouble` function is shown in Listing 4.21. The assembly printer adds helpful comments and also comments out the label of any basic block that is not used as a jump location in the assembly code.

---

```

1  // Print a memsrc (defined in CJGInstrInfo.td)
2  // This is an operand which defines a location for loading or storing which
3  // is a register offset by an immediate value
4  void CJGInstPrinter::printMemSrcOperand(const MCInst *MI, unsigned OpNo,
5                                          raw_ostream &O) {
6      const MCOperand &BaseAddr = MI->getOperand(OpNo);
7      const MCOperand &Offset = MI->getOperand(OpNo + 1);
8
9      assert(Offset.isImm() && "Expected immediate in displacement field");
10
11     O << "M[";
12     printRegName(O, BaseAddr.getReg());
13     unsigned OffsetVal = Offset.getImm();
14     if (OffsetVal) {
15         O << "+" << Offset.getImm();
16     }
17     O << "];";
18 }

```

---

Listing 4.20: Custom printMemSrcOperand Implementation

---

```

1  myDouble:                                // @myDouble
2  // BB#0:                                // %entry
3      push r0
4      cmp r4, 0
5      jeq BB0_1
6  // BB#2:                                // %if.end
7      add r24, r4, r4
8      pop r0
9      ret
10 BB0_1:                                  // %if.then
11     cpy r24, 0.
12     pop r0
13     ret

```

---

Listing 4.21: Final myDouble Assembly Code

#### 4.2.4.2 ELF Object Writer

The custom machine code is emitted in the form of an ELF object file. As with the assembly printer, several custom classes need to be implemented for emitting machine code. The

CJGELFObjectWriter class mostly serves as a wrapper to its base class, the MCELFObjectTargetWriter, which is responsible for properly formatting the ELF file. The CJGMCCodeEmitter class contains most of the important functions for emitting the machine code. It imports the C++ code that is automatically generated from the CodeEmitter TableGen backend. This backend handles a majority of the bit-shifting and formatting required to encode the instructions as seen in Section 4.2.1.4. The CJGMCCodeEmitter class also is responsible for encoding custom operands, such as the memsrc operand defined in Listing 4.6. The implementation of the method responsible for encoding this custom operand, named getMemSrcValue, can be seen in Listing 4.22.

---

```

1  // Encode a memsrc (defined in CJGInstrInfo.td)
2  // This is an operand which defines a location for loading or storing which
3  // is a register offset by an immediate value
4  unsigned CJGMCCodeEmitter::getMemSrcValue(const MCInst &MI, unsigned OpIdx,
5                                             SmallVectorImpl<MCFixup> &Fixups,
6                                             const MCSubtargetInfo &STI) const {
7      unsigned Bits = 0;
8      const MCOperand &RegOp = MI.getOperand(OpIdx);
9      const MCOperand &ImmOp = MI.getOperand(OpIdx + 1);
10     Bits |= (getMachineOpValue(MI, RegOp, Fixups, STI) << 16);
11     Bits |= (unsigned)ImmOp.getImm() & 0xffff;
12     return Bits;
13 }
```

---

Listing 4.22: Custom getMemSrcValue Implementation

The custom memsrc operand represents 21 bits of data: 5 bits are required for the register encoding and another 16 bits for the immediate value. These are stored in a single value and then later separated by code automatically generated from TableGen. The usage of this custom operand can be seen in Listing 4.23, which shows instruction format definition for the load and store instructions (as specified in Section 3.3.1). Line 7 shows the declaration, line 11 shows the bits used for the register value, and line 13 shows the



bits used for the immediate value. The CodeEmitter TableGen backend for this definition produces the C++ code seen in Listing 4.24. This code is used when writing the machine code for the load instruction. Line 6 shows the usage of the custom `getMemSrcValue` method. Line 7 masks off everything except the register bits and shifts it into the proper place in the instruction word, and line 8 does the same but for the 16-bit immediate value instead.

---

```

1  class LS_Inst<bits<5> opcode, dag outs, dag ins, string asmstr,
2      list<dag> pattern>
3      : InstCJG<outs, ins, asmstr, pattern> {
4
5      bits<5> ri;
6      bits<1> control;
7      bits<21> addr;
8
9      let Opcode = opcode;
10     let Inst{26-22} = ri;
11     let Inst{21-17} = addr{20-16}; // rj
12     let Inst{16} = control;
13     let Inst{15-0} = addr{15-0};
14 }

```

---

Listing 4.23: Base Load and Store Instruction Format Definitions

---

```

1  case CJG::LD: {
2      // op: ri
3      op = getMachineOpValue(MI, MI.getOperand(0), Fixups, STI);
4      Value |= (op & UINT64_C(31)) << 22;
5      // op: addr
6      op = getMemSrcValue(MI, 1, Fixups, STI);
7      Value |= (op & UINT64_C(2031616)) << 1;
8      Value |= op & UINT64_C(65535);
9      break;
10 }

```

---

Listing 4.24: CodeEmitter TableGen Backend Output for Load

The target-specific machine instructions are placed into the “text” section of the ELF

object file. Using a custom ELF parser and custom disassembler for the CJG architecture (described in Section 5.3), the resulting disassembly from the ELF object file can be viewed. The disassembly and machine code (shown as a Verilog memory file) for the `myDouble` function is shown in Listings 4.25 and 4.26. This shows that the assembly code produced by the assembly printer (as shown in Listing 4.21) is equivalent to the machine code produced by the object writer.

---

```

1          push    r0                // @00000000 00
2          cmp     r4, 0              // @00000004 01
3          jeq     label_0            // @00000008 18
4          add     r24, r4, r4        // @0000000C 00
5          pop     r0                // @00000010 00
6          ret                                           // @00000014 00
7  label_0:  cpy     r24, 0            // @00000018 00
8          pop     r0                // @0000001C 00
9          ret                                           // @00000020 00

```

---

Listing 4.25: Disassembled `myDouble` Machine Code

---

```

1  @00000000 18000000 //          push    r0
2  @00000004 50080001 //          cmp     r4, 0
3  @00000008 28050018 //          jeq     label_0
4  @0000000C 46084000 //          add     r24, r4, r4
5  @00000010 20000000 //          pop     r0
6  @00000014 38000000 //          ret
7  @00000018 16010000 // label_0: cpy     r24, 0
8  @0000001C 20000000 //          pop     r0
9  @00000020 38000000 //          ret

```

---

Listing 4.26: `myDouble` Machine Code

# Chapter 5

## Tests and Results

This chapter discusses the tests and results from the implementation of the custom CJG RISC CPU and LLVM backend and describes custom tools created to support the project.

### 5.1 LLVM Backend Validation

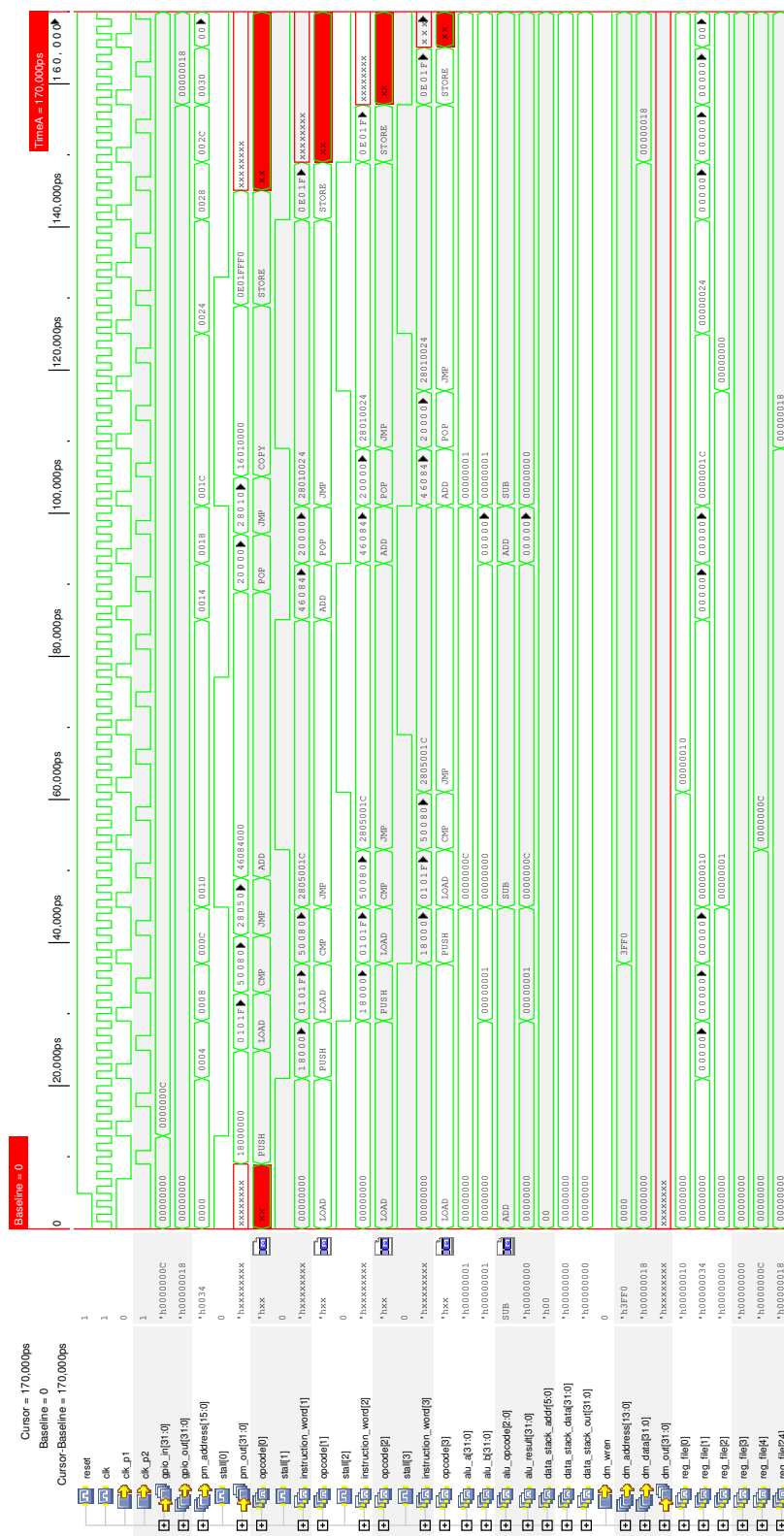
To test the functionality of the LLVM backend code generation, several programs written in either C or LLVM IR were compiled for the CJG RISC. Although there is a custom assembler that targets the CJG RISC and a majority of generated assembly code is correctly printed to a format that is compatible with the CJG assembler, there is some functionality that the CJG assembler does not support. This leads to some input code sequences that yield assembly code not supported by the CJG assembler. Because of this issue, most of the programs simulated on the CJG RISC CPU were taken from the compiled ELF object files which were then disassembled for easier debugging.

To simulate the CPU, a suite of tools from Cadence (Incisive) is used to simulate the CPU Verilog code for verification and viewing the simulation waveforms. The Synopsys

tools are then used to synthesize the CPU Verilog code. The resulting gate level netlist is then simulated and verified. A simple testbench instantiates the CJG RISC CPU and the two memory models (described in Section 3.1.3). The `$readmemh` Verilog function is used in the testbench to initialize the program memory with the machine code from the ELF object file. An intermediate tool, `elf2mem` (discussed in Section 5.3), is used to extract the machine code from the ELF file and write it to the format required by `$readmemh`. Additionally, the CJG disassembler is used to modify the generated code to make it more friendly to the simulation environment.

For example, consider the `myDouble` function that was discussed throughout Chapter 4. The code generated from the custom backend that is shown in Listing 4.25 was modified slightly, and the new code is shown in Listing 5.1. The first code modification made was inserting the instruction on line 2; this instruction loads `r4` from the CPU's GPIO input port, which is memory mapped to address `0xFFF0`. This allows different input values to be set from the testbench. The other modification made was to remove the return instructions and instead jump to the `done` label seen on line 10. This writes the result from `r24` to the CPU's GPIO output port so that the return value can be observed from the testbench. For this example, the testbench set the GPIO input as `0xC` (12). The simulation was run using NCSim and viewed in Cadence SimVision; the resulting waveform can be seen in Fig. 5.1. The simulation shows that the GPIO output is correctly set to `0x18` (24), which is double `0xC`, just before the 160,000 *ps* time mark.

Although this simple program successfully compiles and simulates successfully on the CPU, the backend is still not fully complete and has some errors when generating code for certain code sequences. One such example of this is the usage of datatypes that are not `int`, such as `short int`, and `char`, or more specifically, `i16`, `i8`, and `i1` as defined by LLVM [28]. These smaller datatypes need to be sign extended when loaded from memory, and



---

```

1      push    r0                // @00000000 00
2      ld      r4, M[0xFFFF]
3      cmp     r4, 0             // @00000004 01
4      jeq     label_0          // @00000008 18
5      add     r24, r4, r4       // @0000000C 00
6      pop     r0               // @00000010 00
7      jmp     done
8  label_0:   cpy     r24, 0      // @00000018 00
9           pop     r0           // @0000001C 00
10  done:     st      M[0xFFFF], r24

```

---

Listing 5.1: Modified myDouble Assembly Code

the CJG architecture does not implement any sign extension instructions. It is possible to describe how to perform sign extension in the instruction lowering process of the backend (discussed in Section 4.2.2.2), however, this is not fully implemented. Another example of code that is not supported involves stack operations. Even though the data stack within the CJG CPU is accessible by using a stack pointer, the stack data is not located within the memory space. This causes some complications in the backend involving stack operations, the stack pointer, and the stack frame, that are not completely resolved.

## 5.2 CPU Implementation

The CJG RISC CPU is designed using the Verilog HDL at the register transfer level (RTL) and synthesized using Synopsys Design Compiler with a 65 nm technology node from TSMC. The synthesis step is what transforms the RTL into a gate level *netlist*, which is a physical description of the hardware consisting of logic gates, standard cells, and their connections [29]. Two different synthesis options are used: RTL logic synthesis, and design for testability (DFT) synthesis using a full-scan methodology for test structure insertion, which inserts scan chains throughout the design. This section shows the results from each

Cell	Global Cell Area		Local Cell Area ( $\mu m^2$ )	
	Absolute Total ( $\mu m^2$ )	Percent Total	Combinational	Noncombinational
cjg_risc	94941.7219	100.0	11184.4803	15004.0802
cjg_alu	11650.3200	12.3	629.2800	0.0000
cjg_call_stack	24469.9207	25.8	6775.2000	17694.7207
cjg_clkgen	30.6000	0.0	14.7600	15.8400
cjg_data_stack	26258.4005	27.7	3886.5601	22371.8404
cjg_shifter	4805.6401	5.1	4805.6401	0.0000

Table 5.1: Pre-scan Netlist Area Results

Internal ( $mW$ )	Switching ( $mW$ )	Leakage ( $\mu W$ )	Total ( $mW$ )
7.6935	0.1759	3.1975	7.8729

Table 5.2: Pre-scan Netlist Power Results

of these synthesis passes. A system clock frequency of 1 *GHz* was used, resulting in an effective phase clock frequency of 250 *MHz*.

### 5.2.1 Pre-scan RTL Synthesis

The hierarchical area distribution report results for the pre-scan netlist are shown in Table 5.1. The total area of the design is the absolute total area of the cjg\_risc module: 94941.7219  $\mu m^2$ . The total gate count of a cell is calculated by dividing the cell's total area by the area of the NAND2 standard cell (1.44  $\mu m^2$ ). This synthesis pass yields about 65932 gates in the CPU. The results from the power report are shown in Table 5.2.

### 5.2.2 Post-scan DFT Synthesis

The post-scan synthesis pass and the pre-scan synthesis pass yield very similar results. The hierarchical area distribution report results for the post-scan netlist are shown in Table 5.3. The total gate count of the CPU in the post-scan netlist the same as the pre-scan netlist,

Cell	Global Cell Area		Local Cell Area ( $\mu m^2$ )	
	Absolute Total ( $\mu m^2$ )	Percent Total	Combinational	Noncombinational
cjg_risc	94912.9219	100.0	11180.1603	14996.1602
cjg_alu	11633.7600	12.3	629.2800	0.0000
cjg_call_stack	24469.9207	25.8	6775.2000	17694.7207
cjg_clkgen	30.6000	0.0	14.7600	15.8400
cjg_data_stack	26258.4005	27.7	3886.5601	22371.8404
cjg_shifter	4805.6401	5.1	4805.6401	0.0000

Table 5.3: Post-scan Netlist Area Results

Internal ( $mW$ )	Switching ( $mW$ )	Leakage ( $\mu W$ )	Total ( $mW$ )
7.6918	0.1759	3.1954	7.8711

Table 5.4: Post-scan Netlist Power Results

about 65932 gates. The results from the power report are shown in Table 5.2.

## 5.3 Additional Tools

This section discusses several other tools that were created or used throughout the design and implementation process of the CJG RISC and custom LLVM backend.

### 5.3.1 Clang

As discussed in Section 4.1.3, Clang is responsible for the front end actions of LLVM, however, a user compiling C code only needs to worry about clang because it links against the target-specific backends. Clang was used to output LLVM IR code from C code throughout the development of the backend. Even though most of code used for testing the backend throughout the development process was written in C, it was all manually converted into LLVM IR code by Clang before passing it into llc.



### 5.3.2 ELF to Memory

The ELF to memory (`elf2mem`) tool is a Python tool written to extract a binary section from an ELF file and output the binary in a format that is readable by the Verilog `$readmem` function. This tool was written so any ELF object files that are emitted from the custom LLVM backend can be read by the testbench and simulated on the CPU.

### 5.3.3 Assembler

The assembler was originally written for a different 32-bit RISC CPU; however, the architectures are similar and most of the assembler was re-used for this design. The assembler was heavily used during the implementation of the CJG RISC to verify that the CPU was functioning properly. Depending on the specific test, the assembly programs simulated on the CPU were either verified by visual inspection using SimVision or verified automatically using the testbench. Although there are frameworks within LLVM to create a target-specific assembler, the custom assembler was used instead because it was already mostly complete.

### 5.3.4 Disassembler

The disassembler was written when debugging the ELF object writer in the custom backend. This tool was fairly easy to write because it makes use of many of the classes found in the assembler. The disassembler reads in a memory file and outputs valid assembly code. When using this to debug ELF object files, the files were first converted to memory files using `elf2mem` and then disassembled using this tool.

# Chapter 6

## Conclusions

This chapter discusses future work that could be completed as well as the conclusions from this project.

### 6.1 Future Work

Compiler backends can always be improved upon and optimized. Even the LLVM backends currently located in the source tree (*e.g.* ARM and x86) that are considered completed are still receiving changes and improvements. To consider the LLVM backend for the CJG RISC CPU completed, the code generator would need to be able to support a majority of LLVM IR capabilities. In addition to making it possible to generate code from any valid LLVM IR input, target-specific optimization passes to increase machine code efficiency and quality should be implemented as well. The only optimization passes currently implemented are the target-independent optimizations included in the LLVM code generator framework. Lastly, the CJG backend should be fully integrated into Clang, eliminating the need to call `llc` and allowing C code to be compiled directly into CJG assembly or machine

code.

## 6.2 Project Conclusions

This paper describes the process of designing and implementing a custom 32-bit RISC CPU along with writing a custom LLVM compiler backend. Although compiler research is popular in computer science, the research generally is focused on the front end or optimization passes. Even when there is research focused on the backend of compilers, it typically is focused on the GCC project and not LLVM.

The custom RISC CPU was designed in Verilog and operates as a standard 4-stage pipeline. The goal was to create a simple enough RISC CPU that could be easily described for a compiler, while still retaining enough complexity to allow for sophisticated program execution. Although the custom CPU was fairly complete, there were still design choices that made the implementation of LLVM backend more complicated than needed, such as choosing a hardware data stack design instead of a memory based stack.

The custom compiler backend was written using the LLVM compiler infrastructure project. Although most CPU architectures are supported by the code generator in GCC, there are few that are supported by LLVM. The custom compiler backend was written using LLVM for its modern code design and to explore if there is a good reason for its lack of popularity in the embedded CPU community. Although implementing the custom LLVM backend to its current state was a difficult process, there does not seem to be a valid reason for its lack of popularity as a compiler. As more communities experiment with backends in LLVM and discover how modern and organized the project is, its popularity should rapidly increase, not only for the betterment of the embedded CPU community, but for everyone that relies on using a compiler.

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# Appendix I

## Guides

### I.1 Building LLVM-CJG

This guide will walk through downloading and building the LLVM tools from source. The paths are relative to the directory you decide to use when starting the guide, unless otherwise specified. At the time of this writing, the working repository for this backend can be found in the `llvm-cjg` repository hosted at <https://github.com/connorjan/llvm-cjg>, and additional information may be posted to <http://connorgoldberg.com>.

#### I.1.1 Downloading LLVM

Even though the working source tree is version controlled through SVN, an official mirror is hosted on GitHub which is what will be used for this guide.

1. Clone the repository into the `src` directory:  

```
$ git clone https://github.com/llvm-mirror/llvm.git src
```
2. Checkout the LLVM 4.0 branch:  

```
$ cd src  
$ git fetch  
$ git checkout release_40  
$ cd ..
```



### I.1.2 Importing the CJG Source Files

Along with this paper should be a directory named CJG. This is the directory that contains all of code specific to the CJG backend. Copy this directory into the LLVM lib/Target directory:

```
$ cp -r CJG src/lib/Target/
```

### I.1.3 Modifying Existing LLVM Files

Some files in the root of the LLVM tree need to be modified so that the CJG backend can be found and built correctly. Run

```
$ cd src
```

so the diff paths are relative to the root of the LLVM source repository.

1. Add CJG to the root cmake configuration:

---

```
diff --git a/CMakeLists.txt b/CMakeLists.txt
-- a/CMakeLists.txt
++ b/CMakeLists.txt
@@ -326,8 +326,9 @@ set(LLVM_ALL_TARGETS
    AMDGPU
    ARM
    BPF
+   CJG
    Hexagon
    Lanai
    Mips
    MSP430
    NVPTX
```

---

2. Add cjg to the Triple::ArchType enum:

---

```
diff --git a/include/llvm/ADT/Triple.h b/include/llvm/ADT/Triple.h
-- a/include/llvm/ADT/Triple.h
++ b/include/llvm/ADT/Triple.h
@@ -94,6 +94,7 @@ public:
    wasm64,           // WebAssembly with 64-bit pointers
    renderscript32,   // 32-bit RenderScript
    renderscript64,   // 64-bit RenderScript
+   cjg,              // CJG
    LastArchType = renderscript64
};
enum SubArchType {
```

---

3. Add EM\_CJG to the ELF Machine enum:

---

```

diff --git a/include/llvm/Support/ELF.h b/include/llvm/Support/ELF.h
-- a/include/llvm/Support/ELF.h
++ b/include/llvm/Support/ELF.h
@@ -310,7 +310,8 @@ enum {
    EM_RISCV = 243,          // RISC-V
    EM_LANAI = 244,          // Lanai 32-bit processor
    EM_BPF = 247,            // Linux kernel bpf virtual machine

+ EM_CJG = 327,             // CJG

    // A request has been made to the maintainer of the official registry for
    // such numbers for an official value for WebAssembly. As soon as one is

```

---

4. Add cjk to the Triple class:

---

```

diff --git a/lib/Support/Triple.cpp b/lib/Support/Triple.cpp
-- a/lib/Support/Triple.cpp
++ b/lib/Support/Triple.cpp
@@ -69,6 +69,7 @@ StringRef Triple::getArchTypeName(ArchType Kind) {
    case wasm64:             return "wasm64";
    case renderscript32:     return "renderscript32";
    case renderscript64:     return "renderscript64";
+ case cjk:                 return "cjk";
    }

    llvm_unreachable("Invalid ArchType!");
@@ -140,6 +142,7 @@ StringRef Triple::getArchTypePrefix(ArchType Kind) {
    case riscv32:
    case riscv64:            return "riscv";
+ case cjk:                 return "cjk";
    }
}

@@ -298,6 +302,7 @@ Triple::ArchType Triple::getArchTypeForLLVMName(StringRef
  Name) {
    .Case("wasm64", wasm64)
    .Case("renderscript32", renderscript32)
    .Case("renderscript64", renderscript64)
+   .Case("cjk", cjk)

```

---

```

        .Default(UnknownArch);
    }

    @@ -412,6 +418,7 @@ static Triple::ArchType parseArch(StringRef ArchName) {
        .Case("wasm64", Triple::wasm64)
        .Case("renderscript32", Triple::renderscript32)
        .Case("renderscript64", Triple::renderscript64)
+       .Case("cjpg", Triple::cjpg)
        .Default(Triple::UnknownArch);

    // Some architectures require special parsing logic just to compute the
    @@ -640,6 +648,7 @@ static Triple::ObjectFormatType getDefaultFormat(const Triple
    ↪ &T) {
        case Triple::wasm32:
        case Triple::wasm64:
        case Triple::xcore:
+       case Triple::cjpg:
            return Triple::ELF;

        case Triple::ppc:
    @@ -1172,6 +1182,7 @@ static unsigned
    ↪ getArchPointerBitWidth(llvm::Triple::ArchType Arch) {
        case llvm::Triple::shave:
        case llvm::Triple::wasm32:
        case llvm::Triple::renderscript32:
+       case llvm::Triple::cjpg:
            return 32;

        case llvm::Triple::aarch64:
    @@ -1251,6 +1263,7 @@ Triple Triple::get32BitArchVariant() const {
        case Triple::shave:
        case Triple::wasm32:
        case Triple::renderscript32:
+       case Triple::cjpg:
            // Already 32-bit.
            break;

    @@ -1288,6 +1302,7 @@ Triple Triple::get64BitArchVariant() const {
        case Triple::xcore:
        case Triple::sparcel:
        case Triple::shave:
+       case Triple::cjpg:
            T.setArch(UnknownArch);
            break;

    @@ -1373,6 +1389,7 @@ Triple Triple::getBigEndianArchVariant() const {
        // drop any arch suffixes.
        case Triple::arm:
        case Triple::thumb:

```

---

```

+ case Triple::cjk:
    T.setArch(UnknownArch);
    break;

@@ -1458,6 +1476,7 @@ bool Triple::isLittleEndian() const {
    case Triple::tcele:
    case Triple::renderscript32:
    case Triple::renderscript64:
+ case Triple::cjk:
    return true;
    default:
    return false;

```

---

5. Add CJG to the cmake Target build configuration:

---

```

                                lib/Target/LLVMBuild.txt
diff --git a/lib/Target/LLVMBuild.txt b/lib/Target/LLVMBuild.txt
-- a/lib/Target/LLVMBuild.txt
++ b/lib/Target/LLVMBuild.txt
@@ -24,7 +24,8 @@ subdirectories =
    AArch64
    AVR
    BPF
+ CJG
    Lanai
    Hexagon
    MSP430
    NVPTX

```

---

Run

```
$ cd ..
```

to return to the root working directory of the guide.

### I.1.4 Importing Clang

If you are only using LLVM IR then you can skip this step and go to Section [I.1.5](#). If you want to be able to use C code:

1. Change your current directory into the LLVM tools directory:  
\$ cd src/tools
2. Clone the Clang repository from GitHub:  
\$ git clone https://github.com/llvm-mirror/clang.git

3. Checkout the Clang 4.0 branch:

```
$ cd clang
$ git fetch
$ git checkout release_40
```

Now link the CJG backend into Clang (note: the diff paths are relative the root of the Clang repository):

1. Add the CJGTargetInfo class to Targets.cpp:

---

```
lib/Basic/Targets.cpp
diff --git a/lib/Basic/Targets.cpp b/lib/Basic/Targets.cpp
-- a/lib/Basic/Targets.cpp
++ b/lib/Basic/Targets.cpp
@@ -8587,6 +8587,59 @@ public:
     }
};

+ class CJGTargetInfo : public TargetInfo {
+ public:
+     CJGTargetInfo(const llvm::Triple &Triple, const TargetOptions &):
+         TargetInfo(Triple) {
+         BigEndian = false;
+         NoAsmVariants = true;
+         LongLongAlign = 32;
+         SuitableAlign = 32;
+         DoubleAlign = LongDoubleAlign = 32;
+         SizeType = UnsignedInt;
+         PtrDiffType = SignedInt;
+         IntPtrType = SignedInt;
+         WCharType = UnsignedChar;
+         WIntType = UnsignedInt;
+         UseZeroLengthBitfieldAlignment = true;
+         resetDataLayout("e-m:e-p:32:32-i1:8:32-i8:8:32-i16:16:32-i64:32"
+             "-f64:32-a:0:32-n32");
+     }
+
+     void getTargetDefines(const LangOptions &Opts,
+         MacroBuilder &Builder) const override {}
+
+     ArrayRef<Builtin::Info> getTargetBuiltins() const override {
+         return None;
+     }
+
+     BuiltinVaListKind getBuiltinVaListKind() const override {
+         return TargetInfo::VoidPtrBuiltinVaList;
+     }
+ }
```

---

---

```

+     const char *getClobbers() const override {
+         return "";
+     }
+
+     ArrayRef<const char *> getGCCRegNames() const override {
+         return None;
+     }
+
+     ArrayRef<TargetInfo::GCCRegAlias> getGCCRegAliases() const override {
+         return None;
+     }
+
+     bool validateAsmConstraint(const char *&Name,
+                               TargetInfo::ConstraintInfo &Info) const override {
+         return false;
+     }
+
+     int getEHDataRegisterNumber(unsigned RegNo) const override {
+         // R0=ExceptionPointerRegister R1=ExceptionSelectorRegister
+         return -1;
+     }
+ };
+
+ } // end anonymous namespace

//====-----
@@ -9044,4 +9097,7 @@ static TargetInfo *AllocateTarget(const llvm::Triple
↪ &Triple,
    case llvm::Triple::renderscript64:
        return new LinuxTargetInfo<RenderScript64TargetInfo>(Triple, Opts);
+
+ case llvm::Triple::cjpg:
+     return new CJGTargetInfo(Triple, Opts);
    }
}

```

---

2. Add the CJGABIInfo class to TargetInfo.cpp:

---

```

diff --git a/lib/CodeGen/TargetInfo.cpp b/lib/CodeGen/TargetInfo.cpp
index ec0aa16..1ec7455 100644
-- a/lib/CodeGen/TargetInfo.cpp
++ b/lib/CodeGen/TargetInfo.cpp
@@ -8349,8 +8349,25 @@ public:
    }
    return false;
}

```

---

---

```

+
+
+ //====-----//
+ // CJG ABI Implementation
+ //====-----//
+ namespace {
+ class CJGABIInfo : public DefaultABIInfo {
+ public:
+     CJGABIInfo(CodeGen::CodeGenTypes &CGT) : DefaultABIInfo(CGT) {}
+ };
+
+ class CJGTargetCodeGenInfo : public TargetCodeGenInfo {
+ public:
+     CJGTargetCodeGenInfo(CodeGenTypes &CGT)
+       : TargetCodeGenInfo(new CJGABIInfo(CGT)) {}
+ };
+ } // end anonymous namespace

//====-----//
// Driver code
//====-----//
@@ -8536,5 +8554,7 @@ const TargetCodeGenInfo
↪ &CodeGenModule::getTargetCodeGenInfo() {
    case llvm::Triple::spir:
    case llvm::Triple::spir64:
        return SetCGInfo(new SPIRTargetCodeGenInfo(Types));
+   case llvm::Triple::cvg:
+       return SetCGInfo(new CJGTargetCodeGenInfo(Types));
    }
}

```

---

Run

```
$ cd ../../../../
```

to return to the root working directory of the guide.

### I.1.5 Building the Project

1. Make the build directory:

```
$ mkdir build
$ cd build
```

2. Set up the build files:

Note: the following flags can be added to build the documentation:

```
-DLLVM_ENABLE_DOXYGEN=True -DLLVM_DOXYGEN_SVG=True
```

- (a) macOS only (for Xcode capabilities):  

```
$ cmake -G "Xcode" -DCMAKE_BUILD_TYPE:STRING=DEBUG \  
-DLLVM_TARGETS_TO_BUILD:STRING=CJG ../src
```
- (b) Linux or macOS:  

```
$ cmake -G "Unix Makefiles" -DCMAKE_BUILD_TYPE:STRING=DEBUG \  
-DLLVM_TARGETS_TO_BUILD:STRING=CJG ../src
```

### 3. Build the project:

- (a) If the "Xcode" cmake generator was used then the project can either be built two ways:
  - i. Opening the generated Xcode project: `LLVM.xcodeproj` and then running the build command
  - ii. Building the Xcode project from the command line with:  

```
$ xcodebuild -project "LLVM.xcodeproj"
```
  - iii. View the compiled binaries in the `Debug/bin/` directory.
- (b) If the "Unix" cmake generator was used then the project can be built by running `make`:  

```
$ make
```

Note: `make` can be used with the `"-jn"` flag, where `n` is the number of cores on your build machine to parallelize the build process (*e.g.* `make -j4`).
- (c) View the compiled binaries in the `bin/` directory.

## I.1.6 Usage

First change your current directory to the directory where the compiled binaries are located (explained in step 3 of Section [I.1.5](#)).

### I.1.6.1 Using `llc`

The input for each of the commands in this section is an example LLVM IR code file called `function.ll`.

1. **LLVM IR to CJG Assembly:**  

```
$ ./llc -march cjg -o function.s function.ll
```
2. **LLVM IR to CJG Machine Code:**  

```
$ ./llc -march cjg -filetype=obj -o function.o function.ll
```

Extracting the machine code from the object file is explained in Section [I.1.6.3](#).



To enable all of the debug messages, use the

`-debug`

flag when running `llc`. To enable the printing of the code representation after every pass in the backend, use the

`-print-after-all`

flag when running `llc`.

### I.1.6.2 Using Clang

Only available if the steps explained in Section [I.1.4](#) were performed. The input for each of the Clang commands in this section is an example C file called `function.c` containing a single C function.

1. **C to LLVM IR:**

```
$ ./clang -cc1 -triple cjg-unknown-unknown -o function.ll function.c -emit-llvm
```

2. **C to CJG Assembly:**

```
$ ./clang -cc1 -triple cjg-unknown-unknown -S -o function.s function.c
```

3. **C to CJG Machine Code:**

```
$ ./clang -cc1 -triple cjg-unknown-unknown -o function.o function.c
```

Extracting the machine code from the object file is explained in Section [I.1.6.3](#).

Note: Trying to emit an object file from clang is currently unstable and may not work 100% of the time. Instead use `clang` to emit LLVM IR code and then use `llc` to write the object file.

### I.1.6.3 Using ELF to Memory

To extract the machine code from an ELF object file using `elf2mem` as discussed in Section [5.3.2](#):

```
$ elf2mem -s .text -o function.mem function.o
```

## I.2 LLVM Backend Directory Tree

This shows the directory tree for CJG LLVM backend:

[lib/Target/CJG/](#)

- CJG.h
- CJG.td
- CJGAsmPrinter.cpp
- CJGCallingConv.td
- CJGFrameLowering.cpp
- CJGFrameLowering.h
- CJGISelDAGToDAG.cpp
- CJGISelLowering.cpp
- CJGISelLowering.h
- CJGInstrFormats.td
- CJGInstrInfo.cpp
- CJGInstrInfo.h
- CJGInstrInfo.td
- CJGMCInstLower.cpp
- CJGMCInstLower.h
- CJGMachineFunctionInfo.cpp
- CJGMachineFunctionInfo.h
- CJGRegisterInfo.cpp
- CJGRegisterInfo.h
- CJGRegisterInfo.td
- CJGSubtarget.cpp
- CJGSubtarget.h
- CJGTargetMachine.cpp
- CJGTargetMachine.h
- CMakeLists.txt
- [InstPrinter/](#)
  - CJGInstPrinter.cpp
  - CJGInstPrinter.h
  - CMakeLists.txt
  - LLVMBuild.txt
- LLVMBuild.txt
- [MCTargetDesc/](#)
  - CJGAsmBackend.cpp
  - CJGELFObjectWriter.cpp

```
|— CJGFixupKinds.h
|— CJGMCAsmInfo.cpp
|— CJGMCAsmInfo.h
|— CJGMCCodeEmitter.cpp
|— CJGMCTargetDesc.cpp
|— CJGMCTargetDesc.h
|— CMakeLists.txt
|— LLVMBuild.txt
|— TargetInfo/
|   |— CJGTargetInfo.cpp
|   |— CMakeLists.txt
|   |— LLVMBuild.txt
```

# Appendix II

## Source Code

### II.1 CJG RISC CPU RTL

#### II.1.1 Opcodes Header

---

```
1 // Opcodes
2 `define LD_IC 5'h00 // Load
3 `define ST_IC 5'h01 // Store
4 `define CPY_IC 5'h02 // Copy
5 `define PUSH_IC 5'h03 // Push onto stack
6 `define POP_IC 5'h04 // Pop off of stack
7 `define JMP_IC 5'h05 // Jumps
8 `define CALL_IC 5'h06 // Call
9 `define RET_IC 5'h07 // Return and RETI
10 `define ADD_IC 5'h08 // Addition
11 `define SUB_IC 5'h09 // Subtract
12 `define CMP_IC 5'h0A // Compare
13 `define NOT_IC 5'h0B // Bitwise NOT
14 `define AND_IC 5'h0C // Bitwise AND
15 `define BIC_IC 5'h0D // Bit clear ~&=
16 `define OR_IC 5'h0E // Bitwise OR
17 `define XOR_IC 5'h0F // Bitwise XOR
18 `define RS_IC 5'h10 // Rotate/Shift
19
20 `define MUL_IC 5'h1A // Signed multiplication
21 `define DIV_IC 5'h1B // Unsigned division
22
```

```

23 `define INT_IC 5'h1F    // Interrupt
24
25 // ALU States
26 `define ADD_ALU 4'h0    // Signed Add
27 `define SUB_ALU 4'h1    // Signed Subtract
28 `define AND_ALU 4'h2    // Logical AND
29 `define BIC_ALU 4'h3    // Logical BIC
30 `define OR_ALU 4'h4     // Logical OR
31 `define NOT_ALU 4'h5    // Logical Invert
32 `define XOR_ALU 4'h6    // Logical XOR
33 `define NOP_ALU 4'h7    // No operation
34 `define MUL_ALU 4'h8    // Signed multiplication
35 `define DIV_ALU 4'h9    // Signed division
36
37 // Shifter states
38 `define SRL_SHIFT 3'h0   // shift right logical
39 `define SLL_SHIFT 3'h1   // shift left logical
40 `define SRA_SHIFT 3'h2   // shift right arithmetic
41 `define RTR_SHIFT 3'h4   // rotate right
42 `define RTL_SHIFT 3'h5   // rotate left
43 `define RRC_SHIFT 3'h6   // rotate right through carry
44 `define RLC_SHIFT 3'h7   // rotate left through carry

```

---

## II.1.2 Definitions Header

```

1 // Instruction word slices
2 `define OPCODE 31:27
3 `define REG_I 26:22
4 `define REG_J 21:17
5 `define REG_K 16:12
6 `define ALU_CONSTANT 16:1
7 `define ALU_CONSTANT_MSB 16
8 `define ALU_CONTROL 0
9 `define DT_CONTROL 16
10 `define DT_CONSTANT 15:0
11 `define DT_CONSTANT_MSB 15
12 `define JMP_CODE 21:18
13 `define JMP_ADDR 15:0
14 `define JMP_CONTROL 16
15 `define RS_CONTROL 0
16 `define RS_OPCODE 3:1
17 `define RS_CONSTANT 16:11
18
19 // Jump codes
20 `define JU 4'b0000

```

---

```

21  `define JC  4'b1000
22  `define JN  4'b0100
23  `define JV  4'b0010
24  `define JZ  4'b0001
25  `define JNC 4'b0111
26  `define JNN 4'b1011
27  `define JNV 4'b1101
28  `define JNZ 4'b1110
29  `define JGE 4'b0110
30  `define JL  4'b1001
31
32  // special register file registers
33  `define REG_SR 5'h0 // status register
34  `define REG_PC 5'h1 // program counter
35  `define REG_SP 5'h2 // stack pointer
36
37  // Status bit index in the status register / RF[0]
38  `define SR_C    5'd0
39  `define SR_N    5'd1
40  `define SR_V    5'd2
41  `define SR_Z    5'd3
42  `define SR_GE   5'd4
43  `define SR_L    5'd5
44
45  // MMIO
46  `define MMIO_START_ADDR 16'hFF00
47  `define MMIO_GPIO_OUT  16'hFFFO
48  `define MMIO_GPIO_IN   16'hFFFO

```

---

### II.1.3 Pipeline

---

```

1  /*
2   * Title:  cjg_risc
3   * Author: Connor Goldberg
4   *
5   */
6
7  `include "src/cjg_definitions.vh"
8  `include "src/cjg_opcodes.vh"
9
10 // Any instruction with a writeback operation

```

```

11 `define WB_INSTRUCTION(mc) (opcode[mc] == `LD_IC || opcode[mc] == `CPY_IC || opcode[mc]
   ↳ == `POP_IC || opcode[mc] == `ADD_IC || opcode[mc] == `SUB_IC || opcode[mc] ==
   ↳ `CMP_IC || opcode[mc] == `NOT_IC || opcode[mc] == `AND_IC || opcode[mc] == `BIC_IC
   ↳ || opcode[mc] == `OR_IC || opcode[mc] == `XOR_IC || opcode[mc] == `RS_IC ||
   ↳ opcode[mc] == `MUL_IC || opcode[mc] == `DIV_IC)

12
13 // ALU instructions
14 `define ALU_INSTRUCTION(mc) (opcode[mc] == `CPY_IC || opcode[mc] == `ADD_IC ||
   ↳ opcode[mc] == `SUB_IC || opcode[mc] == `CMP_IC || opcode[mc] == `NOT_IC ||
   ↳ opcode[mc] == `AND_IC || opcode[mc] == `BIC_IC || opcode[mc] == `OR_IC ||
   ↳ opcode[mc] == `XOR_IC || opcode[mc] == `MUL_IC || opcode[mc] == `DIV_IC)

15
16 // Stack instructions
17 `define STACK_INSTRUCTION(mc) (opcode[mc] == `PUSH_IC) || (opcode[mc] == `POP_IC)

18
19 `define LOAD_MMIO(dest, bits, expr) \
20 if (dm_address < `MMIO_START_ADDR) begin \
21     dest <= dm_out[bits] expr; \
22 end \
23 else begin \
24     case (dm_address) \
25         `MMIO_GPIO_IN: begin \
26             dest <= gpio_in[bits] expr; \
27         end \
28         default: begin \
29             dest <= temp_wb[bits] expr; \
30         end \
31     endcase \
32 end

33
34 module cjg_risc (
35     // system inputs
36     input reset,                // system reset
37     input clk,                  // system clock
38     input [31:0] gpio_in,       // gpio inputs
39     input [3:0] ext_interrupt_bus, //external interrupts
40
41     // system outputs
42     output reg [31:0] gpio_out,  // gpio outputs
43
44     // program memory
45     input [31:0] pm_out,         // program memory output data
46     output [15:0] pm_address,    // program memory address
47
48     // data memory
49     input [31:0] dm_out,         // data memory output
50     output reg [31:0] dm_data,   // data memory input data
51     output reg dm_wren,         // data memory write enable
52     output reg [15:0] dm_address, // data memory address

```

```

53
54     // generated clock phases
55     output clk_p1,                // clock phase 0
56     output clk_p2,                // clock phase 1
57
58     // dft
59     input scan_in0,
60     input scan_en,
61     input test_mode,
62     output scan_out0
63 );
64
65 // integer for resetting arrays
66 integer i;
67
68 // register file
69 reg[31:0] reg_file[31:0];
70
71 // program counter register (program memory address)
72 assign pm_address = reg_file[`REG_PC][15:0];
73
74 // temp address for jumps/calls
75 reg[15:0] temp_address;
76
77 // pipelined instruction registers
78 reg[31:0] instruction_word[3:1];
79
80 // address storage for each instruction
81 reg[13:0] instruction_addr[3:1];
82
83 // opcode slices
84 reg[4:0] opcode[3:0];
85
86 // TODO: is this even ok? 2d wires dont seem to work in simvision
87 always @(instruction_word[3] or instruction_word[2] or instruction_word[1] or pm_out)
88     ↪ begin
89         opcode[0] = pm_out[`OPCODE];
90         opcode[1] = instruction_word[1][`OPCODE];
91         opcode[2] = instruction_word[2][`OPCODE];
92         opcode[3] = instruction_word[3][`OPCODE];
93     end
94
95 // stall signals
96 reg[3:0] stall_cycles;
97 reg stall[3:0];
98
99 // temp writeback register
100 reg[31:0] temp_wb; // general purpose
101 reg[31:0] temp_sp; // stack pointer

```



```

101
102 // data stack stuff
103 reg[31:0] data_stack_data;
104 reg[5:0] data_stack_addr;
105 reg data_stack_push;
106 reg data_stack_pop;
107 wire[31:0] data_stack_out;
108
109 // call stack stuff
110 reg[31:0] call_stack_data;
111 reg call_stack_push;
112 reg call_stack_pop;
113 wire[31:0] call_stack_out;
114
115 // ALU stuff
116 reg[31:0] alu_a, alu_b, temp_sr;
117 reg[3:0] alu_opcode;
118 wire[31:0] alu_result;
119 wire alu_c, alu_n, alu_v, alu_z;
120
121 // Shifter stuff
122 reg[31:0] shifter_operand;
123 reg[5:0] shifter_modifier;
124 reg shifter_carry_in;
125 reg[2:0] shifter_opcode;
126 wire[31:0] shifter_result;
127 wire shifter_carry_out;
128
129 // Clock phase generator
130 cjg_clkgen clkgen(
131     .reset(reset),
132     .clk(clk),
133     .clk_p1(clk_p1),
134     .clk_p2(clk_p2),
135
136     // dft
137     .scan_in0(scan_in0),
138     .scan_en(scan_en),
139     .test_mode(test_mode),
140     .scan_out0(scan_out0)
141 );
142
143 // Data Stack
144 cjg_mem_stack #(.DEPTH(64), .ADDRW(6)) data_stack (
145     // inputs
146     .clk(clk_p2),
147     .reset(reset),
148     .d(data_stack_data),
149     .addr(data_stack_addr),

```

```

150     .push(data_stack_push),
151     .pop(data_stack_pop),
152
153     // output
154     .q(data_stack_out),
155
156     // dft
157     .scan_in0(scan_in0),
158     .scan_en(scan_en),
159     .test_mode(test_mode),
160     .scan_out0(scan_out0)
161 );
162
163 // Call Stack
164 cjg_stack #(.DEPTH(64)) call_stack (
165     // inputs
166     .clk(clk_p2),
167     .reset(reset),
168     .d(call_stack_data),
169     .push(call_stack_push),
170     .pop(call_stack_pop),
171
172     // output
173     .q(call_stack_out),
174
175     // dft
176     .scan_in0(scan_in0),
177     .scan_en(scan_en),
178     .test_mode(test_mode),
179     .scan_out0(scan_out0)
180 );
181
182 // ALU
183 cjg_alu alu (
184     // dft
185     .reset(reset),
186     .clk(clk),
187     .scan_in0(scan_in0),
188     .scan_en(scan_en),
189     .test_mode(test_mode),
190     .scan_out0(scan_out0),
191
192     // inputs
193     .a(alu_a),
194     .b(alu_b),
195     .opcode(alu_opcode),
196
197     // outputs
198     .result(alu_result),

```

```

199     .c(alu_c),
200     .n(alu_n),
201     .v(alu_v),
202     .z(alu_z)
203 );
204
205 // Shifter and rotater
206 cjg_shifter shifter (
207     // dft
208     .reset(reset),
209     .clk(clk),
210     .scan_in0(scan_in0),
211     .scan_en(scan_en),
212     .test_mode(test_mode),
213     .scan_out0(scan_out0),
214
215     // inputs
216     .operand(shifter_operand),
217     .carry_in(shifter_carry_in),
218     .modifier(shifter_modifier),
219     .opcode(shifter_opcode),
220
221     // outputs
222     .result(shifter_result),
223     .carry_out(shifter_carry_out)
224 );
225
226
227 // Here we go
228
229 always @(posedge clk_p1 or negedge reset) begin
230     if (~reset) begin
231         // reset
232         reset_all;
233     end // if (~reset)
234     else begin
235         // Main code
236
237         // process stall signals
238         stall[3] <= stall[2];
239         stall[2] <= stall[1];
240         stall[1] <= stall[0];
241
242         if (stall_cycles != 0) begin
243             stall[0] <= 1'b1;
244             stall_cycles <= stall_cycles - 1'b1;
245         end
246         else begin
247             stall[0] <= 1'b0;

```

```

248     end
249
250     // Machine cycle 3
251     // writeback
252     if (stall[3] == 1'b0) begin
253
254         case (opcode[3])
255             `ADD_IC, `SUB_IC, `NOT_IC, `AND_IC, `BIC_IC, `OR_IC, `XOR_IC, `CPY_IC, `LD_IC,
256             ↪ `RS_IC, `MUL_IC, `DIV_IC: begin
257                 if (instruction_word[3][`REG_I] == `REG_PC) begin
258                     // Do not allow writing to the program counter
259                     reg_file[`REG_PC] <= reg_file[`REG_PC];
260                 end
261                 else begin
262                     reg_file[instruction_word[3][`REG_I]] <= temp_wb;
263                 end
264             end
265             `PUSH_IC: begin
266                 reg_file[`REG_SP] <= temp_sp; // incremented stack pointer
267             end
268             `POP_IC: begin
269                 reg_file[`REG_SP] <= temp_sp; // decremented stack pointer
270                 reg_file[instruction_word[3][`REG_I]] <= temp_wb;
271                 data_stack_pop <= 1'b0;
272             end
273             `ST_IC: begin
274                 dm_wren <= 1'b0;
275             end
276             `JMP_IC: begin
277                 // check the status register
278                 case (instruction_word[3][`JMP_CODE])
279                     `JU: begin
280                         reg_file[`REG_PC] <= {16'h0, temp_address};
281                     end
282                     `JC: begin
283                         if (reg_file[`REG_SR][`SR_C] == 1'b1) begin
284                             reg_file[`REG_PC] <= {16'h0, temp_address};
285                         end
286                         else begin
287                             reg_file[`REG_PC] <= reg_file[`REG_PC];
288                         end
289                     end
290                 end
291             end
292         end
293     end
294 end
295

```

```
296     `JN: begin
297         if (reg_file[`REG_SR][`SR_N] == 1'b1) begin
298             reg_file[`REG_PC] <= {16'h0, temp_address};
299         end
300     else begin
301         reg_file[`REG_PC] <= reg_file[`REG_PC];
302     end
303 end
304
305 `JV: begin
306     if (reg_file[`REG_SR][`SR_V] == 1'b1) begin
307         reg_file[`REG_PC] <= {16'h0, temp_address};
308     end
309 else begin
310     reg_file[`REG_PC] <= reg_file[`REG_PC];
311 end
312
313
314 `JZ: begin
315     if (reg_file[`REG_SR][`SR_Z] == 1'b1) begin
316         reg_file[`REG_PC] <= {16'h0, temp_address};
317     end
318 else begin
319     reg_file[`REG_PC] <= reg_file[`REG_PC];
320 end
321
322
323 `JNC: begin
324     if (reg_file[`REG_SR][`SR_C] == 1'b0) begin
325         reg_file[`REG_PC] <= {16'h0, temp_address};
326     end
327 else begin
328     reg_file[`REG_PC] <= reg_file[`REG_PC];
329 end
330
331
332 `JNN: begin
333     if (reg_file[`REG_SR][`SR_N] == 1'b0) begin
334         reg_file[`REG_PC] <= {16'h0, temp_address};
335     end
336 else begin
337     reg_file[`REG_PC] <= reg_file[`REG_PC];
338 end
339
340
341 `JNV: begin
342     if (reg_file[`REG_SR][`SR_V] == 1'b0) begin
343         reg_file[`REG_PC] <= {16'h0, temp_address};
344     end
```

```

345         else begin
346             reg_file[`REG_PC] <= reg_file[`REG_PC];
347         end
348     end
349
350     `JNZ: begin
351         if (reg_file[`REG_SR][`SR_Z] == 1'b0) begin
352             reg_file[`REG_PC] <= {16'h0, temp_address};
353         end
354         else begin
355             reg_file[`REG_PC] <= reg_file[`REG_PC];
356         end
357     end
358
359     `JGE: begin
360         if (reg_file[`REG_SR][`SR_GE] == 1'b1) begin
361             reg_file[`REG_PC] <= {16'h0, temp_address};
362         end
363         else begin
364             reg_file[`REG_PC] <= reg_file[`REG_PC];
365         end
366     end
367
368     `JL: begin
369         if (reg_file[`REG_SR][`SR_L] == 1'b1) begin
370             reg_file[`REG_PC] <= {16'h0, temp_address};
371         end
372         else begin
373             reg_file[`REG_PC] <= reg_file[`REG_PC];
374         end
375     end
376
377     default: begin
378         reg_file[`REG_PC] <= reg_file[`REG_PC];
379     end
380 endcase // instruction_word[3][`JMP_CODE]
381
382 end // JMP_IC
383
384 `CALL_IC: begin
385     // jump to the routine address
386     call_stack_push <= 1'b0;
387     reg_file[`REG_PC] <= {16'h0, temp_address};
388 end
389
390 `RET_IC: begin
391     // pop the program counter
392     call_stack_pop <= 1'b0;
393     reg_file[`REG_PC] <= {16'h0, temp_address};

```

```

394         end
395
396         default: begin
397         end
398     endcase // opcode[3]
399
400     case (opcode[3])
401         `ADD_IC, `SUB_IC, `CMP_IC, `NOT_IC, `AND_IC, `BIC_IC, `OR_IC, `XOR_IC, `RS_IC,
402         ↪ `MUL_IC, `DIV_IC: begin
403             // set the status register from the alu output
404             reg_file[`REG_SR] <= temp_sr;
405         end
406
407         default: begin
408             reg_file[`REG_SR] <= reg_file[`REG_SR];
409         end
410     endcase // opcode[3]
411
412     end // if (stall[3] == 1'b0)
413
414     // Machine cycle 2
415     // execution
416     if (stall[2] == 1'b0) begin
417
418         case (opcode[2])
419             `ADD_IC, `SUB_IC, `CMP_IC, `NOT_IC, `AND_IC, `BIC_IC, `OR_IC, `XOR_IC, `CPY_IC,
420             ↪ `MUL_IC, `DIV_IC: begin
421                 // set temp ALU out
422                 temp_wb <= alu_result;
423
424                 // Set status register
425                 if (instruction_word[3][`REG_I] == `REG_SR && `WB_INSTRUCTION(3)) begin
426                     // data forward from the status register
427                     temp_sr <= {temp_wb[31:6], alu_n, ~alu_n, alu_z, alu_v, alu_n, alu_c};
428                 end
429                 else begin
430                     // take the current status register
431                     temp_sr <= {reg_file[`REG_SR][31:6], alu_n, ~alu_n, alu_z, alu_v, alu_n,
432                     ↪ alu_c};
433                 end
434
435                 // TODO: data forward from other sources in mc3
436             end
437
438             `RS_IC: begin
439                 // grab the output from the shifter
440                 temp_wb <= shifter_result;
441
442                 // if rotating through carry, set the new carry value

```

```

439     if ((instruction_word[2][`RS_OPCODE] == `RRC_SHIFT) ||
440         → (instruction_word[2][`RS_OPCODE] == `RLC_SHIFT)) begin
441         // Set status register
442         if (instruction_word[3][`REG_I] == `REG_SR && `WB_INSTRUCTION(3)) begin
443             // data forward from the status register
444             temp_sr <= {temp_wb[31:1], shifter_carry_out};
445         end
446         else begin
447             // take the current status register
448             temp_sr <= {reg_file[`REG_SR][31:1], shifter_carry_out};
449         end
450         else begin
451             // dont change the status register
452             temp_sr <= reg_file[`REG_SR];
453         end
454     end
455
456     `PUSH_IC: begin
457         temp_sp <= alu_result; // incremented Stack Pointer
458         data_stack_push <= 1'b0;
459     end
460
461     `POP_IC: begin
462         // data_stack_pop <= 1'b1;
463         // data_stack_pop <= 1'b0;
464         temp_sp <= alu_result; // decremented Stack Pointer
465         temp_wb <= data_stack_out;
466     end
467
468     `LD_IC: begin
469         `LOAD_MMIO(temp_wb,31:0,)
470     end
471
472     `ST_IC: begin
473         if (dm_address < `MMIO_START_ADDR) begin
474             // enable write if not mmio
475             dm_wren <= 1'b1;
476         end
477         else begin
478             // write to mmio
479             dm_wren <= 1'b0;
480
481             case (dm_address)
482
483                 `MMIO_GPIO_OUT: begin
484                     gpio_out <= dm_data;
485                 end
486

```



```

487         default: begin
488             end
489
490         endcase // dm_address
491     end
492 end
493
494 `JMP_IC: begin
495     // Do nothing?
496 end
497
498 `CALL_IC: begin
499     // push the status register onto the stack
500     call_stack_push <= 1'b1;
501     call_stack_data <= reg_file[`REG_SR];
502 end
503
504 `RET_IC: begin
505     // pop the program counter
506     call_stack_pop <= 1'b1;
507     temp_address <= call_stack_out[15:0];
508 end
509
510     default: begin
511         end
512     endcase // opcode[2]
513
514     instruction_word[3] <= instruction_word[2];
515     instruction_addr[3] <= instruction_addr[2];
516 end // if (stall[2] == 1'b0)
517
518 // Machine cycle 1
519 // operand fetch
520 if (stall[1] == 1'b0) begin
521
522     case (opcode[1])
523         `ADD_IC, `SUB_IC, `CMP_IC, `NOT_IC, `AND_IC, `BIC_IC, `OR_IC, `XOR_IC, `MUL_IC,
524         ↪ `DIV_IC: begin
525
526             // set alu_a
527             if ((instruction_word[1][`REG_J] == instruction_word[2][`REG_I]) &&
528                 ↪ `WB_INSTRUCTION(2) && !stall[2]) begin
529                 // data forward from mc2
530                 if (`ALU_INSTRUCTION(2)) begin
531                     // data forward from alu output
532                     alu_a <= alu_result;
533                 end
534             else if (opcode[2] == `POP_IC) begin
535                 alu_a <= data_stack_out;

```

```

534     end
535     else if (opcode[2] == `LD_IC) begin
536         `LOAD_MMIO(alu_a,31:0,)
537     end
538     else if (opcode[2] == `RS_IC) begin
539         alu_a <= shifter_result;
540     end
541     // TODO: data forward from other wb sources in mc2
542     else begin
543         // no data forwarding
544         alu_a <= reg_file[instruction_word[1][`REG_J]];
545     end
546 end
547 else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(2) &&
→ !stall[2]) begin
548     // data forward from the increment/decrement of the stack pointer
549     alu_a <= alu_result;
550 end
551 else if ((instruction_word[1][`REG_J] == instruction_word[3][`REG_I]) &&
→ `WB_INSTRUCTION(3) && !stall[3]) begin
552     // data forward from mc3
553     alu_a <= temp_wb;
554     // TODO: data forward from other wb sources in mc3
555 end
556 else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(3) &&
→ !stall[3]) begin
557     // data forward from the increment/decrement of the stack pointer
558     alu_a <= temp_sp;
559 end
560 else begin
561     // no data forwarding
562     alu_a <= reg_file[instruction_word[1][`REG_J]];
563 end
564
565 // set alu_b
566 if (instruction_word[1][`ALU_CONTROL] == 1'b1) begin
567     // constant operand
568     alu_b <= {{16{instruction_word[1][`ALU_CONSTANT_MSB]}},
→ instruction_word[1][`ALU_CONSTANT]}; // sign extend constant
569 end
570 else if ((instruction_word[1][`REG_K] == instruction_word[2][`REG_I]) &&
→ `WB_INSTRUCTION(2) && !stall[2]) begin
571     //data forward from mc2
572     if (`ALU_INSTRUCTION(2)) begin
573         alu_b <= alu_result;
574     end
575     else if (opcode[2] == `POP_IC) begin
576         alu_b <= data_stack_out;
577     end

```

```

578         else if (opcode[2] == `LD_IC) begin
579             `LOAD_MMIO(alu_b,31:0,)
580         end
581         else if (opcode[2] == `RS_IC) begin
582             alu_b <= shifter_result;
583         end
584         // TODO: data forward from other wb sources in mc2
585         else begin
586             // no data forwarding
587             alu_b <= reg_file[instruction_word[1][`REG_K]];
588         end
589     end
590     else if (instruction_word[1][`REG_K] == `REG_SP && `STACK_INSTRUCTION(2) &&
591 → !stall[2]) begin
592         // data forward from the increment/decrement of the stack pointer
593         alu_b <= alu_result;
594     end
595     else if ((instruction_word[1][`REG_K] == instruction_word[3][`REG_I]) &&
596 → `WB_INSTRUCTION(3) && !stall[3]) begin
597         // data forward from mc3
598         alu_b <= temp_wb;
599         // TODO: data forward from other wb sources in mc3
600     end
601     else if (instruction_word[1][`REG_K] == `REG_SP && `STACK_INSTRUCTION(3) &&
602 → !stall[3]) begin
603         // data forward from the increment/decrement of the stack pointer
604         alu_b <= temp_sp;
605     end
606     else begin
607         // no data forwarding
608         alu_b <= reg_file[instruction_word[1][`REG_K]];
609     end
610 end // `ADD_IC, `SUB_IC, `CMP_IC, `NOT_IC, `AND_IC, `BIC_IC, `OR_IC, `XOR_IC
611
612 `CPY_IC: begin
613     // set source alu_a
614     if (instruction_word[1][`DT_CONTROL] == 1'b1) begin
615         // copy from constant
616         alu_a <= {{16{instruction_word[1][`DT_CONSTANT_MSB]}},
617 → instruction_word[1][`DT_CONSTANT]}; // sign extend constant
618     end
619     else if ((instruction_word[1][`REG_J] == instruction_word[2][`REG_I]) &&
620 → `WB_INSTRUCTION(2) && !stall[2]) begin
621         // data forward from mc2
622         if (`ALU_INSTRUCTION(2)) begin
623             alu_a <= alu_result;
624         end
625         else if (opcode[2] == `POP_IC) begin
626             alu_a <= data_stack_out;

```

```

622     end
623     else if (opcode[2] == `LD_IC) begin
624         `LOAD_MMIO(alu_a,31:0,)
625     end
626     else if (opcode[2] == `RS_IC) begin
627         alu_a <= shifter_result;
628     end
629     // TODO: data forward from other wb sources in mc2
630     else begin
631         // no data forwarding
632         alu_a <= reg_file[instruction_word[1][`REG_J]];
633     end
634 end
635 else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(2) &&
→ !stall[2]) begin
636     // data forward from the increment/decrement of the stack pointer
637     alu_a <= alu_result;
638 end
639 else if ((instruction_word[1][`REG_J] == instruction_word[3][`REG_I]) &&
→ `WB_INSTRUCTION(3) && !stall[3]) begin
640     // data forward from mc3
641     alu_a <= temp_wb;
642     // TODO: data forward from other wb sources in mc3
643 end
644 else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(3) &&
→ !stall[3]) begin
645     // data forward from the increment/decrement of the stack pointer
646     alu_a <= temp_sp;
647 end
648 else begin
649     // no data forwarding
650     alu_a <= reg_file[instruction_word[1][`REG_J]];
651 end
652
653 // alu_b unused for cpy so just keep it the same
654 alu_b <= alu_b;
655 end // `CPY_IC
656
657 `RS_IC: begin
658     // set the opcode
659     shifter_opcode <= instruction_word[1][`RS_OPCODE];
660
661     // set the operand
662     if ((instruction_word[1][`REG_J] == instruction_word[2][`REG_I]) &&
→ `WB_INSTRUCTION(2) && !stall[2]) begin
663         // data forward from mc2
664         if (`ALU_INSTRUCTION(2)) begin
665             shifter_operand <= alu_result;
666         end

```

```

667         else if (opcode[2] == `POP_IC) begin
668             shifter_operand <= data_stack_out;
669         end
670         else if (opcode[2] == `LD_IC) begin
671             `LOAD_MMIO(shifter_operand,31:0,)
672         end
673         else if (opcode[2] == `RS_IC) begin
674             shifter_operand <= shifter_result;
675         end
676         // TODO: data forward from other wb sources in mc2
677         else begin
678             // no data forwarding
679             shifter_operand <= reg_file[instruction_word[1][`REG_J]];
680         end
681     end
682     else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(2) &&
683     → !stall[2]) begin
684         // data forward from the increment/decrement of the stack pointer
685         shifter_operand <= alu_result;
686     end
687     else if ((instruction_word[1][`REG_J] == instruction_word[3][`REG_I]) &&
688     → `WB_INSTRUCTION(3) && !stall[3]) begin
689         // data forward from mc3
690         shifter_operand <= temp_wb;
691         // TODO: data forward from other wb sources in mc3
692     end
693     else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(3) &&
694     → !stall[3]) begin
695         // data forward from the increment/decrement of the stack pointer
696         shifter_operand <= temp_sp;
697     end
698     else begin
699         // no data forwarding
700         shifter_operand <= reg_file[instruction_word[1][`REG_J]];
701     end
702     // set the modifier
703     if (instruction_word[1][`RS_CONTROL] == 1'b1) begin
704         // copy from constant
705         shifter_modifier <= instruction_word[1][`RS_CONSTANT];
706     end
707     else if ((instruction_word[1][`REG_K] == instruction_word[2][`REG_I]) &&
708     → `WB_INSTRUCTION(2) && !stall[2]) begin
709         // data forward from mc2
710         if (`ALU_INSTRUCTION(2)) begin
711             shifter_modifier <= alu_result[5:0];
712         end
713     end
714     else if (opcode[2] == `POP_IC) begin
715         shifter_modifier <= data_stack_out[5:0];
716     end

```

```

712     end
713     else if (opcode[2] == `LD_IC) begin
714         `LOAD_MMIO(shifter_modifier,5:0,)
715     end
716     else if (opcode[2] == `RS_IC) begin
717         shifter_modifier <= shifter_result[5:0];
718     end
719     // TODO: data forward from other wb sources in mc2
720     else begin
721         // no data forwarding
722         shifter_modifier <= reg_file[instruction_word[1][`REG_K]][5:0];
723     end
724 end
725 else if (instruction_word[1][`REG_K] == `REG_SP && `STACK_INSTRUCTION(2) &&
726 → !stall[2]) begin
727     // data forward from the increment/decrement of the stack pointer
728     shifter_modifier <= alu_result[5:0];
729 end
730 else if ((instruction_word[1][`REG_K] == instruction_word[3][`REG_I]) &&
731 → `WB_INSTRUCTION(3) && !stall[3]) begin
732     // data forward from mc3
733     shifter_modifier <= temp_wb[5:0];
734     // TODO: data forward from other wb sources in mc3
735 end
736 else if (instruction_word[1][`REG_K] == `REG_SP && `STACK_INSTRUCTION(3) &&
737 → !stall[3]) begin
738     // data forward from the increment/decrement of the stack pointer
739     shifter_modifier <= temp_sp[5:0];
740 end
741 else begin
742     // no data forwarding
743     shifter_modifier <= reg_file[instruction_word[1][`REG_K]][5:0];
744 end
745
746 // set the carry in if rotating through carry
747 if ((instruction_word[1][`RS_OPCODE] == `RRC_SHIFT) ||
748 → (instruction_word[1][`RS_OPCODE] == `RLC_SHIFT)) begin
749     if ((instruction_word[2][`REG_I] == `REG_SR) && `WB_INSTRUCTION(2) &&
750 → !stall[2]) begin // if mc2 is writing to the REG_SR
751         // data forward from mc2
752         if (`ALU_INSTRUCTION(2)) begin
753             shifter_carry_in <= alu_result[`SR_C];
754         end
755     else if (opcode[2] == `POP_IC) begin
756         shifter_carry_in <= data_stack_out[`SR_C];
757     end
758     else if (opcode[2] == `LD_IC) begin
759         `LOAD_MMIO(shifter_carry_in,`SR_C,)
760     end

```

```

756         else if (opcode[2] == `RS_IC) begin
757             shifter_carry_in <= shifter_result[`SR_C];
758         end
759         // TODO: data forward from other wb sources in mc2
760         else begin
761             // no data forwarding
762             shifter_carry_in <= reg_file[`REG_SR][`SR_C];
763         end
764     end
765     else if ((instruction_word[3][`REG_I] == `REG_SR) && `WB_INSTRUCTION(3) &&
766     → !stall[3]) begin // if mc3 is writing to the REG_SR
767         // data forward from mc3
768         shifter_carry_in <= temp_wb[`SR_C];
769         // TODO: data forward from other wb sources in mc3
770     end
771     else if (`ALU_INSTRUCTION(2) && !stall[2]) begin // if the mc2 ALU
772     → instruction will change the REG_SR
773         // data forward from the alu output
774         shifter_carry_in <= alu_c;
775     end
776     else if (opcode[2] == `RS_IC && !stall[2]) begin // if the mc2 shift
777     → instruction will change the REG_SR
778         shifter_carry_in <= shifter_carry_out;
779     end
780     else if (`ALU_INSTRUCTION(3) || opcode[3] == `RS_IC && !stall[3]) begin //
781     → if the mc3 instruction will change the REG_SR
782         // data forward from the temp status register
783         shifter_carry_in <= temp_sr[`SR_C];
784     end
785     else begin
786         // no data forwarding
787         shifter_carry_in <= reg_file[`REG_SR][`SR_C];
788     end
789 end // `RS_IC
790
791 `PUSH_IC: begin
792     // data forwarding for the data input
793     if (instruction_word[1][`DT_CONTROL] == 1'b1) begin
794         // push from constant
795         data_stack_data <= {{16{instruction_word[1][`DT_CONSTANT_MSB]}},
796         → instruction_word[1][`DT_CONSTANT]}};
797     end
798     else if ((instruction_word[1][`REG_J] == instruction_word[2][`REG_I]) &&
799     → `WB_INSTRUCTION(2) && !stall[2]) begin

```

```

799      // data forward from mc2
800      if (`ALU_INSTRUCTION(2)) begin
801          data_stack_data <= alu_result;
802      end
803      else if (opcode[2] == `POP_IC) begin
804          data_stack_data <= data_stack_out;
805      end
806      else if (opcode[2] == `LD_IC) begin
807          `LOAD_MMIO(data_stack_data,31:0,)
808      end
809      else if (opcode[2] == `RS_IC) begin
810          data_stack_data <= shifter_result;
811      end
812      // TODO: data forward from other wb sources in mc2
813      else begin
814          // no data forwarding
815          data_stack_data <= reg_file[instruction_word[1][`REG_J]];
816      end
817      end
818      else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(2) &&
819      → !stall[2]) begin
820          // data forward from the increment/decrement of the stack pointer
821          data_stack_data <= alu_result;
822      end
823      else if ((instruction_word[1][`REG_J] == instruction_word[3][`REG_I]) &&
824      → `WB_INSTRUCTION(3) && !stall[3]) begin
825          // data forward from mc3
826          data_stack_data <= temp_wb;
827          // TODO: data forward from other wb sources in mc3
828      end
829      else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(3) &&
830      → !stall[3]) begin
831          // data forward from the increment/decrement of the stack pointer
832          data_stack_data <= temp_sp;
833      end
834      else begin
835          // no data forwarding
836          data_stack_data <= reg_file[instruction_word[1][`REG_J]];
837      end
838      end
839      // data forward stack pointer
840      // set alu_a to increment stack pointer
841      if ((`REG_SP == instruction_word[2][`REG_I]) && `WB_INSTRUCTION(2) &&
842      → !stall[2]) begin
843          // data forward from mc2
844          if (`ALU_INSTRUCTION(2)) begin
845              // data forward from alu output
846              alu_a <= alu_result;
847              data_stack_addr <= alu_result[5:0];

```



```

844     end
845     else if (opcode[2] == `POP_IC) begin
846         alu_a <= data_stack_out;
847         data_stack_addr <= data_stack_out[5:0];
848     end
849     else if (opcode[2] == `LD_IC) begin
850         `LOAD_MMIO(alu_a,31:0,)
851         `LOAD_MMIO(data_stack_addr,5:0,)
852     end
853     else if (opcode[2] == `RS_IC) begin
854         alu_a <= shifter_result;
855         data_stack_addr <= shifter_result[5:0];
856     end
857     // TODO: data forward from other wb sources in mc2
858     else begin
859         // no data forwarding
860         alu_a <= reg_file[`REG_SP];
861         data_stack_addr <= reg_file[`REG_SP][5:0];
862     end
863 end
864 else if ((opcode[2] == `PUSH_IC) || (opcode[2] == `POP_IC) && !stall[2])
→ begin
865     // data forward from the output of the increment
866     alu_a <= alu_result;
867     data_stack_addr <= alu_result[5:0];
868 end
869 else if ((`REG_SP == instruction_word[3][`REG_I]) && `WB_INSTRUCTION(3) &&
→ !stall[3]) begin
870     // data forward from mc3
871     alu_a <= temp_wb;
872     data_stack_addr <= temp_wb[5:0];
873     // TODO: data forward from other wb sources in mc3
874 end
875 else if ((opcode[3] == `PUSH_IC) || (opcode[3] == `POP_IC) && !stall[3])
→ begin
876     // data forward from the output of the increment
877     alu_a <= temp_sp;
878     data_stack_addr <= temp_wb[5:0];
879 end
880 else begin
881     // no data forwarding
882     alu_a <= reg_file[`REG_SP];
883     data_stack_addr <= reg_file[`REG_SP][5:0];
884 end
885
886 alu_b <= 32'h00000001;
887
888 data_stack_push <= 1'b1;
889 end

```

```

890
891     `POP_IC: begin
892         // data forward stack pointer
893         // set alu_a to decrement stack pointer
894         if ((`REG_SP == instruction_word[2][`REG_I]) && `WB_INSTRUCTION(2) &&
895             → !stall[2]) begin
896             // data forward from mc2
897             if (`ALU_INSTRUCTION(2)) begin
898                 // data forward from alu output
899                 alu_a <= alu_result;
900                 data_stack_addr <= alu_result[5:0] - 1'b1;
901             end
902             else if (opcode[2] == `POP_IC) begin
903                 alu_a <= data_stack_out;
904                 data_stack_addr <= data_stack_out[5:0] - 1'b1;
905             end
906             else if (opcode[2] == `LD_IC) begin
907                 `LOAD_MMIO(alu_a,31:0,)
908                 // data_stack_addr <= dm_out[5:0] - 1'b1;
909                 `LOAD_MMIO(/*dest=*/data_stack_addr,/*bits=*/5:0,/*expr=*/-1'b1)
910             end
911             else if (opcode[2] == `RS_IC) begin
912                 alu_a <= shifter_result;
913                 data_stack_addr <= shifter_result[5:0] - 1'b1;
914             end
915             // TODO: data forward from other wb sources in mc2
916             else begin
917                 // no data forwarding
918                 alu_a <= reg_file[`REG_SP];
919                 data_stack_addr <= reg_file[`REG_SP][5:0] - 1'b1;
920             end
921         end
922         else if ((opcode[2] == `PUSH_IC) || (opcode[2] == `POP_IC) && !stall[2])
923             → begin
924                 // data forward from the output of the increment
925                 alu_a <= alu_result;
926                 data_stack_addr <= alu_result[5:0] - 1'b1;
927             end
928         else if ((`REG_SP == instruction_word[3][`REG_I]) && `WB_INSTRUCTION(3) &&
929             → !stall[3]) begin
930             // data forward from mc3
931             alu_a <= temp_wb;
932             data_stack_addr <= temp_wb[5:0] - 1'b1;
933             // TODO: data forward from other wb sources in mc3
934         end
935         else if ((opcode[3] == `PUSH_IC) || (opcode[3] == `POP_IC) && !stall[3])
936             → begin
937                 // data forward from the output of the decrement
938                 alu_a <= temp_sp;

```

```

935     data_stack_addr <= temp_sp[5:0] - 1'b1;
936 end
937 else begin
938     // no data forwarding
939     alu_a <= reg_file[`REG_SP];
940     data_stack_addr <= reg_file[`REG_SP][5:0] - 1'b1;
941 end
942
943 alu_b <= 32'h00000001;
944 end
945
946 `LD_IC, `ST_IC: begin
947     // Set the data memory address
948     if (instruction_word[1][`REG_J] != 5'b0 && instruction_word[1][`DT_CONTROL]
949     ↪ == 1'b0) begin
950         // Indexed
951         if ((instruction_word[1][`REG_J] == instruction_word[2][`REG_I]) &&
952         ↪ `WB_INSTRUCTION(2) && !stall[2]) begin
953             // data forward from mc2
954             if (`ALU_INSTRUCTION(2)) begin
955                 dm_address <= alu_result + instruction_word[1][`DT_CONSTANT];
956             end
957             else if (opcode[2] == `POP_IC) begin
958                 dm_address <= data_stack_out + instruction_word[1][`DT_CONSTANT];
959             end
960             else if (opcode[2] == `LD_IC) begin
961                 ↪ `LOAD_MMIO(/*dest=*/dm_address, /*bits=*/31:0, /*expr=*/+instruction_word[1][`DT_CON
962             end
963             else if (opcode[2] == `RS_IC) begin
964                 dm_address <= shifter_result + instruction_word[1][`DT_CONSTANT];
965             end
966             // TODO: data forward from other wb sources in mc2
967             else begin
968                 // No data forwarding
969                 dm_address <= reg_file[instruction_word[1][`REG_J]] +
970                 ↪ instruction_word[1][`DT_CONSTANT];
971             end
972         end
973     else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(2) &&
974     ↪ !stall[2]) begin
975         // data forward from the increment/decrement of the stack pointer
976         dm_address <= alu_result + instruction_word[1][`DT_CONSTANT];
977     end
978     else if ((instruction_word[1][`REG_J] == instruction_word[3][`REG_I]) &&
979     ↪ `WB_INSTRUCTION(3) && !stall[3]) begin
980         // data forward from mc3
981         dm_address <= temp_wb + instruction_word[1][`DT_CONSTANT];
982         // TODO: data forward from other wb sources in mc3

```

```

978     end
979     else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(3) &&
    ↪ !stall[3]) begin
980         // data forward from the increment/decrement of the stack pointer
981         dm_address <= temp_sp + instruction_word[1][`DT_CONSTANT];
982     end
983     else begin
984         // No data forwarding
985         dm_address <= reg_file[instruction_word[1][`REG_J]] +
    ↪ instruction_word[1][`DT_CONSTANT];
986     end
987 end
988 else if (instruction_word[1][`REG_J] != 5'b0 &&
    ↪ instruction_word[1][`DT_CONTROL] == 1'b1) begin
989     // Register Direct
990     if ((instruction_word[1][`REG_J] == instruction_word[2][`REG_I]) &&
    ↪ `WB_INSTRUCTION(2) && !stall[2]) begin
991         // data forward from mc2
992         if (`ALU_INSTRUCTION(2)) begin
993             dm_address <= alu_result;
994         end
995         else if (opcode[2] == `POP_IC) begin
996             dm_address <= data_stack_out;
997         end
998         else if (opcode[2] == `LD_IC) begin
999             `LOAD_MMIO(dm_address,31:0,)
1000         end
1001         else if (opcode[2] == `RS_IC) begin
1002             dm_address <= shifter_result;
1003         end
1004         // TODO: data forward from other wb sources in mc2
1005         else begin
1006             // No data forwarding
1007             dm_address <= reg_file[instruction_word[1][`REG_J]];
1008         end
1009     end
1010 else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(2) &&
    ↪ !stall[2]) begin
1011     // data forward from the increment/decrement of the stack pointer
1012     dm_address <= alu_result;
1013 end
1014 else if ((instruction_word[1][`REG_J] == instruction_word[3][`REG_I]) &&
    ↪ `WB_INSTRUCTION(3) && !stall[3]) begin
1015     // data forward from mc3
1016     dm_address <= temp_wb;
1017     // TODO: data forward from other wb sources in mc3
1018 end
1019 else if (instruction_word[1][`REG_J] == `REG_SP && `STACK_INSTRUCTION(3) &&
    ↪ !stall[3]) begin

```

```

1020      // data forward from the increment/decrement of the stack pointer
1021      dm_address <= temp_sp;
1022  end
1023  else begin
1024      // No data forwarding
1025      dm_address <= reg_file[instruction_word[1][`REG_J]];
1026  end
1027 end
1028 else if (instruction_word[1][`REG_J] == 5'b0 &&
→ instruction_word[1][`DT_CONTROL] == 1'b0) begin
1029     // PC Relative
1030     dm_address <= instruction_addr[1] + instruction_word[1][`DT_CONSTANT];
1031 end
1032 else begin
1033     // Absolute
1034     dm_address <= instruction_word[1][`DT_CONSTANT];
1035 end
1036
1037
1038 // Set the data input
1039 if (opcode[1] == `ST_IC) begin
1040
1041     // set the data value
1042     if ((instruction_word[1][`REG_I] == instruction_word[2][`REG_I]) &&
→ `WB_INSTRUCTION(2) && !stall[2]) begin
1043         // data forward from mc2
1044         if (`ALU_INSTRUCTION(2)) begin
1045             dm_data <= alu_result;
1046         end
1047         else if (opcode[2] == `POP_IC) begin
1048             dm_data <= data_stack_out;
1049         end
1050         else if (opcode[2] == `LD_IC) begin
1051             `LOAD_MMIO(dm_data,31:0,)
1052         end
1053         else if (opcode[2] == `RS_IC) begin
1054             dm_data <= shifter_result;
1055         end
1056         // TODO: data forward from other wb sources in mc2
1057         else begin
1058             // No data forwarding
1059             dm_data <= reg_file[instruction_word[1][`REG_I]];
1060         end
1061     end
1062     else if (instruction_word[1][`REG_I] == `REG_SP && `STACK_INSTRUCTION(2) &&
→ !stall[2]) begin
1063         // data forward from the increment/decrement of the stack pointer
1064         dm_data <= alu_result;
1065     end

```

```

1066     else if ((instruction_word[1][`REG_I] == instruction_word[3][`REG_I]) &&
1067     ↪ `WB_INSTRUCTION(3) && !stall[3]) begin
1068         // data forward from mc3
1069         dm_data <= temp_wb;
1070         // TODO: data forward from other wb sources in mc3
1071     end
1072     else if (instruction_word[1][`REG_I] == `REG_SP && `STACK_INSTRUCTION(3) &&
1073     ↪ !stall[3]) begin
1074         // data forward from the increment/decrement of the stack pointer
1075         dm_data <= temp_sp;
1076     end
1077     else begin
1078         // No data forwarding
1079         dm_data <= reg_file[instruction_word[1][`REG_I]];
1080     end
1081 end
1082
1083 `JMP_IC: begin
1084     // Set the temp program counter
1085     if (instruction_word[1][`REG_I] != 5'b0 && instruction_word[1][`JMP_CONTROL]
1086     ↪ == 1'b0) begin
1087         // Indexed
1088         if ((instruction_word[1][`REG_I] == instruction_word[2][`REG_I]) &&
1089         ↪ `WB_INSTRUCTION(2) && !stall[2]) begin
1090             // data forward from mc2
1091             if (`ALU_INSTRUCTION(2)) begin
1092                 temp_address <= alu_result + instruction_word[1][`JMP_ADDR];
1093             end
1094             else if (opcode[2] == `POP_IC) begin
1095                 temp_address <= data_stack_out + instruction_word[1][`JMP_ADDR];
1096             end
1097             else if (opcode[2] == `LD_IC) begin
1098                 ↪ `LOAD_MMIO(/*dest=*/temp_address,/*bits=*/31:0,/*expr=*/+instruction_word[1][`JMP
1099             end
1100             else if (opcode[2] == `RS_IC) begin
1101                 temp_address <= shifter_result + instruction_word[1][`JMP_ADDR];
1102             end
1103             // TODO: data forward from other wb sources in mc2
1104             else begin
1105                 // No data forwarding
1106                 temp_address <= reg_file[instruction_word[1][`REG_I]] +
1107                 ↪ instruction_word[1][`JMP_ADDR];
1108             end
1109         end
1110     else if (instruction_word[1][`REG_I] == `REG_SP && `STACK_INSTRUCTION(2) &&
1111     ↪ !stall[2]) begin

```

```

1108      // data forward from the increment/decrement of the stack pointer
1109      temp_address <= alu_result + instruction_word[1][`JMP_ADDR];
1110  end
1111  else if ((instruction_word[1][`REG_I] == instruction_word[3][`REG_I]) &&
1112    ↪ `WB_INSTRUCTION(3) && !stall[3]) begin
1113      // data forward from mc3
1114      temp_address <= temp_wb + instruction_word[1][`JMP_ADDR];
1115      // TODO: data forward from other wb sources in mc3
1116  end
1117  else if (instruction_word[1][`REG_I] == `REG_SP && `STACK_INSTRUCTION(3) &&
1118    ↪ !stall[3]) begin
1119      // data forward from the increment/decrement of the stack pointer
1120      temp_address <= temp_sp + instruction_word[1][`JMP_ADDR];
1121  end
1122  else begin
1123      // No data forwarding
1124      temp_address <= reg_file[instruction_word[1][`REG_I]] +
1125        ↪ instruction_word[1][`JMP_ADDR];
1126  end
1127  end
1128  else if (instruction_word[1][`REG_I] != 5'b0 &&
1129    ↪ instruction_word[1][`JMP_CONTROL] == 1'b1) begin
1130      // Register Direct
1131      if ((instruction_word[1][`REG_I] == instruction_word[2][`REG_I]) &&
1132        ↪ `WB_INSTRUCTION(2) && !stall[2]) begin
1133          // data forward from mc2
1134          if (`ALU_INSTRUCTION(2)) begin
1135              temp_address <= alu_result;
1136          end
1137          else if (opcode[2] == `POP_IC) begin
1138              temp_address <= data_stack_out;
1139          end
1140          else if (opcode[2] == `LD_IC) begin
1141              `LOAD_MMIO(temp_address,31:0,)
1142          end
1143          else if (opcode[2] == `RS_IC) begin
1144              temp_address <= shifter_result;
1145          end
1146          // TODO: data forward from other wb sources in mc2
1147      else begin
1148          // No data forwarding
1149          temp_address <= reg_file[instruction_word[1][`REG_I]];
1150      end
1151  end
1152  else if (instruction_word[1][`REG_I] == `REG_SP && `STACK_INSTRUCTION(2) &&
1153    ↪ !stall[2]) begin
1154      // data forward from the increment/decrement of the stack pointer
1155      temp_address <= alu_result;
1156  end

```

```

1151     else if ((instruction_word[1][`REG_I] == instruction_word[3][`REG_I]) &&
1152     ↪ `WB_INSTRUCTION(3) && !stall[3]) begin
1153         // data forward from mc3
1154         temp_address <= temp_wb;
1155         // TODO: data forward from other wb sources in mc3
1156     end
1157     else if (instruction_word[1][`REG_I] == `REG_SP && `STACK_INSTRUCTION(3) &&
1158     ↪ !stall[3]) begin
1159         // data forward from the increment/decrement of the stack pointer
1160         temp_address <= temp_sp;
1161     end
1162     else begin
1163         // No data forwarding
1164         temp_address <= reg_file[instruction_word[1][`REG_I]];
1165     end
1166     end
1167     else if (instruction_word[1][`REG_I] == 5'b0 &&
1168     ↪ instruction_word[1][`JMP_CONTROL] == 1'b0) begin
1169         // PC Relative
1170         temp_address <= instruction_addr[1] + instruction_word[1][`JMP_ADDR];
1171     end
1172     else begin
1173         // Absolute
1174         temp_address <= instruction_word[1][`JMP_ADDR];
1175     end
1176     end // JMP_IC
1177
1178     `CALL_IC: begin
1179         // Set address
1180         // Always absolute mode for call (for now)
1181         temp_address <= instruction_word[1][`JMP_ADDR];
1182
1183         // push the program counter onto the stack for when we return
1184         call_stack_push <= 1'b1;
1185         call_stack_data <= reg_file[`REG_PC];
1186     end
1187
1188     `RET_IC: begin
1189         // pop the status register
1190         call_stack_pop <= 1'b1;
1191         reg_file[`REG_SR] <= call_stack_out;
1192     end
1193
1194     default: begin
1195     end
1196 endcase // opcode[1]

```

// set the alu opcode

```

case (opcode[1])

```



```

1197     `ADD_IC, `PUSH_IC: begin
1198         alu_opcode <= `ADD_ALU;
1199     end
1200
1201     `SUB_IC, `CMP_IC, `POP_IC: begin
1202         alu_opcode <= `SUB_ALU;
1203     end
1204
1205     `NOT_IC: begin
1206         alu_opcode <= `NOT_ALU;
1207     end
1208
1209     `AND_IC: begin
1210         alu_opcode <= `AND_ALU;
1211     end
1212
1213     `BIC_IC: begin
1214         alu_opcode <= `BIC_ALU;
1215     end
1216
1217     `OR_IC: begin
1218         alu_opcode <= `OR_ALU;
1219     end
1220
1221     `XOR_IC: begin
1222         alu_opcode <= `XOR_ALU;
1223     end
1224
1225     `CPY_IC: begin
1226         alu_opcode <= `NOP_ALU;
1227     end
1228
1229     `MUL_IC: begin
1230         alu_opcode <= `MUL_ALU;
1231     end
1232
1233     `DIV_IC: begin
1234         alu_opcode <= `DIV_ALU;
1235     end
1236
1237     default: begin
1238         alu_opcode <= alu_opcode;
1239     end
1240
1241 endcase // opcode[1]
1242
1243 instruction_word[2] <= instruction_word[1];
1244 instruction_addr[2] <= instruction_addr[1];
1245 end // if (stall[1] == 1'b0)

```

```

1246
1247 // Machine cycle 0
1248 // instruction fetch
1249 if (stall[0] == 1'b0) begin
1250     reg_file[`REG_PC] <= reg_file[`REG_PC] + 3'h4;
1251     instruction_addr[1] <= reg_file[`REG_PC][13:0];
1252     instruction_word[1] <= pm_out;
1253
1254 // set stall cycles
1255 if ((opcode[0] == `JMP_IC) || (opcode[0] == `CALL_IC) || (opcode[0] == `RET_IC))
1256     ↪ begin
1257         stall_cycles <= 3'h3;
1258         stall[0] <= 1'b1;
1259     end
1260 end // if (stall[0] == 1'b0)
1261
1262 end // else begin
1263 end // always @(posedge clk)
1264
1265 task reset_all; begin
1266     gpio_out <= 32'b0;
1267     dm_data <= 32'b0;
1268     dm_wren <= 1'b0;
1269     dm_address <= 14'b0;
1270
1271     temp_address <= 16'b0;
1272
1273     instruction_word[3] <= 32'b0;
1274     instruction_word[2] <= 32'b0;
1275     instruction_word[1] <= 32'b0;
1276
1277     instruction_addr[3] <= 14'b0;
1278     instruction_addr[2] <= 14'b0;
1279     instruction_addr[1] <= 14'b0;
1280
1281     stall_cycles <= 4'b0;
1282     stall[3] <= 1'b1;
1283     stall[2] <= 1'b1;
1284     stall[1] <= 1'b1;
1285     stall[0] <= 1'b1;
1286
1287     data_stack_data <= 32'b0;
1288     data_stack_addr <= 6'b0;
1289     data_stack_push <= 1'b0;
1290     data_stack_pop <= 1'b0;
1291
1292     call_stack_data <= 32'b0;
1293     call_stack_push <= 1'b0;
1294     call_stack_pop <= 1'b0;

```

```

1294
1295     alu_a <= 32'b0;
1296     alu_b <= 32'b0;
1297     temp_sr <= 32'b0;
1298     temp_sp <= 32'b0;
1299     alu_opcode <= 4'b0;
1300
1301     shifter_operand <= 32'b0;
1302     shifter_carry_in <= 1'b0;
1303     shifter_modifier <= 6'b0;
1304     shifter_opcode <= 3'b0;
1305
1306     temp_wb <= 32'b0;
1307
1308     for (i=0; i<32; i=i+1) begin
1309         reg_file[i] <= 32'h0;
1310     end
1311
1312 end
1313 endtask // reset_all
1314
1315 endmodule // cjg_risc

```

---

## II.1.4 Clock Generator

```

1  module cjg_clkgen (
2      // system inputs
3      input reset,           // system reset
4      input clk,             // system clock
5
6      // system outputs
7      output clk_p1,         // phase 0
8      output clk_p2,         // phase 1
9
10     // dft
11     input scan_in0,
12     input scan_en,
13     input test_mode,
14     output scan_out0
15 );
16
17 // Clock counter
18 reg[1:0] clk_cnt;
19
20 // Signals for generating the clocks

```

```

21 wire pre_p1 = (~clk_cnt[1] & ~clk_cnt[0]);
22 wire pre_p2 = (clk_cnt[1] & ~clk_cnt[0]);
23
24 // Buffer output of phase 0 clock
25 CLKBUF4 clk_p1_buf (
26     .A(pre_p1),
27     .Y(clk_p1)
28 );
29
30 // Buffer output of phase 1 clock
31 CLKBUF4 clk_p2_buf (
32     .A(pre_p2),
33     .Y(clk_p2)
34 );
35
36 // Clock counter
37 always @ (posedge clk, negedge reset) begin
38     if(~reset) begin
39         clk_cnt <= 2'h0;
40     end
41     else begin
42         clk_cnt <= clk_cnt + 1'b1;
43     end
44 end
45
46 endmodule // cjg_clkgen

```

---

## II.1.5 ALU

```

1 // Dynamic width combinational logic ALU
2
3 `include "src/cjg_opcodes.vh"
4
5 module cjg_alu #(parameter WIDTH = 32) (
6     // sys ports
7     input reset,
8     input clk,
9
10    input [WIDTH-1:0] a,
11    input [WIDTH-1:0] b,
12    input [3:0] opcode,
13
14    output [WIDTH-1:0] result,
15    output c, n, v, z,
16

```

---

```

17     // dft
18     input scan_in0,
19     input scan_en,
20     input test_mode,
21     output scan_out0
22 );
23
24 reg[WIDTH:0] internal_result;
25 wire overflow, underflow;
26
27 assign result = internal_result[WIDTH-1:0];
28 assign c = internal_result[WIDTH];
29 assign n = internal_result[WIDTH-1];
30 assign z = (internal_result == 0 ? 1'b1 : 1'b0);
31
32 assign overflow = (internal_result[WIDTH:WIDTH-1] == 2'b01 ? 1'b1 : 1'b0);
33 assign underflow = (internal_result[WIDTH:WIDTH-1] == 2'b10 ? 1'b1 : 1'b0);
34
35 assign v = overflow | underflow;
36
37 always @(*) begin
38     internal_result = 0;
39
40     case (opcode)
41
42         `ADD_ALU: begin
43             // signed addition
44             internal_result = {a[WIDTH-1], a} + {b[WIDTH-1], b};
45         end
46
47         `SUB_ALU: begin
48             // signed subtraction
49             internal_result = ({a[WIDTH-1], a} + ~{b[WIDTH-1], b}) + 1'b1;
50         end
51
52         `AND_ALU: begin
53             // logical AND
54             internal_result = a & b;
55         end
56
57         `BIC_ALU: begin
58             // logical bit clear
59             internal_result = a & (~b);
60         end
61
62         `OR_ALU : begin
63             // logical OR
64             internal_result = a | b;
65         end

```

```

66
67     `NOT_ALU: begin
68         // logical invert
69         internal_result = ~a;
70     end
71
72     `XOR_ALU: begin
73         // logical XOR
74         internal_result = a ^ b;
75     end
76
77     `NOP_ALU: begin
78         // no operation
79         // sign extend a to prevent wrongful overflow flag by accident
80         internal_result = {a[WIDTH-1], a};
81     end
82
83     `MUL_ALU: begin
84         // signed multiplication
85         internal_result = a * b;
86     end
87
88     `DIV_ALU: begin
89         // unsigned division
90         internal_result = a / b;
91     end
92
93     default: begin
94         internal_result = internal_result;
95     end // default
96
97     endcase // opcode
98
99 end // always @(*)
100
101 endmodule // cjb_alu

```

## II.1.6 Shifter

```

1 // Dynamic width combinational logic Shifter
2
3 `include "../cjb_risc/src/cjb_opcodes.vh"
4
5 // Whether or not to use the modifier shift logic
6 `define USE_MODIFIER

```

```

7
8 module cjg_shifter #(parameter WIDTH = 32, MOD_WIDTH = 6) (
9     input reset,
10    input clk,
11
12    input signed [WIDTH-1:0] operand,
13    input carry_in,
14    input [2:0] opcode,
15    `ifdef USE_MODIFIER
16        input [MOD_WIDTH-1:0] modifier,
17    `endif
18
19    output reg [WIDTH-1:0] result,
20    output reg carry_out,
21
22    // dft
23    input scan_in0,
24    input scan_en,
25    input test_mode,
26    output scan_out0
27 );
28
29 `ifdef USE_MODIFIER
30 wire[WIDTH+WIDTH-1:0] temp_rotate_right = {operand, operand} >>
    ⇨ modifier[MOD_WIDTH-2:0];
31 wire[WIDTH+WIDTH-1:0] temp_rotate_left = {operand, operand} << modifier[MOD_WIDTH-2:0];
32
33 wire[WIDTH+WIDTH+1:0] temp_rotate_right_c = {carry_in, operand, carry_in, operand} >>
    ⇨ modifier;
34 wire[WIDTH+WIDTH+1:0] temp_rotate_left_c = {carry_in, operand, carry_in, operand} <<
    ⇨ modifier;
35 `endif
36
37 always @(*) begin
38
39     case (opcode)
40
41         `SRL_SHIFT: begin
42     `ifndef USE_MODIFIER
43         // shift right logical by 1
44         result <= {1'b0, operand[WIDTH-1:1]};
45     `else
46         // shift right by modifier
47         result <= operand >> modifier[MOD_WIDTH-2:0];
48     `endif
49         carry_out <= carry_in;
50     end
51
52     `SLL_SHIFT: begin

```

```

53  `ifndef USE_MODIFIER
54      // shift left logical by 1
55      result <= {operand[WIDTH-2:0], 1'b0};
56  `else
57      // shift left by modifier
58      result <= operand << modifier[MOD_WIDTH-2:0];
59  `endif
60      carry_out <= carry_in;
61  end
62
63      `SRA_SHIFT: begin
64  `ifndef USE_MODIFIER
65      // shift right arithmetic by 1
66      result <= {operand[WIDTH-1], operand[WIDTH-1:1]};
67  `else
68      // shift right arithmetic by modifier
69      result <= operand >>> modifier[MOD_WIDTH-2:0];
70  `endif
71      carry_out <= carry_in;
72  end
73
74      `RTR_SHIFT: begin
75  `ifndef USE_MODIFIER
76      // rotate right by 1
77      result <= {operand[0], operand[WIDTH-1:1]};
78  `else
79      // rotate right by modifier
80      result <= temp_rotate_right[WIDTH-1:0];
81  `endif
82      carry_out <= carry_in;
83  end
84
85      `RTL_SHIFT: begin
86  `ifndef USE_MODIFIER
87      // rotate left
88      result <= {operand[WIDTH-2:0], operand[WIDTH-1]};
89  `else
90      // rotate left by modifier
91      result <= temp_rotate_left[WIDTH+WIDTH-1:WIDTH];
92  `endif
93      carry_out <= carry_in;
94  end
95
96      `RRC_SHIFT: begin
97  `ifndef USE_MODIFIER
98      // rotate right through carry
99      result <= {carry_in, operand[WIDTH-1:1]};
100     carry_out <= operand[0];
101  `else

```



```

102
103         // rotate right through carry by modifier
104         result <= temp_rotate_right_c[WIDTH-1:0];
105         carry_out <= temp_rotate_right_c[WIDTH];
106     `endif
107     end
108
109     `RLC_SHIFT: begin
110     `ifndef USE_MODIFIER
111         // rotate left through carry
112         result <= {operand[WIDTH-2:0], carry_in};
113         carry_out <= operand[WIDTH-1];
114     `else
115         // rotate left through carry by modifier
116         result <= temp_rotate_left_c[WIDTH+WIDTH:WIDTH+1];
117         carry_out <= temp_rotate_left_c[WIDTH];
118     `endif
119     end
120
121     default: begin
122         result <= operand;
123         carry_out <= carry_in;
124     end // default
125
126     endcase // opcode
127
128 end // always @(*)
129
130 endmodule // cjb_alu

```

## II.1.7 Data Stack

---

```

1  module cjb_mem_stack #(parameter WIDTH = 32, DEPTH = 32, ADDRW = 5) (
2
3      input clk,
4      input reset,
5      input [WIDTH-1:0] d,
6      input [ADDRW-1:0] addr,
7      input push,
8      input pop,
9
10     output reg [WIDTH-1:0] q,
11
12     // dft
13     input scan_in0,

```

---

```

14     input scan_en,
15     input test_mode,
16     output scan_out0
17 );
18
19 reg [WIDTH-1:0] stack [DEPTH-1:0];
20 integer i;
21
22
23 always @(posedge clk or negedge reset) begin
24     if (~reset) begin
25         q <= {WIDTH{1'b0}};
26         for (i=0; i < DEPTH; i=i+1) begin
27             stack[i] <= {WIDTH{1'b0}};
28         end
29     end
30     else begin
31         if (push) begin
32             stack[addr] <= d;
33         end
34         else begin
35             stack[addr] <= stack[addr];
36         end
37
38         q <= stack[addr];
39     end
40 end
41
42 endmodule // cjpg_mem_stack

```

---

## II.1.8 Call Stack

---

```

1 module cjpg_stack #(parameter WIDTH = 32, DEPTH = 16) (
2
3     input clk,
4     input reset,
5     input [WIDTH-1:0] d,
6     input push,
7     input pop,
8
9     output [WIDTH-1:0] q,
10
11     // dft
12     input scan_in0,
13     input scan_en,

```

---

```

14     input test_mode,
15     output scan_out0
16 );
17
18 reg [WIDTH-1:0] stack [DEPTH-1:0];
19 integer i;
20 assign q = stack[0];
21
22 always @(posedge clk or negedge reset) begin
23     if (~reset) begin
24         for (i=0; i < DEPTH; i=i+1) begin
25             stack[i] <= {WIDTH{1'b0}};
26         end
27     end
28     else begin
29         if (push) begin
30             stack[0] <= d;
31             for (i=1; i < DEPTH; i=i+1) begin
32                 stack[i] <= stack[i-1];
33             end
34         end
35         else if (pop) begin
36             for (i=0; i < DEPTH-1; i=i+1) begin
37                 stack[i] <= stack[i+1];
38             end
39             stack[DEPTH-1] <= 0;
40         end
41         else begin
42             for (i=0; i < DEPTH; i=i+1) begin
43                 stack[i] <= stack[i];
44             end
45         end
46     end
47 end
48
49 endmodule // cjg_stack

```

## II.1.9 Testbench

---

```

1  `include "src/cjg_opcodes.vh"
2
3  // must be in mif directory
4  `define MIF "myDouble"
5
6  //`define TEST_ALU

```

---

```

7
8 module test;
9
10 // tb stuff
11 integer i;
12
13 // system ports
14 reg clk, reset;
15 wire clk_p1, clk_p2;
16
17 // dft ports
18 wire scan_out0;
19 reg scan_in0, scan_en, test_mode;
20
21 always begin
22     #0.5 clk = ~clk; // 1000 MHz clk
23 end
24
25 // program memory
26 reg [7:0] pm [0:65535]; // program memory
27 reg [31:0] pm_out; // program memory output data
28 wire [15:0] pm_address; // program memory address
29
30 // data memory
31 reg [7:0] dm [0:65535]; // data memory
32 reg [31:0] dm_out; // data memory output
33 wire [31:0] dm_data; // data memory input data
34 wire dm_wren; // data memory write enable
35 wire [15:0] dm_address; // data memory address
36
37 always @(posedge clk_p2) begin
38     if (dm_wren == 1'b1) begin
39         dm[dm_address+3] = dm_data[31:24];
40         dm[dm_address+2] = dm_data[23:16];
41         dm[dm_address+1] = dm_data[15:8];
42         dm[dm_address] = dm_data[7:0];
43     end
44     pm_out = {pm[pm_address+3], pm[pm_address+2], pm[pm_address+1], pm[pm_address]};
45     dm_out = {dm[dm_address+3], dm[dm_address+2], dm[dm_address+1], dm[dm_address]};
46 end
47
48 // inputs
49 reg [31:0] gpio_in; // button inputs
50 reg [3:0] ext_interrupt_bus; //external interrupts
51
52 // outputs
53 wire [31:0] gpio_out;
54
55 `ifdef TEST_ALU

```

```

56
57 reg [31:0] alu_a, alu_b;
58 reg [3:0] alu_opcode;
59 wire [31:0] alu_result;
60 wire alu_c, alu_n, alu_v, alu_z;
61
62 reg [31:0] tb_alu_result;
63
64 cjg_alu alu(
65     .a(alu_a),
66     .b(alu_b),
67     .opcode(alu_opcode),
68
69     .result(alu_result),
70     .c(alu_c),
71     .n(alu_n),
72     .v(alu_v),
73     .z(alu_z)
74 );
75 `endif
76
77 cjg_risc top(
78     // system inputs
79     .reset(reset),
80     .clk(clk),
81     .gpio_in(gpio_in),
82     .ext_interrupt_bus(ext_interrupt_bus),
83
84     // generated clock phases
85     .clk_p1(clk_p1),
86     .clk_p2(clk_p2),
87
88     // system outputs
89     .gpio_out(gpio_out),
90
91     // program memory
92     .pm_out(pm_out),
93     .pm_address(pm_address),
94
95     // data memory
96     .dm_data(dm_data),
97     .dm_out(dm_out),
98     .dm_wren(dm_wren),
99     .dm_address(dm_address),
100
101     // dft
102     .scan_in0(scan_in0),
103     .scan_en(scan_en),
104     .test_mode(test_mode),

```

```

105     .scan_out0(scan_out0)
106 );
107
108 initial begin
109     $timeformat(-9,2,"ns", 16);
110     `ifdef SDFSCAN
111         $sdf_annotate("sdf/cjg_risc_tsmc065_scan.sdf", test.top);
112     `endif
113
114     `ifdef TEST_ALU
115         // ALU TEST
116         alu_a = 32'hfffffff;
117         alu_b = 32'hfffffff;
118         alu_opcode = `ADD_ALU;
119
120         #10 tb_alu_result = alu_result;
121
122         $display("alu_result = %x", tb_alu_result);
123         $display("internal_result = %x", alu.internal_result);
124         $display("alu_c = %x", alu_c);
125         $display("alu_n = %x", alu_n);
126         $display("alu_v = %x", alu_v);
127         $display("alu_z = %x", alu_z);
128
129         $finish;
130     `endif
131
132     // RISC TEST
133
134     // init memories
135     $readmemh({"mif/", `MIF, ".mif"}, pm);
136     $readmemh({"mif/", `MIF, "_dm", ".mif"}, dm);
137     $display("Loaded %s", {"mif/", `MIF, ".mif"});
138     // reset for some cycles
139     assert_reset;
140     repeat (3) begin
141         @(posedge clk);
142     end
143
144     // come out of reset a little before the edge
145     #0.25 deassert_reset;
146     @(posedge clk_p1);
147
148     gpio_in = 12;
149
150     // run until program reaches end of memory
151     while (!(^pm_out == 1'bX) && (pm_out != 32'hFFFFFFF) && (gpio_out !=
152         ↪ 32'hDEADBEEF)) begin
153         @(posedge clk_p1);

```

```

153     end
154
155     $display("Trying to read from unknown program memory");
156
157     // run for a few more clock cycles to empty the pipeline
158     repeat (6) begin
159         @(posedge clk);
160     end
161
162     $display("gpio_out = %x", gpio_out);
163 `ifndef SDFSCAN
164     print_reg_file;
165 `endif
166     //print_stack;
167     $display("DONE");
168     $stop;
169 end // initial
170
171 `ifndef SDFSCAN
172 task print_reg_file; begin
173     $display("Register Contents:");
174     for (i=0; i<32; i=i+1) begin
175         $display("R%0d = 0x%X", i, top.reg_file[i]);
176     end
177     $display({30{"-"}});
178 end
179 endtask // print_reg_file
180
181 task print_stack; begin
182     $display("Stack Contents:");
183     for (i=0; i<32; i=i+1) begin
184         $display("S%0d = 0x%X", i, top.data_stack.stack[i]);
185     end
186     $display({30{"-"}});
187 end
188 endtask // print_stack
189 `endif
190
191 task assert_reset; begin
192     // reset dft ports
193     scan_in0 = 1'b0;
194     scan_en = 1'b0;
195     test_mode = 1'b0;
196
197     // reset system inputs
198     clk = 1'b0;
199     reset = 1'b0;
200     gpio_in = 32'b0;
201     ext_interrupt_bus = 4'b0;

```

```

202 end
203 endtask // assert_reset
204
205 task deassert_reset; begin
206     reset = 1'b1;
207 end
208 endtask // deassert_reset
209
210 endmodule // test

```

---

## II.2 ELF to Memory

---

```

1  #!/usr/bin/env python
2
3  import argparse
4  import elffile
5  import os
6  import sys
7
8  def getData(section, wordLength):
9      data = []
10     buf = section.content
11
12     tmp = 0
13     for i in range(0, len(buf)):
14         byte = ord(buf[i]) # transform the character to binary
15         tmp |= byte << (8 * (i%wordLength)) # shift it into place in the word
16
17         if i%wordLength == wordLength-1: # if this is the last byte in the word
18             data.append(tmp)
19             tmp = 0
20
21     return data
22
23 def main(args):
24     if not os.path.isfile(args.elf):
25         print "error: cannot find file: {}".format(args.elf)
26         return 1
27     else:
28         with open(args.elf, 'rb') as f:
29             ef = elffile.open(fileobj=f)
30             section = None
31
32             if args.section is None:

```



```

33         # if no section was provided in the arguments list all available
34         sections = [section.name for section in ef.sectionHeaders if
35             ↪ section.name]
36         print "list of sections: {}".format(" ".join(sections))
37         return 0
38     else:
39         sections = [section for section in ef.sectionHeaders if section.name ==
40             ↪ args.section][:1]
41         if len(sections) == 1:
42             section = sections[0]
43         else:
44             section = None
45
46     if not section:
47         print "error: could not find section with name:
48             ↪ {}".format(args.section)
49         return 0
50     elif elffile.SHT.bycode[section.type] !=
51         ↪ elffile.SHT.byname["SHT_PROGBITS"]:
52         print "error: section has invalid type:
53             ↪ {}".format(elffile.SHT.bycode[section.type])
54         return 0
55     elif len(section.content) % args.length != 0:
56         print "error: {} data ({} bytes) does not align with a word length of
57             ↪ {} bytes".format(section.name, len(section.content), args.length)
58         return 0
59
60     # get the binary data from the section and align it to words
61     data = getData(section, args.length)
62
63     # write the data by word to a readmem formatted file
64     out = ""
65     out += "// Converted from the {} section in {}\n".format(section.name,
66         ↪ args.elf)
67     out += "// $ {}\n".format(" ".join(sys.argv))
68     out += "\n"
69
70     counter = 0
71     for word in data:
72         out += "@{:08X} {:0{pad}X}\n".format(counter, word, pad=args.length*2)
73         counter += args.addresses
74
75     if args.output:
76         # write the output to a file
77         with open(args.output, "wb") as outputFile:
78             outputFile.write(out)
79     else:
80         # write the output to stdout
81         sys.stdout.write(out)

```

```
75
76
77 if __name__ == "__main__":
78     parser = argparse.ArgumentParser(description="Extract a section from an ELF to
79         ↳ readmem format")
80     parser.add_argument("-s", "--section", required=False, metavar="section", type=str,
81         ↳ help="The name of the ELF section file to output")
82     parser.add_argument("-o", "--output", required=False, metavar="output", type=str,
83         ↳ help="The path to the output readmem file (default: stdout)")
84     parser.add_argument("-l", "--length", required=False, metavar="length", type=int,
85         ↳ help="The length of a memory word in number of bytes (default: 1)", default=1)
86     parser.add_argument("-a", "--addresses", required=False, metavar="address",
87         ↳ type=int, help="The number of addresses to increment per word", default=1)
88     parser.add_argument("elf", metavar="elf-file", type=str, help="The input ELF file")
89     args = parser.parse_args()
90
91     main(args)
```

---