

# Automatic Generation of Processor Design from Instruction Set Architecture

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# I Why CPU Design?

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- RISC processors like MIPS and RISC-V are widely used in education.
- Most follow simple architectures (single-cycle or 5-stage pipeline).
- FPGAs allow students to implement CPUs directly.
- Hands-on design improves understanding of computer architecture.
- Tools exist for simulator generation,  
→ **However**, few generate real CPU hardware from ISA specs.

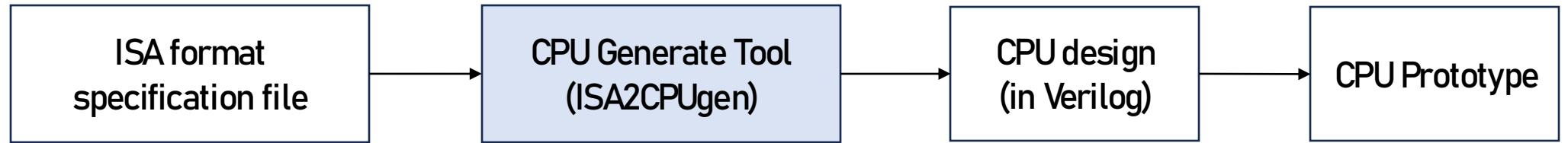
## I ISA to HDL for FPGA

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- We developed a tool to generate **HDL CPU designs** from ISA specs.
- The design is **ready for FPGA implementation**.
- Works with different **RISC ISAs** using a shared architecture.
- Helps students **quickly prototype and test** CPUs on hardware.

# I ISA2CPUgen tool

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RISC-family ISAs  
(without Flags)

- Single Cycle Design
- 5-stage Pipelined Design

Logic Simulation  
FPGA Implementation

# I Instruction Set Architecture Specification File

```
// RISC-V
%register A=5 D=32 zero      // 25 32-bit registers (R[0] is zero register)

%instr_memory A=8 D=32 instr.hex // 28x32 block RAM (init file: instr.hex)
wire [31:0] instr; // instr : variable for instruction
PCinc = PC + 4; // next PC

%data_memory A=8 D=32 byteenable // 28x32 block RAM, use byte-enable

%field
wire [6:0] opcode = instr[6:0];
wire [2:0] funct3 = instr[14:12];
wire [6:0] funct7 = instr[31:25];
wire [4:0] rd = instr[11:7];
wire [4:0] rs1 = instr[19:15];
wire [4:0] rs2 = instr[24:20];
wire [31:0] imm_i = {{20{instr[31]}}, instr[31:20]};
...
%operation(opcode, funct3, funct7)
ADD  (7'h33, 3'h0, 7'h00) : R[rd] = R[rs1] + R[rs2];
SUB  (7'h33, 3'h0, 7'h20) : R[rd] = R[rs1] - R[rs2];
ADDI (7'h13, 3'h0) : R[rd] = R[rs1] + imm_i;
...
LB    (7'h03, 3'h0) : R[rd] = Mb[R[rs1] + imm_i];
LH    (7'h03, 3'h1) : R[rd] = Mh[R[rs1] + imm_i];
LW    (7'h03, 3'h2) : R[rd] = M[R[rs1] + imm_i];
LBU   (7'h03, 3'h4) : R[rd] = Mbu[R[rs1] + imm_i];
SW    (7'h23, 3'h2) : M[R[rs1] + imm_s] = R[rs2];
...
JALR (7'h67, 3'h0) : R[rd] = PCinc, PC = R[rs1] + imm_i;
JAL   (7'h6F) : R[rd] = PCinc, PC = PC + imm_j;
BEQ  (7'h63, 3'h0) : if(R[rs1]==R[rs2]) PC = PC + imm_b;
...
```

Register file

Instruction memory

Data memory

Instruction Fields

Instruction Operations

# I ISA spec file – Register File and Memories

## ● Define Address and Data size and Extra information

```
// RISC-V
%register A=5 D=32 zero    // 25 32-bit registers (R[0] is zero register)

%instr_memory A=8 D=32 instr.hex // 28x32 block RAM (init file:instr.hex)
wire [31:0] instr; // instr : variable for instruction
PCinc = PC + 4;    // next PC

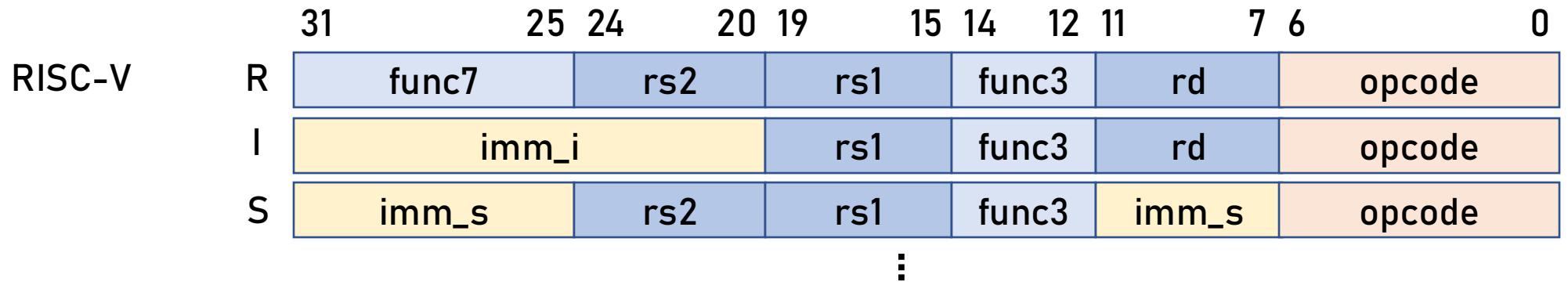
%data_memory A=10 D=32 byteenable // 210x32 block RAM, use byte-enable
```

## ● Extra information

Register file	Instruction memory	Data memory
<ul style="list-style-type: none"><li>• Use of zero register</li></ul>	<ul style="list-style-type: none"><li>• program file name</li><li>• instruction variable name</li><li>• default Next PC variable</li></ul>	<ul style="list-style-type: none"><li>• Supports Byte-enable</li></ul>



# I ISA spec file - Instruction Fields



```
%field
wire [6:0] opcode = instr[6:0];
wire [2:0] funct3 = instr[14:12];
wire [6:0] funct7 = instr[31:25];
wire [4:0] rd = instr[11:7];
wire [4:0] rs1 = instr[19:15];
wire [4:0] rs2 = instr[24:20];
wire [31:0] imm_i = {{20{instr[31]}}, instr[31:20]};
...
```

- Instruction fields are defined in Verilog format

# I ISA spec file - Instruction Operations

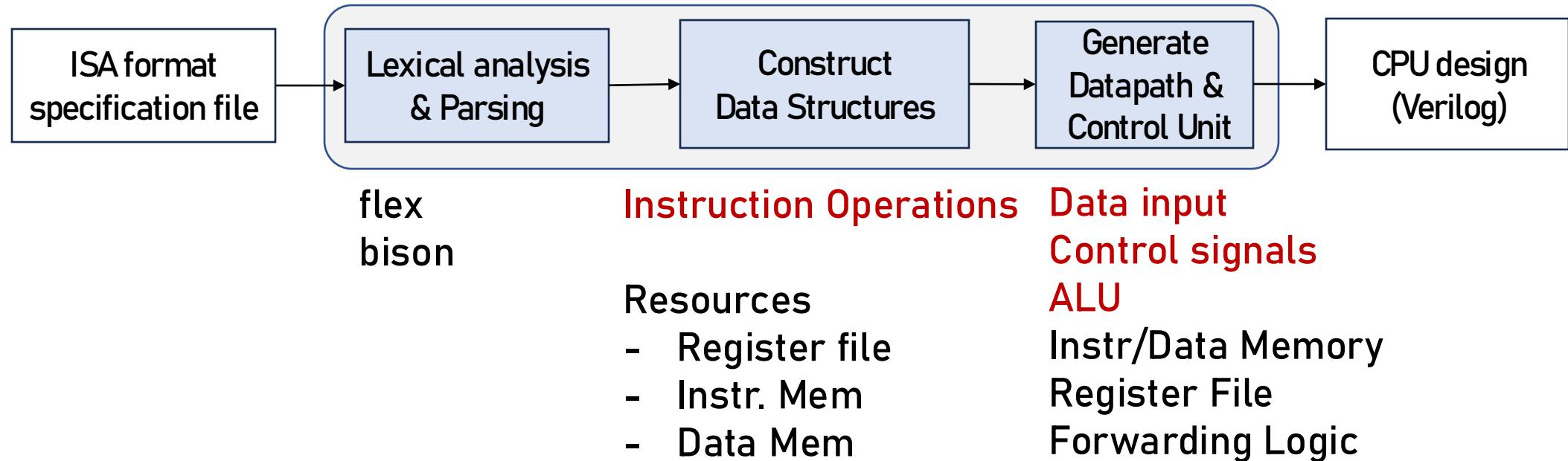
## ● Define Mnemonic, Opcode fields, Operation

```
%operation(opcode, funct3, funct7)
ADD  (7'h33, 3'h0, 7'h00) : R[rd] = R[rs1] + R[rs2];
SUB  (7'h33, 3'h0, 7'h20) : R[rd] = R[rs1] - R[rs2];
ADDI  (7'h13, 3'h0) : R[rd] = R[rs1] + imm_i;
LB   (7'h03, 3'h0) : R[rd] = Mb[R[rs1] + imm_i];
LH   (7'h03, 3'h1) : R[rd] = Mh[R[rs1] + imm_i];
LW   (7'h03, 3'h2) : R[rd] = M[R[rs1] + imm_i];
LBU  (7'h03, 3'h4) : R[rd] = Mbu[R[rs1] + imm_i];
SW   (7'h23, 3'h2) : M[R[rs1] + imm_s] = R[rs2];
JALR (7'h67, 3'h0) : R[rd] = PCinc, PC = R[rs1] + imm_i;
JAL   (7'h6F)       : R[rd] = PCinc, PC = PC + imm_j;
BEQ  (7'h63, 3'h0) : if(R[rs1]==R[rs2]) PC = PC + imm_b;
...
```

R[ ]	Register
M..[ ]	Memory b : byte h : half bu, hu : unsigned
PC	Program Counter
If( )	Conditional Op



# I Organization of CPU generation tool



# I Construct data structures

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## ● Data Structure for Instruction Operations

Opcode fields	destination	source1	source2	operator	class	extra
	<ul style="list-style-type: none"><li>• Reg addr</li></ul>	<ul style="list-style-type: none"><li>• Reg addr</li><li>• PC</li></ul>	<ul style="list-style-type: none"><li>• Reg addr</li><li>• Imm data</li></ul>		<ul style="list-style-type: none"><li>• Reg op</li><li>• Mem op</li><li>• Jump op</li><li>• Condition</li><li>• PC2Reg</li></ul>	<ul style="list-style-type: none"><li>• Mem op (ST/LD, S/U, size)</li><li>• Jump op (Jump PC expr)</li></ul>

## ● Data Structure for Resource

Register file

Instr. Memory

Data Memory



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# I Construct data structures (MIPS)

ADDU (6'h00, 6'h21) : R[rd] = R[rs] + R[rt];

ADDIU (6'h09) : R[rt] = R[rs] + SignExtImm;

LBU (6'h24) : R[rt] = Mbu[R[rs] + SignExtImm];

BEQ (6'h04) : if(R[rs] == R[rt]) PC = PCinc+BranchAddr;

Opcode fields	destination	source1	source2	operator	class	extra
6'h00, 6'h21	R[rd]	R[rs]	R[rt]	+	RegOp	
6'h09	R[rt]	R[rs]	SignExtImm	+	RegOp	
6'h24	R[rt]	R[rs]	SignExtImm	+	MemOp	LD U Byte
6'h04		R[rs]	R[rt]	==	JumpOp Condition	PCinc+BranchAddr



# I Generate Data Path and Control Signals

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- Data structures → Data path, Control signals
- Data Path Architecture
  - Single Cycle Design
  - 5-stage Pipelined Design
- Need a generalized datapath architecture that can be used to implement many RISC-family ISAs.

# I RISC-V Architecture

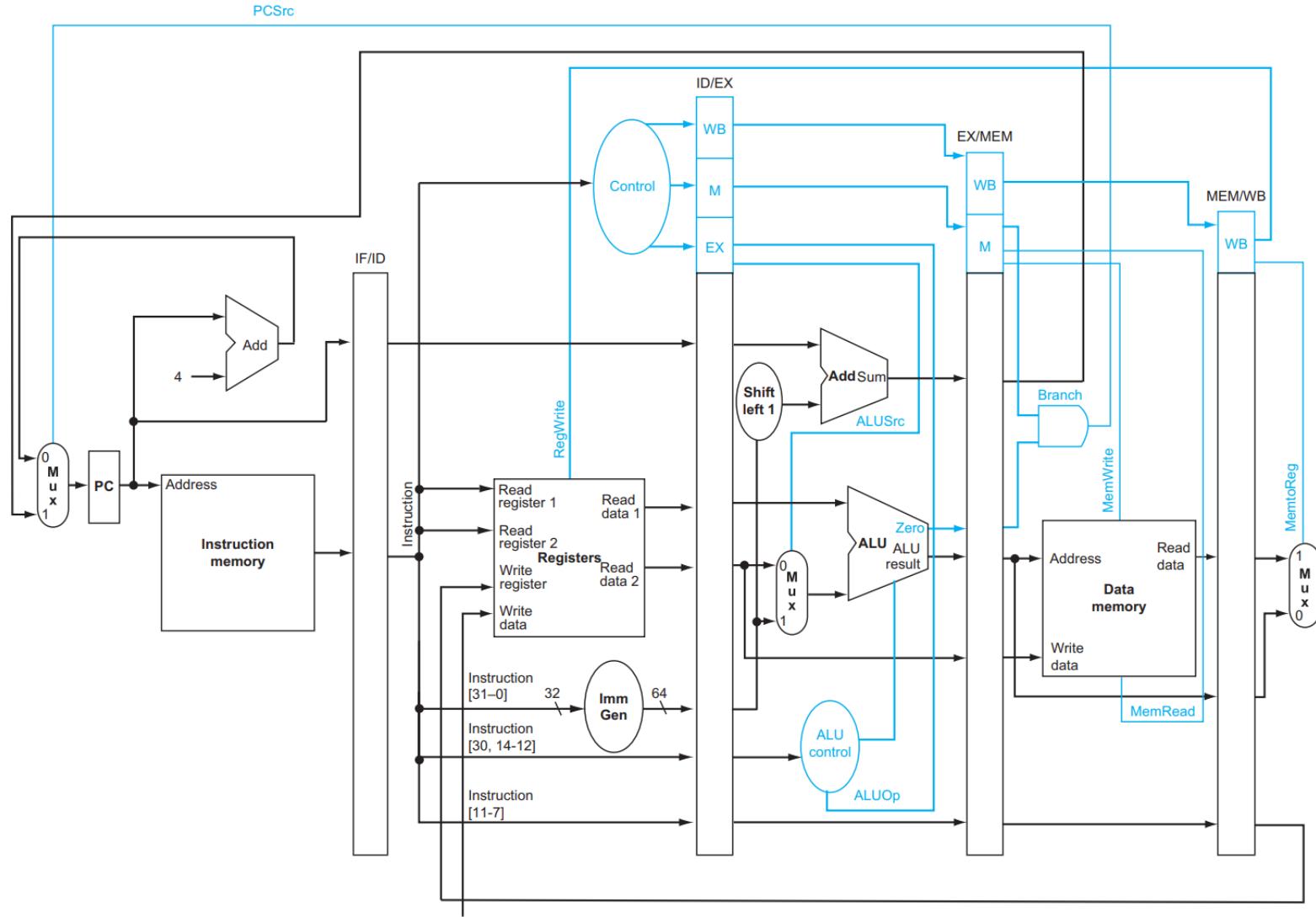


Image source: Patterson, David A., and John L. Hennessy. Computer organization and design RISC-V edition: the hardware software interface. Morgan kaufmann, 2018.

# I MIPS Architecture

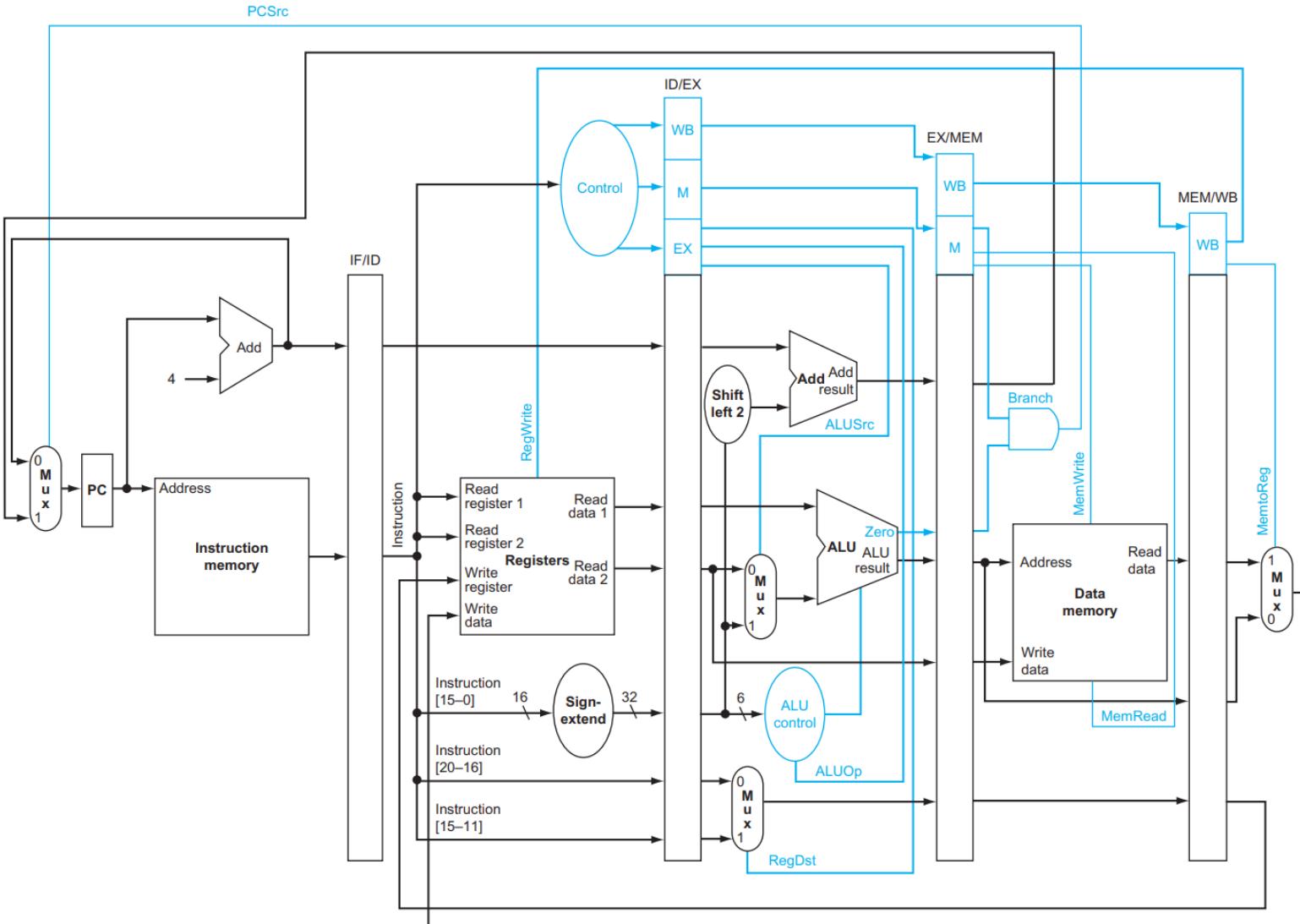


Image source: Patterson, David A., and John L. Hennessy. Computer organization and design fifth edition: the hardware software interface. Morgan kaufmann, 2014.

# I Beta Architecture

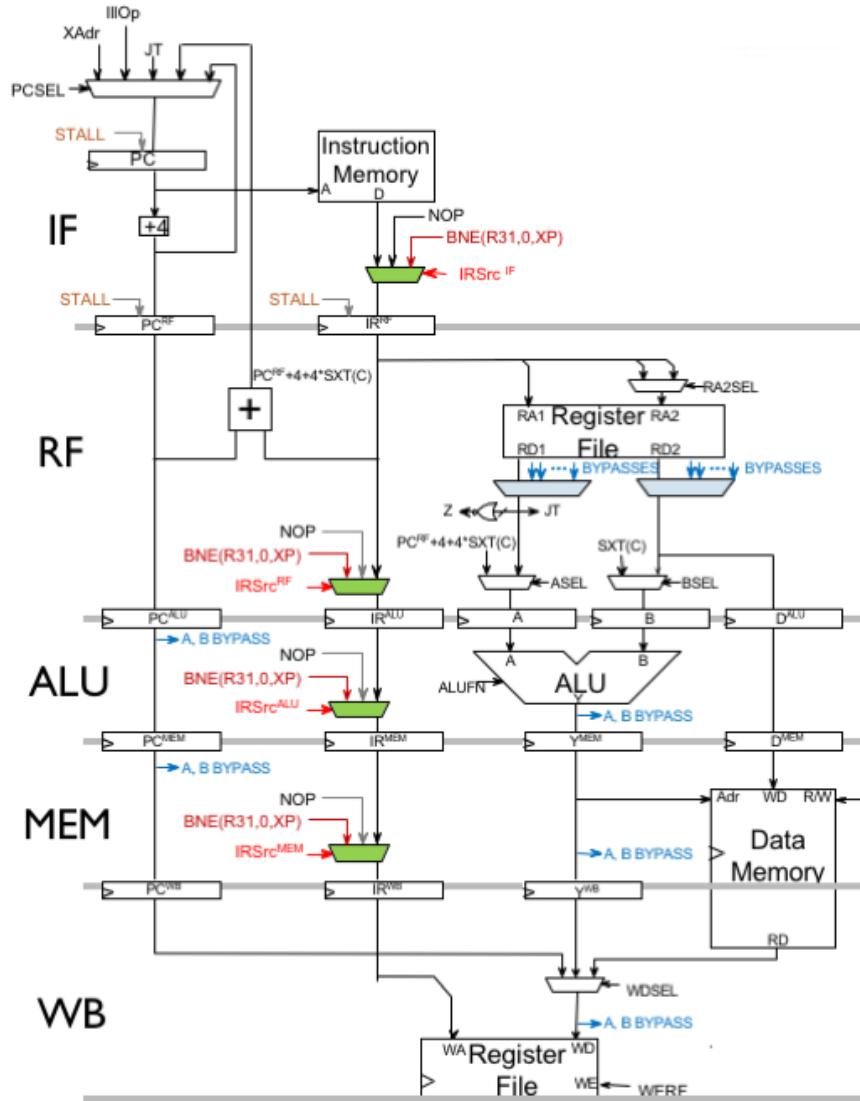
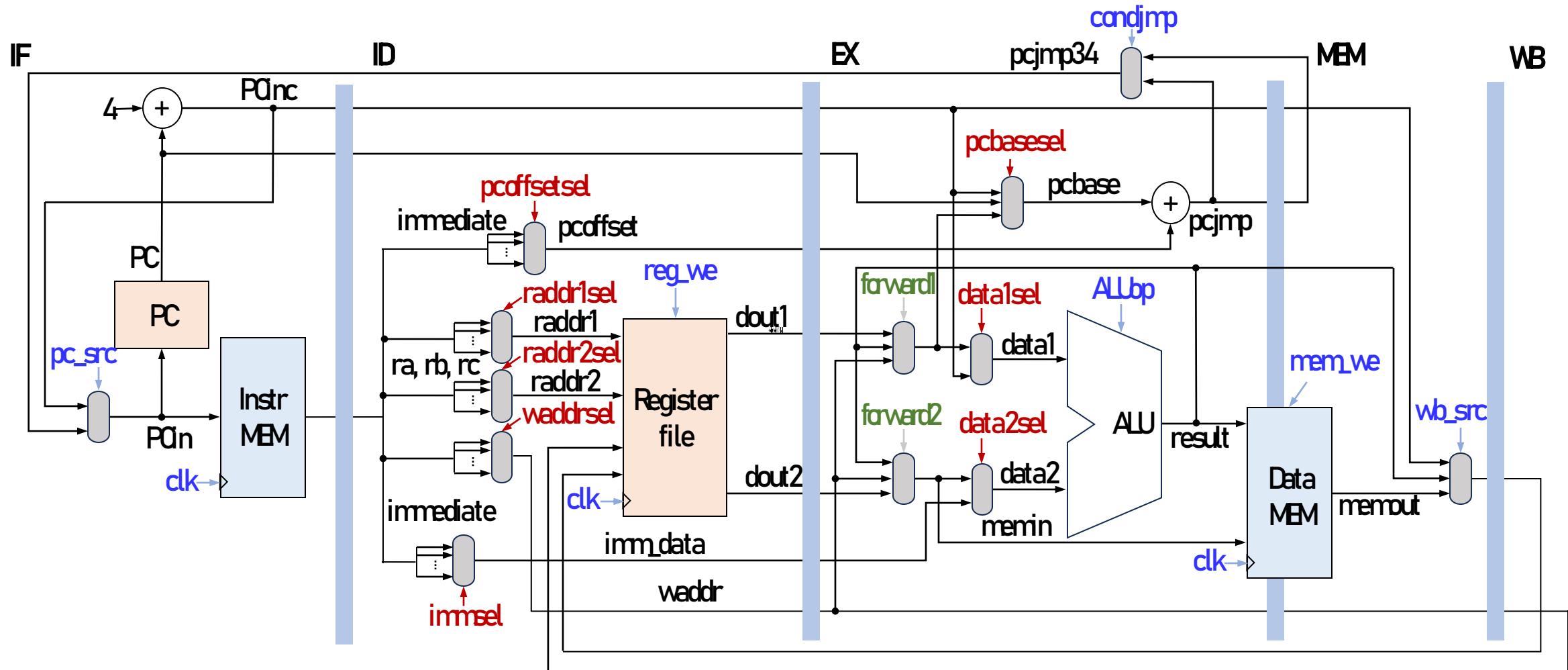
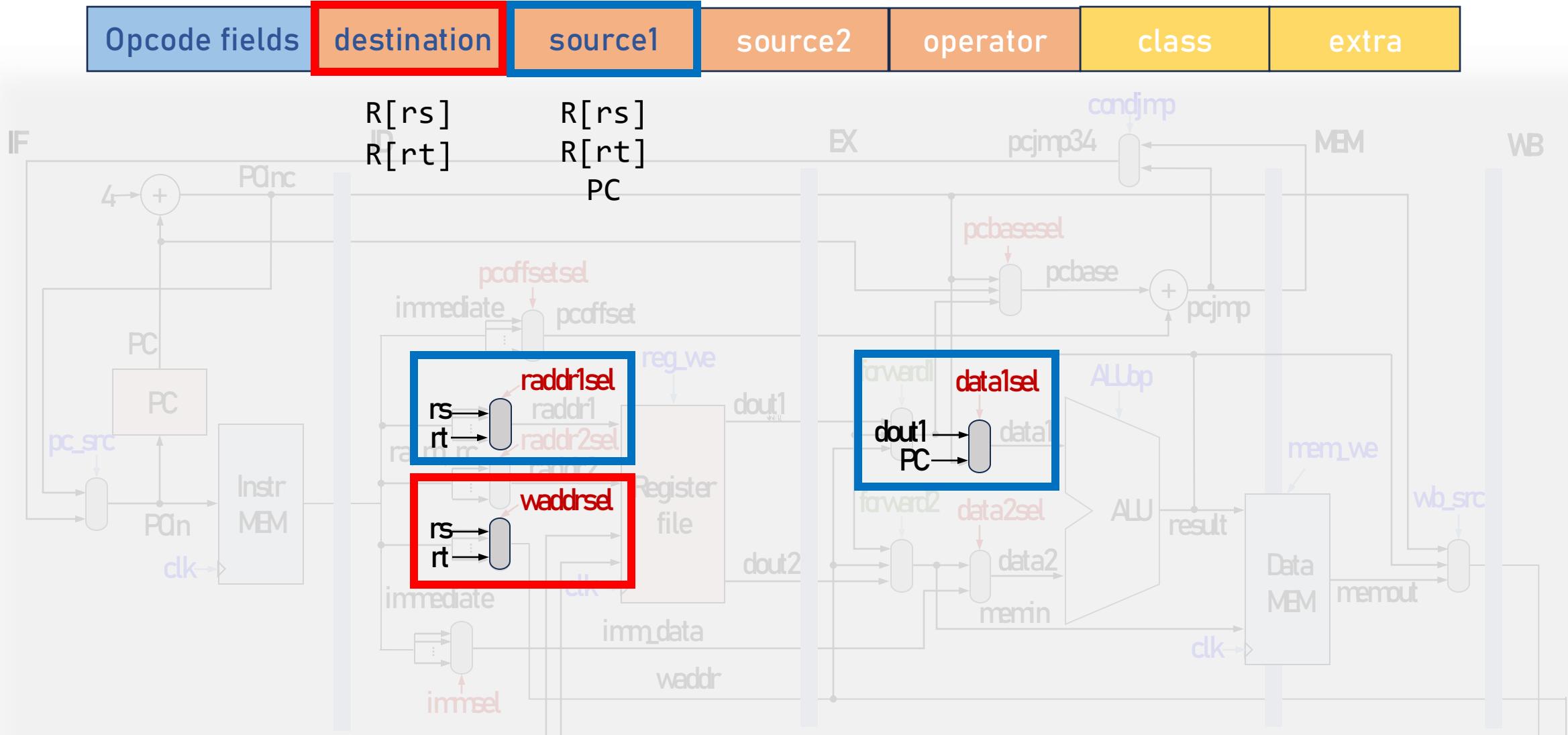


Image source: <https://ocw.mit.edu/courses/6-004-computation-structures-spring-2017/pages/c15/c15s1/#47>  
OSCAR2025

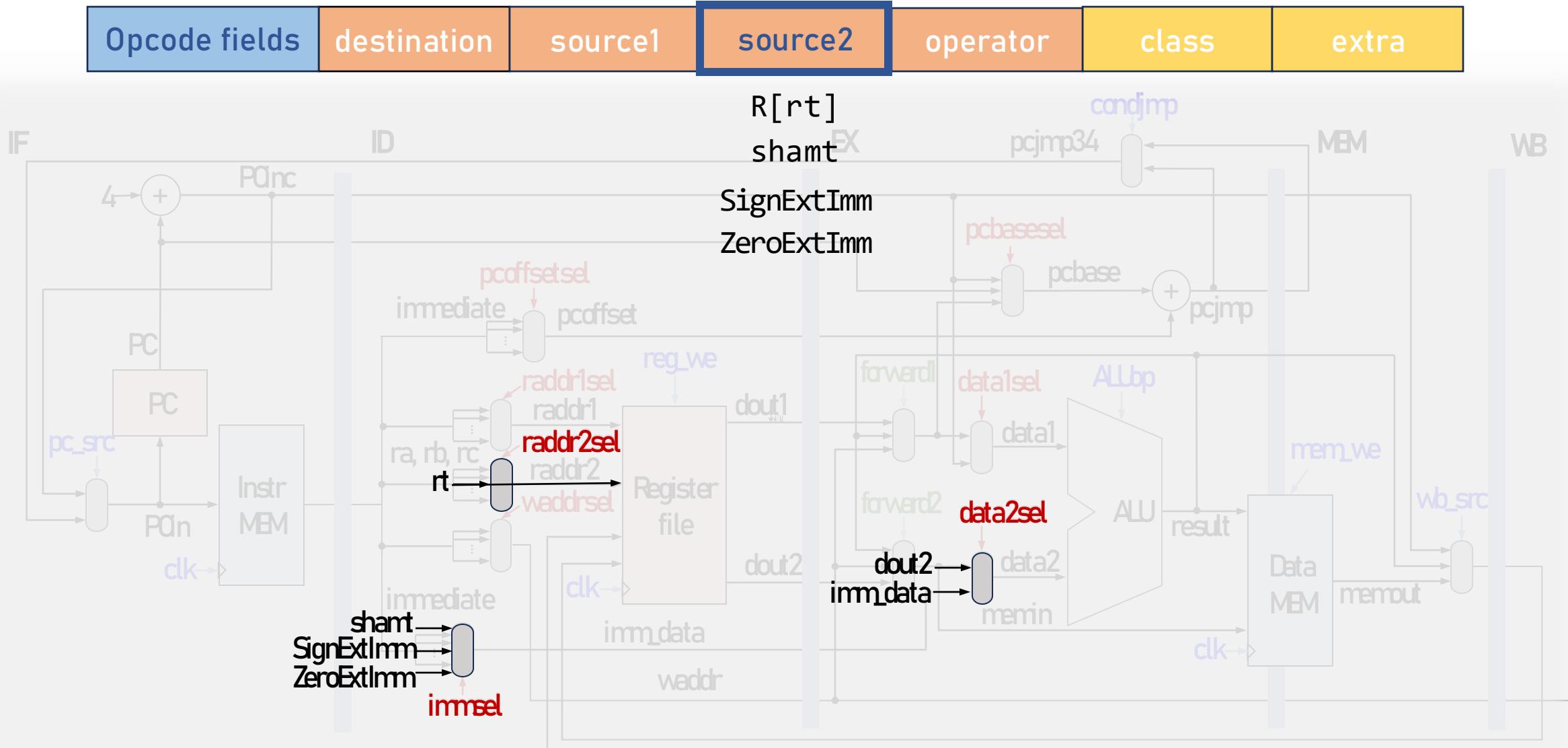
# I Generalized 5-stage Pipelined Architecture



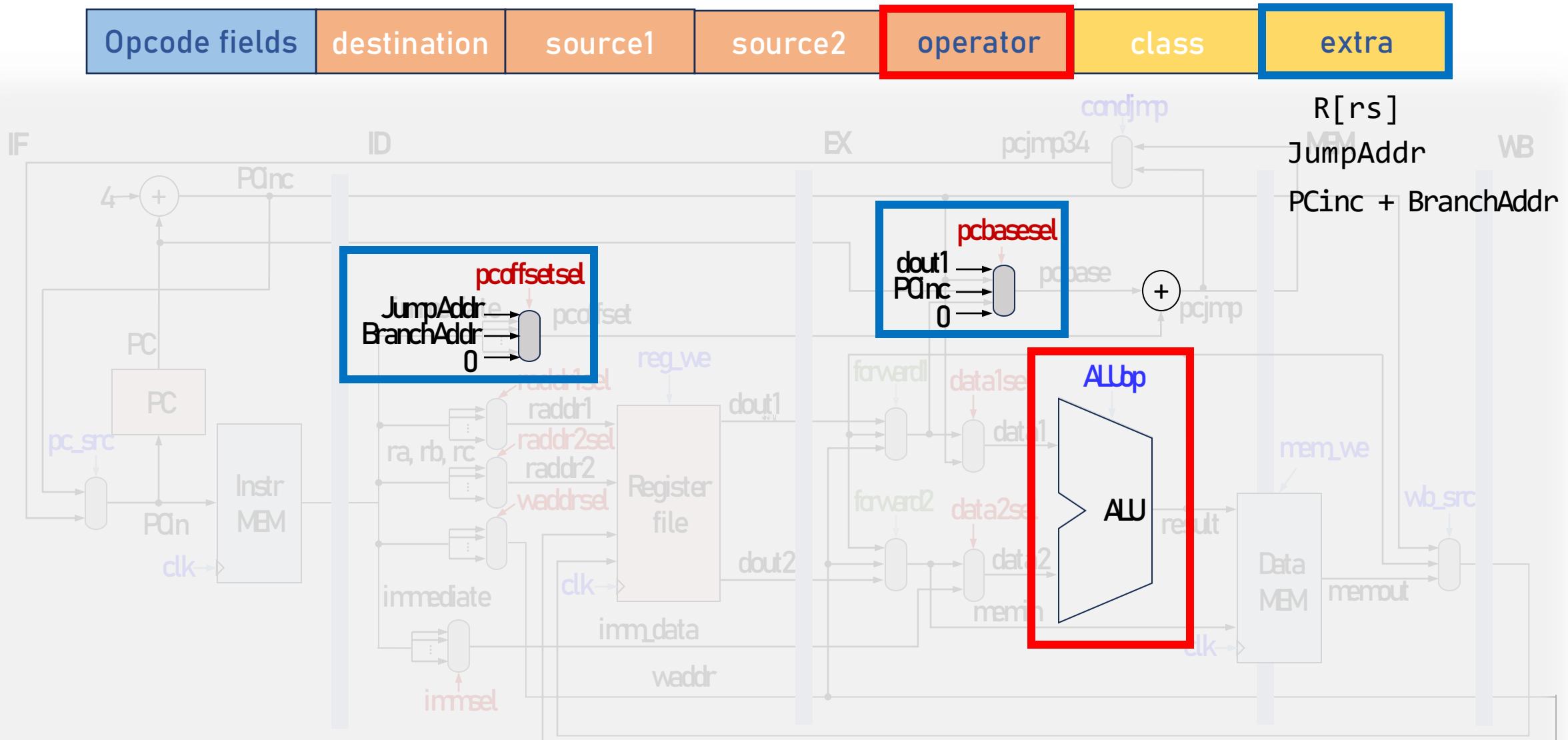
# I Generate Data Path and Control Signals



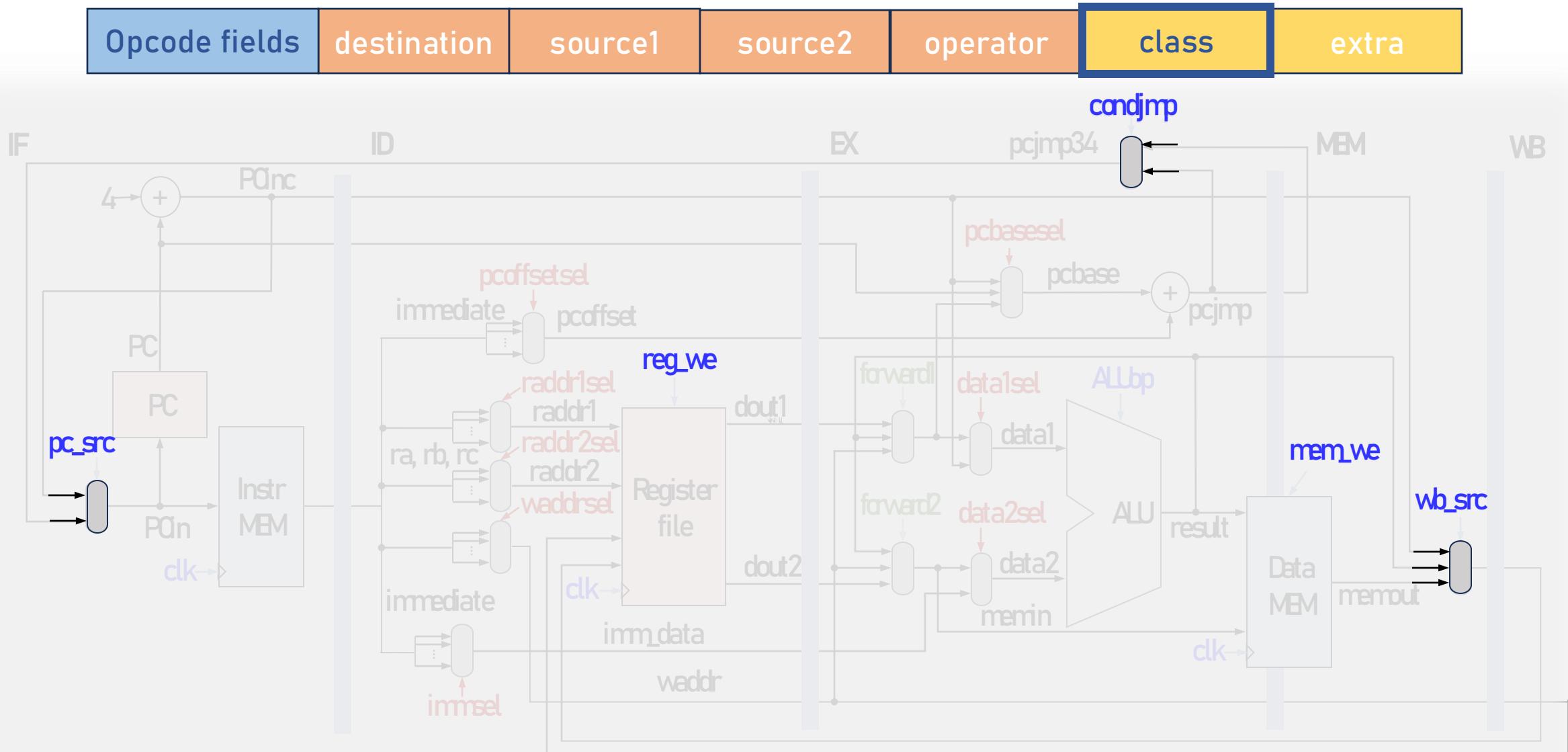
# I Generate Data Path and Control Signals



# I Generate Data Path and Control Signals



# I Generate Data Path and Control Signals



# I Result – Generated Verilog Code (datapath)

```
//waddr MUX
always @(*) begin
    case(waddrsel)
        1: waddr = rt;
        2: waddr = 31;
        default: waddr = rd;
    endcase
end
//raddr1 MUX
always @(*) begin
    if (raddr1sel == 1) raddr1 = rt;
    else raddr1 = rs;
end
//raddr2 assign
assign raddr2 = rt;
//pcoffset MUX
always @(*) begin
    case(pcoffsetsel)
        1: pcoffset = 0;
        2: pcoffset = BranchAddr;
        default: pcoffset = JumpAddr;
    endcase
end
```

```
//data1 MUX
always @(*) begin
    if (data1sel_3 == 1) data1 = PC_3;
    else data1 = dout1_3;
end
//imm MUX
always @(*) begin
    case(immsel)
        1: imm = imm_s;
        2: imm = imm_u;
        default: imm = imm_i;
    endcase
end
//data2 MUX
always @(*) begin
    if (data2sel_3 == 1) data2 = dout2_3;
    else data2 = imm_3;
end
//pcbase MUX
always @(*) begin
    if (pcbasesel_3 == 1) pcbase = dout1_3;
    else pcbase = PC_3;
end
```



# I Result – Generated Verilog Code (control signals)

```
//data1sel
always @(*) begin
    if( opcode == 6'h03 ) data1sel = 1;
    else data1sel = 0;
end
//immsel
always @(*) begin
    case(opcode)
        6'h0C, 6'h0D: immsel = 2;
        6'h03: immsel = 3;
        6'h0F: immsel = 4;
        6'h00:
            case(funct)
                6'h00, 6'h02: immsel = 1;
                default: immsel = 0;
            endcase
        default: immsel = 0;
    endcase
end
```

```
//mem_we
always @(*) begin
    if( opcode == 6'h28 ) ||
        (opcode == 6'h29) ||
        (opcode == 6'h2B) ) mem_we = 1;
    else mem_we = 0;
end
always @(posedge clk) begin
    pc_src_3 <= jump_next ? 1'b0 : pc_src;
end
//pc_src
always @(*) begin
    if( (opcode == 6'h00) && (funct == 6'h08) ||
        (opcode == 6'h02) ||
        (opcode == 6'h03) ) pc_src = 1;
    else pc_src = 0;
end
```



# I Result – Quartus Compile

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Flow Summary	
<<Filter>>	
Flow Status	Successful - Thu Jun 19 17:59:50 2025
Quartus Prime Version	18.1.0 Build 625 09/12/2018 SJ Lite Edition
Revision Name	mips
Top-level Entity Name	mips
Family	Cyclone IV E
Device	EP4CE115F29C7
Timing Models	Final
Total logic elements	1,308 / 114,480 ( 1 % )
Total registers	342
Total pins	34 / 529 ( 6 % )
Total virtual pins	0
Total memory bits	12,288 / 3,981,312 ( < 1 % )
Embedded Multiplier 9-bit elements	0 / 532 ( 0 % )
Total PLLs	0 / 4 ( 0 % )

## I Conclusions

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- ISA2CPUgen Tool generates CPU design from ISA specification
  - 5-stage pipelined design
  - single cycle design
- Generated design can be implemented and operated on FPGA board
- The tool is applicable to RISC-family ISAs (without Flags)
- Instructions can be added or removed into the ISA.
- Can implement Prototype of processors with new ISA

## I ACKNOWLEDGMENTS

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# Thank you

## Q&A

```
mirror_mod = modifier_obj.mirror_mod
mirror_object_to_mirror(modifier_obj, mirror_mod)
mirror_mod.mirror_object = None
operation = "MIRROR_X"
mirror_mod.use_x = True
mirror_mod.use_y = False
mirror_mod.use_z = False
operation = "MIRROR_Y"
mirror_mod.use_x = False
mirror_mod.use_y = True
mirror_mod.use_z = False
operation = "MIRROR_Z"
mirror_mod.use_x = False
mirror_mod.use_y = False
mirror_mod.use_z = True
```

```
selection at the end - add
#_ob.select= 1
#_ob.select=1
context.scene.objects.active = bpy.context.selected_objects[0]
bpy.context.selected_objects[0].select = 1
data.objects[one.name].select = 1
print("please select exactly one object")
```

### OPERATOR CLASSES

```
types.Operator):
    # X mirror to the selected
    # object.mirror_mirrror_x"
    "mirror X"
```

```
context):
    # context.active_object is not None
```

