SiFive U74 Manual

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SiFive U74 Manual

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Release Information

Version	Date	Changes
20G1.03.00	June 13, 2020	• Fixed errata in which instruction fetches to MMIO space could livelock • Fixed errata in which mtval/stval were incorrectly set following EBREAK instruction
koala.02.00-preview	June 03, 2020	• No functional changes
koala.01.00-preview	May 22, 2020	• No functional changes
koala.00.00-preview	May 15, 2020	• Changed clock, reset, and logic I/O ports associated with debug • Reduced I$ associativity to 2-way • Reduced D$ associativity to 4-way
v19.08p3p0	April 30, 2020	• Fixed issue in which `mcause` values did not reset to 0 after reset • Added the "Disable Speculative I$ Refill" bit to the Feature Disable CSR to partially mitigate undesired speculative accesses to the Memory Port • Fixed issue in which unused logic in asynchronous crossings (as found in the Debug connection to the core) would cause CDC lint warnings • Fixed issue in which a read of the L2 Cache via its sideband interface could fail to report an ECC error if the read occurred immediately after the corrupt data was written • Fixed issue in which a read of the L2 Cache via its sideband interface could erroneously report an ECC error if the read occurred immediately after data with good ECC was written • Fixed issue in which WFI did not gate the clock if the following instruction was a memory access • Fixed issue in which performance counters set to count both exceptions and other retirement events only counted the exceptions • Added a "Suppress Grant on Corrupt Data" bit to the Feature Disable CSR to mitigate issue in which it was impossible

Version	Date	Changes
		to clear an uncorrectable D-Cache ECC error from the core experiencing the error • Fixed issue in which possible livelock could occur in U7 cores during concurrent ITLB and DTLB misses • Fixed a potential bus hang when flushing L2 • Various documentation fixes and improvements
v19.08p2p0	December 06, 2019	• Fixed erratum in which stval/mtval CSRs are not sign-extended for instruction access/page fault exceptions • Fixed erratum in which the TDO pin may remain driven after reset
v19.08p1p0	November 08, 2019	• Fixed erratum in which Debug.SBCS had incorrect reset value for SBACCESS • Fixed typos and other minor documentation errors
v19.08p0	September 17, 2019	• The Debug Module memory region is no longer accessible in M-mode • Addition of the CDISCARD instruction for invalidating data cache lines without write-back
v19.05p2	August 26, 2019	• Fix for errata on 7-series cores with L1 data caches or L2 caches in which CFLUSH.D.L1 followed by a load that is nack'd could cause core lockup
v19.05p1	July 22, 2019	• SiFive Insight is enabled • Fix errata to enable debug halt from first instruction out of reset • Enable debugger reads of Debug Module registers when periphery is in reset • Fix errata to get illegal instruction exception executing DRET outside of debug mode
v19.05	June 09, 2019	• v19.05 release of the U74 Standard Core. No functional changes.
v19.02	February 28, 2019	• Early Access Release of the U74 • Note: The Early Access release of the U74 Standard Core contains a PLIC instead of a CLIC

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Chapter 1

Introduction

SiFive's U74 is a full-Linux-capable, cache-coherent 64-bit RISC-V processor available as an IP block. The SiFive U74 is guaranteed to be compatible with all applicable RISC-V standards, and this document should be read together with the official RISC-V user-level, privileged, and external debug architecture specifications.

A summary of features in the U74 can be found in Table 1.

U74 Feature Set	
Feature	**Description**
Number of Harts	1 Hart.
U7 Core	1 × U7 RISC-V core.
PLIC Interrupts	127 Interrupt signals, which can be connected to off-core-complex devices.
PLIC Priority Levels	The PLIC supports 7 priority levels.
Level 2 Cache	128 KiB 8-way L2 Cache.
Hardware Breakpoints	2 hardware breakpoints.
Physical Memory Protection Unit	PMP with 8 regions and a minimum granularity of 4096 bytes.

Table 1: U74 Feature Set

The U74 also has a number of on-core-complex configurability options, allowing one to tune the design to a specific application. The configurable options are described in Section 16.1.

1.1 About this Document

This document describes the functionality of the U74. To learn more about the production deliverables of the U74, consult the U74 User Guide.

1.2 About this Release

This is a general release of the U74, with a supported life cycle of two years from the release date. Contact support@sifive.com if you have any questions.

1.3 U74 Overview

The U74 includes 1 × U7 64-bit RISC-V core, along with the necessary functional units required to support the core. These units include a Core-Local Interruptor (CLINT) to support local interrupts, a Platform-Level Interrupt Controller (PLIC) to support platform interrupts, physical memory protection, a Debug unit to support a JTAG-based debugger host connection, and a local cross-bar that integrates the various components together.

The U74 memory system consists of a Data Cache and Instruction Cache. The U74 also includes a Front Port, which allows external masters to be coherent with the L1 memory system and access to the TIMs, thereby removing the need to maintain coherence in software for any external agents.

All memories, including caches and TIMs, support Single Error Correction, Double Error Detection (SECDED) ECC to provide improved reliability and address safety critical applications.

An overview of the SiFive U74 is shown in Figure 1.

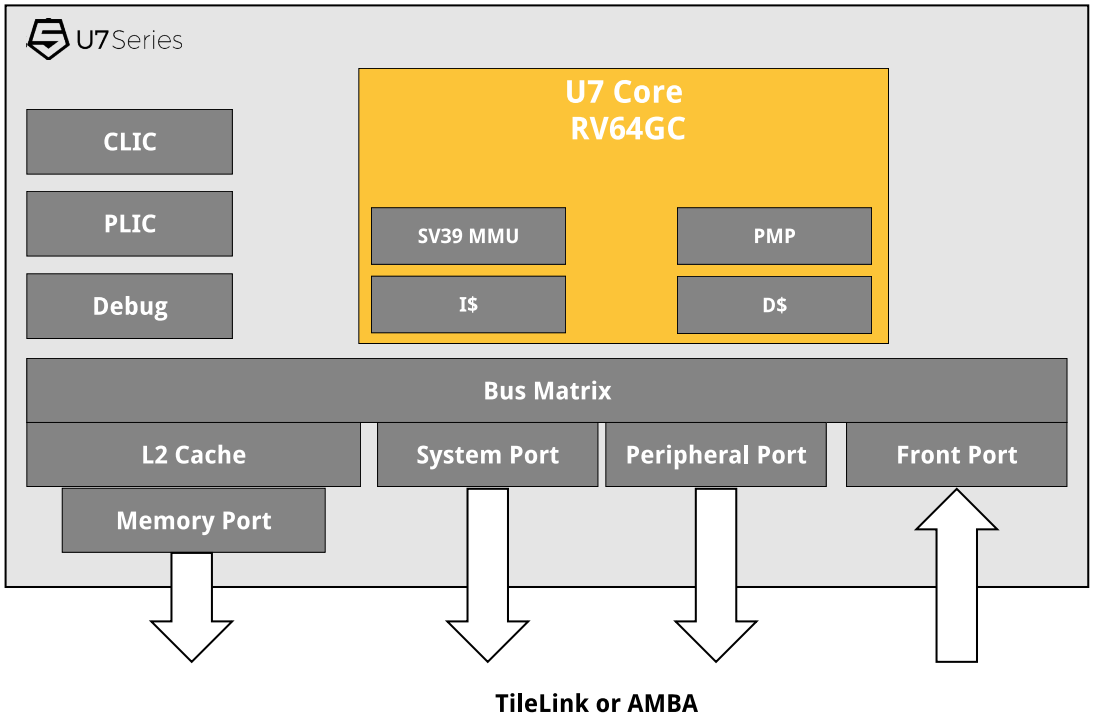


Figure 1: U74 Block Diagram

The U74 memory map is detailed in Section 4.2, and the interfaces are described in full in the U74 User Guide.

1.4 U7 RISC-V Core

The U74 includes a 64-bit U7 RISC-V core, which has a dual-issue, in-order execution pipeline, with a peak execution rate of two instructions per clock cycle. The U7 core supports machine, supervisor, and user privilege modes, as well as standard Multiply (M), Single-Precision Floating Point (F), Double-Precision Floating Point (D), Atomic (A), and Compressed (C) RISC-V extensions (RV64GC).

The core is described in more detail in Chapter 3.

1.5 Memory System

The U74 memory system has a Level 1 memory system optimized for high performance. The instruction subsystem consists of a 32 KiB, 2-way instruction cache.

The data subsystem is comprised of a high performance 32 KiB, 4-way L1 data cache.

The U74 also supports a shared, 128 KiB, 8-way L2 cache with 1 bank. The L2 Cache Controller is described in Chapter 12.

The memory system is described in more detail in Chapter 3.

1.6 Interrupts

The U74 provides the standard RISC-V M-mode timer and software interrupts via the Core-Local Interruptor (CLINT).

The U74 also includes a RISC-V standard Platform-Level Interrupt Controller (PLIC), which supports 132 global interrupts with 7 priority levels pre-integrated with the on-core-complex peripherals.

Interrupts are described in Chapter 7. The CLINT is described in Chapter 8. The PLIC is described in Chapter 9.

1.7 Debug Support

The U74 provides external debugger support over an industry-standard JTAG port, including 2 hardware-programmable breakpoints per hart.

Debug support is described in detail in Chapter 14, and the debug interface is described in the U74 User Guide.

1.8 Compliance

The U74 is compliant to the following versions of the various RISC-V specifications:

ISA	**Version**	**Ratified**	**Frozen**
RV64I	2.1	Y	
Extensions	**Version**	**Ratified**	**Frozen**
Multiplication (M)	2.0	Y	
Atomic (A)	2.0		Y
Single-Precision FP (F)	2.2	Y	
Double-Precision FP (D)	2.2	Y	
Compressed (C)	2.0	Y	
Devices	**Version**	**Ratified**	**Frozen**
Debug specification	0.13	Y	

Chapter 2

List of Abbreviations and Terms

Term	Definition
AES	Advanced Encryption Standard
BHT	Branch History Table
BTB	Branch Target Buffer
CBC	Cipher Block Chaining
CCM	Counter with CBC-MAC
CFM	Cipher FeedBack
CLIC	Core-Local Interrupt Controller. Configures priorities and levels for core-local interrupts.
CLINT	Core-Local Interruptor. Generates per hart software interrupts and timer interrupts.
CTR	CounTeR mode
DTIM	Data Tightly Integrated Memory
ECB	Electronic Code Book
GCM	Galois/Counter Mode
hart	HARdware Thread
IJTP	Indirect-Jump Target Predictor
ITIM	Instruction Tightly Integrated Memory
JTAG	Joint Test Action Group
LIM	Loosely-Integrated Memory. Used to describe memory space delivered in a SiFive Core Complex that is not tightly integrated to a CPU core.
OFB	Output FeedBack
PLIC	Platform-Level Interrupt Controller. The global interrupt controller in a RISC-V system.
PMP	Physical Memory Protection
RAS	Return-Address Stack
RO	Used to describe a Read-Only register field.
RW	Used to describe a Read/Write register field.
SHA	Secure Hash Algorithm
TileLink	A free and open interconnect standard originally developed at UC Berkeley.
TRNG	True Random Number Generator
WARL	Write-Any, Read-Legal field. A register field that can be written with any value, but returns only supported values when read.
WIRI	Writes-Ignored, Reads-Ignore field. A read-only register field reserved for future use. Writes to the field are ignored, and reads should ignore the value returned.
WLRL	Write-Legal, Read-Legal field. A register field that should only be written with legal values and that only returns legal value if last written with a legal value.
WPRI	Writes-Preserve, Reads-Ignore field. A register field that might contain unknown information. Reads should ignore the value returned, but writes to the whole register should preserve the original value.
WO	Used to describe a Write-Only registers field.

Chapter 3

U7 RISC-V Core

This chapter describes the 64-bit U7 RISC-V processor core, instruction fetch and execution unit, L1 and L2 memory systems, and external interfaces.

The U7 feature set is summarized in Table 2.

Feature	Description
ISA	RV64GC
L1 Instruction Cache	32 KiB 2-way instruction cache
L1 Data Cache	32 KiB 4-way data cache
L2 Cache	128 KiB 8-way L2 cache with 1 bank
Modes	Machine mode, user mode, supervisor mode
SiFive Custom Instruction Extension (SCIE)	Not Present
Fast I/O	Present
ECC Support	Single error correction, double error detection on the instruction cache and data cache.
Virtual Memory Support	The U7 has support for Sv39 virtual memory support with a 39-bit virtual address space, 38-bit physical address space, and a 40-entry TLB.

Table 2: U7 Feature Set

3.1 Instruction Memory System

The instruction memory system consists of a dedicated 32 KiB 2-way set-associative instruction cache. The access latency of all blocks in the instruction memory system is one clock cycle. The instruction cache is not kept coherent with the rest of the platform memory system. Writes to instruction memory must be synchronized with the instruction fetch stream by executing a `FENCE.I` instruction.

The instruction cache has a line size of 64 bytes, and a cache line fill triggers a burst access outside of the U74. The core caches instructions from executable addresses. See the U74

Memory Map in Section 4.2 for a description of executable address regions that are denoted by the attribute **X**.

Trying to execute an instruction from a non-executable address results in a synchronous trap.

3.1.1 Instruction Fetch Unit

The U7 instruction fetch unit delivers up to 8 bytes of instructions per clock cycle to support superscalar instruction execution. The instruction fetch unit contains sophisticated predictive hardware to mitigate the performance impact of control hazards within the instruction stream. The instruction fetch unit is decoupled from the execution unit, so that correctly predicted control-flow events usually do not result in execution stalls.

- A 16-entry branch target buffer (BTB), which predicts the target of taken branches and direct jumps;
- An 8-entry indirect-jump target predictor (IJTP);
- A 6-entry return-address stack (RAS), which predicts the target of procedure returns;
- A 3.6 KiB branch history table (BHT), which predicts the direction of conditional branches. The BHT is a correlating predictor that supports long branch histories.

The BTB has one-cycle latency, so that correctly predicted branches and direct jumps result in in no penalty, provided the target is 8-byte aligned.

Direct jumps that miss in the BTB result in a one-cycle fetch bubble. This event might not result in any execution stalls if the fetch queue is sufficiently full.

The BHT, IJTP, and RAS take precedence over the BTB. If these structures' predictions disagree with the BTB’s prediction, a one-cycle fetch bubble results. Similar to direct jumps that miss in the BTB, the fetch bubble might not result in an execution stall.

Mispredicted branches usually incur a four-cycle penalty, but sometimes the branch resolves later in the execution pipeline and incurs a six-cycle penalty instead. Mispredicted indirect jumps incur a six-cycle penalty.

The U7 implements the standard Compressed (C) extension to the RISC-V architecture, which allows for 16-bit RISC-V instructions.

3.2 Execution Pipeline

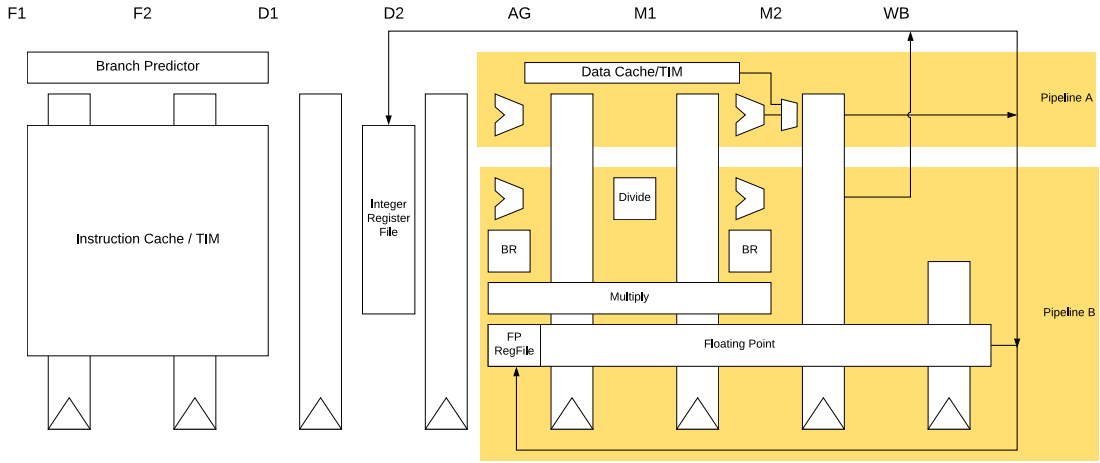


Figure 2: Example U7 Block Diagram

The U7 execution unit is a dual-issue, in-order pipeline. The pipeline comprises eight stages: two stages of instruction fetch (F1 and F2), two stages of instruction decode (D1 and D2), address generation (AG), two stages of data memory access (M1 and M2), and register write-back (WB). The pipeline has a peak execution rate of two instructions per clock cycle, and is fully bypassed so that most instructions have a one-cycle result latency:

- Integer arithmetic and branch instructions can execute in either the AG or M2 pipeline stage. If such an instruction's operands are available when the instruction enters the AG stage, then it executes in AG; otherwise, it executes in M2.
- Loads produce their result in the M2 stage. There is no load-use delay for most integer instructions. However, effective addresses for memory accesses are always computed in the AG stage. Hence, loads, stores, and indirect jumps require their address operands to be ready when the instruction enters AG. If an address-generation operation depends upon a load from memory, then the load-use delay is two cycles.
- Integer multiplication instructions consume their operands in the AG stage and produce their results in the M2 stage. The integer multiplier is fully pipelined.
- Integer division instructions consume their operands in the AG stage. These instructions have between a three-cycle and 64-cycle result latency, depending on the operand values.
- CSR accesses execute in the M2 stage. CSR read data can be bypassed to most integer instructions with no delay. Most CSR writes flush the pipeline, which is a seven-cycle penalty.

The pipeline only interlocks on read-after-write and write-after-write hazards, so instructions may be scheduled to avoid stalls.

The pipeline implements a flexible dual-instruction-issue scheme. Provided there are no data hazards between a pair of instructions, the two instructions may issue in the same cycle, provided the following constraints are met:

- At most one instruction accesses data memory.
- At most one instruction is a branch or jump.
- At most one instruction is a floating-point arithmetic operation.
- At most one instruction is an integer multiplication or division operation.
- Neither instruction explicitly accesses a CSR.

3.2.1 Floating-Point Instruction Timing

Single-precision floating-point unit instruction latency and repeat rates are described in Table 3.

Assembly	Operation	Latency	Repeat Rate
Sign Inject			
`fabs.s rd, rs1`	`f[rd] = |f[rs1]|`	2	1
`fsgnj.s rd, rs1, rs2`	`f[rd] = {f[rs2][31], f[rs1][30:0]}`	2	1
`fsgnjn.s rd, rs1, rs2`	`f[rd] = {~f[rs2][31], f[rs1][30:0]}`	2	1
`fsgnjx.s rd, rs1, rs2`	`f[rd] = {f[rs1][31] ^ f[rs2][31], f[rs1][30:0]}`	2	1
Arithmetic			
`fadd.s rd, rs1, rs2`	`f[rd] = f[rs1] + f[rs2]`	5	1
`fsub.s rd, rs1, rs2`	`f[rd] = f[rs1] − f[rs2]`	5	1
`fdiv.s rd, rs1, rs2`	`f[rd] = f[rs1] ÷ f[rs2]`	9–36	8–33
`fmul.s rd, rs1, rs2`	`f[rd] = f[rs1] × f[rs2]`	5	1
`fsqrt.s rd, rs1`	`f[rd] = √f[rs1]`	9–28	8–33
`fmadd.s rd, rs1, rs2, rs3`	`f[rd] = f[rs1] × f[rs2] + f[rs3]`	5	1
`fmsub.s rd, rs1, rs2, rs3`	`f[rd] = f[rs1] × f[rs2] − f[rs3]`	5	1
Negate Arithmetic			
`fneg.s rd, rs1`	`f[rd] = −f[rs1]`	2	1
`fnmadd.s rd, rs1, rs2, rs3`	`f[rd] = −f[rs1] × f[rs2] − f[rs3]`	5	1
`fnmsub.s rd, rs1, rs2, rs3`	`f[rd] = −f[rs1] × f[rs2] + f[rs3]`	5	1
Compare			
`feq.s rd, rs1, rs2`	`x[rd] = f[rs1] == f[rs2]`	4	1
`fle.s rd, rs1, rs2`	`x[rd] = f[rs1] ≤ f[rs2]`	4	1
`flt.s rd, rs1, rs2`	`x[rd] = f[rs1] < f[rs2]`	4	1
`fmax.s rd, rs1, rs2`	`f[rd] = max(f[rs1], f[rs2])`	2	1
`fmin.s rd, rs1, rs2`	`f[rd] = min(f[rs1], f[rs2])`	2	1
Categorize			
`fclass.s rd, rs1`	$x[rd] = classify_s(f[rs1])$	4	1
Convert Data Type			
`fcvt.w.s rd, rs1`	$x[rd] = sext(s32_{f32}(f[rs1])$	4	1
`fcvt.l.s rd, rs1`	$x[rd] = s64_{f32}(f[rs1])$	N/A	N/A
`fcvt.s.w rd, rs1`	$f[rd] = f32_{s32}(x[rs1])$	2	1
`fcvt.s.l rd, rs1`	$f[rd] = f32_{s64}(x[rs1])$	N/A	N/A
`fcvt.wu.s rd, rs1`	$x[rd] = sext(u32_{f32}(f[rs1])$	4	1
`fcvt.lu.s rd, rs1`	$x[rd] = u64_{f32}(f[rs1])$	N/A	N/A
`fcvt.s.wu rd, rs1`	$f[rd] = f32_{u32}(x[rs1])$	2	1
`fcvt.s.lu rd, rs1`	$f[rd] = f32_{u64}(x[rs1])$	N/A	N/A
Move			

Table 3: Single-Precision FPU Instructions Latency and Repeat Rates

`fmv.s rd, rs1`	`f[rd] = f[rs1]`	2	1
`fmv.w.x rd, rs1`	`f[rd] = x[rs1][31:0]`	1	1
`fmv.x.w `rd, rs1`	`x[rd] = sext(f[rs1][31:0])`	1	1
Load/Store			
`flw rd, offset(rs1)`	`f[rd] = M[x[rs1] + sext(offset)][31:0]`	1	1
`fsw rs2, offset(rs1)`	`M[x[rs1] + sext(offset)] = f[rs2][31:0]`	1	1

Table 3: Single-Precision FPU Instructions Latency and Repeat Rates

Double-precision floating-point unit latency and repeat rates are described in Table 4.

Assembly	Operation	Latency	Repeat Rate
Sign Inject			
`fabs.d rd, rs1`	`f[rd] = |f[rs1]|`	2	1
`fsgnj.d rd, rs1, rs2`	`f[rd] = {f[rs2][63], f[rs1][62:0]}`	2	1
`fsgnjn.d rd, rs1, rs2`	`f[rd] = {~f[rs2][63], f[rs1][62:0]}`	2	1
`fsgnjx.d rd, rs1, rs2`	`f[rd] = {f[rs1][63] ^ f[rs2][63], f[rs1][62:0]}`	2	1
Arithmetic			
`fadd.d rd, rs1, rs2`	`f[rd] = f[rs1] + f[rs2]`	7	1
`fsub.d rd, rs1, rs2`	`f[rd] = f[rs1] − f[rs2]`	7	1
`fdiv.d rd, rs1, rs2`	`f[rd] = f[rs1] ÷ f[rs2]`	9–58	8–58
`fmul.d rd, rs1, rs2`	`f[rd] = f[rs1] × f[rs2]`	7	1
`fsqrt.d rd, rs1`	`f[rd] = √f[rs1]`	9–57	8–58
`fmadd.d rd, rs1, rs2, rs3`	`f[rd] = f[rs1] × f[rs2] + f[rs3]`	7	1
`fmsub.d rd, rs1, rs2, rs3`	`f[rd] = f[rs1] × f[rs2] − f[rs3]`	7	1
Negate Arithmetic			
`fneg.d rd, rs1`	`f[rd] = −f[rs1]`	2	1
`fnmadd.d rd, rs1, rs2, rs3`	`f[rd] = −f[rs1] × f[rs2] − f[rs3]`	7	1
`fnmsub.d rd, rs1, rs2, rs3`	`f[rd] = −f[rs1] × f[rs2] + f[rs3]`	7	1
Compare			
`feq.d rd, rs1, rs2`	`x[rd] = f[rs1] == f[rs2]`	4	1
`fle.d rd, rs1, rs2`	`x[rd] = f[rs1] ≤ f[rs2]`	4	1
`flt.d rd, rs1, rs2`	`x[rd] = f[rs1] < f[rs2]`	4	1
`fmax.d rd, rs1, rs2`	`f[rd] = max(f[rs1], f[rs2])`	2	1
`fmin.d rd, rs1, rs2`	`f[rd] = min(f[rs1], f[rs2])`	2	1
Categorize			
`fclass.d rd, rs1`	$x[rd] = classify_{d}(f[rs1])$	4	1
Convert Data Type			
`fcvt.w.d rd, rs1`	$x[rd] = sext(s32_{f64}(f[rs1])$	4	1
`fcvt.l.d rd, rs1`	$x[rd] = s64_{f64}(f[rs1])$	N/A	N/A
`fcvt.d.w rd, rs1`	$f[rd] = f64_{s32}(x[rs1])$	2	1
`fcvt.d.l rd, rs1`	$f[rd] = f64_{s64}(x[rs1])$	N/A	N/A
`fcvt.wu.d rd, rs1`	$x[rd] = sext(u32_{f64}(f[rs1])$	4	1
`fcvt.lu.d rd, rs1`	$x[rd] = u64_{f64}(f[rs1])$	N/A	N/A
`fcvt.d.wu rd, rs1`	$f[rd] = f64_{u32}(x[rs1])$	2	1
`fcvt.d.lu rd, rs1`	$f[rd] = f64_{u64}(x[rs1])$	N/A	N/A
`fcvt.s.d rd, rs1`	$f[rd] = f32_{f64}(f[rs1])$	2	1

Table 4: Double-Precision FPU Instructions Latency and Repeat Rates

`fcvt.d.s rd, rs1`	`f[rd] = f64`$_{f32}$`(f[rs1])`	2	1
Move			
`fmv.d rd, rs1`	`f[rd] = f[rs1]`	2	1
`fmv.d.x rd, rs1`	`f[rd] = x[rs1][63:0]`	N/A	N/A
`fmv.x.d rd, rs1`	`x[rd] = f[rs1][63:0]`	N/A	N/A
Load/Store			
`fld rd, offset(rs1)`	`f[rd] = M[x[rs1] + sext(offset)][63:0]`	1	1
`fsd rs2, offset(rs1)`	`M[x[rs1] + sext(offset)] = f[rs2][63:0]`	1	1

Table 4: Double-Precision FPU Instructions Latency and Repeat Rates

3.3 Data Memory System

The U7 data memory system has a 4-way set-associative 32 KiB write-back data cache that supports 64-byte cache lines. The access latency is two clock cycles for words and double-words, and three clock cycles for smaller quantities. Misaligned accesses are not supported in hardware and result in a trap to support software emulation. The data caches are kept coherent with a directory-based cache coherence manager, which resides in the outer L2 cache.

Stores are pipelined and commit on cycles where the data memory system is otherwise idle. Loads to addresses currently in the store pipeline result in a five-cycle penalty.

3.4 Atomic Memory Operations

The U7 core supports the RISC-V standard Atomic (A) extension on the Peripheral Port.

Atomic memory operations to regions that do not support them generate an access exception precisely at the core.

The load-reserved and store-conditional instructions are only supported on cached regions, thus generate an access exception on uncached memory regions.

See Section 5.4 for more information on the instructions added by this extension.

3.5 Floating-Point Unit (FPU)

The U7 FPU provides full hardware support for the IEEE 754-2008 floating-point standard for 32-bit single-precision and 64-bit double-precision arithmetic. The FPU includes a fully pipelined fused-multiply-add unit and an iterative divide and square-root unit, magnitude comparators, and float-to-integer conversion units, all with full hardware support for subnormals and all IEEE default values.

See Section 5.5 for more information on 32-bit single-precision instructions and Section 5.6 for the 64-bit double-precision instructions.

3.6 Virtual Memory Support

The U7 has support for virtual memory through the use of a Memory Management Unit (MMU). The MMU supports the Bare and Sv39 modes as described in *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

The U7 MMU has a 39-bit virtual address space mapped to a 38-bit physical address space. A hardware page-table walker refills the address translation caches. Both first-level instruction and data address translation caches are fully associative and have 40 entries.

The MMU supports 2 MiB megapages and 1 GiB gigapages to reduce translation overheads for large contiguous regions of virtual and physical address space.

Note that the U7 does not automatically set the **Accessed** (A) and **Dirty** (D) bits in a Sv39 Page Table Entry (PTE). Instead, the U7 MMU will raise a page fault exception for a read to a page with PTE.A=0 or a write to a page with PTE.D=0.

3.7 Physical Memory Protection (PMP)

Machine mode is the highest privilege level and by default has read, write, and execute permissions across the entire memory map of the device. However, privilege levels below machine mode do not have read, write, or execute permissions to any region of the device memory map unless it is specifically allowed by the PMP. For the lower privilege levels, the PMP may may grant permissions to specific regions of the device's memory map, but it can also revoke permissions when in machine mode.

When programmed accordingly, the PMP will check every access when the hart is operating in supervisor or user modes. For machine mode, PMP checks do not occur unless the lock bit (`L`) is set in the `pmpcfgY` CSR for a particular region.

PMP checks also occur on loads and stores when the machine previous privilege level is supervisor or User (`mstatus.MPP=0x1` or `mstatus.MPP=0x0`), and the Modify Privilege bit is set (`mstatus.MPRV=1`). For virtual address translation, PMP checks are also applied to page table accesses in supervisor mode.

The U7 PMP supports 8 regions with a minimum region size of 4096 bytes.

This section describes how PMP concepts in the RISC-V architecture apply to the U7. For additional information on the PMP refer to *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

3.7.1 PMP Functional Description

The U7 PMP unit has 8 regions and a minimum granularity of 4096 bytes. Access to each region is controlled by an 8-bit `pmpXcfg` field and a corresponding `pmpaddrX` register. Overlapping regions are permitted, where the lower numbered `pmpXcfg` and `pmpaddrX` registers take priority over highered numbered regions. The U7 PMP unit implements the architecturally defined `pmpcfgY` CSR `pmpcfg0`, supporting 8 regions. `pmpcfg2` is implemented, but hardwired to zero. Access to `pmpcfg1` or `pmpcfg3` results in an illegal instruction exception.

The PMP registers may only be programmed in M-mode. Ordinarily, the PMP unit enforces permissions on S-mode and U-mode accesses. However, locked regions (see Section 3.7.2) additionally enforce their permissions on M-mode.

3.7.2 PMP Region Locking

The PMP allows for region locking whereby, once a region is locked, further writes to the configuration and address registers are ignored. Locked PMP entries may only be unlocked with a system reset. A region may be locked by setting the `L` bit in the `pmpXcfg` register.

In addition to locking the PMP entry, the `L` bit indicates whether the R/W/X permissions are enforced on machine mode accesses. When the `L` bit is clear, the R/W/X permissions apply to S-mode and U-mode.

3.7.3 PMP Registers

Each PMP region is described by an 8-bit `pmpXcfg` field, used in association with a 64-bit `pmpaddrX` register that holds the base address of the protected region. The range of each region depends on the Addressing (`A`) mode described in the next section. The `pmpXcfg` fields reside within 64-bit `pmpcfgY` CSRs.

Each 8-bit `pmpXcfg` field includes a read, write, and execute bit, plus a two bit address-matching field `A`, and a Lock bit, `L`. Overlapping regions are permitted, where the lowest numbered PMP entry wins for that region.

PMP Configuration Registers

For RV64 architectures, `pmpcfg1` and `pmpcfg3` are not implemented. This reduces the footprint since `pmpcfg2` already contains configuration fields `pmp8cfg` through `pmp11cfg` for both RV32 and RV64.

63–56	55–48	47–40	39–32	31–24	23–16	15–8	7–0
pmp7cfg	pmp6cfg	pmp5cfg	pmp4cfg	pmp3cfg	pmp2cfg	pmp1cfg	pmp0cfg

Figure 3: RV64 `pmpcfg0` Register

63–56	55–48	47–40	39–32	31–24	23–16	15–8	7–0
pmp15cfg	pmp14cfg	pmp13cfg	pmp12cfg	pmp11cfg	pmp10cfg	pmp9cfg	pmp8cfg

Figure 4: RV64 `pmpcfg2` Register

The `pmpcfgY` and `pmpaddrX` registers are only accessible via CSR specific instructions such as `csrr` for reads, and `csrw` for writes.

7	6	5	4	3	2	1	0
L (**WARL**)	0 (**WARL**)		A (**WARL**)		X (**WARL**)	W (**WARL**)	R (**WARL**)

Figure 5: RV64 `pmpXcfg` bitfield

Bit	Description
0	**R: Read Permissions** 0x0 - No read permissions for this region 0x1 - Read permission granted for this region
1	**W: Write Permissions** 0x0 - No write permissions for this region 0x1 - Write permission granted for this region
2	**X: Execute permissions** 0x0 - No execute permissions for this region 0x1 - Execute permission granted for this region
[4:3]	**A: Address matching mode** 0x0 - PMP Entry disabled 0x1 - Top of Range (TOR) 0x2 - Naturally Aligned Four Byte Region (NA4) 0x3 - Naturally Aligned Power-of-Two region, ≥ 8 bytes (NAPOT)
7	**L: Lock Bit** 0x0 - PMP Entry Unlocked, no permission restrictions applied to machine mode. PMP entry only applies to S and U modes. 0x1 - PMP Entry Locked, permissions enforced for all privilege levels including machine mode. Writes to `pmpXcfg` and `pmpcfgY` are ignored and can only be cleared with system reset.

Table 5: `pmpXcfg` Bitfield Description

Note: The combination of `R=0` and `W=1` is not currently implemented.

Out of reset, the PMP register fields `A` and `L` are set to 0. All other hart state is unspecified by *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

Additional details on the available address matching modes is described below.

A = 0x0: The attributes are disabled. No PMP protection applied for any privilege level.

A = 0x1: Top of range (TOR). Supports four byte granularity, and the regions are defined by [PMP(i - 1) > a > PMP(i)], where 'a' is the address range. PMP(i) is the top of the range, where PMP(i - 1) represents the lower address range. If only `pmp0cfg` selects TOR, then the lower bound is set to address 0x0.

A = 0x2: Naturally aligned four-byte region (NA4). Supports only a four-byte region with four byte granularity. Not supported on SiFive U7 series cores since minimum granularity is 4 KiB.

A = 0x3: Naturally aligned power-of-two region (NAPOT), ≥ 8 bytes. When this setting is programmed, the low bits of the `pmpaddrX` register encode the size, while the upper bits encode the base address right shifted by two. There is a zero bit in between, we will refer to as the least significant zero bit (LSZB).

Some examples follow using NAPOT address mode.

Base Address	Region Size*	LSZB Position	`pmpaddrX` Value
`0x4000_0000`	8 B	0	`(0x1000_0000 | 1'b0)`
`0x4000_0000`	32 B	2	`(0x1000_0000 | 3'b011)`
`0x4000_0000`	4 KB	9	`(0x1000_0000 | 10'b01_1111_1111)`
`0x4000_0000`	64 KB	13	`(0x1000_0000 | 13'b01_1111_1111_1111)`
`0x4000_0000`	1 MB	17	`(0x1000_0000 | 17'b01_1111_1111_1111_1111)`
*Region size is $2^{(LSZB+3)}$.			

Table 6: `pmpaddrX` Encoding Examples for A=NAPOT

PMP Address Registers

The PMP has 8 address registers. Each address register `pmpaddrX` correlates to the respective `pmpXcfg` field. Each address register contains the base address of the protected region right shifted by two, for a minimum 4-byte alignment.

The maximum encoded address bits per *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10* are [55:2].

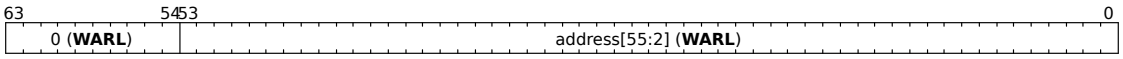


Figure 6: RV64 `pmpaddrX` Register

3.7.4 PMP and PMA

The PMP values are used in conjunction with the Physical Memory Attributes (PMAs) described in Section 4.1. Since the PMAs are static and not configurable, the PMP can only revoke read, write, or execute permissions to the PMA regions if those permissions already apply statically.

3.7.5 PMP Programming Overview

The PMP registers can only be programmed in machine mode. The `pmpaddrX` register should be first programmed with the base address of the protected region, right shifted by two. Then, the `pmpcfgY` register should be programmed with the properly configured 64-bit value containing each properly aligned 8-bit `pmpXcfg` field. Fields that are not used can be simply written to 0, marking them unused.

PMP Programming Example

The following example shows a machine mode only configuration where PMP permissions are applied to three regions of interest, and a fourth region covers the remaining memory map. Recall that lower numbered `pmpXcfg` and `pmpaddrX` registers take priority over higher numbered regions. This rule allows higher numbered PMP registers to have blanket coverage over the entire memory map while allowing lower numbered regions to apply permissions to specific regions of interest. The following example shows a 64 KB Flash region at base address `0x0`, a 32 KB RAM region at base address `0x2000_0000`, and finally a 4 KB peripheral region at base address base `0x3000_0000`. The rest of the memory map is reserved space.

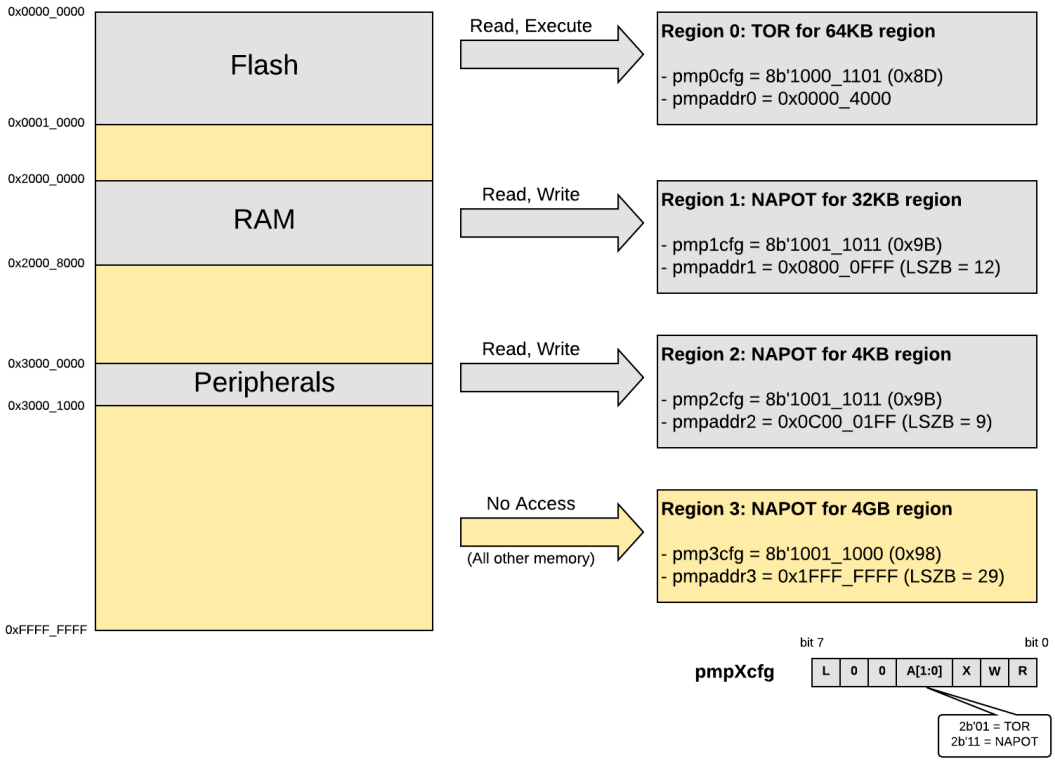


Figure 7: PMP Example Block Diagram

PMP Access Scenarios

The `L`, `R`, `W`, and `X` bits only determine if an access succeeds if all bytes of that access are covered by that PMP entry. For example, if a PMP entry is configured to match the four-byte range 0xC–0xF, then an 8-byte access to the range 0x8–0xF will fail, assuming that PMP entry is the highest-priority entry that matches those addresses.

While operating in machine mode when the lock bit is clear (`L=0`), if a PMP entry matches all bytes of an access, the access succeeds. If the lock bit is set (`L=1`) while in machine mode, then the access depends on the permissions set for that region. Similarly, while in Supervisor mode or User mode, the access depends on permissions set for that region.

Failed read or write accesses generate a load or store access exception, and an instruction access fault would occur on a failed instruction fetch. When an exception occurs while attempting to execute from a region without execute permissions, the fault occurs on the fetch and not the branch, so the `mepc` CSR will reflect the value of the targeted protected region, and not the address of the branch.

It is possible for a single instruction to generate multiple accesses, which may not be mutually atomic. If at least one access generated by an instruction fails, then an exception will occur. It might be possible that other accesses from a single instruction will succeed, with visible side effects. For example, references to virtual memory may be decomposed into multiple accesses.

On some implementations, misaligned loads, stores, and instruction fetches may also be decomposed into multiple accesses, some of which may succeed before an access exception occurs. In particular, a portion of a misaligned store that passes the PMP check may become visible, even if another portion fails the PMP check. The same behavior may manifest for floating-point stores wider than XLEN bits (e.g., the FSD instruction in RV32D), even when the store address is naturally aligned.

3.7.6 PMP and Paging

The Physical Memory Protection mechanism is designed to compose with the page-based virtual memory systems described *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*. When paging is enabled, instructions that access virtual memory may result in multiple physical-memory accesses, including implicit references to the page tables. The PMP checks apply to all of these accesses. The effective privilege mode for implicit page-table accesses is S.

Implementations with virtual memory are permitted to perform address translations speculatively and earlier than required by an explicit virtual-memory access. The PMP settings for the resulting physical address may be checked at any point between the address translation and the explicit virtual-memory access. A mis-predicted branch to a non-executable address range does not generate a trap. Hence, when the PMP settings are modified in a manner that affects either the physical memory that holds the page tables or the physical memory to which the page tables point, M-mode software must synchronize the PMP settings with the virtual memory system. This is accomplished by executing an `SFENCE.VMA` instruction with `rs1=x0` and `rs2=x0`, after the PMP CSRs are written.

If page-based virtual memory is not implemented, or when it is disabled, memory accesses check the PMP settings synchronously, so no fence is needed.

3.7.7 PMP Limitations

In a system containing multiple harts, each hart has its own PMP device. The PMP permissions on a hart cannot be applied to accesses from other harts in a multi-hart system. In addition, SiFive designs may contain a Front Port to allow external bus masters access to the full memory map of the system. The PMP cannot prevent access from external bus masters on the Front Port.

3.7.8 Behavior for Regions without PMP Protection

If a non-reserved region of the memory map does not have PMP permissions applied, then by default, supervisor or user mode accesses will fail, while machine mode access will be allowed. Access to reserved regions within a device's memory map (an interrupt controller for example) will return 0x0 on reads, and writes will be ignored. Access to reserved regions outside of a device's memory map without PMP protection will result in a bus error. The bus error can generate an interrupt to the hart using the Bus-Error Unit (BEU). See Chapter 11 for more information.

3.7.9 Cache Flush Behavior on PMP Protected Region

When a line is brought into cache and the PMP is set up with the lock (L) bit asserted to protect a part of that line, a data cache flush instruction will generate a store access fault exception if the flush includes any part of the line that is protected. The cache flush instruction does an invalidate and write-back, so it is essentially trying to write back to the memory location that is protected. If a cache flush occurs on a part of the line that was not protected, the flush will succeed and not generate an exception. If a data cache flush is required without a write-back, use the cache discard instruction instead, as this will invalidate but not write back the line.

3.8 Hardware Performance Monitor

The U7 processor core supports a basic hardware performance monitoring (HPM) facility. The performance monitoring faculty is divided into two classes of counters: fixed-function and event-programmable counters. These classes consist of a set of fixed counters and their counter-enable registers, as well as a set of event-programmable counters and their event selector registers. The registers are available to control the behavior of the counters. Performance monitoring can be useful for multiple purposes, from optimization to debug.

3.8.1 Performance Monitoring Counters Reset Behavior

At system reset, the hardware performance monitor counters are not reset and thus have an arbitrary value. Users can write desired values to the counter control and status registers (CSRs) to start counting at the given, known value.

3.8.2 Fixed-Function Performance Monitoring Counters

A fixed-function performance monitor counter is hardware wired to only count one specific event type. That is, they cannot be reconfigured with respect to the event type(s) they count. The only modification to the fixed-function performance monitoring counters that can be done is to enable or disable counting, and write the counter value itself.

The U7 processor core contains two fixed-function performance monitoring counters.

Fixed-Function Cycle Counter (`mcycle`)

The fixed-function performance monitoring counter `mcycle` holds a count of the number of clock cycles the hart has executed since some arbitrary time in the past. The `mcycle` counter is read-write and 64 bits wide. Reads of `mcycle` return all 64 bits of the `mcycle` CSR.

Fixed-Function Instructions-Retired Counter (`minstret`)

The fixed-function performance monitoring counter `minstret` holds a count of the number of instructions the hart has retired since some arbitrary time in the past. The `minstret` counter is read-write and 64 bits wide. Reads of `minstret` return all 64 bits of the `minstret` CSR.

3.8.3 Event-Programmable Performance Monitoring Counters

Complementing the fixed-function counters are a set of programmable event counters. The U7 HPM includes two addtitional event counters, `mhpmcounter3` and `mhpmcounter4`. These programmable event counters are read-write and 64 bits wide. The hardware counters themselves are implemented as 40-bit counters on the U7 core series. These hardware counters can be written to in order to initialize the counter value.

3.8.4 Event Selector Registers

To control the event type to count, event selector CSRs `mhpmevent3` and `mhpmevent4` are used to program the corresponding event counters. These event selector CSRs are 64-bit **WARL** registers.

The event selectors are partitioned into two fields; the lower 8 bits select an event class, and the upper bits form a mask of events in that class.

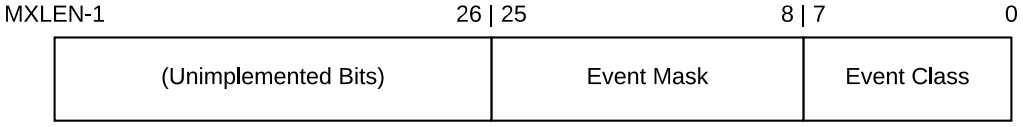


Figure 8: Event Selector Fields

The counter increments if the event corresponding to any set mask bit occurs. For example, if `mhpmevent3` is set to `0x4200`, then `mhpmcounter3` will increment when eitehr a load instruction or a conditional branch instruction retires. An event selector of 0 means "count nothing".

3.8.5 Event Selector Encodings

Table 7 describes the event selector encodings available. Events are categorized into two classes based on the Event Class field encoded in `mhpmeventX[7:0]`. One or more events can be programmed by setting the respective Event Mask bit for a given event class. An event

selector encoding of 0 means "count nothing". Multiple events will cause the counter to increment any time any of the selected events occur.

Machine Hardware Performance Monitor Event Register	
Instruction Commit Events, `mhpmeventX[7:0]=0`	
Bit	**Description**
8	Exception taken
9	Integer load instruction retired
10	Integer store instruction retired
11	Atomic memory operation retired
12	System instruction retired
13	Integer arithmetic instruction retired
14	Conditional branch retired
15	JAL instruction retired
16	JALR instruction retired
Microarchitectural Events , `mhpmeventX[7:0]=1`	
Bit	**Description**
8	Load-use interlock
9	Long-latency interlock
10	CSR read interlock
11	Instruction cache/ITIM busy
12	Data cache/DTIM busy
13	Branch direction misprediction
14	Branch/jump target misprediction
15	Pipeline flush from CSR write
16	Pipeline flush from other event
Memory System Events, `mhpmeventX[7:0]=2`	
Bit	**Description**
8	Instruction cache miss
9	Data cache miss or memory-mapped I/O access
10	Data cache write-back

Table 7: `mhpmevent` Register

Event mask bits that are writable for any event class are writable for all classes. Setting an event mask bit that does not correspond to an event defined in Table 7 has no effect for current implementations. However, future implementations may define new events in that encoding space, so it is not recommended to program unsupported values into the `mhpmevent` registers.

Combining Events

It is common usage to directly count each respective event. Additionally, it is possible to use combinations of these events to count new, unique events. For example, to determine the average cycles per load from a data memory subsystem, program one counter to count "Data cache/DTIM busy" and another counter to count "Integer load instruction retired". Then, simply divide

the "Data cache/DTIM busy" cycle count by the "Integer load instruction retired" instruction count and the result is the average cycle time for loads in cycles per instruction.

It is important to be cognizant of the event types being combined; specifically, event types counting occurrences and event types counting cycles.

3.8.6 Counter-Enable Registers

The 32-bit counter-enable registers `mcounteren` and `scounteren` control the availability of the hardware performance-monitoring counters to the next-lowest privileged mode.

The settings in these registers only control accessibility. The act of reading or writing these enable registers does not affect the underlying counters, which continue to increment when not accessible.

When any bit in the `mcounteren` register is clear, attempts to read the cycle, time, instruction retire, or `hpmcounterX` register while executing in S-mode will cause an illegal instruction exception. When one of these bits is set, access to the corresponding register is permitted in the next implemented privilege mode, S-mode.

The same bit positions in the `scounteren` register analogously control access to these registers while executing in U-mode. If S-mode is permitted to access a counter register and the corresponding bit is set in `scounteren`, then U-mode is also permitted to access that register.

`mcounteren` and `scounteren` are **WARL** registers. Any of the bits may contain a hardwired value of zero, indicating reads to the corresponding counter will cause an illegal instruction exception when executing in a less-privileged mode.

3.9 Fast I/O

The Fast I/O feature improves the performance of the memory-mapped I/O (MMIO) subsystem. Fast I/O enables a sustained rate of one MMIO operation per clock cycle. By contrast, when this feature is excluded, MMIO loads can only sustain half that rate.

Fast I/O also eliminates pipeline flushes due to register-file write-port conflicts on MMIO load responses.

3.10 Ports

This section describes the Port interfaces to the U7 core.

3.10.1 Front Port

The Front Port can be used be external masters to read from and write into the memory system utilizing any port in the Core Complex.

If a Front Port access targets the Memory Port, a coherency manager is reponsible for maintaining coherency with the L1 and L2 caches. A read access can be returned directly from the L1 or L2 cache without generating an external bus access. If a write from the Front Port targets a location in the L1 data cache, it results in the line being evicted and invalidated. The write will then allocate to the L2 cache.

Any Front Port access that targets the Memory Port and results in an L1 and L2 cache miss will allocate to the L2 cache.

The U74 User Guide describes the implementation details of the Front Port.

3.10.2 Memory Port

The Memory Port is used to interface with memory that offers the highest performance for the U74, such as DDR. It supports cacheable accesses for data and instructions.

Consult Section 4.1 for futher information about the Memory Port and its Physical Memory Attributes.

See the U74 User Guide for a description of the Memory Port implementation in the U74.

3.10.3 Peripheral Port

The Peripheral Port is used to interface with lower speed peripherals and also supports code execution. When a device is attached to the Peripheral Port, it is expected that there are no other masters connected to that device.

The Peripheral Port supports the RISC-V standard Atomic (A) extension, which is useful for programming peripherals. See Chapter 5 for more information on the instructions added by this extension.

Consult Section 4.1 for futher information about the Peripheral Port and its Physical Memory Attributes.

See the U74 User Guide for a description of the Peripheral Port implementation in the U74.

3.10.4 System Port

The System Port is used to interface with lower performance memory, like SRAM, memory-mapped I/O (MMIO), and higher speed peripherals. The System Port also supports code execution.

Consult Section 4.1 for futher information about the System Port and its Physical Memory Attributes.

See the U74 User Guide for a description of the System Port implementation in the U74.

Note that the System Port does not support Atomic instructions.

Chapter 4

Physical Memory Attributes and Memory Map

This chapter describes the U74 physical memory attributes and memory map.

4.1 Physical Memory Attributes Overview

The memory map is divided into different regions covering on-core-complex memory, system memory, peripherals, and empty holes. Physical memory attributes (PMAs) describe the properties of the accesses that can be made to each region in the memory map. These properties encompass the type of access that may be performed: execute, read, or write. As well as other optional attributes related to the access, such as supported access size, alignment, atomic operations, and cacheability.

RISC-V utilizes a simpler approach than other processor architectures in defining the attributes of memory accesses. Instead of defining access characteristics in page table descriptors or memory protection logic, the properties are fixed for memory regions or may only be modified in platform-specific control registers. As most systems don't require the ability to modify PMAs, SiFive cores only support fixed PMAs, which are set at design time. This results in a simpler design with lower gate count and power savings, and an easier programming interface.

External memory map regions are accessed through a specific port type and that port type is used to define the PMAs. The port types are Memory, Peripheral, and System. Memory map regions defined for internal memory and internal control regions also have a predefined PMA based on the underlying contents of the region.

The assigned PMA properties and attributes for U74 memory regions are shown in Table 8 and Table 9 for external and internal regions, respectively.

The configured memory regions of the U74 are listed with their attributes in Table 10.

Port Type	Access Properties	Attributes
Memory Port	Read, Write, Execute	Atomics+LR/SC, Data Cacheable, Instruction Cacheable, Instruction Speculation
Peripheral Port	Read, Write, Execute	Atomics, Instruction Cacheable
System Port	Read, Write, Execute	Instruction Cacheable

Table 8: Physical Memory Attributes for External Regions

Region	Access Properties	Attributes
Bus-Error Unit	Read, Write	Atomics
CLINT	Read, Write	Atomics
Debug	None	N/A
Error Device	Read, Write, Execute	Atomics
L2 Cache Controller	Read, Write	Atomics
L2 LIM	Read, Write, Execute	Atomics
L2 Zero Device	Read, Write, Execute	Atomics, Instruction Cacheable
PLIC	Read, Write	Atomics
Reserved	None	N/A

Table 9: Physical Memory Attributes for Internal Regions

All memory map regions support word, half-word, and byte size data accesses.

Atomic access support enables the RISC-V standard Atomic (A) Extension for atomic instructions. These atomic instructions are further documented in Section 3.4 for the U7 core. The load-reserved (LR) and store-conditional (SC) instructions are only supported on the data cacheable region, marked in Table 8 with "Atomics+LR/SC".

No region supports unaligned accesses. An unaligned access will generate the appropriate trap: instruction address misaligned, load address misaligned, or store/AMO address misaligned.

All accesses to the Debug Module from the core in non-Debug mode will trap.

The Physical Memory Protection unit is capable of controlling access properties based on address ranges, not ports. It has no control over the attributes of an address range, however.

4.2 Memory Map

The memory map of the U74 is shown in Table 10.

Base	Top	Attr.	Description
0x0000_0000	0x0000_0FFF		Debug
0x0000_1000	0x0000_2FFF		Reserved
0x0000_3000	0x0000_3FFF	RWX A	Error Device
0x0000_4000	0x016F_FFFF		Reserved
0x0170_0000	0x0170_0FFF	RW A	Bus-Error Unit
0x0170_1000	0x01FF_FFFF		Reserved
0x0200_0000	0x0200_FFFF	RW A	CLINT
0x0201_0000	0x0201_3FFF	RW A	L2 Cache Controller
0x0201_4000	0x07FF_FFFF		Reserved
0x0800_0000	0x0801_FFFF	RWX A	L2 LIM
0x0802_0000	0x09FF_FFFF		Reserved
0x0A00_0000	0x0BFF_FFFF	RWXI A	L2 Zero Device
0x0C00_0000	0x0FFF_FFFF	RW A	PLIC
0x1000_0000	0x1FFF_FFFF		Reserved
0x2000_0000	0x3FFF_FFFF	RWXI A	Peripheral Port (512 MiB)
0x4000_0000	0x5FFF_FFFF	RWXI	System Port (512 MiB)
0x6000_0000	0x7FFF_FFFF		Reserved
0x8000_0000	0x9FFF_FFFF	RWXIDA	Memory Port (512 MiB)
0xA000_0000	0xFFFF_FFFF		Reserved

Table 10: U74 Memory Map. Physical Memory Attributes: **R**–Read, **W**–Write, **X**–Execute, **I**–Instruction Cacheable, **D**–Data Cacheable, **A**–Atomics

Chapter 5

Programmer's Model

The U74 implements the 64-bit RISC-V architecture. The following chapter provides a reference for programmers and an explanation of the extensions supported by RV64GC.

This chapter contains a high-level discussion of the RISC-V instruction set architecture and additional resources which will assist software developers working with RISC-V products. The U74 is an implementation of the RISC-V RV64GC architecture, and is guaranteed to be compatible with all applicable RISC-V standards. RV64GC can emulate almost any other RISC-V ISA extension.

5.1 Base Instruction Formats

RISC-V base instructions are fixed to 32 bits in length and must be aligned on a four-byte boundary in memory. RISC-V ISA keeps the source (`rs1` and `rs2`) and destination (`rd`) registers at the same position in all formats to simplify decoding, with the exception of the 5-bit immediates used in CSR instructions.

The various formats are described in Table 11 below.

Format	Description
R	Format for register-register arithmetic/logical operations.
I	Format for register-immediate ALU operations and loads.
S	Format for stores.
B	Format for branches.
U	Format for 20-bit upper immediate instructions.
J	Format for jumps.

Table 11: Base Instruction Formats

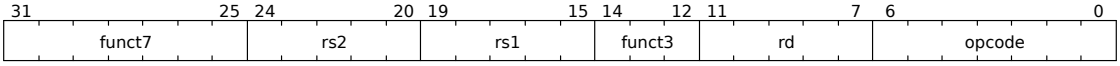


Figure 9: R-Type

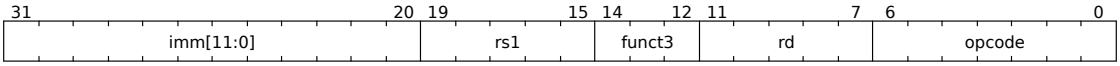


Figure 10: I-Type

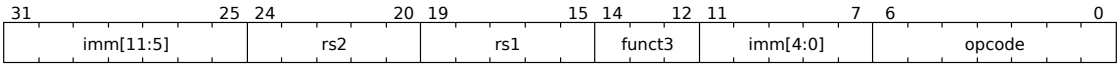


Figure 11: S-Type

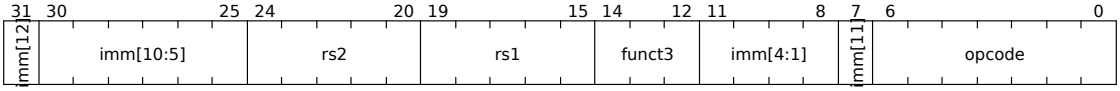


Figure 12: B-Type

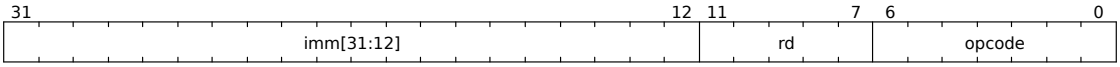


Figure 13: U-Type

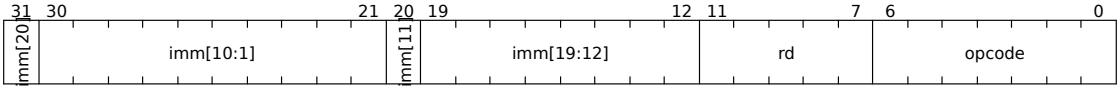


Figure 14: J-Type

The **opcode** field partially specifies an instruction, combined with **funct7** + **funct3** which describe what operation to perform. Each register field (**rs1**, **rs2**, **rd**) holds a 5-bit unsigned integer (0-31) corresponding to a register number (`x0` - `x31`). Sign-extension is one of the most critical operations on immediates (particularly for XLEN>32), and in RISC-V the sign bit for all immediates is always held in bit 31 of the instruction to allow sign-extension to proceed in parallel with instruction decoding.

5.2 I Extension: Standard Integer Instructions

This section discusses the standard integer instructions supported by RISC-V. Integer computational instructions don’t cause arithmetic exceptions.

5.2.1 R-Type (Register-Based) Integer Instructions

funct7			funct3		opcode	Instruction
00000000	rs2	rs1	000	rd	0110011	ADD
01000000	rs2	rs1	000	rd	0110011	SUB
00000000	rs2	rs1	001	rd	0110011	SLL
00000000	rs2	rs1	010	rd	0110011	SLT
00000000	rs2	rs1	011	rd	0110011	SLTU
00000000	rs2	rs1	100	rd	0110011	XOR
00000000	rs2	rs1	101	rd	0110011	SRL
01000000	rs2	rs1	101	rd	0110011	SRA
00000000	rs2	rs1	110	rd	0110011	OR
00000000	rs2	rs1	111	rd	0110011	AND

Instruction	Description
ADD `rd`, `rs1`, `rs2`	Performs the addition of `rs1` and `rs2`, result stored in `rd`.
SUB `rd`, `rs1`, `rs2`	Performs the subtraction of `rs2` from `rs1`, result stored in `rd`.
SLL `rd`, `rs1`, `rs2`	Logical left shift (zeros are shifted into the lower bits) shift amount is encoded in the lower 5 bits of `rs2`.
SLT `rd`, `x0`, `rs2`	Signed and compare sets `rd` to 1 if `rs2` is not equal to zero, otherwise sets `rd` to zero.
SLTU `rd`, `x0`, `rs2`	Unsigned compare sets `rd` to 1 if `rs2` is not equal to zero, otherwise sets `rd` to zero.
SRL `rd`, `rs1`, `rs2`	Logical right shift (zeros are shifted into the lower bits) shift amount is encoded in the lower 5 bits of `rs2`.
SRA `rd`, `rs1`, `rs2`	Arithmetic right shift, shift amount is encoded in the lower 5 bits of `rs2`.
OR `rd`, `rs1`, `rs2`	Bitwise logical OR.
AND `rd`, `rs1`, `rs2`	Bitwise logical AND.
XOR `rd`, `rs1`, `rs2`	Bitwise logical XOR.

Below is an example of an ADD instruction.

add x18, x19, x10

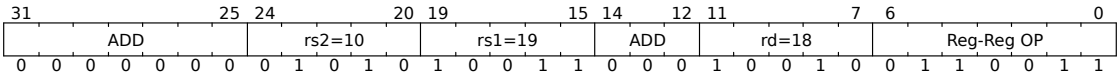


Figure 15: ADD Instruction Example

5.2.2 I-Type Integer Instructions

For I-Type integer instruction, one field is different from R-format. `rs2` and `funct7` are replaced by the 12-bit signed immediate, `imm[11:0]`, which can hold values in range [-2048, +2047]. The

immediate is always sign-extended to 32-bits before being used in an arithmetic operation. Bits [31:12] receive the same value as bit 11.

imm			**func3**		**opcode**	**Instruction**
imm[11:0]		rs1	000	rd	0010011	ADDI
imm[11:0]		rs1	010	rd	0010011	SLTI
imm[11:0]		rs1	011	rd	0010011	SLTIU
imm[11:0]		rs1	100	rd	0010011	XORI
imm[11:0]		rs1	110	rd	0010011	ORI
imm[11:0]		rs1	111	rd	0010011	ANDI
00000000	shamnt	rs1	001	rd	0010011	SLLI
00000000	shamnt	rs1	101	rd	0010011	SRLI
01000000	shamnt	rs1	001	rd	0010011	SRAI

One of the higher-order immediate bits is used to distinguish "shift right logical" (SRLI) from "shift right arithmetic" (SRAI).

Instruction	**Description**
ADDI	Adds the sign-extended 12-bit immediate to register `rs1`. Arithmetic overflow is ignored and the result is simply the low 64-bits of the result. ADDI `rd`, `rs1`, 0 is used to implement the MV `rd`, `rs1` assembler pseudoinstruction.
SLTI	Set less than immediate. Places the value 1 in register `rd` if register `rs1` is less than the sign extended immediate when both are treated as signed numbers, else 0 is written to `rd`.
SLTIU	Compares the values as unsigned numbers (i.e., the immediate is first sign-extended to 64-bits then treated as an unsigned number). Note: SLTIU `rd`, `rs1`, 1 sets `rd` to 1 if `rs1` equals zero, otherwise sets `rd` to 0 (assembler pseudo instruction SEQZ `rd`, `rs`).
XORI	Bitwise XOR on register `rs1` and the sign-extended 12-bit immediate and place the result in `rd`.
ORI	Bitwise OR on register `rs1` and the sign-extended 12-bit immediate and place the result in `rd`.
ANDI	Bitwise AND on register `rs1` and the sign-extended 12-bit immediate and place the result in `rd`.
SLLI	Shift Left Logical. The operand to be shifted is in `rs1`, and the shift amount is encoded in the lower 5 bits of the I-immediate field.
SRLI	Shift Right Logical. The operand to be shifted is in `rs1`, and the shift amount is encoded in the lower 5 bits of the I-immediate field.
SRAI	Shift Right Arithmetic. The operand to be shifted is in `rs1`, and the shift amount is encoded in the lower 5 bits of the I-immediate field (the original sign bit is copied into the vacated upper bits).

Shift-by-immediate instructions only use lower 5 bits of the immediate value for shift amount (can only shift by 0-31 bit positions).

Below is an example of an ADDI instruction.

addi x15, x1, -50

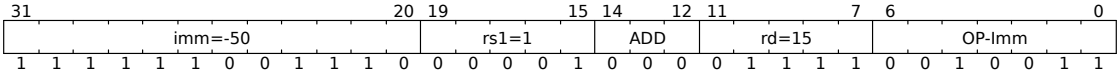


Figure 16: ADDI Instruction Example

5.2.3 I-Type Load Instructions

For I-Type load instructions, a 12-bit signed immediate is added to the base address in register rs1 to form the memory address. In Table 12 below, **funct3** field encodes size and signedness of load data.

imm		func3		opcode	Instruction
imm[11:0]	rs1	000	rd	00000011	LB
imm[11:0]	rs1	001	rd	00000011	LH
imm[11:0]	rs1	010	rd	00000011	LW
imm[11:0]	rs1	100	rd	00000011	LBU
imm[11:0]	rs1	101	rd	00000011	LHU

Table 12: I-Type Load Instructions

Instruction	Description
LB `rd`, `rs1`, `imm`	Load Byte, loads 8 bits (1 byte) and sign-extends to fill destination 32-bit register.
LH `rd`, `rs1`, `imm`	Load Half-Word. Loads 16 bits (2 bytes) and sign-extends to fill destination 32-bit register.
LW `rd`, `rs1`, `imm`	Load Word, 32 bits.
LBU `rd`, `rs1`, `imm`	Load Unsigned Byte (8-bit).
LHU `rd`, `rs1`, `imm`	Load Unsigned Half-Word, which zero-extends 16 bits to fill destination 32-bit register.

Below is an example of a LW instruction.

lw x14, 8(x2)

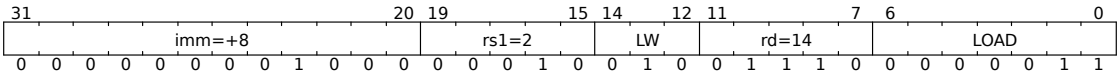


Figure 17: LW Instruction Example

5.2.4 S-Type Store Instructions

Store instructions need to read two registers: `rs1` for base memory address and `rs2` for data to be stored, as well as an immediate offset. The effective byte address is obtained by adding register `rs1` to the sign-extended 12-bit offset. Note that stores don't write a value to the register file, as there is no `rd` register used by the instruction. In RISC-V, the lower 5 bits of immediate are moved to where the `rd` field was in other instructions, and the `rs1`/`rs2` fields are kept in same place. The registers are kept always in the same place because a critical path for all operations includes fetching values from the registers. By always placing the read sources in the same place, the register file can read the registers without hesitation. If the data ends up being unnecessary (e.g. I-Type), it can be ignored.

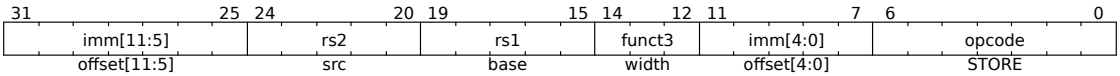


Figure 18: Store Instructions

imm			func3	imm	opcode	Instruction
imm[11:5]	rs2	rs1	000	imm[4:0]	01000011	SB
imm[11:5]	rs2	rs1	001	imm[4:0]	01000011	SH
imm[11:5]	rs2	rs1	010	imm[4:0]	01000011	SW

Table 13: S-Type Store Instructions

Instruction	Description
SB `rs2`, `imm[11:0](rs1)`	Store 8-bit value from the low bits of register `rs2` to memory.
SH `rs2`, `imm[11:0](rs1)`	Store 16-bit value from the low bits of register `rs2` to memory.
SW `rs2`, `imm[11:0](rs1)`	Store 32-bit value from the low bits of register `rs2` to memory.

Below is an example SW instruction.

sw x14, 8(x2)

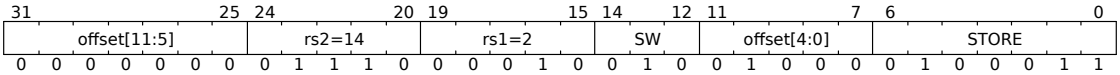


Figure 19: SW Instruction Example

5.2.5 Unconditional Jumps

The jump and link (JAL) instruction uses the J-type format, where the J-immediate encodes a signed offset in multiples of 2 bytes. The offset is sign-extended and added to the address of the jump instruction to form the jump target address. Jumps can therefore target a ±1 MiB range. JAL stores the address of the instruction following the jump (pc+4) into register `rd`. The standard software calling convention uses `x1` as the return address register and `x5` as an alternate link register.

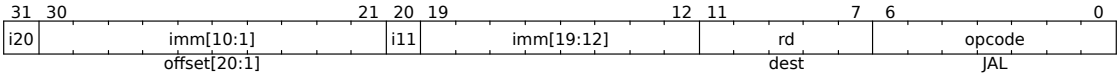


Figure 20: JAL Instruction

The indirect jump instruction JALR (jump and link register) uses the I-type encoding. The target address is obtained by adding the sign-extended 12-bit I-immediate to the register rs1, then setting the least-significant bit of the result to zero. The address of the instruction following the jump (pc+4) is written to register rd. Register x0 can be used as the destination if the result is not required.

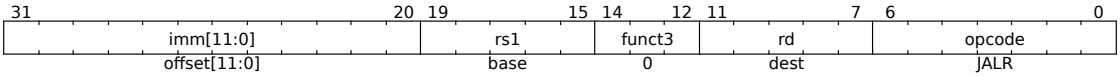


Figure 21: JALR Instruction

Both JAL and JALR instructions will generate an instruction-address-misaligned exception if the target address is not aligned to a four-byte boundary.

Instruction	Description
JAL `rd`, `imm[20:1]`	Jump and link
JALR `rd`, `rs1`, `imm[11:0]`	Jump and link register

5.2.6 Conditional Branches

All branch instructions use the B-Type instruction format. The 12-bit immediate represents values -4096 to +4094 in 2-byte increments. The offset is sign-extended and added to the address of the branch instruction to give the target address. The conditional branch range is ±4 KiB.

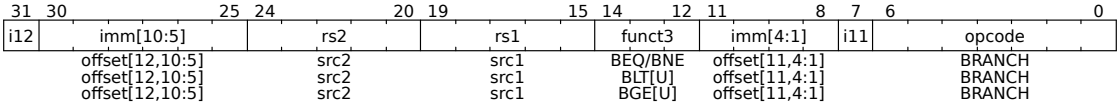


Figure 22: Branch Instructions

imm			func3	imm	opcode	Instruction
imm[12,10:5]	rs2	rs1	000	imm[4:1,11]	110011	BEQ
imm[12,10:5]	rs2	rs1	001	imm[4:1,11]	110011	BNE
imm[12,10:5]	rs2	rs1	100	imm[4:1,11]	110011	BLT
imm[12,10:5]	rs2	rs1	101	imm[4:1,11]	110011	BGE
imm[12,10:5]	rs2	rs1	110	imm[4:1,11]	110011	BLTU
imm[12,10:5]	rs2	rs1	111	imm[4:1,11]	110011	BGEU

Instruction	Description
BEQ `rs1`, `rs2`, `imm[12:1]`	Take the branch if registers `rs1` and `rs2` are equal.
BNE `rs1`, `rs2`, `imm[12:1]`	Take the branch if registers `rs1` and `rs2` are unequal.
BLT `rs1`, `rs2`, `imm[12:1]`	Take the branch if `rs1` is less than `rs2`.
BGE `rs1`, `rs2`, `imm[12:1]`	Take the branch if `rs1` is greater than or equal to `rs2`.
BLTU `rs1`, `rs2`, `imm[12:1]`	Take the branch if `rs1` is less than `rs2` (unsigned).
BGEU `rs1`, `rs2`, `imm[12:1]`	Take the branch if `rs1` is greater than or equal to `rs2` (unsigned).

Note

Software should be optimized such that the sequential code path is the most common path, with less-frequently taken code paths placed out of line. Software should also assume that backward branches will be predicted taken and forward branches as not taken, at least the first time they are encountered. Dynamic predictors should quickly learn any predictable branch behavior.

ISA Base Instruction	Assembly pseudo instruction	
BEQ `rs`, `x0`, `offset`	`beqz rs,offset`	Branch if = zero

5.2.7 Upper-Immediate Instructions

Figure 23: Upper-Immediate Instructions

LUI (load upper immediate) is used to build 32-bit constants and uses the U-type format. LUI places the U-immediate value in the top 20 bits of the destination register `rd`, filling in the lowest 12 bits with zeros. Together with an ADDI to set low 12 bits, can create any 32-bit value in a register using two instructions (LUI/ADDI).

For example:

LUI x10, 0x87654 # x10 = `0x8765_4000`

ADDI x10, x10, 0x321 # x10 = `0x8765_4321`

AUIPC (add upper immediate to `pc`) is used to build pc-relative addresses and uses the U-type format. AUIPC forms a 32-bit offset from the 20-bit U-immediate, filling in the lowest 12 bits with

zeros, and adds this offset to the address of the AUIPC instruction, then places the result in register `rd`.

5.2.8 Memory Ordering Operations

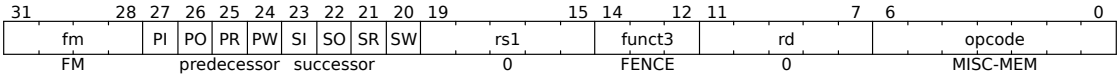


Figure 24: FENCE Instructions

The `FENCE` instruction is used to order device I/O and memory accesses as viewed by other RISC-V harts and external devices or coprocessors. Any combination of device input (I), device output (O), memory reads (R), and memory writes (W) may be ordered with respect to any combination of the same. These operations are discussed further in Section 5.11.

5.2.9 Environment Call and Breakpoints

`SYSTEM` instructions are used to access system functionality that might require privileged access and are encoded using the I-type instruction format. These can be divided into two main classes: those that atomically read-modify-write control and status registers (CSRs), and all other potentially privileged instructions.

5.2.10 NOP Instruction

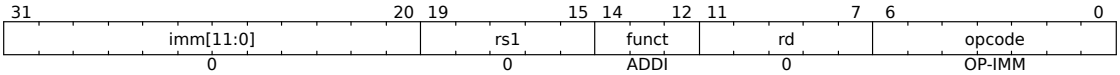


Figure 25: NOP Instructions

The NOP instruction does not change any architecturally visible state, except for advancing the pc and incrementing any applicable performance counters. NOP is encoded as **ADDI x0, x0, 0**.

5.3 M Extension: Multiplication Operations

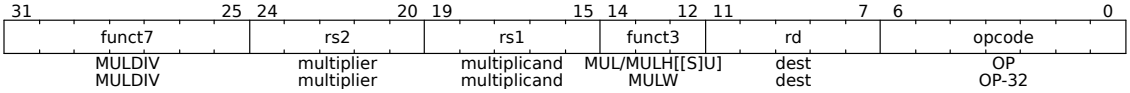


Figure 26: Multiplication Operations

Instruction	Description
MUL `rd`, `rs1`, `rs2`	Multiplication of `rs1` by `rs2` and places the lower 64-bits in the destination register.
MULH `rd`, `rs1`, `rs2`	Multiplication that return the upper 64-bits of the full 2×64-bit product.
MULHU `rd`, `rs1`, `rs2`	Unsigned multiplication that return the upper 64-bits of the full 2×64-bit product.
MULHSU `rd`, `rs1`, `rs2`	Signed rs1 multiple unsigned rs2 that return the upper 64-bits of the full 2×64-bit product.
MULW `rd`, `rs1`, `rs2`	RV64 instruction that multiplies the lower 32 bits of the source registers, placing the sign-extension of the lower 32 bits of the result into the destination register.

Combining MUL and MULH together creates one multiplication operation.

5.3.1 Division Operations

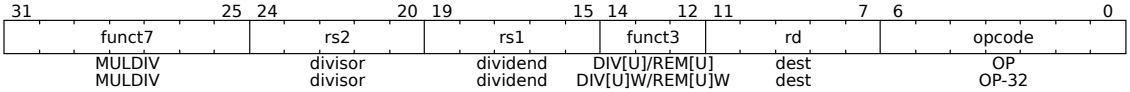


Figure 27: Division Operations

Instruction	Description
DIV `rd`, `rs1`, `rs2`	64-bits by 64-bits signed division of `r1` by `rs2` rounding towards zero.
DIVU `rd`, `rs1`, `rs2`	64-bits by 64-bits unsigned division of `r1` by `rs2` rounding towards zero.
REM `rd`, `rs1`, `rs2`	Remainder of the corresponding division.
REMU `rd`, `rs1`, `rs2`	Unsigned remainder of the corresponding division.
DIVW `rd`, `rs1`, `rs2`	RV64 instruction. Signed divide the lower 32 bits of `rs1` by the lower 32 bits of `rs2`.
DIVUW `rd`, `rs1`, `rs2`	RV64 instruction. Unsigned divide the lower 32 bits of `rs1` by the lower 32 bits of `rs2`.
REMW `rd`, `rs1`, `rs2`	Singed remainder.
REMUW `rd`, `rs1`, `rs2`	Unsigned remainder sign-extend the 32-bit result to 64 bits, including on a divide by zero.
MULDIV `rd`, `rs1`, `rs`	Multiply Divide.

Combining DIV and REM together creates on division operation.

5.4 A Extension: Atomic Operations

Atomic operations are defined as operations that automatically read-modify-write memory to support sychronization between multiple RISC-V harts running in the same memory space.

5.4.1 Atomic Load-Reserve and Store-Conditional Instructions

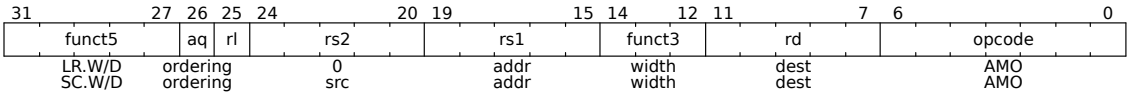


Figure 28: Atomic Operations

Instruction	Description
LR.W	Load Reserve. Loads a word from the address in `rs1`, places the sign-extended value in `rd`, and registers a reservation set—a set of bytes that subsumes the bytes in the addressed word.
SC.W	Store Conditional Conditionally writes a word in `rs2` to the address in `rs1`: the SC.W succeeds only if the reservation is still valid and the reservation set contains the bytes being written. If the SC.W succeeds, the instruction writes the word in `rs2` to memory, and it writes zero to `rd`. If the SC.W fails, the instruction does not write to memory, and it writes a nonzero value to `rd`. Executing an SC.W instruction invalidates any reservation held by this hart.
LR.D	RV64 - Loads doubleword.
SC.D	RV64 - Stores doubleword.

For RV64, the sign-extended value of LR.W and SC.W is placed in `rd`.

> **Note**
>
> Only cores with data caches support the LR/SC instructions used by the A-Extension. Cores with DTIMs will *NOT*.

5.4.2 Atomic Memory Operations (AMOs)

The atomic memory operation (AMO) instructions perform read-modify-write operations for multiprocessor synchronization. These AMO instructions atomically load a data value from the address in `rs1`, place the value into register `rd`, apply a binary operator to the loaded value and the original value in `rs2`, then store the result back to the address in `rs1`.

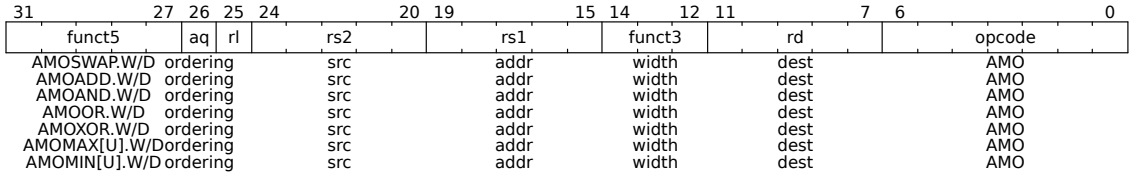


Figure 29: Atomic Memory Operations

Instruction	Description
AMOSWAPW/D	Word / doubleword swap.
AMOADD.W/D	Word / doubleword add.
AMOAND.W/D	Word / doubleword and.
AMOOR.W/D	Word / doubleword or.
AMOXOR.W/D	Word / doubleword xor.
AMOMIN.W/D	Word / doubleword minimum.
AMOMINU.W/D	Unsigned word / doubleword minimum.
AMOMAX.W/D	Word / doubleword maximum.
AMOMAXU.W/D	Unsigned word / doubleword maximum.

For RV64, 32-bit AMOs always sign-extend the value placed in `rd`.

5.5 F Extension: Single-Precision Floating-Point Instructions

The F Extension implements single-precision floating-point computational instructions compliant with the IEEE 754-2008 arithmetic standard. The F Extension adds 32 floating-point registers, `f0`–`f31`, each 32 bits wide, and a floating-point control and status register `fcsr`. Floating-point load and store instructions transfer floating-point values between registers and memory, and instructions to transfer values to and from the integer register file are also provided.

5.5.1 Floating-Point Control and Status Registers

Floating-Point Control and Status Register, `fcsr`, is a RISC-V control and status register (CSR). The register selects the dynamic rounding mode for floating-point arithmetic operations and holds the accrued exception flags.

Figure 30: Floating-Point Control and Status Register

Flag Mnemonic	Flag Meaning
NV	Invalid Operation
DZ	Divide by Zero
OF	Overflow
UF	Underflow
NX	Inexact

The `fcsr` register can be read and written with the FRCSR and FSCSR instructions. The FRRM instruction reads the Rounding Mode field `frm`. FSRM swaps the value in `frm` with an integeter register. FRFLAGS and FSFLAGS are defined analogously for the Accrued Exception Flags field `fflags`.

5.5.2 Rounding Modes

Floating-point operations use either a static rounding mode encoded in the instruction, or a dynamic rounding mode held in `frm`. A value of 111 in the instruction's rm field selects the dynamic rounding mode held in `frm`. If `frm` is set to an invalid value (101–111), any subsequent attempt to execute a floating-point operation with a dynamic rounding mode will raise an illegal instruction exception. Some instructions, including widening conversions, have the `rm` field, but are nevertheless unaffected by the rounding mode. Software should set their `rm` field to RNE (000).

Rounding Mode	Mnemonic	Meaning
000	RNE	Round to Nearest, ties to Even.
001	RTZ	Round towards Zero.
010	RDN	Round Down (towards - ∞).
011	RUP	Round Up (towards + ∞).
100	RMM	Round to Nearest, ties to Max Magnitude.
101		*Invalid. Reserved for future use.*
110		*Invalid. Reserved for future use.*
111	DYN	In instruction's `rm` field, selects dynamic rounding mode; In Rounding Mode register, *Invalid*.

5.5.3 Single-Precision Load and Store Instructions

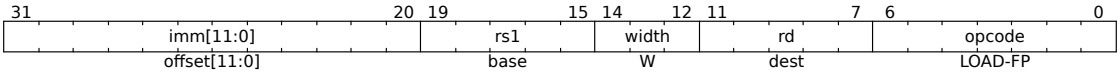


Figure 31: Load Floating-Point Instruction

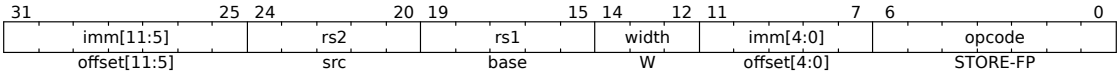


Figure 32: Store Floating-Point Instruction

Instruction	Description
FLW `rd`, `rs1`, `imm`	Loads a single-precision floating-point value from memory into floating-point register.
FSW `imm`, `rs1`, `rs2`	Stores a single-precision value from floating-point register rs2 to memory.

5.5.4 Single-Precision Floating-Point Computational Instructions

31–27	26–25	24–20	19–15	14–12	11–7	6–0
funct5	fmt	rs2	rs1	rm	rd	opcode
FADD/FSUB	S	src2	src1	RM	dest	OP-FP
FMUL/FDIV	S	src2	src1	RM	dest	OP-FP
FSQRT	S	0	src	RM	dest	OP-FP
FMIN-MAX	S	src2	src1	MIN/MAX	dest	OP-FP

Figure 33: Single-Precision Floating-Point Computation Instructions

Instruction	Description
FADD.S	Single-precision floating-point addition.
FMUL.S	Single-precision floating-point multiplication.
FSUB.S	Single-precision floating-point subtraction.
FDIV.S	Single-precision floating-point division.
FSQRT.S	Single-precision floating-point square root.
FMIN.S	Single-precision floating-point minimum number.
FMAX.S	Single-precision floating-point maximum number.
FMADD.S	Single-precision floating-point multiply and add.
FMSUB.S	Single-precision floating-point multiply and subtract.
FNMSUB.S	Single-precision floating-point multiply and subtract.
FNMADD.S	Single-precision floating-point multiply add and negate.

5.5.5 Single-Precision Floating-Point Conversion and Move Instructions

Floating-Point Conversion Instructions

31–27	26–25	24–20	19–15	14–12	11–7	6–0
funct5	fmt	rs2	rs1	rm	rd	opcode
FCV.*int.fmt*	S	W[U]/L[U]	src	RM	dest	OP-FP
FCV.*fmt.int*	S	W[U]/L[U]	src	RM	dest	OP-FP

Figure 34: Single-Precision Floating-Point Conversion Instructions

Instruction	Description
FCVT.W.S `rd`, `rs1`	Convert floating point number to signed 32-bit integer.
FCVT.L.S `rd`, `rs1`	Convert floating point number to signed 64-bit integer.
FCVT.S.W `rd`, `rs1`	Converts 32-bit integer to floating point.
FCVT.S.L `rd`, `rs1`	Converts 64-bit integer to floating point.
FCVT.WU.S `rd`, `rs1`	Converts floating point to unsigned 32-bit integer.
FCVT.LU.S `rd`, `rs1`	Converts floating point to unsigned 64-bit integer.
FCVT.S.WU `rd`, `rs1`	Converts unsigned 32-bit integer to floating point.
FCVT.S.LU `rd`, `rs1`	Converts unsigned 64-bit integer to floating point.

Floating-Point to Floating-Point Sign-Injection Instructions

The floating-point to floating-point sign-injection instructions produce a result that takes all bits except the sign bit from `rs1`. The sign-injection instructions provide floating-point MV, ABS and NEG.

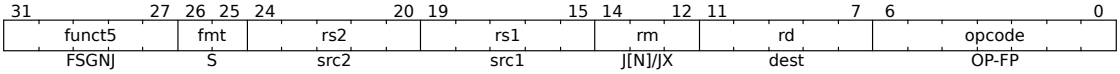


Figure 35: Floating-Point to Floating-Point Sign Injection Instructions

Instruction	Description
FSGNJ.S `rd`, `rs1`, `rs2`	Produce a result that takes all bits except the sign bit from `rs1` the result's sign bit is `rs2` sign bit.
FSGNJN.S `rd`, `rs1`, `rs2`	The result's sign bit is the opposite of `rs2` sign bit.
FSGNJX.S `rd`, `rs1`, `rs2`	The sign bit is the XOR of the sign bits of `rs1` and `rs2`.
FSGNJ `rd`, `rs1`, `rs2`	Moves ry to rx.
FSGNJX `rd`, `rs1`, `rs2`	Moves the negation of ry to rx.

Floating-Point Move Instructions

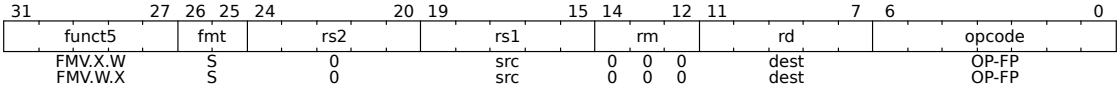


Figure 36: Floating-Point Move Instructions

Instruction	Description
FMV.X.W	Moves the single-precision value in floating-point register `rs1` represented in IEEE 754-2008 encoding to the lower 32 bits of integer register `rd`.
FMV.W.X	Encoding from the lower 32 bits of integer register `rs1` to the floating-point register `rd`.

5.5.6 Single-Precision Floating-Point Compare Instructions

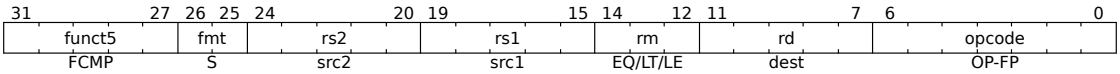


Figure 37: Single-Precision Compare Instructions

Instruction	Description
FEQ.S `rd`, `rs1`, `rs2`	Quiet comparison between floating-point registers.
FLT.S `rd`, `rs1`, `rs2`	Writing 1 to the integer register `rd` if `rs1` less then `rs2`. Performs signaling comparisons. Set the invalid operation exception flag if either input is NaN.
FLE.S `rd`, `rs1`, `rs2`	Writing 1 to the integer register `rd` if `rs1` less or equal to `rs2`. Performs signaling comparisons. Set the invalid operation exception flag if either input is NaN.

Single-Precision Floating-Point Classify Instruction

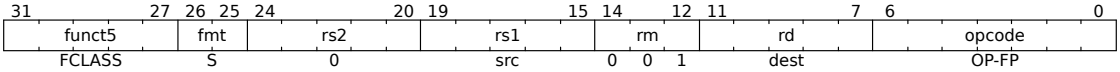


Figure 38: Single-Precision Classify Instruction

Instruction	Description
FCLASS.S `rd`, `rs1`, `rs2`	Examines the value in floating-point register `rs1` and writes to integer. Here, `rd` is a 10-bit mask that indicates the class of the floating-point number.

rd bit	Meaning
0	`rs1` is -∞
1	`rs1` is negative normal number
2	`rs1` is a negative subnormal number
3	`rs1` is -0
4	`rs1` is +0
5	`rs1` is a positive subnormal number
6	`rs1` is a positive normal number
7	`rs1` is +∞
8	`rs1` is a signaling NaN
9	`rs1` is a quiet NaN

5.6 D Extension: Double-Precision Floating-Point Instructions

The D extension widens the 32 floating-point registers, `f0`–`f31`, to 64 bits. The f registers can now hold either 32-bit or 64-bit floating-point values. When multiple floating-point precisions are supported, then valid values of narrower n-bit types, n < FLEN, are represented in the lower n bits of an FLEN-bit. Any operation that writes a narrower result to an f register must write all 1s to the uppermost FLEN-n bits to yield a legal NaN-boxed value. Floating-point n-bit transfer operations move external values held in IEEE standard formats into and out of the f registers, and comprise floating-point loads and stores and floating point move instructions.

5.6.1 Double-Precision Load and Store Instructions

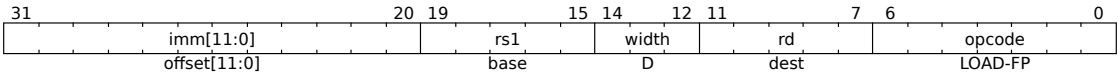


Figure 39: Double-Precision Load Instruction

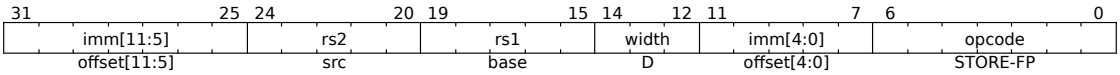


Figure 40: Double-Precision Store Instruction

Instruction	Description
FLD `rd`, `rs1`, `imm`	Loads a double-precision floating-point value from memory into floating-point register `rd`.
FSD `imm`, `rs1`, `rs2`	Stores a double-precision value from the floating-point registers to memory.

FLD and FSD are only guaranteed to execute atomically if the effective address is naturally aligned and XLEN≥64. These instructions do not modify the bits being transfered; in particular, the payloads of non-canonical NaNs are preserved.

5.6.2 Double-Precsion Floating-Point Computational Instructions

The double-precision floating-point computational instructions are defined analogously to their single-precision counterparts, but operate on double-precision operands and produce double precision results.

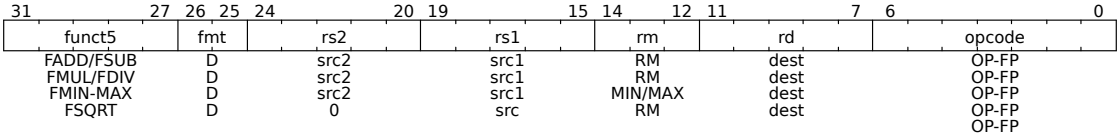


Figure 41: Double-Precision Computational Instructions

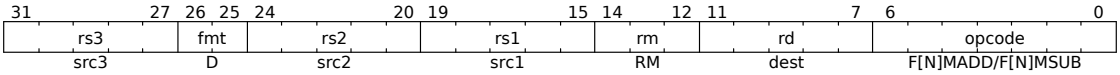


Figure 42: Double-Precision Fused Computational Instructions

Instruction	Description
FADD.D	Floating point addition.
FSUB.D	Floating point subtraction.
FMUL.D	Floating point multiplication.
FDIV.D	Floating point division.
FMIN.D	Floating point minimum.
FMAX.D	Floating point maximum.
FSQRT.D	Floating point square root.
FMADD.D	Floating point multiply add.
FMSUB.D	Floating point multiply subtract.

5.6.3 Double-Precision Floating-Point Conversion and Move Instructions

Double-Precsion Floating-Point Conversion Instructions

All floating-point to integer and integer to floating-point conversion instructions round according to the `rm` field.

31–27	26–25	24–20	19–15	14–12	11–7	6–0
funct5	fmt	rs2	rs1	rm	rd	opcode
FCVT.*int*.D	D	W[U]/L[U]	src	RM	dest	OP-FP
FCVT.D.*int*	D	W[U]/L[U]	src	RM	dest	OP-FP

Figure 43: Double-Precision Floating-Point to Integer and Integer to Floating-Point Conversion Instructions

31–27	26–25	24–20	19–15	14–12	11–7	6–0
funct5	fmt	rs2	rs1	rm	rd	opcode
FCVT.S.D	S	D	src	RM	dest	OP-FP
FCVT.D.S	D	S	src	RM	dest	OP-FP

Figure 44: Double-Precision to Single-Precision and Single-Precision to Double-Precsion Floating-Point Conversion Instructions

Instruction	Description
FCVT.W.D	Converts a double-precision floating-point number in floating-point register `rs1` to a signed 32-bit integer.
FCVT.L.D	Converts a double-precision floating-point number in floating-point register `rs1` to a signed 64-bit integer.
FCVT.D.W	Converts a 32-bit signed integer, in integer register `rs1` into a double-precision floating-point number in floating-point register `rd`.
FCVT.D.L	Converts a 64-bit signed integer,integer register `rs1` into a double-precision floating-point number in floating-point register `rd`.
FCVT.WU.D	Converts double precision floating-point number to an unsigned integer.
FCVT.LU.D	Converts a double-precision floating-point number in floating-point register `rs1` to a unsigned 64-bit integer.
FCVT.D.WU	Converts a double-precision floating-point number in floating-point register `rs1` to a unsigned 64-bit integer.
FCVT.D.LU	Converts a 32-bit unsigned integer, in integer register `rs1` into a double-precision floating-point number in floating-point register `rd`.

In RV64, FCVT.W[U].D sign-extends the 32-bit result.

FCVT.D.W[U] always produces an exact result and is unaffected by rounding mode.

Double-Precision Floating-Point to Floating-Point Sign-Injection Instructions

31–27	26–25	24–20	19–15	14–12	11–7	6–0
funct5	fmt	rs2	rs1	rm	rd	opcode
FSGNJ	D	src2	src1	J[N]/JX	dest	OP-FP

Figure 45: Double-Precision Floating-Point to Floating-Point Sign-Injection Instructions

Instruction	Description
FSGNJ.D	Produce a result that takes all bits except the sign bit from `rs1` the result's sign bit is `rs2's sign bit.
FSGNJN.D	The result's sign bit is the opposite of `rs2's sign bit.
FSGNJX.D	The sign bit is the XOR of the sign bits of `rs1` and `rs2`.

Double-Precision Floating-Point Move Instructions

The RV64 architecture provides instructions to move bit patters between the floating-point and integer registers.

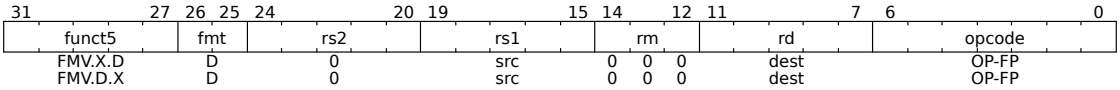


Figure 46: Double-Precision Floating-Point Move Instructions

Instruction	Description
FMV.X.D	moves the double-precision value in floating-point register rs1 to a representation in IEEE 754-2008 standard encoding in integer register rd
FMV.D.X	moves the double-precision value encoded in IEEE 754-2008 standard encoding from the integer register rs1 to the floating-point register rd

FMV.X>D and FMV.D.X do not modify the bits being trnasferred; in particular, the payloads of non-canonical NaNs are preserved.

5.6.4 Double-Precision Floating-Point Compare Instructions

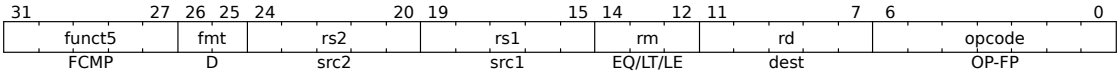


Figure 47: Double-Precision Floating-Point Compare Instructions

Instruction	Description
FEQ.D	Quiet comparison between floating-point registers.
FLT.D	Writing 1 to the integer register `rd` if `rs1` less then `rs2`. Performs signaling comparisons. Set the invalid operation exception flag if either input is NaN.
FLE.D	Writing 1 to the integer register `rd` if `rs1` less or equal to `rs2`. Performs signaling comparisons. Set the invalid operation exception flag if either input is NaN.

5.6.5 Double-Precision Floating-Point Classify Instruction

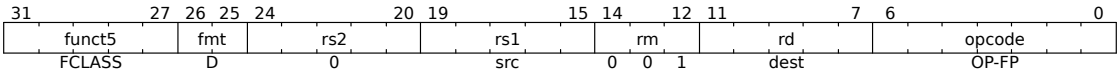


Figure 48: Double-Precision Floating-Point Classify Instruction

Instruction	Description
FCLASS.D	Examines the value in floating-point register `rs1` and writes to integer register `rd` a 10-bit mask that indicates the class of the floating-point number.

5.7 C Extension: Compressed Instructions

The C Extension reduces static and dynamic code size by adding short 16-bit instruction encodings for common operations. The C extension can be added to any of the base ISAs (RV32, RV64, RV128), and we use the generic term "RVC" to cover any of these. Typically, 50%–60% of the RISC-V instructions in a program can be replaced with RVC instructions, resulting in a 25%–30% code-size reduction. The C extension is compatible with all other standard instruction extensions. The C extension allows 16-bit instructions to be freely intermixed with 32-bit instructions, with the latter now able to start on any 16-bit boundary, i.e., IALIGN=16. With the addition of the C extension, no instructions can raise instruction-address-misaligned exceptions. It is important to note that the C extension is not designed to be a stand-alone ISA, and is meant to be used alongside a base ISA. The compressed 16-bit instruction format is designed around the assumption that `x1` is the return address register and `x2` is the stack pointer.

5.7.1 Compressed 16-bit Instruction Formats

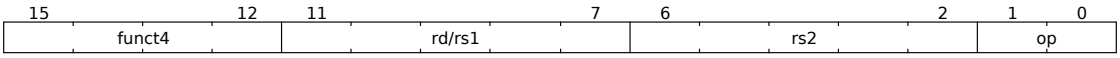


Figure 49: CR Format - Register

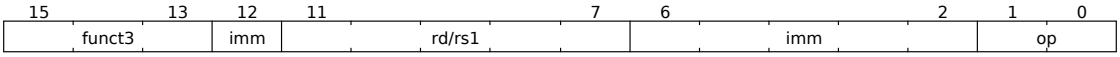


Figure 50: CI Format - Immediate

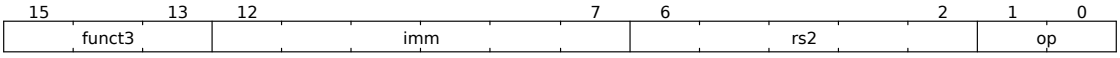


Figure 51: CSS Format - Stack-relative Store

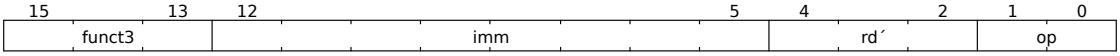


Figure 52: CIW Format - Wide Immediate

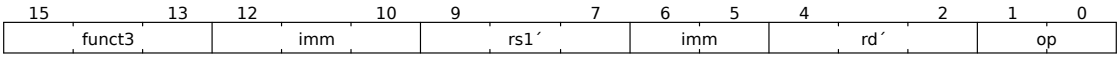


Figure 53: CL Format - Load

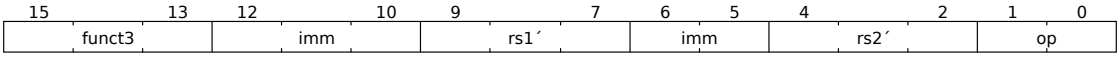


Figure 54: CS Format - Store

15–10	9–7	6–5	4–2	1–0
funct6	rd´/ rs1´	funct2	rs2´	op

Figure 55: CA Format - Arithmetic

15–13	12–10	9–7	6–2	1–0
funct3	offset	rs1´	offset`	op

Figure 56: CJ Format - Jump

5.7.2 Stack-Pointed-Based Loads and Stores

The compressed load instructions are expressed in CI format.

15–13	12	11–7	6–2	1–0
funct3	imm	rd	imm	op
C.LWSP	offset[5]	dest != 0	offset[4:2|7:6]	C2
C.LDSP	offset[5]	dest != 0	offset[4:3|8:6]	C2
C.LQSP	offset[5]	dest != 0	offset[4|9:6]	C2
C.FLWSP	offset[5]	dest	offset[4:2|7:6]	C2
C.FLDSP	offset[5]	dest	offset[4:3|8:6]	C2

Figure 57: Stack-Pointed-Based Loads

Instruction	Description
C.LWSP	Loads a 32-bit value from memory into register `rd`.
C.LDSP	RV64C Instruction which loads a 64-bit value from memory into register `rd`.
C.LQSP	RV128C loads a 128-bit value from memory into register `rd`.
C.FLWSP	RV32FC Instruction that loads a single-precision floating-point value from memory into floating-point register `rd`.
C.FLDSP	RV32DC/RV64DC Instruction that loads a double-precision floating-point value from memory into floating-point register `rd`.

The compressed store instructions are expressed in CSS format.

15–13	12–7	6–2	1–0
funct3	imm	rs2	op
C.SWSP	offset[5:2|7:6]	src	C2
C.SDSP	offset[5:3|8:6]	src	C2
C.SQSP	offset[5:4|9:6]	src	C2
C.FSWSP	offset[5:2|7:6]	src	C2
C.FSDSP	offset[5:3|8:6]	src	C2

Figure 58: Stack-Pointed-Based Stores

Instruction	Description
C.LWSP	Loads a 32-bit value from memory into register `rd`.
C.SWSP	Stores a 32-bit value in register `rs2` to memory.
C.SDSP	RV64C/RV128C instruction that stores a 64-bit value in register `rs2` to memory.
C.SQSP	RV128C instruction that stores a 128-bit value in register `rs2` to memory.
C.FSWSP	RV32FC instruction that stores a single-precision floating-point value in floating-point register `rs2` to memory.
C.FSDSP	RV32DC/RV64DC instruction that stores a double-precision floating-point value in floating-point register `rs2` to memory.

5.7.3 Register-Based Loads and Stores

The compressed register-based load instructions are expressed in CL format.

15–13	12–10	9–7	6–5	4–2	1–0
funct3	imm	rs1´	imm	rd´	op
C.LW	offset[5:3]	base	offset[2|6]	dest	C0
C.LD	offset[5:3]	base	offset[7:6]	dest	C0
C.LQ	offset[5|4|8]	base	offset[7:6]	dest	C0
C.FLW	offset[5:3]	base	offset[2|6]	dest	C0
C.FLD	offset[5:3]	base	offset[7:6]	dest	C0

Figure 59: Register-Based Loads

Instruction	Description
C.LW	Loads a 32-bit value from memory into register rd.
C.LD	RV64C/RV128C-only instruction that loads a 64-bit value from memory into register `rd`.
C.LQ	RV128C-only instruction that loads a 128-bit value from memory into register `rd`.
C.FLW	RV32FC-only instruction that loads a single-precision floating-point value from memory into floating-point register `rd`.
C.FLD	RV32DC/RV64DC-only instruction that loads a double-precision floating-point value from memory into floating-point register `rd`.

The compressed register-based store instructions are expressed in CS format.

15–13	12–10	9–7	6–5	4–2	1–0
funct3	imm	rs1´	imm	rs2´	op
C.SW	offset[5:3]	base	offset[2|6]	src	C0
C.SD	offset[5:3]	base	offset[7:6]	src	C0
C.SQ	offset[5|4|8]	base	offset[7:6]	src	C0
C.FSW	offset[5:3]	base	offset[2|6]	src	C0
C.FSD	offset[5:3]	base	offset[7:6]	src	C0

Figure 60: Register-Based Stores

Instruction	Description
C.SW	Stores a 32-bit value in register `rs2` to memory.
C.SD	RV64C/RV128C instruction that stores a 64-bit value in register `rs2` to memory.
C.SQ	RV128C instruction that stores a 128-bit value in register `rs2` to memory.
C.FSW	RV32FC instruction that stores a single-precision floating-point value in floating point register `rs2` to memory.
C.FSD	RV32DC/RV64DC instruction that stores a double-precision floating-point value in floating-point register `rs2` to memory.

5.7.4 Control Transfer Instructions

RVC provides unconditional jump instructions and conditional branch instructions.

The unconditional jump instructions are expressed in CJ format.

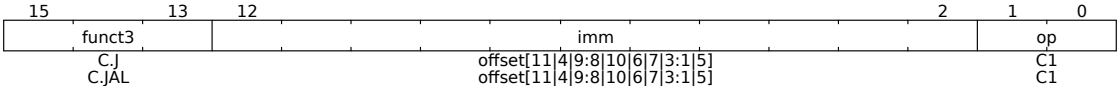


Figure 61: Unconditional Jump Instructions

Instruction	Description
C.J	Unconditional control transfer.
C.JAL	RV32C instruction that performs the same operation as C.J, but additionally writes the address of the instruction following the jump (pc+2) to the link register, `x1`.

The unconditional control transfer instructions are expressed in CR format.

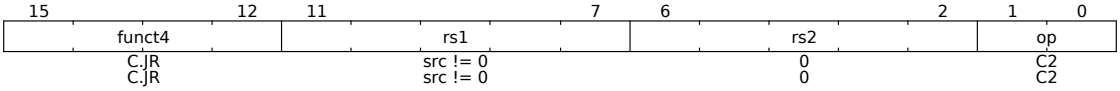


Figure 62: Unconditional Control Transfer Instructions

Instruction	Description
C.JR	Performs an unconditional control transfer to the address in register `rs1`.
C.JALR	Performs the same operation as C.JR, but additionally writes the address of the instruction following the jump (pc+2) to the link register, `x1`.

The conditional control transfer instructions are expressed in CB format.

15–13	12–10	9–7	6–2	1–0
funct3	imm	rs1´	imm	op
C.BEQZ	offset[8|4:3]	src	offset[7:6|2:1|5]	C1
C.BNEZ	offset[8|4:3]	src	offset[7:6|2:1|5]	C1

Figure 63: Conditional Control Transfer Instructions

Instruction	Description
C.BEQZ	Conditional control transfers. Takes the branch if the value in register `rs1'` is zero.
C.BNEZ	Conditional control transfers. Takes the branch if `rs1'` contains a nonzero value.

5.7.5 Integer Computational Instructions

Integer Constant-Generation Instructions

15–13	12	11–7	6–2	1–0
funct3	imm[5]	rd	imm	op
C.LI	imm[5]	dest != 0	imm[4:0]	C1
Cl.LUI	nzimm[17]	dest != {0,2}	imm[16:12]	C1

Figure 64: Constant Generation Instructions

Instruction	Description
C.LI	Loads the sign-extended 6-bit immediate, `imm`, into register `rd`.
C.LUI	Loads the non-zero 6-bit immediate field into bits 17–12 of the destination register, clears the bottom 12 bits, and sign-extends bit 17 into all higher bits of the destination

Integer Register-Immediate Operations

15–13	12	11–7	6–2	1–0
funct3	imm[5]	rd/rs1	imm[4:0]	op
C.ADDI	nzimm[5]	dest != 0	nzimm[4:0]	C1
C.ADDIW	imm[5]	dest != 0	imm[4:0]	C1
C.ADDI16SP	nzimm[9]	2	nzimm[4|6|8:7|5]	C1

Instruction	Description
C.ADDI	Adds the non-zero sign-extended 6-bit immediate to the value in register rd then writes the result to `rd`.
C.ADDIW	RV64C/RV128C instruction that performs the same computation but produces a 32-bit result, then sign-extends result to 64 bits.
C.ADDI16SP	Adds the non-zero sign-extended 6-bit immediate to the value in the stack pointer (`sp`=x2), where the immediate is scaled to represent multiples of 16 in the range (-512,496). C.ADDI16SP is used to adjust the stack pointer in procedure prologues and epilogues.

15–13	12–5	4–2	1–0
funct3	imm	rd´	op
C.ADDI4SPN	nzuimm[5:4|9:6|2|3]	dest	C0

Instruction	Description
C.ADDI4SPN	Adds a zero-extended non-zero immediate, scaled by 4, to the stack pointer, `x2`, and writes the result to `rd′`.

15–13	12	11–7	6–2	1–0
funct3	shamt[5]	rd/rs1	shamt[4:0]	op
C.SLLI	shamt[5]	dest != 0	shamt[4:0]	C2

Instruction	Description
C.SLLI	Performs a logical left shift of the value in register `rd` then writes the result to `rd`. The shift amount is encoded in the `shamt` field.

15–13	12	11–10	9–7	6–2	1–0
funct3	shamt[5]	funct2	rd´/rs1´	shamt[4:0]	op
C.SRLI	shamt[5]	C.SRLI	dest	shamt[4:0]	C1
C.SRAI	shamt[5]	C.SRAI	dest	shamt[4:0]	C1

Instruction	Description
C.SRLI	Logical right shift of the value in register `rd′` then writes the result to `rd′`. The shift amount is encoded in the `shamt` field.
C.SRAI	Arithmetic right shift of the value in register `rd′` then writes the result to `rd′`. The shift amount is encoded in the `shamt` field.

15–13	12	11–10	9–7	6–2	1–0
funct3	imm[5]	funct2	rd´/rs1´	imm[4:0]	op
C.ANDI	imm[5]	C.ANDI	dest	imm[4:0]	C1

Instruction	Description
C.ANDI	Computes the bitwise AND of the value in register `rd′` and the sign-extended 6-bit immediate, then writes the result to `rd′`.

Integer Register-Register Operations

15–12	11–7	6–2	1–0
funct3	rd/rs1	rs2	op
C.MV	dest != 0	src != 0	C2
C.ADD	dest != 0	src != 0	C2

Instruction	Description
C.MV	Copies the value in register `rs2` into register `rd`.
C.ADD	Adds the values in registers `rd` and `rs2` and writes the result to register rd.

15–10	9–7	6–5	4–2	1–0
funct6	rd´/rs1´	funct2	rs2´	op
C.AND	dest	C.AND	src	C1
C.OR	dest	C.OR	src	C1
C.XOR	dest	C.XOR	src	C1
C.SUB	dest	C.SUB	src	C1
C.ADDW	dest	C.ADDW	src	C1
C.SUBW		C.SUBW		

Instruction	Description
C.AND	Computes the bitwise AND of the values in registers `rd′` and `rs2′`.
C.OR	Computes the bitwise OR of the values in registers `rd′` and `rs2′`.
C.XOR	Computes the bitwise XOR of the values in registers `rd′` and `r2′`.
C.SUB	Subtracts the value in register `rs2′` from the value in register `rd′`.
C.ADDW	RV64C/RV128C-only instruction that adds the values in registers `rd′` and `rs2′`, then sign-extends the lower 32 bits of the sum before writing the result to register `rd`.
C.SUBW	RV64C/RV128C-only instruction that subtracts the value in register `rs2′` from the value in register `rd′`, then sign-extends the lower 32 bits of the difference before writing the result to register `rd`.

Defined Illegal Instruction

A 16-bit intruction with all bits zero is permanently reserved as an illegal instruction.

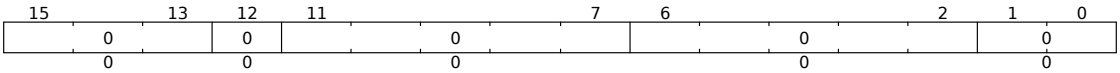


Figure 65: Defined Illegal Instruction

5.8 Zicsr Extension: Control and Status Register Instructions

RISC-V defines a separate address space of 4096 Control and Status registers associated with each hart. The defined instructions access counter, timers and floating point status registers.

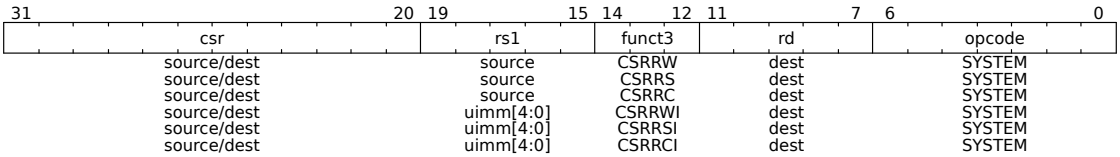


Figure 66: Zicsr Instructions

Instruction	Description
CSRRW `rd`, `rs1` `csr`	Instruction atomically swaps values in the CSRs and integer registers.
CSRRS `rd`, `rs1` `csr`	Instruction reads the value of the CSR, zeroextends the value to 64-bits, and writes it to integer register rd. The initial value in integer register `rs1` is treated as a bit mask that specifies bit positions to be set in the CSR.
CSRRC `rd`, `rs1` `csr`	Instruction reads the value of the CSR, zeroextends the value to 64-bits, and writes it to integer register rd. The initial value in integer register `rs1` is treated as a bit mask that specifies bit positions to be cleared in the CSR.
CSRRWI `rd`, `rs1` `csr`	Update the CSR using an 64-bit value obtained by zero-extending a 5-bit unsigned immediate (uimm[4:0]) field encoded in the rs1 field instead of a value from an integer register.
CSRRSI `rd`, `rs1` `csr`	Update the CSR using an 64-bit value obtained by zero-extending a 5-bit unsigned immediate (uimm[4:0]) field encoded in the rs1 field instead of a value from an integer register.
CSRRCI `rd`, `rs1` `csr`	If the uimm[4:0] field is zero, then these instructions will not write to the CSR.

The CSRRWI, CSRRSI, and CSRRCI instructions are similar in kind to CSRRW, CSRRS, and CSRRC respectively, except in that they update the CSR using an 64-bit value obtained by zero-extending a 5-bit unsigned immediate (uimm[4:0]) field encoded in the rs1 field instead of a value from an integer register. For CSRRSI and CSRRCI, these instructions will not write to the CSR if the uimm[4:0] field is zero, and they shall not cause any of the size effecs that might otherwise occur on a CSR write. For CSRRWI, if `rd` = `x0`, then the instruction shall not read the CSR and shall not cause any of the side effects that might occur on a CSR read. Both CSRRSI and CSRRCI will always read the CSR and cause any read side effects regardless of the `rd` and `rs1` fields.

Table 14 shows if a CSR reads or writes given a particular CSR.

Register Operand				
Instruction	**rd**	**rs1**	**read CSR?**	**write CSR?**
CSRRW	`x0`	-	no	yes
CSRRW	`!x0`	-	yes	yes
CSRRS/C	-	`x0`	yes	no
CSRRS/C	-	`!x0`	yes	yes
Immediate Operand				
Instruction	**rd**	**uimm**	**read CSR?**	**write CSR?**
CSRRWI	`x0`	-	no	yes
CSRRWI	`!x0`	-	yes	yes
CSRRS/CI	-	0	yes	no
CSRRS/CI	-	!0	yes	yes

Table 14: CSR Reads and Writes

5.8.1 Control and Status Registers

The control and status registers (CSRs) are only accessible using variations of the CSRR (Read) and CSRRW (Write) instructions. Only the CPU executing the csr instruction can read or write these registers, and they are not visible by software outside of the core they reside on. The standard RISC-V ISA sets aside a 12-bit encoding space (csr[11:0]) for up to 4,096 CSRs. Attempts to access a non-existent CSR raise an illegal instruction exception. Attempts to access a CSR without appropriate privilege level or to write a read-only register also raise illegal instruction. A read/write register might also contain some bits that are read-only, in which case writes to the read-only bits are ignored. Each core functionality has its own control and status registers which are described in the corresponding section.

5.8.2 Defined CSRs

The following tables describe the currently defined CSRs, categorized by privilege level. The usage of the CSRs below is implementation specific. CSRs are only accessbile when operating within a specific access mode (user mode, machine mode, and Debug mode). Therefore, attempts to access a non-existent CSR raise an illegal instruction exception, and attempts to access a CSR without appropriate privilege level or to write a read-only register also raise illegal instruction exceptions. A read/write register might also contain some bits that are read-only, in which casewrites to the read-only bits are ignored.

Number	Privilege	Name	Description
User Trap Setup			
`0x000`	RW	`ustatus`	User status register.
`0x004`	RW	`uie`	User interrupt-enable register.
`0x005`	RW	`utvec`	User trap handler base address.
User Trap Handling			
`0x040`	RW	`uscratch`	Scratch register for use trap handlers.
`0x041`	RW	`uepc`	User exception program counter.
`0x042`	RW	`ucause`	User trap cause.
`0x043`	RW	`ubadaddr`	User bad address.
`0x044`	RW	`uip`	User interrupt pending.
User Floating-Point CSRs			
`0x001`	RW	`fflags`	Floating-Point Accrued Exceptions.
`0x002`	RW	`frm`	Floating-Point Dynamic Rounding Mode.
`0x003`	RW	`fcsr`	Floating-Point Control and Status Register (`frm` + `fflags`).
User Counter/Timers			
`0xC00`	RO	`cycle`	Cycle counter for RDCYCLE instruction.
`0xC01`	RO	`time`	Timer for RDTIME instruction.
`0xC02`	RO	`instret`	Instructions-retired counter for RDINSTRET instruction.
`0xC03`	RO	`hpmcounter3`	Performance-monitoring counter.
`0xC04`	RO	`hpmcounter4`	Performance-monitoring counter.
		…	
`0xC1F`	RO	`hpmcounter31`	Performance-monitoring counter.
`0xC80`	RO	`cycleh`	Upper 32 bits of `cycle`, RV32I only.
`0xC81`	RO	`timeh`	Upper 32 bits of `time`, RV32I only.
`0xC82`	RO	`instreth`	Upper 32 bits of `instret`, RV32I only.
`0xC83`	RO	`hpmcounter3h`	Upper 32bits of `hpmcounter3`, RV32I only.
`0xC84`	RO	`hpmcounter4h`	Upper 32bits of `hpmcounter4`, RV32I only.
		…	
`0xC9F`	RO	`hpmcounter31h`	Upper 32bits of `hpmcounter31`, RV32I only.

Table 15: User Mode CSRs

Number	Privilege	Name	Description
Supervisor Trap Setup			
`0x100`	RW	`sstatus`	Supervisor status register.
`0x102`	RW	`sedeleg`	Supervisor exception delegation register.
`0x103`	RW	`sideleg`	Supervisor interrupt delegation register.
`0x104`	RW	`sie`	Supervisor interrupt-enable register.
`0x105`	RW	`stvec`	Supervisor trap handler base address.
Supervisor Trap Handling			
`0x140`	RW	`sscratch`	Scratch register for supervisor trap handlers.
`0x141`	RW	`sepc`	Supervisor exception program counter.
`0x142`	RW	`scause`	Supervisor trap cause.
`0x143`	RW	`sbadaddr`	Supervisor bad address.
`0x144`	RW	`sip`	Supervisor interrupt pending.
Supervisor Protection and Translation			
`0x180`	RW	`sptbr`	Page-table base register.

Table 16: Supervisor Mode CSRs

Number	Privilege	Name	Description
Machine Information Registers			
`0xF11`	RO	`mvendorid`	Vendor ID.
`0xF12`	RO	`marchid`	Architecture ID.
`0xF13`	RO	`mimpid`	Implementation ID.
`0xF14`	RO	`mhartid`	Hardware thread ID.
Machine Trap Setup			
`0x300`	RW	`mstatus`	Machine status register.
`0x301`	RW	`misa`	ISA and extensions.
`0x302`	RW	`medeleg`	Machine exception delegation register.
`0x303`	RW	`mideleg`	Machine interrupt delegation register.
`0x304`	RW	`mie`	Machine interrupt-enable register.
`0x305`	RW	`mtvec`	Machine trap-hanlder base address.
Machine Trap Handling			
`0x340`	RW	`mscratch`	Scratch register for machine trap handlers.
`0x341`	RW	`mepc`	Machine exception program counter.
`0x342`	RW	`mcause`	Machine trap cause.
`0x343`	RW	`mbadaddr`	Machine bad address.
`0x344`	RW	`mip`	Machine interrupt pending.
Machine Protection and Translation			
`0x380`	RW	`mbase`	Base register.
`0x381`	RW	`mbound`	Bound register.
`0x382`	RW	`mibase`	Instruction base register.
`0x383`	RW	`mibound`	Instruction bound register.
`0x384`	RW	`mdbase`	Data base register.
`0x385`	RW	`mdbound`	Data bound register.
Machine Counter/Timers			
`0xB00`	RW	`mcycle`	Machine cycle counter.
`0xB02`	RW	`minstret`	Machine instruction-retired counter.
`0xB03`	RW	`mhpmcounter3`	Machine performance-monitoring counter.
`0xB04`	RW	`mhpmcounter4`	Machine performance-monitoring counter.
		...	
`0xB1F`	RW	`mhpmcounter31`	Machine performance-monitoring counter.
`0xB80`	RW	`mcycleh`	Upper 32 bits of `mcycle`, RV32I only.
`0xB82`	RW	`minstreth`	Upper 32 bits of `minstret`, RV32I only.
`0xB83`	RW	`mhpmcounter3h`	Upper 32 bits of `mhpmcounter3`, RV32I only.
`0xB84`	RW	`mhpmcounter4h`	Upper 32 bits of `mhpmcounter4`, RV32I only.
		...	
`0xB9F`	RW	`mhpmcounter31h`	Upper 32 bits of `mhpmcounter31`, RV32I only.
Debug/Trace Register (shared with Debug Mode)			
`0x7A0`	RW	`tselect`	Debug/Trace trigger register select.
`0x7A1`	RW	`tdata1`	First Debug/Trace trigger data register.

Table 17: Machine Mode CSRs

Number	Privilege	Name	Description
`0x7A2`	RW	`tdata2`	Second Debug/Trace trigger data register.
`0x7A3`	RW	`tdata3`	Third Debug/Trace trigger data register.

Table 17: Machine Mode CSRs

Number	Privilege	Name	Description
`0x7B0`	RW	`dcsr`	Debug control and status register.
`0x7B1`	RW	`dpc`	Debug PC.
`0x7B2`	RW	`dscratch`	Debug scratch register.

Table 18: Debug Mode Registers

5.8.3 CSR Access Ordering

On a given hart, explicit and implicit CSR access are performed in program order with respect to those instructions whose execution behavior is affected by the state of the accessed CSR. In particular, a CSR access is performed after the execution of any prior instructions in program order whose behavior modifies or is modified by the CSR state and before the execution of any subsequent instructions in program order whose behavior modifies or is modified by the CSR state.

Furthermore, a CSR read access instruction returns the accessed CSR state before the execution of the instruction, while a CSR write access instruction updates the accessed CSR state after the execution of the instruction. Where the above program order does not hold, CSR accesses are weakly ordered, and the local hart or other harts may observe the CSR accesses in an order different from program order. In addition, CSR accesses are not ordered with respect to explicit memory accesses, unless a CSR access modifies the execution behavior of the instruction that performs the explicit memory access or unless a CSR access and an explicit memory access are ordered by either the syntactic dependencies defined by the memory model or the ordering requirements defined by the Memory-Ordering PMAs. To enforce ordering in all other cases, software should execute a FENCE instruction between the relevant accesses. For the purposes of the `FENCE` instruction, CSR read accesses are classified as device input (I), and CSR write accesses are classified as device output (O). For more about the FENCE instructions, see Section 5.11. For CSR accesses that cause side effects, the above ordering constraints apply to the order of the initiation of those side effects but does not necessarily apply to the order of the completion of those side effects.

5.8.4 SiFive RISC-V Implementation Version Registers

`mvendorid`

The value in `mvendorid` is `0x489`, corresponding to SiFive's JEDEC number.

`marchid`

The value in `marchid` indicates the overall microarchitecture of the core and at SiFive we use this to distinguish between core generators. The RISC-V standard convention separates `marchid` into open-source and proprietary namespaces using the most-significant bit (MSB) of the `marchid` register; where if the MSB is clear, the `marchid` is for an open-source core, and if the MSB is set, then `marchid` is a proprietary microarchitecture. The open-source namespace is managed by the RISC-V Foundation and the proprietary namespace is managed by SiFive.

SiFive's E3 and S5 cores are based on the open-source 3/5-Series microarchitecture, which has a Foundation-allocated `marchid` of 1. Our other generators are numbered according to the core series.

Value	Core Generator
`0x80…07`	7-Series Processor (E7, S7, U7 series)

Table 19: Core Generator Encoding of `marchid`

`mimpid`

The value in `mimpid` holds the release tag for the generator used to build this implementation.

Reading Implementation Version Registers

To read the `mvendorid`, `marchid` and `mimpid` registers, simply replace `mimpid` with `mvendorid` or `marchid` as needed.

In C:

```
uintptr_t mimpid;
__asm__ volatile("csrr %0, mimpid" : "=r"(mimpid));
```

In Assembly:

```
csrr a5, mimipd
```

5.9 Base Counters and Timers

RISC-V ISAs provide a set of up to 32×64-bit performance counters and timers that are accessible via unprivileged 64-bit read-only CSR registers `0xC00–0xC1F`. The first three of these (CYCLE, TIME, and INSTRET) have dedicated functions; while the remaining counters, if implemented, provide programmable event counting.

The U74 implements `mcycle`, `mtime`, and `minstret` counters, which have dedicated functions: cycle count, real-time clock, and instructions-retired, respectively. The timer functionality is based on the `mtime` register. Additionally, the U74 implements event counters in the form of `mhpmcounter`, which is used to monitor user requested events.

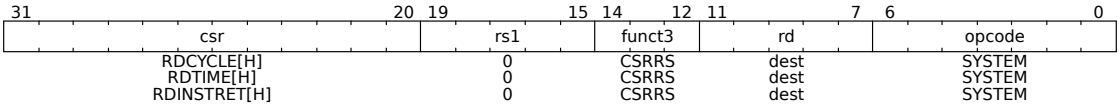


Figure 67: Timers & Counters

Instruction	Description
RDCYCLE `rd`, `rs1`, `cycle`	Reads the low 64-bits of the cycle CSR which holds a count of the number of clock cycles executed by the processor core on which the hart is running from an arbitrary start time in the past.
RDTIME `rd`, `rs1`, `time`	Reads the low 64-bits of the time CSR, which counts wall-clock real time that has passed from an arbitrary start time in the past.
RDINSTRET `rd`, `rs1`, `instret`	reads the low 64-bits of the instret CSR, which counts the number of instructions retired by this hart from some arbitrary start point in the past.

RDCYCLE, RDTIME, and RDINSTRET pseudoinstructions read the full 64 bits of the `cycle`, `time`, and `instret` counters. The RDCYCLE pseudoinstruction reads the low 64-bits of the cycle CSR (`mcycle`), which holds a count of the number of clock cycles executed by the processor core on which the hart is running from an arbitrary start time in the past. The RDTIME pseudoinstruction reads the low 64-bits of the time CSR (`mtime`), which counts wall-clock real time that has passed from an arbitrary start time in the past The RDINSTRET pseudoinstruction reads the low 64-bits of the instret CSR (`minstret`), which counts the number of instructions retired by this hart from some arbitrary start point in the past The rate at which the cycle counter advances is `rtc_clock`. To determine the current rate (cycles per second) of instruction execution, call the `metal_timer_get_timebase_frequency` API. The `metal_timer_get_timebase_frequency` and additional APIs are described in Section 5.9.2 below.

Number	Privilege	Name	Description
`0xC00`	RO	`cycle`	Cycle counter for RDCYCLE instruction
`0xC01`	RO	`time`	Timer for RDTIME instruction
`0xC02`	RO	`instret`	Instruction-retired counter for RDINSTRET instruction

5.9.1 Timer Register

`mtime` is a 64-bit read-write register that contains the number of cycles counted from the `rtc_toggle` signal described in the U74 User Guide. On reset, `mtime` is cleared to zero.

5.9.2 Timer API

The APIs below are used for reading and manipulating the machine timer. Other APIs are described in more detail within the Freedom Metal documentation. https://sifive.github.io/freedom-metal-docs/

Functions

int `metal_timer_get_cyclecount`(int `hartid`, unsigned long long `*cyclecount`)

Read the machine cycle count.

Return

0 upon success

Parameters

- `hartid`: The hart ID to read the cycle count of
- `cyclecount`: The variable to hold the value

int `metal_timer_get_timebase_frequency`(int `hartid`, unsigned long long `*timebase`)

Get the machine timebase frequency.

Return

0 upon success

Parameters

- `hartid`: The hart ID to read the cycle count of
- `timebase`: The variable to hold the value

int `metal_timer_set_tick`(int `hartid`, int `second`)

Set the machine timer tick interval in seconds.

Return

0 upon success

Parameters

- `hartid`: The hart ID to read the cycle count of
- `second`: The number of seconds to set the tick interval to

5.10 ABI - Register File Usage and Calling Conventions

RV64GC has 32 `x` registers that are each 64 bits wide.

Register	ABI Name	Description	Saver
`x0`	`zero`	Hard-wired zero	-
`x1`	`ra`	Return address	Caller
`x2`	`sp`	Stack pointer	Callee
`x3`	`gp`	Global pointer	-
`x4`	`tp`	Thread pointer	-
`x5`	`t0`	Temporary / alternate link register	Caller
`x6-7`	`t1-2`	Temporaries	Caller
`x8`	`s0/fp`	Saved-register / frame-ponter	Callee
`x9`	`s1`	Saved register	Callee
`x10-11`	`a0-1`	Function arguments / return values	Caller
`x12-17`	`a2-7`	Function arguments	Caller
`x18-27`	`s2-11`	Saved registers	Callee
`x28-31`	`t3-6`	Temporaries	Caller
Floating-Point Registers			
`f0-7`	`ft0-7`	FP temporaries	Caller
`f8-9`	`fs0-1`	FP saved registers	Callee
`f10-11`	`fa0-1`	FP arguments / return values	Caller
`f12-17`	`fa2-7`	FP arguments	Caller
`f18-27`	`fa2-11`	FP saved registers	Callee
`f28-31`	`ft8-11`	FP temporaries	Caller

Table 20: RISC-V Registers

The programmer counter PC hold the address of the current instruction.

- `x1 / ra` - holds the return address for a call.
- `x2 / sp` - stack pointer, points to the current routine stack.
- `x8 / fp / s0` - frame pointer, points to the bottom of the top stack frame.
- `x3 / gp` - global pointer, points into the middle of the global data section.
  The common definition is: .data + 0x800. RISC-V immediate values are 12-bit signed values, which is +/- 2048 in decimal or +/- `0x800` in hex. So that global pointer relative accesses can reach their full extent, the global pointer point + `0x800` into the data section. The linker can then relax LUI+LW, LUI+SW into gp-relative LW or SW. i.e. shorter instruction sequences and access most global data using LW at gp +/- offset

  ```
  LW t0 , 0x800(gp)
  LW t1 , 0x7FF(gp)
  ```

- `x4 / tp` - thread pointer, point to thread-local storage (TLS-mostly used in linux and RTOS). If you create a variable in TLS, every thread has its own copy of the variable, i.e. changes to the variable are local to the thread. This is a static area of memory that gets copied for each thread in a program. It is also used to create libraries that have thread-safe functions,

because of the fact that each call to a function has its copy of the same global data, so it's safe.

5.10.1 RISC-V Assembly

RISC-V instructions have opcodes and operands.

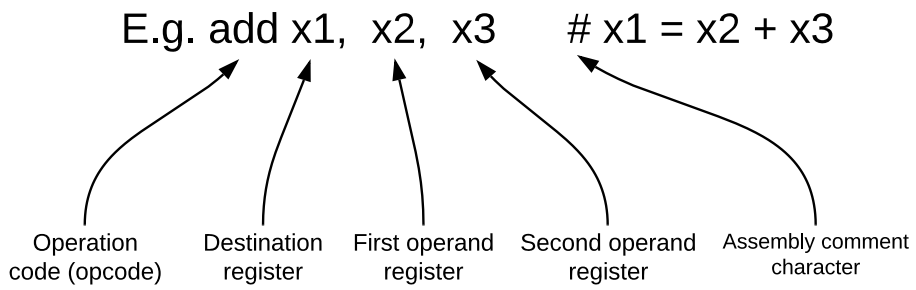


Figure 68: RISC-V Assembly Example

Assembly	C	Description
`add x1,x2,x3`	`a = b + c`	a=`x1`, b=`x2`, c=`x3`
`sub x3,x4,x5`	`d = e - f`	d=`x3`, e=`x4`, f=`x5`
`add x0,x0,x0`	NOP	Writes to `x0` are always ignored
`add x3,x4,x0`	`f = g`	f=`x3`, g=`x4`
`addi x3,x4,-10`	`f = g - 10`	f=`x3`, g=`x4`
`lw x10,12(x13) # 12 = 3x4` `add x11,x12,x10`	`int A[100];` `g = h + A[3];`	Reg `x10` gets A[3] g=`x11`, h=`x12`

`lw x10,12(x13) # 12 = 3x4`
`add x10,x12,x10`
`sw x10,40(x13) # 40 = 10x4`
	`int A[100];`
	`A[10] = h + A[3];`
		Reg `x10` gets A[3]
		h=`x12`
		Reg `x10` gets h + A[3]

`  bne x13,x14,done`
`  add x10,x11,x12`
`done:`
	`if (i == j)`
	`  f = g + h;`
		f=`x10`, g=`x11`, h=`x12`, i=`x13`, j=`x14`

`  bne x10,x14,else`
`  add x10,x11,x12`
`  j done`
`else: sub x10,x11,x12`
`done:`
	`if (i == j)`
	`  f = g + h;`
	`else`
	`  f = g - h;`
		f=`x10`, g=`x11`, h=`x12`, i=`x13`, j=`x14`

5.10.2 Assembler to Machine Code

The following flowchart describes how the assembler converts the RISC-V assembly code to machine code.

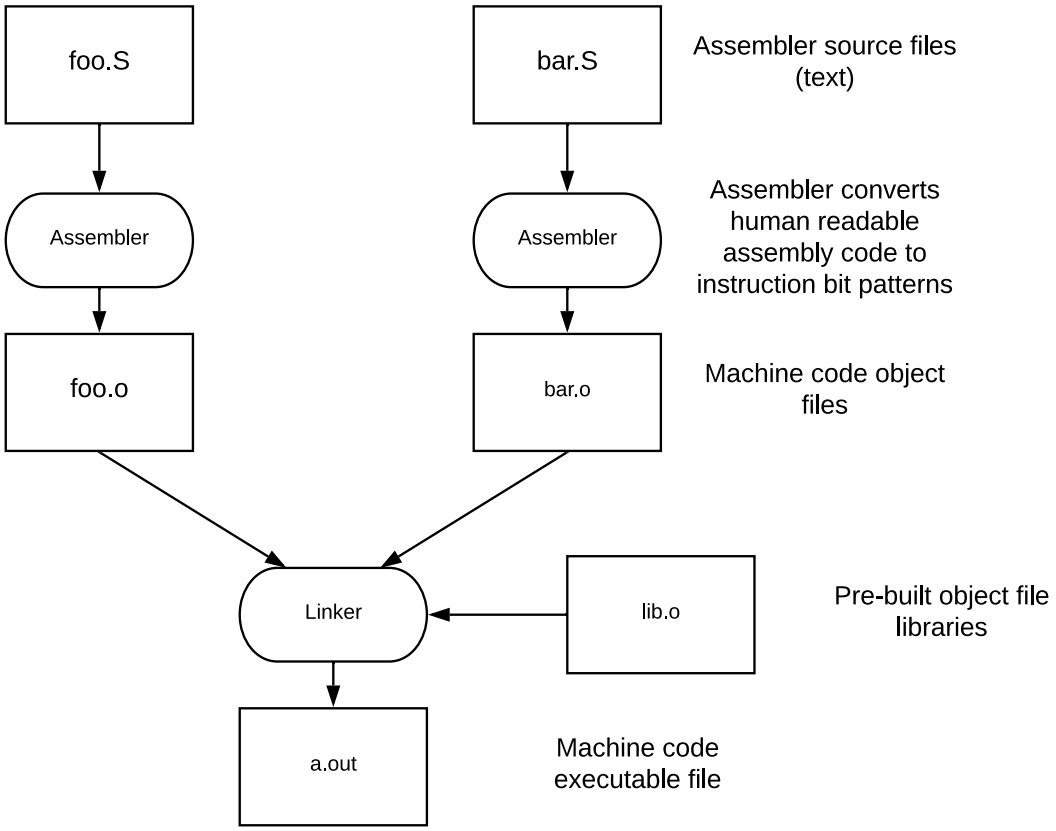
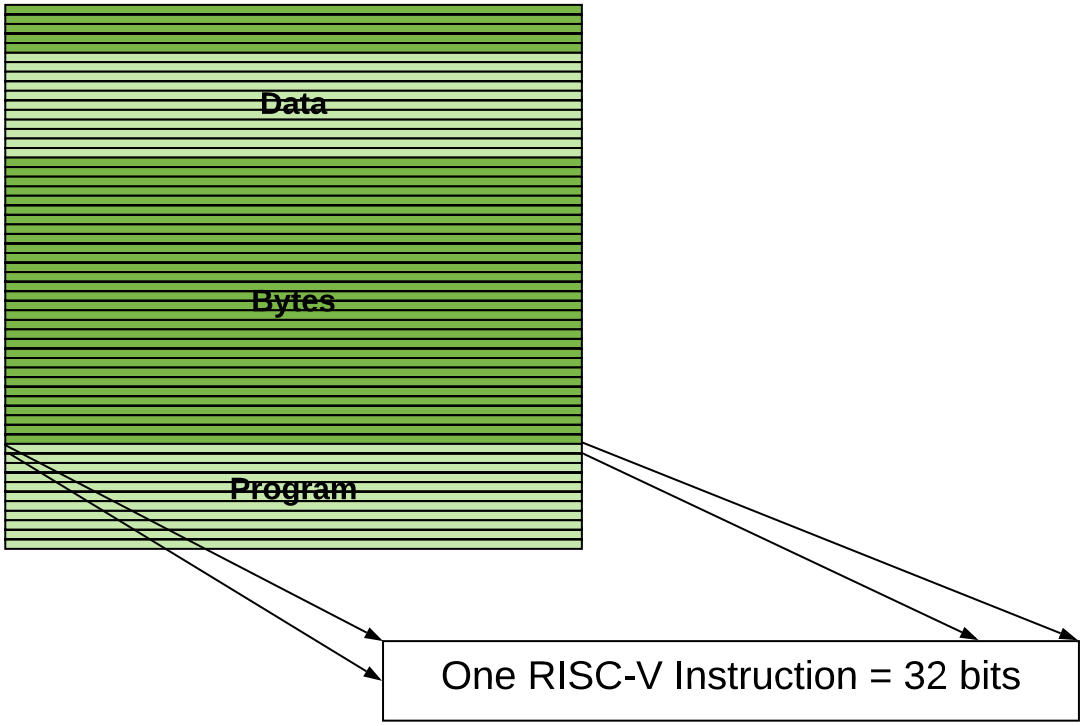


Figure 69: RISC-V Assembly to Machine Code



5.10.3 Calling a Function (Calling Convention)

1. Put parameters in place where function can access them.
2. Transfer control to function.
3. Acquire local resources needed for tunction.
4. Perform function task.
5. Place result values where calling code can access and restore any registers might have used.
6. Return control to original caller.

Caller-saved The function invoked can do whatever it likes with the registers. Callee-saved If a function wants to use registers it needs to store and restore them.

Take, for example, the following function:

```
int leaf(int g, int h, int i, int j) {
      int f;
      f = (g+h) - (i+j);
      return f;
}
```

In this function above, arguments are passed in `a0`, `a1`, `a2` and `a3`. The return value is returned in `a0`.

```
addi sp, sp, -8   # adjust stack for 2 items
sw s1, 4(sp)      # save 1 for use afterwards
sw s0, 0(sp)      # save s0 for use afterwards

add s0,a0,a1      # s0 = g + h
add s1,a2,a3      # s1 = i + j
sub a0,s0,s1      # return value (g + h) - (i + j)

lw s0, 0(sp)      # restore register s0 for caller
lw s1, 4(sp)      # restore register s1 for caller
addi s1, 4(sp)    # adjust stack to delete 2 items
jr ra             # jump back to calling routine
```

In the assembly above, notice that the stack pointer was decremented by 8 to make room to save the registers. Also, `s1` and `s0` are saved and will be stored at the end.

Nested Functions

In the case of nested function calls, values held in `a0-7` and `ra` will be clobbered.

Take, for example, the following function:

```
int sumSquare(int x, int y) {
  return mult(x,x) + y;
}
```

In the function above, a function called `sumSquare` is calling `mult`. To execute the function, there's a value in `ra` that `sumSquare` wants to jump back to, but this value will be overwritten by the call to `mult`.

To avoid this, the `sumSquare` return address must be saved before the call to `mult`. To save the the return address of `sumSquare`, the function can utilize stack memory. The user can use stack memory to preserve automatic (local) variables that don't fit within the registers.

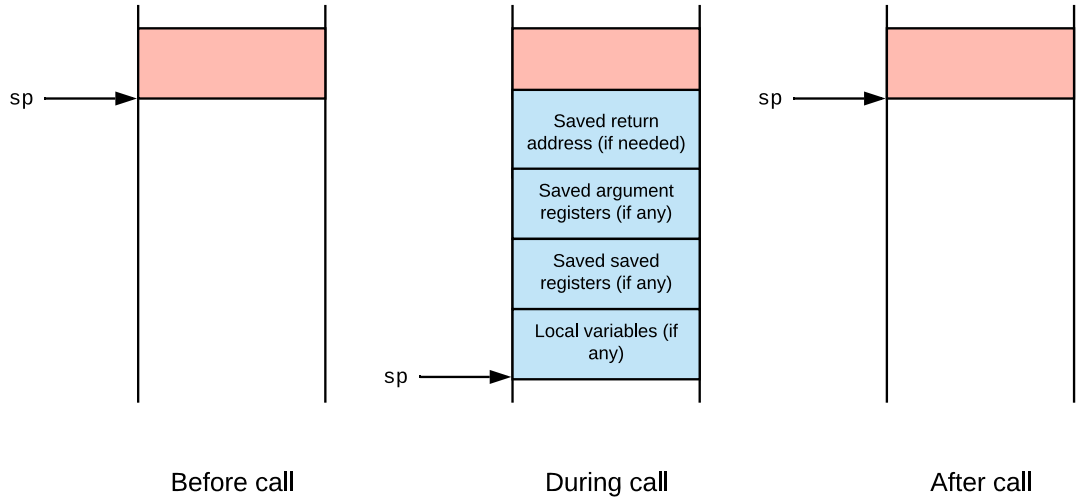


Figure 70: Stack Memory during Function Calls

Consider the assembly for `sumSquare` below:

```
sumSquare:
addi sp,sp,-8       # reserve space on stack
sw ra, 4(sp)        # save return address
sw a1, 0(sp)        # save y
mv a1,a0            # mult(x,x)
jal mult            # call mult
lw a1, 0(sp)        # restore y
add a0,a0,a1        # mult()+y
lw ra, 4(sp)        # get return address
addi sp,sp,8        # restore stack
mult:...
```

5.11 Memory Ordering - FENCE Instructions

In the RISC-V ISA, each thread, referred to as a hart, observes its own memory operations as if they executed sequentially in program order. RISC-V also has a relaxed memory model, which requires explicit FENCE instructions to guarantee the ordering of memory operations.

The FENCE instructions include `FENCE` and `FENCE.I`. The `FENCE` instruction simply ensures that the memory access instructions before the `FENCE` instruction get committed before the `FENCE` instruction is committed. It does not guarantee that those memory access instructions have actually completed. For example, a load instruction before a `FENCE` instruction can commit without waiting for its value to come back from the memory system. `FENCE.I` functions the same as `FENCE`, as well as flushes the instruction cache.

For example, without `FENCE` instructions:

Hart 1 executes:

```
Load X
Store Y
Store Z
```

Because of relaxed memory model, Hart 2 could see stores/loads arranged in any order:

```
Store Z
Load X
Store Y
```

With `FENCE` instructions:

Hart 1 executes:

```
Load X
Store Y
FENCE
Store Z
```

Hart 2 sees:

```
Store Y
Load X
Store Z
```

With `FENCE` instructions, Hart 2 is forced to see the Load X and the Store Y prior to the Store Z, but could arbitrarily see Store Y before Load X or Load X before Store Y. Functionally, `FENCE` instructions order the completion of older memory accesses prior to newer accesses. However, unnecessary `FENCE` instructions slow processes and can hide bugs, so it is essential to identify where and when FENCE should be used.

5.12 Boot Flow

This process is managed as part of the Freedom Metal source code. The freedom-metal boot code supports single core boot or multi-core boot, and contains all the necessary initialization code to enable every core in the system.

1. ENTRY POINT: File: `freedom-metal/src/entry.S`, label: `_enter`.
2. Initialize global pointer `gp` register using the generated symbol `__global_pointer$`.
3. Write `mtvec` register with `early_trap_vector` as default exception handler.
4. Clear chicken bits (usage for this register is not made public).
5. Read `mhartid` into register `a0` and call `_start`, which exists in `crt0.S`.
6. We now transition to File: `freedom-metal/gloss/crt0.S`, label: `_start`.
7. Initialize stack pointer, `sp`, with `_sp` generated symbol. Harts with `mhartid` of one or larger are offset by (`_sp` + `__stack_size` × `mhartid`). The `__stack_size` field is generated in the linker file.
8. Check if `mhartid` == `__metal_boot_hart` and run the init code if they are equal. All other harts skip init and go to the Post-Init Flow, step #15.
9. Boot Hart Init Flow begins here.
10. Init data section to destination in defined RAM space.
11. Copy ITIM section, if ITIM code exists, to destination.
12. Zero out `bss` section.
13. Call `atexit` library function that registers the `libc` and `freedom-metal` destructors to run after main returns.
14. Call the `__libc_init_array` library function, which runs all functions marked with `__attribute__((constructor))`.

    a. For example, PLL, UART, L2 if they exist in the design. This method provides full early initialization prior to entering the main application.

15. Post-Init Flow Begins Here.

16. Call the C routine `__metal_synchronize_harts`, where hart 0 will release all harts once their individual `msip` bits are set. The `msip` bit is typically used to assert a software interrupt on individual harts, however interrupts are not yet enabled, so `msip` in this case is used as a gatekeeping mechanism.
17. Check `misa` register to see if floating-point hardware is part of the design, and set up `mstatus` accordingly.
18. Single or multi-hart design redirection step.
    a. If design is a single hart only, or a multi-hart design without a C-implemented function `secondary_main`, ONLY the boot hart will continue to `main()`.
    b. For multi-hart designs, all other CPUs will enter sleep via WFI instruction via the weak `secondary_main` label in `crt0.S`, while boot hart runs the application program.
    c. In a multi-hart design which includes a C-defined `secondary_main` function, all harts will enter `secondary_main` as the primary C function.

5.13 Linker File

The linker file generates important symbols that are used in the boot code. The linker file options are found in the `freedom-e-sdk/bsp` path.

There are usually three different linker file options:

- `metal.default.lds` — Use flash and RAM sections
- `metal.ramrodata.lds` — Place read only data in RAM for better performance
- `metal.scratchpad.lds` — Places all code + data sections into available RAM location

Each linker option can be selected by specifying `LINK_TARGET` on the command line.

For example:

```
make PROGRAM=hello TARGET=design-rtl CONFIGURATION=release LINK_TARGET=scratchpadsoft-
ware
```

The `metal.default.lds` linker file is selected by default when `LINK_TARGET` is not specified. If there is a scenario where a custom linker is required, one of the supplied linker files can be copied and renamed and used for the build. For example, if a new linker file named `metal.newmap.lds` was generated, this can be used at build time by specifying `LINK_TARGET=newmap` on the command line.

5.13.1 Linker File Symbols

The linker file generates symbols that are used by the startup code, so that software can use these symbols to assign the stack pointer, initialize or copy certain RAM sections, and provide the boot hart information. These symbols are made visible to software using the PROVIDE keyword.

For example:

```
__stack_size = DEFINED(__stack_size) ? __stack_size : 0x400;
PROVIDE(__stack_size = __stack_size);
```

Generated Linker Symbols

A description list of the generated linker symbols is shown below.

`__metal_boot_hart`

This is an integer number to describe which hart runs the main init flow. The `mhartid` CSR contains the integer value for each hart. For example, hart 0 has `mhartid==0`, hart 1 has `mhartid==1`, and so on. An assembly example is shown below, where `a0` already contains the `mhartid` value.

```
/* If we're not hart 0, skip the initialization work */
la t0, __metal_boot_hart
bne a0, t0, _skip_init
```

An example on how to use this symbol in C code is shown below.

```
extern int __metal_boot_hart;
int boot_hart = (int)&__metal_boot_hart;
```

Additional linker file generated symbols, along with descriptions are shown below.

`__metal_chicken_bit`

Status bit to tell startup code to zero out the Feature Disable CSR. Details of this register are internal use only.

`__global_pointer$`

Static value used to write the `gp` register at startup.

`_sp`

Address of the end of stack for hart 0, used to initialize the beginning of the stack since the stack grows lower in memory. On a multi-hart system, the start address of the stack for each hart is calculated using (`_sp` + `__stack_size` × `mhartid`)

`metal_segment_bss_target_start`
`metal_segment_bss_target_end`

Used to zero out global data mapped to `.bss` section.

- Only `__metal_boot_hart` runs this code.

`metal_segment_data_source_start`
`metal_segment_data_target_start`
`metal_segment_data_target_end`
Used to copy data from image to its destination in RAM.

- Only `__metal_boot_hart` runs this code.

`metal_segment_itim_source_start`
`metal_segment_itim_target_start`
`metal_segment_itim_target_end`
Code or data can be placed in itim sections using the `__attribute__((section(".itim")))`.

- When this attribute is applied to code or data, the `metal_segment_itim_source_start`, `metal_segment_itim_target_start`, and `metal_segment_itim_target_end` symbols get updated accordingly, and these symbols allow the startup code to copy code and data into the ITIM area.
  - Only `__metal_boot_hart` runs this code.

> **Note**
> At the time of this writing, the boot flow does not support C++ projects

5.14 RISC-V Compiler Flags

5.14.1 `arch`, `abi`, and `mtune`

RISC-V targets are described using three arguments:

1. `-march=ISA`: selects the architecture to target.
2. `-mabi=ABI`: selects the ABI to target.
3. `-mtune=CODENAME`: selects the microarchitecture to target.

`-march`

This argument controls which instructions and registers are available for the compiler, as defined by the RISC-V user-level ISA specification.

The RISC-V ISA with 32, 32-bit integer registers and the instructions for multiplication would be denoted as RV32IM. Users can control the set of instructions that GCC uses when generating assembly code by passing the lower-case ISA string to the -march GCC argument: for example

`-march=rv32im. On RISC-V systems that don't support particular operations, emulation routines may be used to provide the missing functionality.

Example:

```
double dmul(double a, double b) {
  return a * b;
}
```

will compile directly to a FP multiplication instruction when compiled with the D extension:

```
$ riscv64-unknown-elf-gcc test.c -march=rv64imafdc -mabi=lp64d -o- -S -O3
    dmul:
      fmul.d  fa0,fa0,fa1
      ret
```

but will compile to an emulation routine without the D extension:

```
$ riscv64-unknown-elf-gcc test.c -march=rv64i -mabi=lp64 -o- -S -O3
    dmul:
      add     sp,sp,-16
      sd      ra,8(sp)
      call    __muldf3
      ld      ra,8(sp)
      add     sp,sp,16
      jr      ra
```

Similar emulation routines exist for the C intrinsics that are trivially implemented by the M and F extensions.

`-mabi`

`-mabi` selects the ABI to target. This controls the calling convention (which arguments are passed in which registers) and the layout of data in memory. The `-mabi` argument to GCC specifies both the integer and floating-point ABIs to which the generated code complies. Much like how the `-march` argument specifies which hardware generated code can run on, the `-mabi` argument specifies which software-generated code can link against. We use the standard naming scheme for integer ABIs (`ilp32` or `lp64`), with an argumental single letter appended to select the floating-point registers used by the ABI (`ilp32` vs. `ilp32f` vs. `ilp32d`). In order for objects to be linked together, they must follow the same ABI.

RISC-V defines two integer ABIs and three floating-point ABIs.

- `ilp32`: int, long, and pointers are all 32-bits long. long long is a 64-bit type, char is 8-bit, and short is 16-bit.
- `lp64`: long and pointers are 64-bits long, while int is a 32-bit type. The other types remain the same as `ilp32`.

The floating-point ABIs are a RISC-V specific addition:

- "" (the empty string): No floating-point arguments are passed in registers.
- `f`: 32-bit and smaller floating-point arguments are passed in registers. This ABI requires the F extension, as without F there are no floating-point registers.
- `d`: 64-bit and smaller floating-point arguments are passed in registers. This ABI requires the D extension.

`arch/abi` Combinations

- `march=rv32imafdc -mabi=ilp32d`: Hardware floating-point instructions can be generated and floating-point arguments are passed in registers. This is like the `-mfloat-abi=hard` argument to ARM's GCC.
- `march=rv32imac -mabi=ilp32`: No floating-point instructions can be generated and no floating-point arguments are passed in registers. This is like the `-mfloat-abi=soft` argument to ARM's GCC.
- `march=rv32imafdc -mabi=ilp32`: Hardware floating-point instructions can be generated, but no floating-point arguments will be passed in registers. This is like the `-mfloat-abi=softfp` argument to ARM's GCC, and is usually used when interfacing with soft-float binaries on a hard-float system.
- `march=rv32imac -mabi=ilp32d`: Illegal, as the ABI requires floating-point arguments are passed in registers but the ISA defines no floating-point registers to pass them in.

Example:

```
double dmul(double a, double b) {
  return b * a;
}
```

If neither the ABI or ISA contains the concept of floating-point hardware then the C compiler cannot emit any floating-point-specific instructions. In this case, emulation routines are used to perform the computation and the arguments are passed in integer registers:

```
$ riscv64-unknown-elf-gcc test.c -march=rv32imac -mabi=ilp32 -o- -S -O3
 dmul:
   mv      a4,a2
   mv      a5,a3
   add     sp,sp,-16
   mv      a2,a0
   mv      a3,a1
   mv      a0,a4
   mv      a1,a5
   sw      ra,12(sp)
   call    __muldf3
   lw      ra,12(sp)
   add     sp,sp,16
   jr      ra
```

The second case is the exact opposite of this one: everything is supported in hardware. In this case we can emit a single `fmul.d` instruction to perform the computation.

```
$ riscv64-unknown-elf-gcc test.c -march=rv32imafdc -mabi=ilp32d -o- -S -O3
    dmul:
      fmul.d  fa0,fa1,fa0
      ret
```

The third combination is for users who may want to generate code that can be linked with code designed for systems that don't subsume a particular extension while still taking advantage of the extra instructions present in a particular extension. This is a common problem when dealing with legacy libraries that need to be integrated into newer systems. For this purpose the compiler arguments and multilib paths designed to cleanly integrate with this workflow. The generated code is essentially a mix between the two above outputs: the arguments are passed in the registers specified by the `ilp32` ABI (as opposed to the `ilp32d` ABI, which could pass these arguments in registers) but then once inside the function the compiler is free to use the full power of the RV32IMAFDC ISA to actually compute the result. While this is less efficient than the code the compiler could generate if it was allowed to take full advantage of the D-extension registers, it's a lot more efficient than computing the floating-point multiplication without the D-extension instructions

```
$ riscv64-unknown-elf-gcc test.c -march=rv32imafdc -mabi=ilp32 -o- -S -O3
    dmul:
      add     sp,sp,-16
      sw      a0,8(sp)
      sw      a1,12(sp)
      fld     fa5,8(sp)
      sw      a2,8(sp)
      sw      a3,12(sp)
      fld     fa4,8(sp)
      fmul.d  fa5,fa5,fa4
      fsd     fa5,8(sp)
      lw      a0,8(sp)
      lw      a1,12(sp)
      add     sp,sp,16
      jr      ra
```

5.15 Compilation Process

GCC driver script is actually running the preprocessor, then the compiler, then the assembler and finally the linker. If the user runs GCC with the `--save-temps` argument, several intermediate files will be generated.

```
$ riscv64-unknown-linux-gnu-gcc relocation.c -o relocation -O3 --save-temps
```

- `relocation.i`: The preprocessed source, which expands any preprocessor directives (things like #include or #ifdef).
- `relocation.s`: The output of the actual compiler, which is an assembly file (a text file in the RISC-V assembly format).
- `relocation.o`: The output of the assembler, which is an un-linked object file (an ELF file, but not an executable ELF).
- `relocation`: The output of the linker, which is a linked executable (an executable ELF file).

5.16 Large Code Model Workarounds

RISC-V software currently requires that linked symbols reside within a 32-bit range. There are two types of code models defined for RISC-V, **medlow** and **medany**. The medany code model generates auipc/ld pairs to refer to global symbols, which allows the code to be linked at any address, while medlow generates lui/ld pairs to refer to global symbols, which restricts the code to be linked around address zero. They both generate 32-bit signed offsets for referring to symbols, so they both restrict the generated code to being linked within a 2 GiB window. When building software, the code model parameter is passed into the RISC-V toolchain and it defines a method to generate the necessary instruction combinations to access global symbols within the software program. This is done using `-mcmodel=medany/medlow`. For 32-bit architectures, we use the medlow code model, while medany is used for 64-bit architectures. This is controlled within the 'setting.mk' file in freedom-e-sdk/bsp folder.

The real problem occurs when:

1. Total program size exceeds 2 GiB, which is rare
2. When global symbols within a single compiled image are required to reside in a region outside of the 32-bit space

Example for symbols within 32-bit address space:

```
MEMORY
{
ram (wxa!ri) : ORIGIN = 0x80,000,000, LENGTH = 0x4000
flash (rxai!w) : ORIGIN = 0x20400000, LENGTH = 0x1fc00000
}
```

Example for symbols outside 32-bit address space:

```
MEMORY
{
ram (wxa!ri) : ORIGIN = 0x100000000, LENGTH = 0x4000 /* Updated ORIGIN from
0x80000000 */
flash (rxai!w) : ORIGIN = 0x20400000, LENGTH = 0x1fc00000
}
```

If a software example uses the above memory map, and uses either medlow or medany code models, it will not link successfully. Generated errors will generally contain the following phrase:

```
relocation truncated to fit:
```

5.16.1 Workaround Example #1

Even if global symbols cannot be linked with the toolchain, we can still access any 64-bit addressable space using pointers. The following example is a straightforward approach to accessing data within any 64-bit addressable space:

```
// Create defines for new memory region
#define LARGE_DATA_SECTION_ADDRESS 0x100000000
```

```
#define LARGE_DATA_SECTION_SIZE_IN_BYTES 0x4000
#define DWORD_SIZE 8

int main(void) {

/*******************************************************************************/
    /* Example #1 - defining and accessing data outside 32-bit range using array
pointer */

/*******************************************************************************/
    uint32_t idx;
    uint64_t *data_array, addr;

    data_array = (uint64_t *)LARGE_DATA_SECTION_ADDRESS;
    for (addr = 0, idx = 0; addr < LARGE_DATA_SECTION_SIZE_IN_BYTES; addr +=
DWORD_SIZE, idx++) {

    // Simply writing data to our region outside of 32-bit range
    data_array[idx] = addr;
    }
}
```

5.16.2 Workaround Example #2

Here we use an existing `freedom-metal` data structure to define a new region and API to access attributes of the region.

```
#include <metal/memory.h>   // required for data struct

// Create defines for new memory region
#define LARGE_DATA_SECTION_ADDRESS 0x100000000
#define LARGE_DATA_SECTION_SIZE_IN_BYTES 0x4000
#define DWORD_SIZE 8

// Create our struct using existing metal_memory type in freedom-metal
const struct metal_memory large_data_mem_struct;
const struct metal_memory large_data_mem_struct = {
    ._base_address = LARGE_DATA_SECTION_ADDRESS,
    ._size = LARGE_DATA_SECTION_SIZE_IN_BYTES,
    ._attrs = {.R = 1, .W = 1, .X = 0, .C = 1, .A = 0},
};

int main(void) {
    // Example #2 - Creating data structure which defines 64-bit addressable regions,
    // using existing structure type to define base addr, size, and permissions

    size_t _large_data_size;
    uintptr_t _large_data_base_addr;
    int _atomics_enabled, _cachable_enabled;
    uint64_t *large_data_array;

    _large_data_base_addr = metal_memory_get_base_address(&large_data_mem_struct);
    _large_data_size = metal_memory_get_size(&large_data_mem_struct);
    _atomics_enabled = metal_memory_supports_atomics(&large_data_mem_struct);
    _cachable_enabled = metal_memory_is_cachable(&large_data_mem_struct);
```

```
    large_data_array = (uint64_t *)_large_data_base_addr;

    // Access our new memory region
    // large_data_array[x] = 0x0;
    // ... add functional code ...

    return 0;
}
```

This example can be used if multiple data regions are required with different attributes. Once the base address is assigned from the required data structure, then pointers can be used to access memory, similar to Example #1 above. The existing struct and API format allows for multiple regions to be created easily.

5.17 Pipeline Hazards

The pipeline only interlocks on read-after-write and write-after-write hazards, so instructions may be scheduled to avoid stalls.

5.17.1 Read-After-Write Hazards

Read-after-Write (RAW) hazards occur when an instruction tries to read a register before a preceding instruction tries to write to it. This hazard describes a situation where an instruction refers to a result that has not been calculated or retrieved. This situation is possible because even though an instruction was executed after a prior instruction, the prior instruction may only have processed partly through the core pipeline.

Example:

- Instruction 1: `x1 + x3` is saved in `x2`
- Instruction 2: `x2 + x3` is saved in `x4`

The first instruction is calculating a value (`x1 + x3`) to be saved in `x2`. The second instruction is going to use the value of `x2` to compute a result to be saved in `x4`. However, in the core pipeline, when operations are fetched for the second operation, the results from the first operation have not yet been saved.

5.17.2 Write-After-Write Hazards

Write-after-write (WAW) hazards occur when an instruction tries to write an operand before it is written by a preceding instruction.

Example:

- Instruction 1: `x4 + x7` is saved in `x2`
- Instruction 2: `x1 + x3` is saved in `x2`

Write-back of instruction 2 must be delayed until instruction 1 finishes executing.

In general, MMIO accesses stall when there is a hazard on the result caused by either RAW or WAW. So, instructions may be scheduled to avoid stalls.

Chapter 6

Custom Instructions

These custom instructions use the `SYSTEM` instruction encoding space, which is the same as the custom CSR encoding space, but with `funct3=0`.

6.1 `CFLUSH.D.L1`

- Implemented as state machine in L1 data cache, for cores with data caches.
- Only available in M-mode.
- When `rs1 = x0`, `CFLUSH.D.L1` writes back and invalidates all lines in the L1 data cache.
- When `rs1 != x0`, `CFLUSH.D.L1` writes back and invalidates the L1 data cache line containing the virtual address in integer register `rs1`.
- If the effective privilege mode does not have write permissions to the address in `rs1`, then a store access or store page-fault exception is raised.
- If the address in `rs1` is in an uncacheable region with write permissions, the instruction has no effect but raises no exceptions.
- Note that if the PMP scheme write-protects only part of a cache line, then using a value for `rs1` in the write-protected region will cause an exception, whereas using a value for `rs1` in the write-permitted region will write back the entire cache line.

6.2 `CDISCARD.D.L1`

- Implemented as state machine in L1 data cache, for cores with data caches.
- Only available in M-mode.
- Opcode `0xFC200073`: with optional `rs1` field in bits `[19:15]`.
- When `rs1 = x0`, `CDISCARD.D.L1` invalidates, but does not write back, all lines in the L1 data cache. Dirty data within the cache is lost.

- When `rs1 ≠ x0`, `CDISCARD.D.L1` invalidates, but does not write back, the L1 data cache line containing the virtual address in integer register `rs1`. Dirty data within the cache line is lost.
- If the effective privilege mode does not have write permissions to the address in `rs1`, then a store access or store page-fault exception is raised.
- If the address in `rs1` is in an uncacheable region with write permissions, the instruction has no effect but raises no exceptions.
- Note that if the PMP scheme write-protects only part of a cache line, then using a value for `rs1` in the write-protected region will cause an exception, whereas using a value for `rs1` in the write-permitted region will invalidate and discard the entire cache line.

6.3 CEASE

- Privileged instruction only available in M-mode.
- Opcode `0x30500073`.
- After retiring `CEASE`, hart will not retire another instruction until reset.
- Instigates power-down sequence, which will eventually raise the `cease_from_tile_X` signal to the outside of the Core Complex, indicating that it is safe to power down.

6.4 PAUSE

- Opcode `0x0100000F`, which is a `FENCE` instruction with predecessor set W and null successor set. Therefore, `PAUSE` is a `HINT` instruction that executes as a no-op on all RISC-V implementations.
- This instruction may be used for more efficient idling in spin-wait loops.
- This instruction causes a stall of up to 32 cycles or until a cache eviction occurs, whichever comes first.

6.5 Branch Prediction Mode CSR

This SiFive custom extension adds an M-mode CSR to control the current branch prediction mode, `bpm` at CSR `0x7C0`.

The U74's branch prediction system includes a Return Address Stack (RAS), a Branch Target Buffer (BTB), and a Branch History Table (BHT). While branch predictors are essential to achieve high performance in pipelined processors, they can also cause undesirable timing variability for hard real-time systems. The `bpm` register provides a means to customize the branch predictor behavior to trade average performance for a more predictable execution time.

The `bpm` CSR has a single, one bit field defined: Branch-Direction Prediction (`bdp`).

6.5.1 Branch-Direction Prediction

The **WARL** `bdp` field determines the value returned by the BHT component of the branch prediction system. A non-zero value indicates dynamic direction prediction and a zero value indicates static-taken direction prediction. The BTB is cleared on any write to the `bdp` field and the RAS is unaffected by writes to the `bdp` field.

When `bdp` is set to static-taken direction prediction mode, the BHT is not updated, but the BTB continues to be updated. As any write to `bdp` clears the BTB, and the BTB is only updated based on BHT predictions, the BTB will only predict taken when the BHT would also predict taken. Keeping the BTB active improves performance and reduces energy consumption.

6.6 SiFive Feature Disable CSR

The SiFive custom M-mode Feature Disable CSR is provided to enable or disable certain microarchitectural features. In the U74, CSR `0x7C1` has been allocated for this purpose. These features are described in Table 21.

Warning

The features that can be controlled by this CSR are subject to change or removal in future releases. It is not advised to depend on this CSR for development.

A feature is fully enabled when the associated bit is zero.

On reset, the Feature Disable CSR is set to 1, disabling all features. The bootloader is responsible for turning on all required features, and can simply write zero to turn on the maximal set of features.

SiFive's Freedom Metal bootloader handles turning on these features; when using a custom bootloader, clearing the Feature Disable CSR must be implemented.

If a particular core does not support the disabling of a feature, the corresponding bit is hardwired to zero.

Note that arbitrary toggling of the Feature Disable CSR bits is neither recommended nor supported; they are only intended to be set from 1 to 0.

A particular Feature Disable CSR bit is only to be used in a very limited number of situations, as detailed in the **Example Usage** entry in Table 22.

Feature Disable CSR	
CSR	`0x7C1`
Bit	**Description**
0	Disable data cache clock gating
1	Disable instruction cache clock gating
2	Disable pipeline clock gating
3	Disable speculative instruction cache refill
[8:4]	Reserved
9	Suppress corrupt signal on GrantData messages
[15:10]	Reserved
16	Disable short forward branch optimization
17	Disable instruction cache next-line prefetcher
[63:18]	Reserved

Table 21: SiFive Feature Disable CSR

Feature Disable CSR Usage	
Bit	**Description / Usage**
3	Disable speculative instruction cache refill **Example Usage:** A particular integration might require that execution from the System Port range be disallowed. Startup code would first configure PMP to prevent execution from the System Port range, followed by clearing bit 3 of the Feature Disable CSR. This would enable speculative instruction cache refill accesses, without allowing those to access the System Port range because PMP would prohibit such accesses.
9	Suppress corrupt signal on GrantData messages **Example Usage 1:** When running in debug mode on configurations having both ECC and a BEU, setting bit 9 of the Feature Disable CSR will suppress debug mode errors. **Example Usage 2:** Startup code could scrub errors present in RAMs at power-on, followed by clearing bit 9 of the Feature Disable CSR to allow normal operation.

Table 22: SiFive Feature Disable CSR Usage

6.7 Other Custom Instructions

Other custom instructions may be implemented, but their functionality is not documented further here and they should not be used in this version of the U74.

Chapter 7

Interrupts and Exceptions

This chapter describes how interrupt and exception concepts in the RISC-V architecture apply to the U74.

7.1 Interrupt Concepts

Interrupts are *asynchronous* events that cause program execution to change to a specific location in the software application to handle the interrupting event. When processing of the interrupt is complete, program execution resumes back to the original program execution location. For example, a timer that triggers every 10 milliseconds will cause the CPU to branch to the interrupt handler, acknowledge the interrupt, and set the next 10 millisecond interval.

The U74 supports machine mode and supervisor mode interrupts. By default, all interrupts are handled in machine mode. For harts that support supervisor mode, it is possible to selectively delegate interrupts to supervisor mode.

The Core Complex also has support for the following types of RISC-V interrupts: local and global. Local interrupts are signaled directly to an individual hart with a dedicated interrupt exception code and fixed priority. This allows for reduced interrupt latency as no arbitration is required to determine which hart will service a given request and no additional memory accesses are required to determine the cause of the interrupt. Software and timer interrupts are local interrupts generated by the Core-Local Interruptor (CLINT). The U74 contains no other local interrupt sources.

Global interrupts are routed through a Platform-Level Interrupt Controller (PLIC), which can direct interrupts to any hart in the system via the external interrupt. Decoupling global interrupts from the hart allows the design of the PLIC to be tailored to the platform, permitting a broad range of attributes like the number of interrupts and the prioritization and routing schemes.

Chapter 8 describes the CLINT. Chapter 9 describes the global interrupt architecture and the PLIC design.

7.2 Exception Concepts

Exceptions are different from interrupts in that they typically occur *synchronously* to the instruction execution flow, and most often are the result of an unexpected event that results in the program to enter an exception handler. For example, if a hart is operating in supervisor mode and attempts to access a machine mode only Control and Status Register (CSR), it will immediately enter the exception handler and determine the next course of action. The exception code in the `mstatus` register will hold a value of 0x2, showing that an illegal instruction exception occurred. Based on the requirements of the system, the supervisor mode application may report an error and/or terminate the program entirely.

There are no specific enable bits to allow exceptions to occur since they are always enabled by default. However, early in the boot flow, software should set up `mtvec.BASE` to a defined value, which contains the base address of the default exception handler. All exceptions will trap to `mtvec.BASE`. Software must read the `mcause` CSR to determine the source of the exception, and take appropriate action.

Synchronous exceptions that occur from within an interrupt handler will immediately cause program execution to abort the interrupt handler and enter the exception handler. Exceptions within an interrupt handler are usually the result of a software bug and should generally be avoided since `mepc` and `mcause` CSRs will be overwritten from the values captured in the original interrupt context.

The RISC-V defined synchronous exceptions have a priority order which may need to be considered when multiple exceptions occur simultaneously from a single instruction. Table 23 describes the synchronous exception priority order.

Priority	Interrupt Exception Code	Description
Highest	3	Instruction Address Breakpoint
	12	Instruction page fault
	1	Instruction access fault
	2	Illegal instruction
	0	Instruction address misaligned
	8, 9, 11	Environment call
	3	Environment break
	3	Load/Store/AMO address breakpoint
	6	Store/AMO address misaligned
	4	Load address misaligned
	15	Store/AMO page fault
	13	Load page fault
Lowest	7	Store/AMO access fault
	5	Load access fault

Table 23: Exception Priority

Refer to Table 30 for the full table of interrupt exception codes.

Data address breakpoints (watchpoints), Instruction address breakpoints, and environment break exceptions (`EBREAK`) all have the same Exception code (3), but different priority, as shown in the table above.

Instruction address misaligned exceptions (0x0) have lower priority than other instruction address exceptions because they are the result of control-flow instructions with misaligned targets, rather than from instruction fetch.

7.3 Trap Concepts

The term trap describes the transfer of control in a software application, where trap handling typically executes in a more privileged environment. For example, a particular hart contains three privilege modes: machine, supervisor, and user. Each privilege mode has its own software execution environment including a dedicated stack area. Additionally, each privilege mode contains separate control and status registers (CSRs) for trap handling. While operating in User mode, a context switch is required to handle an event in Supervisor mode. The software sets up the system for a context switch, and then an ECALL instruction is executed which synchronously switches control to the Environment call-from-User mode exception handler.

The default mode out of reset is Machine mode. Software begins execution at the highest privilege level, which allows all CSRs and system resources to be initialized before any privilege level changes. The steps below describe the required steps necessary to change privilege mode from machine to user mode, on a particular design that also includes supervisor mode.

1. Interrupts should first be disabled globally by writing `mstatus.MIE` to 0, which is the default reset value.
2. Write `mtvec` CSR with the base address of the Machine mode exception handler. This is a required step in any boot flow.
3. Write `mstatus.MPP` to 0 to set the previous mode to User which allows us to *return* to that mode.
4. Setup the Physical Memory Protection (PMP) regions to grant the required regions to user and supervisor mode, and optionally, revoke permissions from machine mode.
5. Write `stvec` CSR with the base address of the supervisor mode exception handler.
6. Write `medeleg` register to delegate exceptions to supervisor mode. Consider `ECALL` and page fault exceptions.
7. Write `mstatus.FS` to enable floating point (if supported).
8. Store machine mode user registers to stack or to an application specific frame pointer.
9. Write `mepc` with the entry point of user mode software
10. Execute `mret` instruction to enter user Mode.

Note

There is only one set of user registers (`x1` - `x31`) that are used across all privilege levels, so application software is responsible for saving and restoring state when entering and exiting different levels.

7.4 Interrupt Block Diagram

The U74 interrupt architecture is depicted in Figure 71.

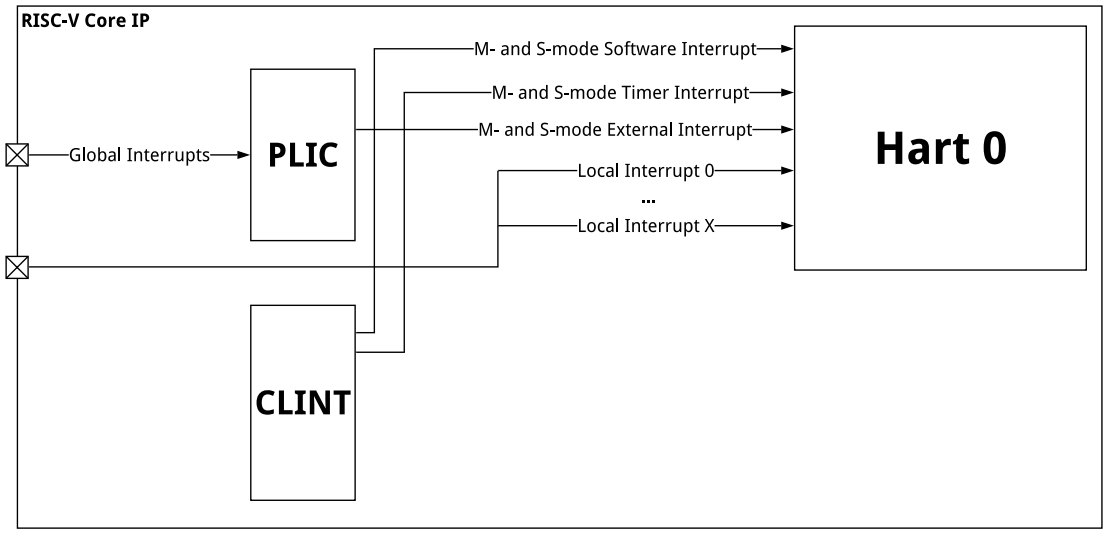


Figure 71: U74 Interrupt Architecture Block Diagram

7.5 Local Interrupts

Software interrupts (Interrupt ID #3) are triggered by writing the memory-mapped interrupt pending register `msip` for a particular hart. The `msip` register is described in Table 28.

Timer interrupts (Interrupt ID #7) are triggered when the memory-mapped register `mtime` is greater than or equal to the global timebase register `mtimecmp`, and both registers are part of the CLINT memory map. The `mtime` and `mtimecmp` registers are generally only available in machine mode, unless the PMP grants user or supervisor mode access to the memory-mapped region in which they reside.

Global interrupts are usually first routed to the PLIC, then into the hart using external interrupts (Interrupt ID #11).

7.6 Interrupt Operation

Within a privilege mode *m*, if the associated global interrupt-enable {ie} is clear, then no interrupts will be taken in that privilege mode, but a pending-enabled interrupt in a higher privilege mode will preempt current execution. If {ie} is set, then pending-enabled interrupts at a higher interrupt level in the same privilege mode will preempt current execution and run the interrupt handler for the higher interrupt level.

When an interrupt or synchronous exception is taken, the privilege mode is modified to reflect the new privilege mode. The global interrupt-enable bit of the handler's privilege mode is cleared.

7.6.1 Interrupt Entry and Exit

When an interrupt occurs:

- The value of `mstatus.MIE` is copied into `mcause.MPIE`, and then `mstatus.MIE` is cleared, effectively disabling interrupts.
- The privilege mode prior to the interrupt is encoded in `mstatus.MPP`.
- The current `pc` is copied into the `mepc` register, and then `pc` is set to the value specified by `mtvec` as defined by the `mtvec.MODE` described in Table 26.

At this point, control is handed over to software in the interrupt handler with interrupts disabled. When an `mret` instruction is executed, the following occurs:

- The privilege mode is set to the value encoded in `mstatus.MPP`.
- The global interrupt enable, `mstatus.MIE`, is set to the value of `mcause.MPIE`.
- The `pc` is set to the value of `mepc`.

At this point, control is handed over to software.

At the software level, interrupt attributes can be applied to interrupt processing functions, as described in Section 8.4.

The Control and Status Registers (CSRs) involved in handling RISC-V interrupts are described in Section 7.7.

7.7 Interrupt Control and Status Registers

The U74 specific implementation of interrupt CSRs is described below. For a complete description of RISC-V interrupt behavior and how to access CSRs, please consult *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

7.7.1 Machine Status Register (`mstatus`)

The `mstatus` register keeps track of and controls the hart's current operating state, including whether or not interrupts are enabled. A summary of the `mstatus` fields related to interrupts in the U74 is provided in Table 24. Note that this is not a complete description of `mstatus` as it contains fields unrelated to interrupts. For the full description of `mstatus`, please consult *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

Machine Status Register			
CSR	`mstatus`		
Bits	**Field Name**	**Attr.**	**Description**
0	Reserved	WPRI	
1	SIE	RW	Supervisor Interrupt Enable
2	Reserved	WPRI	
3	MIE	RW	Machine Interrupt Enable
4	Reserved	WPRI	
5	SPIE	RW	Supervisor Previous Interrupt Enable
6	Reserved	WPRI	
7	MPIE	RW	Machine Previous Interrupt Enable
8	SPP	RW	Supervisor Previous Privilege Mode
[10:9]	Reserved	WPRI	
[12:11]	MPP	RW	Machine Previous Privilege Mode

Table 24: U74 `mstatus` Register (partial)

Interrupts are enabled by setting the `MIE` bit in `mstatus`. Prior to writing `mstatus.MIE=1`, it is recommended to first enable interrupts in `mie`.

7.7.2 Machine Trap Vector (`mtvec`)

The `mtvec` register has two main functions: defining the base address of the trap vector, and setting the mode by which the U74 will process interrupts. For Direct and Vectored modes, the interrupt processing mode is defined in the `MODE` field of the `mtvec` register. The `mtvec` register is described in Table 25, and the `mtvec.MODE` field is described in Table 26.

Machine Trap Vector Register			
CSR	`mtvec`		
Bits	**Field Name**	**Attr.**	**Description**
[1:0]	MODE	WARL	`MODE` Sets the interrupt processing mode. The encoding for the U74 supported modes is described in Table 26.
[63:2]	BASE[63:2]	WARL	Interrupt Vector Base Address. Operating in Direct Mode requires 4-byte alignment. Operating in Vectored Mode requires 256-byte alignment.

Table 25: `mtvec` Register

MODE Field Encoding `mtvec.MODE`		
Value	**Mode**	**Description**
0x0	Direct	All asynchronous interrupts and synchronous exceptions set `pc` to `BASE`.
0x1	Vectored	Exceptions set `pc` to `BASE`, interrupts set `pc` to `BASE` + 4 × `mcause.EXCCODE`.
≥ 2	Reserved	

Table 26: Encoding of `mtvec.MODE`

Mode Direct

When operating in direct mode, all interrupts and exceptions trap to the `mtvec.BASE` address. Inside the trap handler, software must read the `mcause` register to determine what triggered the trap. The `mcause` register is described in Table 29.

When operating in Direct Mode, `BASE` must be 4-byte aligned.

Mode Vectored

While operating in vectored mode, interrupts set the `pc` to `mtvec.BASE` + 4 × exception code (`mcause.EXCCODE`). For example, if a machine timer interrupt is taken, the `pc` is set to `mtvec.BASE` + `0x1C`. Typically, the trap vector table is populated with jump instructions to transfer control to interrupt-specific trap handlers.

In vectored interrupt mode, `BASE` must be 256-byte aligned.

All machine external interrupts (global interrupts) are mapped to exception code 11. Thus, when interrupt vectoring is enabled, the `pc` is set to address `mtvec.BASE` + `0x2C` for any global interrupt.

7.7.3 Machine Interrupt Enable (`mie`)

Individual interrupts are enabled by setting the appropriate bit in the `mie` register. The `mie` register is described in Table 27.

Machine Interrupt Enable Register			
CSR	`mie`		
Bits	**Field Name**	**Attr.**	**Description**
0	Reserved	WPRI	
1	SSIE	RW	Supervisor Software Interrupt Enable
2	Reserved	WPRI	
3	MSIE	RW	Machine Software Interrupt Enable
4	Reserved	WPRI	
5	STIE	RW	Supervisor Timer Interrupt Enable
6	Reserved	WPRI	
7	MTIE	RW	Machine Timer Interrupt Enable
8	Reserved	WPRI	
9	SEIE	RW	Supervisor External Interrupt Enable
10	Reserved	WPRI	
11	MEIE	RW	Machine External Interrupt Enable
[63:12]	Reserved	WPRI	

Table 27: `mie` Register

7.7.4 Machine Interrupt Pending (`mip`)

The machine interrupt pending (`mip`) register indicates which interrupts are currently pending. The `mip` register is described in Table 28.

Machine Interrupt Pending Register			
CSR	`mip`		
Bits	**Field Name**	**Attr.**	**Description**
0	Reserved	WIRI	
1	SSIP	RW	Supervisor Software Interrupt Pending
2	Reserved	WIRI	
3	MSIP	RO	Machine Software Interrupt Pending
4	Reserved	WIRI	
5	STIP	RW	Supervisor Timer Interrupt Pending
6	Reserved	WIRI	
7	MTIP	RO	Machine Timer Interrupt Pending
8	Reserved	WIRI	
9	SEIP	RW	Supervisor External Interrupt Pending
10	Reserved	WIRI	
11	MEIP	RO	Machine External Interrupt Pending
[63:12]	Reserved	WIRI	

Table 28: `mip` Register

7.7.5 Machine Cause (`mcause`)

When a trap is taken in machine mode, `mcause` is written with a code indicating the event that caused the trap. When the event that caused the trap is an interrupt, the most-significant bit of `mcause` is set to 1, and the least-significant bits indicate the interrupt number, using the same encoding as the bit positions in `mip`. For example, a Machine Timer Interrupt causes `mcause` to be set to `0x8000_0000_0000_0007`. `mcause` is also used to indicate the cause of synchronous exceptions, in which case the most-significant bit of `mcause` is set to 0.

See Table 29 for more details about the `mcause` register. Refer to Table 30 for a list of synchronous exception codes.

Machine Cause Register			
CSR	`mcause`		
Bits	**Field Name**	**Attr.**	**Description**
[9:0]	Exception Code	WLRL	A code identifying the last exception.
[62:10]	Reserved	WLRL	
63	Interrupt	WARL	1, if the trap was caused by an interrupt; 0 otherwise.

Table 29: `mcause` Register

Interrupt Exception Codes		
Interrupt	**Exception Code**	**Description**
1	0	Reserved
1	1	Supervisor software interrupt
1	2	Reserved
1	3	Machine software interrupt
1	4	Reserved
1	5	Supervisor timer interrupt
1	6	Reserved
1	7	Machine timer interrupt
1	8	Reserved
1	9	Supervisor external interrupt
1	10	Reserved
1	11	Machine external interrupt
1	≥ 12	Reserved
0	0	Instruction address misaligned
0	1	Instruction access fault
0	2	Illegal instruction
0	3	Breakpoint
0	4	Load address misaligned
0	5	Load access fault
0	6	Store/AMO address misaligned
0	7	Store/AMO access fault
0	8	Environment call from U-mode
0	9	Environment call from S-mode
0	10	Reserved
0	11	Environment call from M-mode
0	12	Instruction page fault
0	13	Load page fault
0	14	Reserved
0	15	Store/AMO page fault
0	≥ 16	Reserved

Table 30: `mcause` Exception Codes

7.7.6 Minimum Interrupt Configuration

The minimum configuration needed to configure an interrupt is shown below.

- Write `mtvec` to configure the interrupt mode and the base address for the interrupt vector table.
- Enable interrupts in memory mapped PLIC register space. The CLINT does not contain interrupt enable bits.
- Write `mie` CSR to enable the software, timer, and external interrupt enables for each privilege mode.

- Write `mstatus` to enable interrupts globally for each supported privilege mode.

7.8 Supervisor Mode Interrupts

The U74 supports the ability to selectively direct interrupts and exceptions to supervisor mode, resulting in improved performance by eliminating the need for additional mode changes.

This capability is enabled by the interrupt and exception delegation CSRs; `mideleg` and `medeleg`, respectively. Supervisor interrupts and exceptions can be managed via supervisor versions of the interrupt CSRs, specifically: `stvec`, `sip`, `sie`, and `scause`.

Machine mode software can also directly write to the `sip` register, which effectively sends an interrupt to supervisor mode. This is especially useful for timer and software interrupts as it may be desired to handle these interrupts in both machine mode and supervisor mode.

The delegation and supervisor CSRs are described in the sections below. The definitive resource for information about RISC-V supervisor interrupts is *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

7.8.1 Delegation Registers (`mideleg` and `medeleg`)

By default, all traps are handled in machine mode. Machine mode software can selectively delegate interrupts and exceptions to supervisor mode by setting the corresponding bits in `mideleg` and `medeleg` CSRs. The exact mapping is provided in Table 31 and Table 32 and matches the `mcause` interrupt and exception codes defined in Table 30.

Note that local interrupts may be delegated to supervisor mode.

Machine Interrupt Delegation Register			
CSR	`mideleg`		
Bits	**Field Name**	**Attr.**	**Description**
0	Reserved	WARL	
1	SSIP	RW	Delegate Supervisor Software Interrupt
[4:2]	Reserved	WARL	
5	STIP	RW	Delegate Supervisor Timer Interrupt
[8:6]	Reserved	WARL	
9	SEIP	RW	Delegate Supervisor External Interrupt
[63:10]	Reserved	WARL	

Table 31: `mideleg` Register

Machine Exception Delegation Register		
CSR	`medeleg`	
Bits	**Attr.**	**Description**
0	RW	Delegate Instruction Access Misaligned Exception
1	RW	Delegate Instruction Access Fault Exception
2	RW	Delegate Illegal Instruction Exception
3	RW	Delegate Breakpoint Exception
4	RW	Delegate Load Access Misaligned Exception
5	RW	Delegate Load Access Fault Exception
6	RW	Delegate Store/AMO Address Misaligned Exception
7	RW	Delegate Store/AMO Access Fault Exception
8	RW	Delegate Environment Call from U-Mode
9	RW	Delegate Environment Call from S-Mode
[11:0]	WARL	Reserved
12	RW	Delegate Instruction Page Fault
13	RW	Delegate Load Page Fault
14	WARL	Reserved
15	RW	Delegate Store/AMO Page Fault Exception
[63:16]	WARL	Reserved

Table 32: `medeleg` Register

7.8.2 Supervisor Status Register (`sstatus`)

Similar to machine mode, supervisor mode has a register dedicated to keeping track of the hart's current state called `sstatus`. `sstatus` is effectively a restricted view of `mstatus`, described in Section 7.7.1, in that changes made to `sstatus` are reflected in `mstatus` and vice-versa, with the exception of the machine mode fields, which are not visible in `sstatus`.

A summary of the `sstatus` fields related to interrupts in the U74 is provided in Table 33. Note that this is not a complete description of `sstatus` as it also contains fields unrelated to interrupts. For the full description of `sstatus`, consult the *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

Supervisor Status Register			
CSR	`sstatus`		
Bits	**Field Name**	**Attr.**	**Description**
0	Reserved	WPRI	
1	SIE	RW	Supervisor Interrupt Enable
[4:2]	Reserved	WPRI	
5	SPIE	RW	Supervisor Previous Interrupt Enable
[7:6]	Reserved	WPRI	
8	SPP	RW	Supervisor Previous Privilege Mode
[12:9]	Reserved	WPRI	

Table 33: U74 `sstatus` Register (partial)

Interrupts are enabled by setting the `SIE` bit in `sstatus` and by enabling the desired individual interrupt in the `sie` register, described in Section 7.8.3.

7.8.3 Supervisor Interrupt Enable Register (`sie`)

Supervisor interrupts are enabled by setting the appropriate bit in the `sie` register. The U74 `sie` register is described in Table 34.

Supervisor Interrupt Enable Register			
CSR	`sie`		
Bits	**Field Name**	**Attr.**	**Description**
0	Reserved	WPRI	
1	SSIE	RW	Supervisor Software Interrupt Enable
[4:2]	Reserved	WPRI	
5	STIE	RW	Supervisor Timer Interrupt Enable
[8:6]	Reserved	WPRI	
9	SEIE	RW	Supervisor External Interrupt Enable
[63:10]	Reserved	WPRI	

Table 34: `sie` Register

7.8.4 Supervisor Interrupt Pending (`sip`)

The supervisor interrupt pending (`sip`) register indicates which interrupts are currently pending. The U74 `sip` register is described in Table 35.

Supervisor Interrupt Pending Register			
CSR	`sip`		
Bits	**Field Name**	**Attr.**	**Description**
0	Reserved	WIRI	
1	SSIP	RW	Supervisor Software Interrupt Pending
[4:2]	Reserved	WIRI	
5	STIP	RW	Supervisor Timer Interrupt Pending
[8:6]	Reserved	WIRI	
9	SEIP	RW	Supervisor External Interrupt Pending
[63:10]	Reserved	WIRI	

Table 35: `sip` Register

7.8.5 Supervisor Cause Register (`scause`)

When a trap is taken in supervisor mode, `scause` is written with a code indicating the event that caused the trap. When the event that caused the trap is an interrupt, the most-significant bit of `scause` is set to 1, and the least-significant bits indicate the interrupt number, using the same encoding as the bit positions in `sip`. For example, a Supervisor Timer Interrupt causes `scause` to be set to `0x8000_0000_0000_0005`.

`scause` is also used to indicate the cause of synchronous exceptions, in which case the most-significant bit of `scause` is set to 0. Refer to Table 37 for a list of synchronous exception codes.

Supervisor Cause Register			
CSR	`scause`		
Bits	**Field Name**	**Attr.**	**Description**
[62:0]	Exception Code (`EXCCODE`)	WLRL	A code identifying the last exception.
63	Interrupt	WARL	1 if the trap was caused by an interrupt; 0 otherwise.

Table 36: `scause` Register

Supervisor Interrupt Exception Codes		
Interrupt	**Exception Code**	**Description**
1	0	Reserved
1	1	Supervisor software interrupt
1	2 – 4	Reserved
1	5	Supervisor timer interrupt
1	6 – 8	Reserved
1	9	Supervisor external interrupt
1	≥ 10	Reserved
0	0	Instruction address misaligned
0	1	Instruction access fault
0	2	Illegal instruction
0	3	Breakpoint
0	4	Reserved
0	5	Load access fault
0	6	Store/AMO address misaligned
0	7	Store/AMO access fault
0	8	Environment call from U-mode
0	9 – 11	Reserved
0	12	Instruction page fault
0	13	Load page fault
0	14	Reserved
0	15	Store/AMO Page Fault
0	≥ 16	Reserved

Table 37: `scause` Exception Codes

7.8.6 Supervisor Trap Vector (`stvec`)

By default, all interrupts trap to a single address defined in the `stvec` register. It is up to the interrupt handler to read `scause` and react accordingly. RISC-V and the U74 also support the ability to optionally enable interrupt vectors. When vectoring is enabled, each interrupt defined in `sie` will trap to its own specific interrupt handler.

Vectored interrupts are enabled when the MODE field of the `stvec` register is set to 1.

Supervisor Trap Vector Register			
CSR	`stvec`		
Bits	**Field Name**	**Attr.**	**Description**
[1:0]	MODE	WARL	`MODE` determines whether or not interrupt vectoring is enabled. The encoding for the `MODE` field is described in Table 39.
[63:2]	BASE[63:2]	WARL	Interrupt Vector Base Address. Must be aligned on a 128-byte boundary when MODE=1. Note, BASE[1:0] is not present in this register and is implicitly 0.

Table 38: `stvec` Register

MODE Field Encoding `stvec.MODE`		
Value	**Name**	**Description**
0	Direct	All exceptions and interrupts set `pc` to `BASE`
1	Vectored	Exceptions set `pc` to `BASE`, interrupts set `pc` to `BASE` + 4 × `scause.EXCCODE`
≥ 2	Reserved	

Table 39: Encoding of `stvec.MODE`

If vectored interrupts are disabled (`stvec.MODE=0`), all interrupts trap to the `stvec.BASE` address. If vectored interrupts are enabled (`stvec.MODE=1`), interrupts set the `pc` to `stvec.BASE` + 4 × exception code (`scause.EXCCODE`). For example, if a supervisor timer interrupt is taken, the `pc` is set to `stvec.BASE` + 0x14. Typically, the trap vector table is populated with jump instructions to transfer control to interrupt-specific trap handlers.

In vectored interrupt mode, BASE must be 128-byte aligned.

All supervisor external interrupts (global interrupts) are mapped to exception code of 9. Thus, when interrupt vectoring is enabled, the `pc` is set to address `stvec.BASE` + 0x24 for any global interrupt.

See Table 38 for a description of the `stvec` register. See Table 39 for a description of the `stvec.MODE` field. See Table 37 for the U74 supervisor mode interrupt exception code values.

7.8.7 Delegated Interrupt Handling

Upon taking a delegated trap, the following occurs:

- The value of `sstatus.SIE` is copied into `sstatus.SPIE`, then `sstatus.SIE` is cleared, effectively disabling interrupts.

- The current `pc` is copied into the `sepc` register, and then `pc` is set to the value of `stvec`. In the case where vectored interrupts are enabled, `pc` is set to `stvec.BASE` + 4 × exception code (`scause.EXCCODE`).
- The privilege mode prior to the interrupt is encoded in `sstatus.SPP`.

At this point, control is handed over to software in the interrupt handler with interrupts disabled. Interrupts can be re-enabled by explicitly setting `sstatus.SIE` or by executing an `SRET` instruction to exit the handler. When an `SRET` instruction is executed, the following occurs:

- The privilege mode is set to the value encoded in `sstatus.SPP`.
- The value of `sstatus.SPIE` is copied into `sstatus.SIE`.
- The `pc` is set to the value of `sepc`.

At this point, control is handed over to software.

7.9 Interrupt Priorities

Individual priorities of global interrupts are determined by the PLIC, as discussed in Chapter 9.

U74 interrupts are prioritized as follows, in decreasing order of priority:

- Machine external interrupts
- Machine software interrupts
- Machine timer interrupts
- Supervisor external interrupts
- Supervisor software interrupts
- Supervisor timer interrupts

7.10 Interrupt Latency

Interrupt latency for the U74 is four `core_clock_0` cycles, as counted by the number of cycles it takes from signaling of the interrupt to the hart to the first instruction fetch of the handler.

Global interrupts routed through the PLIC incur additional latency of three clock cycles, where the PLIC is clocked by `clock`. This means that the total latency, in cycles, for a global interrupt is: 4 + 3 × (`core_clock_0` Hz ÷ `clock` Hz). This is a best case cycle count and assumes the handler is cached. It does not take into account additional latency from a peripheral source.

Chapter 8

Core-Local Interruptor (CLINT)

This chapter describes the operation of the Core-Local Interruptor (CLINT). The U74 CLINT complies with *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*.

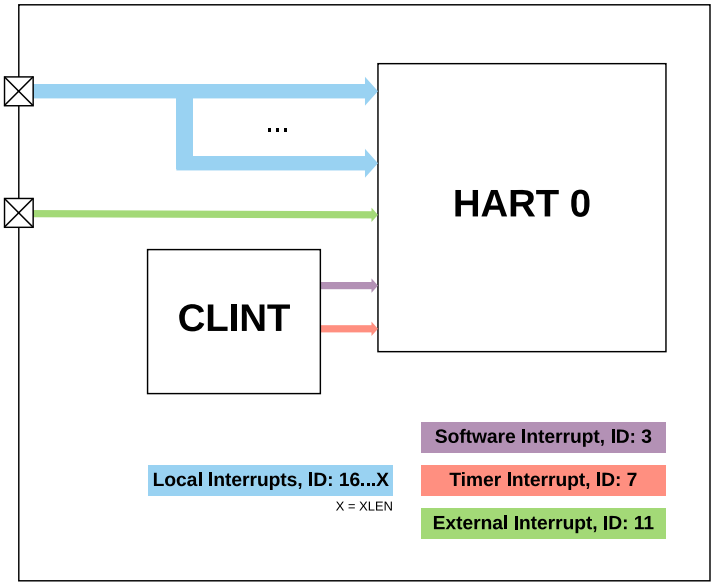


Figure 72: CLINT Block Diagram

The CLINT has a small footprint and provides software, timer, and external interrupts directly to the hart. The CLINT block also holds memory-mapped control and status registers associated with software and timer interrupts.

8.1 CLINT Priorities and Preemption

The CLINT has a fixed priority scheme based on interrupt ID, and nested interrupts (preemption) within a given privilege level is not supported. Higher privilege levels may preempt lower

privilege levels, however. The CLINT offers two modes of operation, Direct mode and Vectored mode.

In Direct mode, all interrupts and exceptions trap to `mtvec.BASE`. In Vectored mode, exceptions trap to `mtvec.BASE`, but interrupts will jump directly to their vector table index. See Section 7.7.2 for more information about `mtvec.BASE`.

8.2 CLINT Vector Table

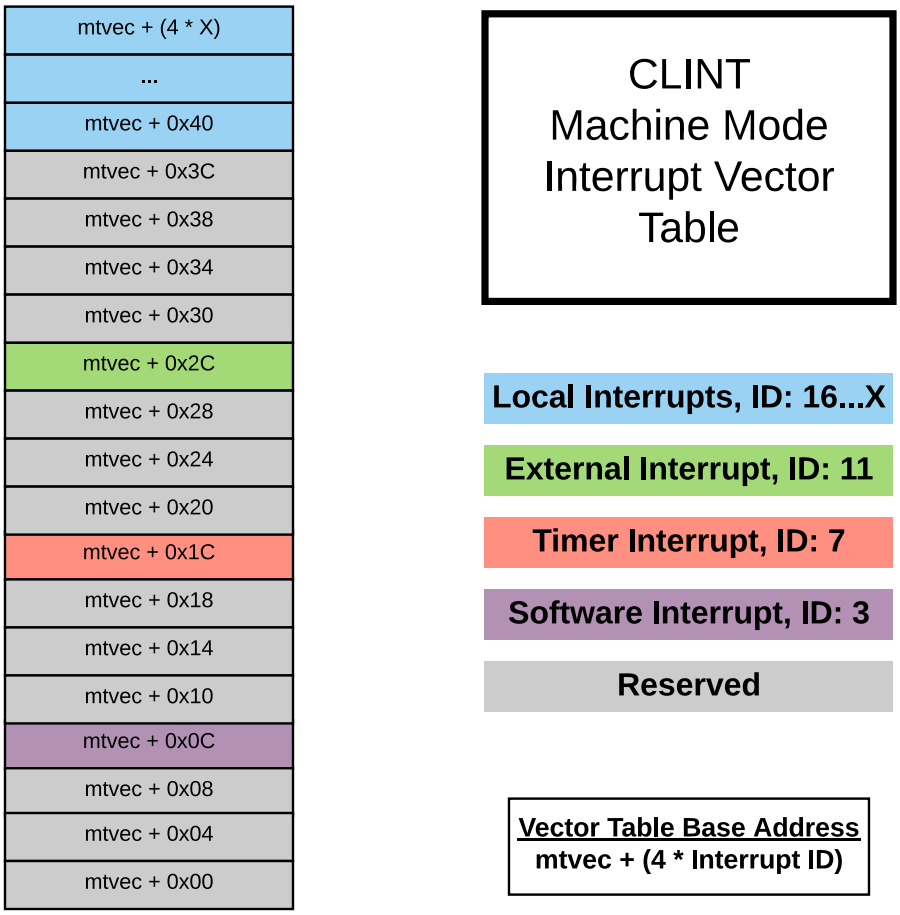


Figure 73: CLINT Interrupts and Vector Table

The CLINT vector table is populated with jump instructions, since hardware jumps to the index in the vector table first, then subsequently jumps to the handler. All exception types trap to the first entry in the table, which is `mtvec.BASE`.

An example CLINT vector table is shown below.

```
.weak default_exception_handler
.balign 4, 0
.global default_exception_handler

.weak software_handler
.balign 4, 0
.global software_handler

.weak timer_handler
.balign 4, 0
.global timer_handler

.weak external_handler
.balign 4, 0
.global external_handler

.option norvc
.weak __mtvec_clint_vector_table
#if __riscv_xlen == 32
.balign 128, 0
#else
.balign 256, 0
#endif
.global __mtvec_clint_vector_table
__mtvec_clint_vector_table:

IRQ_0:
        j default_exception_handler
IRQ_1:
        j default_vector_handler
IRQ_2:
        j default_vector_handler
IRQ_3:
        j software_handler
IRQ_4:
        j default_vector_handler
IRQ_5:
        j default_vector_handler
IRQ_6:
        j default_vector_handler
IRQ_7:
        j timer_handler
IRQ_8:
        j default_vector_handler
IRQ_9:
        j default_vector_handler
IRQ_10:
        j default_vector_handler
IRQ_11:
        j external_handler
IRQ_12:
        j default_vector_handler
IRQ_13:
        j default_vector_handler
IRQ_14:
        j default_vector_handler
IRQ_15:
        j default_vector_handler
```

Figure 74: CLINT Vector Table Example

8.3 CLINT Interrupt Sources

The U74 supports the standard RISC-V software, timer, and external interrupts. These interrupt inputs are exposed at the top-level via the `local_interrupts` signals. Any unused `local_interrupts` inputs should be tied to logic 0. These signals are positive-level triggered.

See the U74 User Manual for a description of this interrupt signal.

CLINT Interrupt IDs are provided in Table 40.

U74 Interrupt IDs		
ID	**Interrupt**	**Notes**
0–2	Reserved	
3	msip	Machine Software Interrupt
4–6	Reserved	
7	mtip	Machine Timer Interrupt
8–10	Reserved	
11	meip	Machine External Interrupt
12–15	Reserved	

Table 40: U74 Interrupt IDs

8.4 CLINT Interrupt Attribute

To help with efficiency of save and restore context, interrupt attributes can be applied to functions used for interrupt handling.

```
void __attribute__((interrupt))
software_handler (void) {
  // handler code
}
```

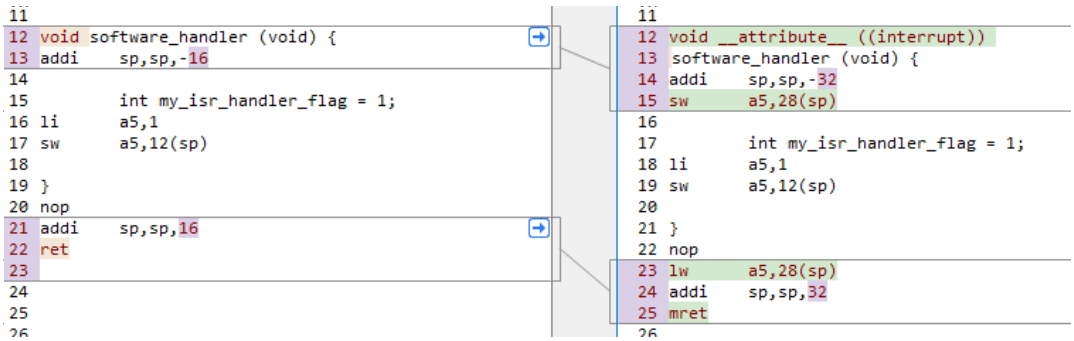


Figure 75: CLINT Interrupt Attribute Example

This attribute will save and restore and registers that are used within the handler, and insert an `mret` instruction at the end of the handler.

8.5 CLINT Memory Map

Table 41 shows the memory map for CLINT on the U74. Note that there are no enable bits for specific interrupts within the CLINT memory map, as the enables for these interrupts reside in the `mie` CSR for each interrupt, and the `mstatus.mie` CSR bit, which enables all machine interrupts globally. See Section 7.7.3 for a description of the interrupt enable bits in the `mie` CSR, and Section 7.7.4 for a description of the interrupt pending bits in the `mip` CSR.

Address	Width	Attr.	Description	Notes
`0x0200_0000`	4B	RW	`msip` for hart 0	MSIP Register (1-bit wide)
`0x0200_0004`			Reserved	
…				
`0x0200_3FFF`				
`0x0200_4000`	8B	RW	`mtimecmp` for hart 0	MTIMECMP Register
`0x0200_4008`			Reserved	
…				
`0x0200_BFF7`				
`0x0200_BFF8`	8B	RW	`mtime`	Timer Register
`0x0200_C000`			Reserved	

Table 41: CLINT Register Map

8.6 Register Descriptions

This section describes the functionality of the memory-mapped registers in the CLINT.

8.6.1 MSIP Registers

Machine mode software interrupts are generated by writing to the memory-mapped control register `msip`. The `msip` register is a 32-bit wide **WARL** register, where the upper 31 bits are tied to 0. The least-significant bit is reflected in the `MSIP` bit of the `mip` CSR. Other bits in the `msip` registers are hardwired to zero. On reset, each `msip` register is cleared to zero.

Software interrupts are most useful for interprocessor communication in multi-hart systems, as harts may write each other's `msip` bits to effect interprocessor interrupts.

8.6.2 Timer Registers

`mtime` is a 64-bit read-write register that contains the number of cycles counted from the `rtc_toggle` signal, which is described in the U74 User Guide. A timer interrupt is pending whenever `mtime` is greater than or equal to the value in the `mtimecmp` register. The timer interrupt is reflected in the `mtip` bit of the `mip` register, described in Chapter 7.

On reset, `mtime` is cleared to zero. The `mtimecmp` registers are not reset.

8.7 Supervisor Mode Delegation

By default, all interrupts trap to machine mode, including timer and software interrupts. In order for supervisor timer and software interrupts to trap directly to supervisor mode, supervisor timer and software interrupts must first be delegated to supervisor mode.

Please see Section 7.8 for more details on supervisor mode interrupts.

Chapter 9

Platform-Level Interrupt Controller (PLIC)

This chapter describes the operation of the platform-level interrupt controller (PLIC) on the U74. The PLIC complies with *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10* and can support a maximum of 132 external interrupt sources with 7 priority levels.

The U74 PLIC resides in the `clock` timing domain, allowing for relaxed timing requirements. The latency of global interrupts, as perceived by a hart, increases with the ratio of the `core_clock_0` frequency and the `clock` frequency.

9.1 Memory Map

The memory map for the U74 PLIC control registers is shown in Table 42. The PLIC memory map only supports aligned 32-bit memory accesses.

PLIC Register Map				
Address	**Width**	**Attr.**	**Description**	**Notes**
0x0C00_0000			Reserved	
0x0C00_0004	4B	RW	source 1 priority	See Section 9.3 for more information
…				
0x0C00_0210	4B	RW	source 132 priority	
0x0C00_0214			Reserved	
…				
0x0C00_1000	4B	RO	Start of pending array	See Section 9.4 for more information
…				
0x0C00_1010	4B	RO	Last word of pending array	
0x0C00_1014			Reserved	
…				
0x0C00_2000	4B	RW	Start Hart 0 M-Mode interrupt enables	See Section 9.5 for more information
…				
0x0C00_2010	4B	RW	End Hart 0 M-Mode interrupt enables	
0x0C00_2014			Reserved	
…				
0x0C00_2080	4B	RW	Start Hart 0 S-Mode interrupt enables	See Section 9.5 for more information
…				
0x0C00_2090	4B	RW	End Hart 0 S-Mode interrupt enables	
0x0C00_2094			Reserved	
…				
0x0C20_0000	4B	RW	Hart 0 M-Mode priority threshold	See Section 9.6 for more information
0x0C20_0004	4B	RW	Hart 0 M-Mode claim/complete	See Section 9.7 for more information
0x0C20_0008			Reserved	
…				
0x0C20_1000	4B	RW	Hart 0 S-Mode priority threshold	See Section 9.6 for more information
0x0C20_1004	4B	RW	Hart 0 S-Mode claim/complete	See Section 9.7 for more information
0x0C20_1008			Reserved	
…				
0x1000_0000			End of PLIC Memory Map	

Table 42: PLIC Register Map

9.2 Interrupt Sources

The U74 has 132 interrupt sources. 127 of these are external global interrupts. The remainder are driven by various on-chip devices as listed in Table 43. These signals are positive-level triggered and are not configurable.

In the PLIC, as specified in *The RISC-V Instruction Set Manual, Volume II: Privileged Architecture, Version 1.10*, Global Interrupt ID 0 is defined to mean "no interrupt," hence `global_interrupts[0]` corresponds to PLIC Interrupt ID 1. Thus, the first usable PLIC interrupt has ID value of 2.

See the U74 User Guide for a description of global interrupts.

Source Start	Source End	Source
1	127	External Global Interrupts
128	128	L2 Cache `DirError`
129	129	L2 Cache `DirFail`
130	130	L2 Cache `DataError`
131	131	L2 Cache `DataFail`
132	132	Bus-Error Unit

Table 43: PLIC Interrupt Source Mapping

9.3 Interrupt Priorities

Each PLIC interrupt source can be assigned a priority by writing to its 32-bit memory-mapped `priority` register. The U74 supports 7 levels of priority. A priority value of 0 is reserved to mean "never interrupt" and effectively disables the interrupt. Priority 1 is the lowest active priority, and priority 7 is the highest. Ties between global interrupts of the same priority are broken by the Interrupt ID; interrupts with the lowest ID have the highest effective priority. See Table 44 for the detailed register description.

PLIC Interrupt Priority Register (`priority`)				
Base Address		`0x0C00_0000` + 4 × Interrupt ID		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
[2:0]	Priority	RW	X	Global interrupt priority.
[31:3]	Reserved	RO	0	

Table 44: PLIC Interrupt Priority Register

9.4 Interrupt Pending Bits

The current status of the interrupt source pending bits in the PLIC core can be read from the pending array, organized as 5 words of 32 bits. The pending bit for interrupt ID N is stored in bit $(N \bmod 32)$ of word $(N/32)$. As such, the U74 has 5 interrupt pending registers. Bit 0 of word 0, which represents the non-existent interrupt source 0, is hardwired to zero.

A pending bit in the PLIC core can be cleared by setting the associated enable bit then performing a claim as described in Section 9.7.

PLIC Interrupt Pending Register 1 (`pending1`)				
Base Address		`0x0C00_1000`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
0	Interrupt 0 Pending	RO	0	Non-existent global interrupt 0 is hardwired to zero
1	Interrupt 1 Pending	RO	0	Pending bit for global interrupt 1
2	Interrupt 2 Pending	RO	0	Pending bit for global interrupt 2
…				
31	Interrupt 31 Pending	RO	0	Pending bit for global interrupt 31

Table 45: PLIC Interrupt Pending Register 1

PLIC Interrupt Pending Register 5 (`pending5`)				
Base Address		`0x0C00_1010`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
0	Interrupt 128 Pending	RO	0	Pending bit for global interrupt 128
…				
4	Interrupt 132 Pending	RO	0	Pending bit for global interrupt 132
[31:5]	Reserved	WIRI	X	

Table 46: PLIC Interrupt Pending Register 5

9.5 Interrupt Enables

Each global interrupt can be enabled by setting the corresponding bit in the `enable` registers. The `enable` registers are accessed as a contiguous array of 5 × 32-bit words, packed the same way as the `pending` bits. Bit 0 of enable word 0 represents the non-existent interrupt ID 0 and is hardwired to 0.

64-bit and 32-bit word accesses are supported by the `enables` array in SiFive RV64 systems.

PLIC Interrupt Enable Register 1 (`enable1`) for Hart 0 M-Mode				
Base Address		`0x0C00_2000`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
0	Interrupt 0 Enable	RO	0	Non-existent global interrupt 0 is hard-wired to zero
1	Interrupt 1 Enable	RW	X	Enable bit for global interrupt 1
2	Interrupt 2 Enable	RW	X	Enable bit for global interrupt 2
…				
31	Interrupt 31 Enable	RW	X	Enable bit for global interrupt 31

Table 47: PLIC Interrupt Enable Register 1 for Hart 0 M-Mode

PLIC Interrupt Enable Register 5 (`enable5`) for Hart 0 S-Mode				
Base Address		`0x0C00_2090`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
0	Interrupt 128 Enable	RW	X	Enable bit for global interrupt 128
…				
4	Interrupt 132 Enable	RW	X	Enable bit for global interrupt 132
[31:5]	Reserved	RO	0	

Table 48: PLIC Interrupt Enable Register 5 for Hart 0 S-Mode

9.6 Priority Thresholds

The U74 supports setting of an interrupt priority threshold via the `threshold` register. The `threshold` is a **WARL** field, where the U74 supports a maximum threshold of 7.

The U74 masks all PLIC interrupts of a priority less than or equal to `threshold`. For example, a `threshold` value of zero permits all interrupts with non-zero priority, whereas a value of 7 masks all interrupts. If the threshold register contains a value of 5, all PLIC interrupt configured with priorities from 1 through 5 will not be allowed to propagate to the CPU.

PLIC Interrupt Priority Threshold Register (`threshold`)				
Base Address		`0x0C20_0000`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
[2:0]	Threshold	RW	X	Sets the priority threshold
[31:3]	Reserved	RO	0	

Table 49: PLIC Interrupt Threshold Register

9.7 Interrupt Claim Process

A U74 hart can perform an interrupt claim by reading the `claim/complete` register (Table 50), which returns the ID of the highest-priority pending interrupt or zero if there is no pending interrupt. A successful claim also atomically clears the corresponding pending bit on the interrupt source.

A U74 hart can perform a claim at any time, even if the MEIP bit in its `mip` (Table 28) register is not set.

The claim operation is not affected by the setting of the priority threshold register.

9.8 Interrupt Completion

A U74 hart signals it has completed executing an interrupt handler by writing the interrupt ID it received from the claim to the `claim/complete` register (Table 50). The PLIC does not check whether the completion ID is the same as the last claim ID for that target. If the completion ID does not match an interrupt source that is currently enabled for the target, the completion is silently ignored.

PLIC Claim/Complete Register (`claim`)				
Base Address		`0x0C20_0004`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
[31:0]	Interrupt Claim/ Complete for Hart 0 M-Mode	RW	X	A read of zero indicates that no interrupts are pending. A non-zero read contains the id of the highest pending interrupt. A write to this register signals completion of the interrupt id written.

Table 50: PLIC Interrupt Claim/Complete Register for Hart 0 M-Mode

The PLIC cannot forward a new interrupt to a hart that has claimed an interrupt, but has not yet finished the complete step of the interrupt handler. Thus, the PLIC does not support preemption of global interrupts to an individual hart.

Interrupt IDs for global interrupts routed through the PLIC are independent of the interrupt IDs for local interrupts. The PLIC handler may check for additional pending global interrupts once the initial claim/complete process has finished, prior to exiting the handler. This method could save additional PLIC save/restore context for global interrupts.

9.9 Example PLIC Interrupt Handler

Since the PLIC interfaces with the CPU through external interrupt #11, the external handler must contain an additional claim/complete step that is used to handshake with the PLIC logic.

```
void external_handler() {
```

```
  //get the highest priority pending PLIC interrupt
  uint32_t int_num = plic.claim_comlete;

  //branch to handler
  plic_handler[int_num]();

  //complete interrupt by writing interrupt number back to PLIC
  plic.claim_complete = int_num;

  // Add additional checks for PLIC pending here, if desired
}
```

If a CPU reads claim/complete and it returns 0x0, the interrupt does not require processing, and thus writeback of the claim/complete is not necessary.

The `plic_handler[]()` routine shown above demonstrates one method to implement a software table where the offset of the function that resides within the table is determined by the PLIC interrupt ID. The PLIC interrupt ID is unique to the PLIC, in that it is completely independent of the interrupt IDs of local interrupts.

Chapter 10

TileLink Error Device

The Error Device is a TileLink slave that responds to all requests with a TileLink `denied` error and all reads with a `corrupt` error. It has no registers. The entire memory range discards writes and returns zeros on read. Both operation acknolwedgements carry an error indication.

The Error Device serves a dual role. Internally, it is used as a landing pad for illegal off-chip requests. However, it is also useful for testing software handling of bus errors.

Chapter 11

Bus-Error Unit

This chapter describes the operation of the SiFive Bus-Error Unit.

11.1 Bus-Error Unit Overview

The Bus-Error Unit (BEU) is a per-processor device that records erroneous events and reports them using platform-level and hart-local interrupts. The BEU can be configured to generate interrupts on correctable memory errors, uncorrectable memory errors, and/or TileLink bus errors. When an error occurs, the BEU will hold the address of the error and a code to describe the error.

11.2 Memory Map

The Bus-Error Unit memory map is shown in Table 51.

Offset	Name	Description
`0x00`	`cause`	Cause of error event
`0x08`	`value`	Physical address of error event
`0x10`	`enable`	Event enable mask
`0x18`	`plic_interrupt`	Platform-level interrupt enable mask
`0x20`	`accrued`	Accrued event mask
`0x28`	`local_interrupt`	Hart-local interrupt-enable mask

Table 51: Register offsets within the Bus-Error Unit Memory Map

The bitfields of `enable`, `plic_interrupt`, `accrued`, and `local_interrupt` are described in Table 52. The `cause` register represents which event occurred, and the `value` register contains the address of that error event. The `value` register will be updated when errors occur on memory that supports data cache. For example, the Memory Port has data cache support, where the System and Peripheral Ports do not.

11.3 Reportable Errors

Table 52 lists the events that the Bus-Error Unit may report.

Value	Description
0	*No error*
1	Reserved
2	Instruction cache or ITIM correctable ECC error
3	Reserved
4	Reserved
5	Load or store TileLink bus error
6	Data cache correctable ECC error
7	Data cache uncorrectable ECC error

Table 52: Bus-Error Unit Error Events

11.4 Functional Description

When one of the events listed in Table 52 occurs, the Bus-Error Unit can record information about that event and can generate an interrupt to the PLIC or locally to the hart. The `enable` register contains a mask of which events the BEU can record. Each bit in `enable` corresponds to an event in Table 52. For example, if `enable[5]` is set, the BEU will record TileLink bus errors. If `plic_interrupt[5]` is also set, then a global interrupt will be asserted to the platform-level interrupt controller (PLIC or CLIC). Alternatively, if `local_interrupt[5]` is set, then a BEU error will result in a local interrupt to the hart. The `cause` register indicates the event the BEU has most recently recorded, e.g., a value of 5 indicates a TileLink bus error was recorded.

The `cause` value 0 is reserved to indicate "no error". `cause` is only written for events enabled in the `enable` register. Furthermore, `cause` is only written when its current value is 0; that is, if multiple events occur, only the first one is latched, until software clears the `cause` register.

The `value` register supplies the physical address that caused the event, or 0 if the address is unknown. The BEU writes the `value` register whenever it writes the `cause` register, such as when an event enabled in the `enable` register occurs or when `cause` contains 0.

The bit position in the `accrued` register indicates which events have occurred since the last time it was cleared by software. It’s format is the same as the `enable` register. The BEU sets bits in the `accrued` register whether or not they are enabled in the `enable` register.

11.4.1 BEU Global Interrupt

The bit position in the `plic_interrupt` register indicates which accrued events should generate an interrupt into the PLIC. An interrupt is generated when the same bit is set in both `accrued` and `plic_interrupt`. The PLIC drives the machine external interrupt to the core, which has an interrupt ID of 11 (`0xB`). For designs with a CLIC, there is a configuration dependent interrupt number used for the BEU that routes through the CLIC. The exception code

value, located in `mcause` (machine trap cause) CSR, will be 11 (`0xB`) when BEU interrupts are routed through the PLIC. The exception code value is independent of the PLIC interrupt number used to connect the BEU to the PLIC.

11.4.2 BEU Local Interrupt

The `local_interrupt` register indicates which accrued events should generate an interrupt directly to the hart associated with this Bus-Error Unit. An interrupt is generated when the same bit is set in both `accrued` and `local_interrupt`. The `mcause` exception code for BEU errors reported with local interrupts is 128 (`0x80`). Whether local interrupts are configured for direct mode or vectored mode of operation, BEU errors will always trap to `mtvec.BASE` address. In other words, when operating in vectored mode of operation, the BEU does not require an entry in the interrupt vector table. The exception handler should have software support to check for an `mcause` value of `0x8000_0000_0000_0080`, where bit 63 is set, indicating an interrupt occurred. This behavior is unique to the BEU due to the value of the exception code being greater than 64.

11.4.3 Global Interrupt Configuration

In addition to writing the BEU registers to enable interrupts, the `mstatus.MIE` CSR bit should be written to enable Machine level interrupts globally. The `mie.MEIE` CSR bit should also be configured to enable external interrupts when `plic_interrupt` is enabled to route the PLIC interrupt from the BEU interrupts to the core. Refer to the local interrupt chapter for more details regarding interrupt configurations.

11.4.4 Static BEU Configurations

Errors reported through the BEU using local interrupts do not have an enable bit in the `mie` CSR, so it is always enabled. Additionally, there is no bit for the BEU in the `mideleg` CSR, so it cannot be delegated to a mode less privileged than M-mode.

Chapter 12

Level 2 Cache Controller

This chapter describes the functionality of the Level 2 Cache Controller used in the U74.

12.1 Level 2 Cache Controller Overview

The SiFive Level 2 Cache Controller is used to provide access to fast copies of memory for masters in a Core Complex. The Level 2 Cache Controller also acts as a directory-based coherency manager.

The SiFive Level 2 Cache Controller offers extensive flexibility as it allows for several features in addition to the Level 2 Cache functionality. These include memory-mapped access to L2 Cache RAM for disabled cache ways, scratchpad functionality, way masking and locking, ECC support with error tracking statistics, error injection, and interrupt signaling capabilities.

These features are described in Section 12.2.

12.2 Functional Description

The U74 L2 Cache Controller is configured into 1 bank. Each bank contains 256 sets of 8 ways and each way contains a 64-byte block. This subdivision into banks helps facilitate increased available bandwidth between CPU masters and the L2 Cache as each bank has its own dedicated 64-bit TL-C inner port. As such, multiple requests to different banks may proceed in parallel.

The outer port of the L2 Cache Controller is a 128-bit TL-C port shared among all banks and typically connected to a DDR controller. The outer Memory port(s) of the L2 Cache Controller is shared among all banks and typically connected to cacheable memory. The overall organization of the L2 Cache Controller is depicted in Figure 76.

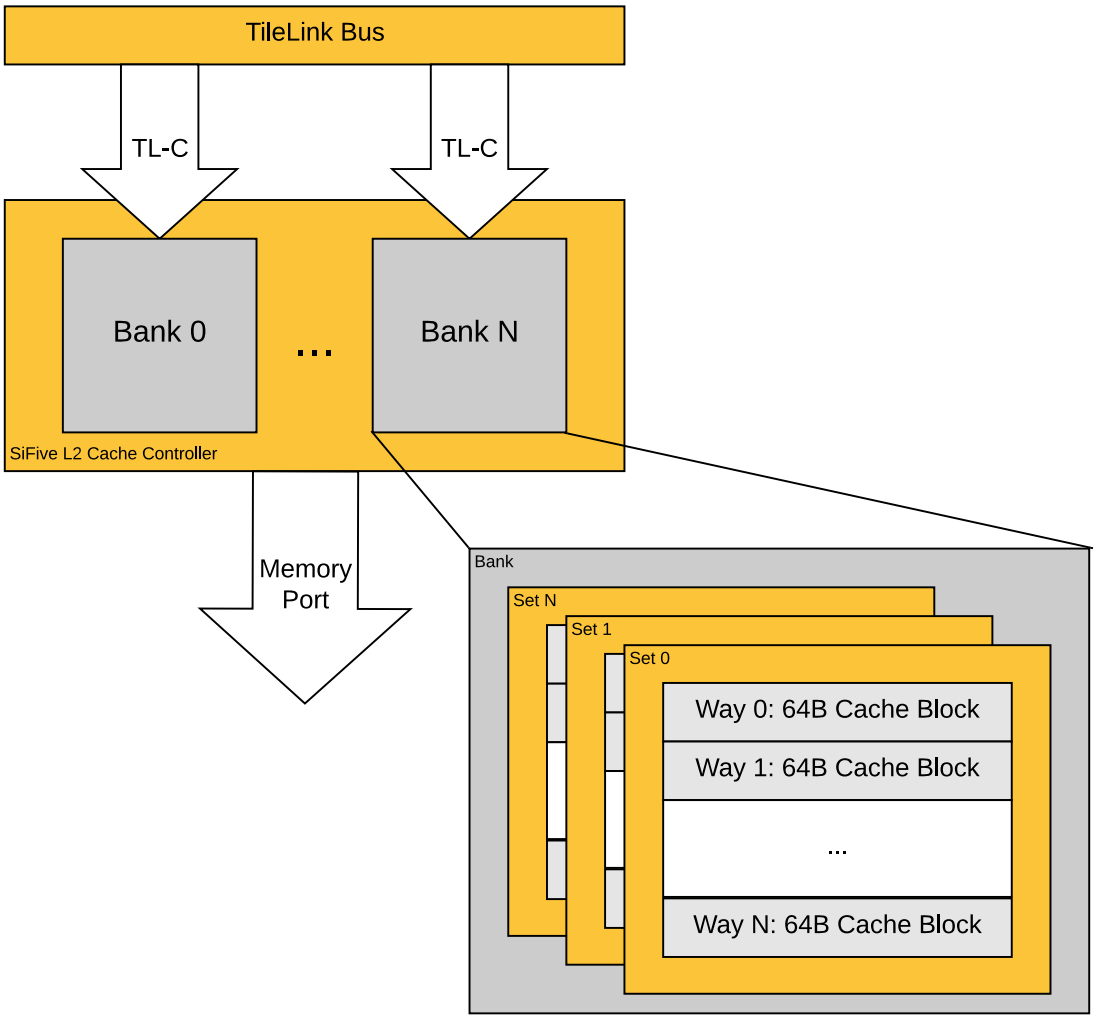


Figure 76: Organization of the SiFive L2 Cache Controller

12.2.1 Way Enable and the L2 Loosely-Integrated Memory (L2 LIM)

Similar to the ITIM discussed in Chapter 3, the SiFive Level 2 Cache Controller allows for its SRAMs to act either as direct addressed memory in the Core Complex address space or as a cache that is controlled by the L2 Cache Controller and which can contain a copy of any cacheable address.

When cache ways are disabled, they are addressable in the L2 Loosely-Integrated Memory (L2 LIM) address space as described in the U74 memory map in Section 4.2. Fetching instructions or data from the L2 LIM provides deterministic behavior equivalent to an L2 cache hit, with no possibility of a cache miss. Accesses to L2 LIM are always given priority over cache way accesses, which target the same L2 cache bank.

Out of reset, all ways, except for way 0, are disabled. Cache ways can be enabled by writing to the `WayEnable` register described in Section 12.4.2. Once a cache way is enabled, it cannot be

disabled unless the U74 is reset. The highest numbered L2 Cache Way is mapped to the lowest L2 LIM address space, and way 1 occupies the highest L2 LIM address range. As L2 cache ways are enabled, the size of the L2 LIM address space shrinks. The mapping of L2 cache ways to L2 LIM address space is show in Figure 77.

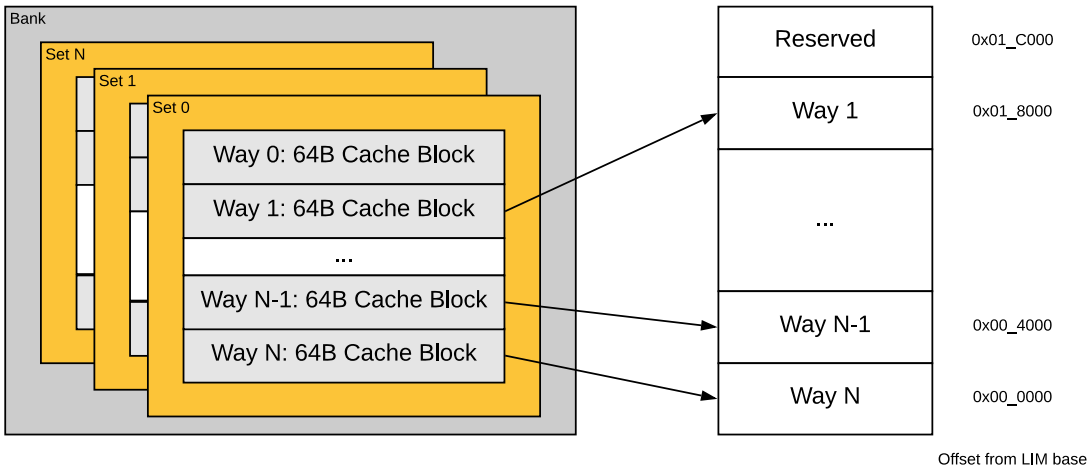


Figure 77: Mapping of L2 Cache Ways to L2 LIM Addresses

12.2.2 Way Masking and Locking

The SiFive L2 Cache Controller can control the amount of cache memory a CPU master is able to allocate into by using the `WayMaskX` register described in Section 12.4.12. Note that `WayMaskX` registers only affect allocations, and reads can still occur to ways that are masked. As such, it becomes possible to lock down specific cache ways by masking them in all `WayMaskX` registers. In this scenario, all masters can still read data in the locked cache ways but cannot evict data.

12.2.3 L2 Zero Device

The SiFive L2 Cache Controller has a dedicated scratchpad address region that allows for allocation into the cache using an address range which is not memory backed. This address region is denoted as the L2 Zero Device in the Memory Map in Section 4.2. Writes to the scratchpad region allocate into cache ways that are enabled and not masked. Care must be taken with the scratchpad, however, as there is no memory backing this address space. Cache evictions from addresses in the scratchpad result in data loss.

The main advantage of the L2 Zero Device over the L2 LIM is that it is a cacheable region allowing for data stored to the scratchpad to also be cached in a master's L1 data cache resulting in faster access.

The recommended procedure for using the L2 Zero Device is as follows:

1. Use the `WayEnable` register to enable the desired cache ways.

2. Designate a single master that will allocate into the scratchpad. For this procedure, we designate this master as Master S. All other masters (CPU and non-CPU) are denoted as Masters X.
3. Masters X: Write to the `WayMaskX` register to mask the ways that are to be used for the scratchpad. This prevents Masters X from evicting cache lines in the designated scratchpad ways.
4. Master S: Write to the `WayMaskX` register to mask all ways *except* the ways that are to be used for the scratchpad. At this point, Master S should only be able to allocate into the cache ways meant to be used as a scratchpad.
5. Master S: Write scratchpad data into the L2 Zero Device address range.
6. Master S: Repeat steps 4 and 5 for each way to be used as scratchpad.
7. Master S: Use the `WayMaskX` register to mask the scratchpad ways for Master S so that it is no longer able to evict cache lines from the designated scratchpad ways.
8. At this point, the scratchpad ways should contain the scratchpad data, with all masters able to read, write, and execute from this address space, and no masters able to evict the scratchpad contents.

12.2.4 Error Correction Codes (ECC)

The SiFive Level 2 Cache Controller supports ECC. ECC is applied to both categories of SRAM used, the data SRAMs and the metadata SRAMs (index, tag, and directory information). The data SRAMs use Single-Error Correcting, Double-Error Detecting (SECDED). The metadata SRAMs use Single-Error Correcting, Double-Error Detecting (SECDED).

Whenever a correctable error is detected, the cache immediately repairs the corrupted bit and writes it back to SRAM. This corrective procedure is completely invisible to application software. However, to support diagnostics, the cache records the address of the most recently corrected metadata and data errors. Whenever a new error is corrected, a counter is increased and an interrupt is raised. There are independent addresses, counters, and interrupts for correctable metadata and data errors.

`DirError`, `DirFail`, `DataError`, and `DataFail` signals are used to indicate that an L2 metadata, data, or uncorrectable L2 data error has occurred, respectively. These signals are connected to the PLIC as described in Chapter 9 and are cleared upon reading their respective count registers.

12.3 Memory Map

The L2 Cache Controller memory map is shown in Table 53.

Offset	Name	Description
0x0000	Config	Information about the Cache Configuration
0x0008	WayEnable	The index of the largest way which has been enabled. May only be increased.
0x0040	ECCInjectError	Inject an ECC Error
0x0100	DirECCFixLow	The low 32-bits of the most recent address to fail ECC
0x0104	DirECCFixHigh	The high 32-bits of the most recent address to fail ECC
0x0108	DirECCFixCount	Reports the number of times an ECC error occured
0x0120	DirECCFailLow	The low 32-bits of the most recent address to fail ECC
0x0124	DirECCFailHigh	The high 32-bits of the most recent address to fail ECC
0x0128	DirECCFailCount	Reports the number of times an ECC error occured
0x0140	DatECCFixLow	The low 32-bits of the most recent address to fail ECC
0x0144	DatECCFixHigh	The high 32-bits of the most recent address to fail ECC
0x0148	DatECCFixCount	Reports the number of times an ECC error occured
0x0160	DatECCFailLow	The low 32-bits of the most recent address to fail ECC
0x0164	DatECCFailHigh	The high 32-bits of the most recent address to fail ECC
0x0168	DatECCFailCount	Reports the number of times an ECC error occured
0x0200	Flush64	Flush the phsyical address equal to the 64-bit written data from the cache
0x0240	Flush32	Flush the physical address equal to the 32-bit written data << 4 from the cache
0x0800	WayMask0	Master 0 way mask register
0x0808	WayMask1	Master 1 way mask register
0x0810	WayMask2	Master 2 way mask register
0x0818	WayMask3	Master 3 way mask register
0x0820	WayMask4	Master 4 way mask register
0x0828	WayMask5	Master 5 way mask register
0x0830	WayMask6	Master 6 way mask register
0x0838	WayMask7	Master 7 way mask register
0x0840	WayMask8	Master 8 way mask register
0x2000	pmEventSelect0	performance monitor event select 0
0x2008	pmEventSelect1	performance monitor event select 1
0x2010	pmEventSelect2	performance monitor event select 2
0x2018	pmEventSelect3	performance monitor event select 3
0x2020	pmEventSelect4	performance monitor event select 4
0x2028	pmEventSelect5	performance monitor event select 5
0x2800	pmClientFilter	performance counter client disable mask
0x3000	pmEventCounter0	performance monitor event counter 0
0x3008	pmEventCounter1	performance monitor event counter 1
0x3010	pmEventCounter2	performance monitor event counter 2
0x3018	pmEventCounter3	performance monitor event counter 3
0x3020	pmEventCounter4	performance monitor event counter 4

Table 53: Register offsets within the L2 Cache Controller Control Memory Map

Offset	Name	Description
0x3028	pmEventCounter5	performance monitor event counter 5

Table 53: Register offsets within the L2 Cache Controller Control Memory Map

12.4 Register Descriptions

This section describes the functionality of the memory-mapped registers in the Level 2 Cache Controller.

12.4.1 Cache Configuration Register (Config)

The Config Register can be used to programmatically determine information regarding the cache size and organization.

Config Register				
Register Offset		0x0		
Bits	Field Name	Attr.	Rst.	Description
[7:0]	Banks	RO	0x1	Number of banks in the cache
[15:8]	Ways	RO	0x8	Number of ways per bank
[23:16]	lgSets	RO	0x8	Base-2 logarithm of the sets per bank
[31:24]	lgBlockBytes	RO	0x6	Base-2 logarithm of the bytes per cache block

Table 54: Information about the Cache Configuration

12.4.2 Way Enable Register (WayEnable)

The WayEnable register determines which ways of the Level 2 Cache Controller are enabled as cache. Cache ways that are not enabled are mapped into the U74's L2 LIM (Loosely-Integrated Memory) as described in the memory map in Section 4.2.

This register is initialized to 0 on reset and may only be increased. This means that, out of reset, only a single L2 cache way is enabled, as one cache way must always remain enabled. Once a cache way is enabled, the only way to map it back into the L2 LIM address space is by a reset.

WayEnable Register				
Register Offset		0x8		
Bits	Field Name	Attr.	Rst.	Description
[7:0]	WayEnable	RW	0x0	The index of the largest way which has been enabled. May only be increased.

Table 55: The index of the largest way which has been enabled. May only be increased.

12.4.3 ECC Error Injection Register (`ECCInjectError`)

The `ECCInjectError` register can be used to insert an ECC error into either the backing data or metadata SRAM. This function can be used to test error correction logic, measurement, and recovery.

`ECCInjectError` Register				
Register Offset		`0x40`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
[7:0]	`ECCToggleBit`	`RW`	`0x0`	Toggle (corrupt) this bit index on the next cache operation
[15:8]	Reserved			
16	`ECCToggleType`	`RW`	`0x0`	Toggle (corrupt) a bit in 0=data or 1=directory
[31:17]	Reserved			

Table 56: Inject an ECC Error

12.4.4 ECC Directory Fix Address (`DirECCFix*`)

The `DirECCFixHigh` and `DirECCFixLow` registers are read-only registers that contain the address of the most recently corrected metadata error. This field supplies only the portions of the address that correspond to the affected set and bank, since all ways are corrected together.

12.4.5 ECC Directory Fix Count (`DirECCFixCount`)

The `DirECCFixCount` register is a read-only register that contains the number of corrected L2 metadata errors.

Reading this register clears the `DirError` interrupt signal described in Section 12.2.4.

12.4.6 ECC Directory Fail Address (`DirECCFail*`)

The `DirECCFailLow` and `DirECCFailHigh` registers are read-only registers that contains the address of the most recent uncorrected L2 metadata error.

12.4.7 ECC Data Fix Address (`DatECCFix*`)

The `DatECCFixLow` and `DatECCFixHigh` registers are read-only registers that contain the address of the most recently corrected L2 data error.

12.4.8 ECC Data Fix Count (`DatECCFixCount`)

The `DataECCFixCount` register is a read-only register that contains the number of corrected data errors.

Reading this register clears the `DataError` interrupt signal described in Section 12.2.4.

12.4.9 ECC Data Fail Address (`DatECCFail*`)

The `DatECCFailLow` and `DatECCFailHigh` registers are a read-only registers that contain the address of the most recent uncorrected L2 data error.

12.4.10 ECC Data Fail Count (`DatECCFailCount`)

The `DatECCFailCount` register is a read-only register that contains the number of uncorrected data errors.

Reading this register clears the `DataFail` interrupt signal described in Section 12.2.4.

12.4.11 Cache Flush Registers (`Flush*`)

The U74 L2 Cache Controller provides two registers that can be used for flushing specific cache blocks.

`Flush64` is a 64-bit write-only register that flushes the cache block containing the address written. `Flush32` is a 32-bit write-only register that flushes a cache block containing the written address left shifted by 4 bytes. In both registers, all bits must be written in a single access for the flush to take effect.

12.4.12 Way Mask Registers (`WayMask*`)

The `WayMaskX` register allows a master connected to the L2 Cache Controller to specify which L2 cache ways can be evicted by master `X`. Masters can still access memory cached in masked ways. The mapping between masters and their L2 master IDs is shown in Table 58.

At least one cache way must be enabled. It is recommended to set/clear bits in this register using atomic operations.

`WayMask0` Register				
Register Offset		`0x800`		
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
0	`WayMask0_0`	`RW`	`0x1`	Enable way 0 for Master 0
1	`WayMask0_1`	`RW`	`0x1`	Enable way 1 for Master 0
2	`WayMask0_2`	`RW`	`0x1`	Enable way 2 for Master 0
3	`WayMask0_3`	`RW`	`0x1`	Enable way 3 for Master 0
4	`WayMask0_4`	`RW`	`0x1`	Enable way 4 for Master 0
5	`WayMask0_5`	`RW`	`0x1`	Enable way 5 for Master 0
6	`WayMask0_6`	`RW`	`0x1`	Enable way 6 for Master 0
7	`WayMask0_7`	`RW`	`0x1`	Enable way 7 for Master 0

Table 57: Master 0 way mask register

Master ID	Description
0	Hart 0 Fetch Unit
1	Hart 0 D--Cache
2	Hart 0 D--Cache
3	Hart 0 D--Cache MMIO
4	Debug
5	AXI4 Front Port ID#0
6	AXI4 Front Port ID#1
7	AXI4 Front Port ID#2
8	AXI4 Front Port ID#3

Table 58: Master IDs in the L2 Cache Controller

12.4.13 Coherence

The SiFive L2 cache is not inclusive of the L1 instruction cache, but is inclusive of the L1 data cache. When a block of data is allocated to the L1 cache it is also allocated to the L2 cache. When a block is evicted from the L1, the corresponding block in the L2 is then updated and marked dirty.

To understand how coherence is managed differently in the L2 cache with respect to the L1 instruction and data caches, consider the following rules:

1. Only an instruction cache allocation from Memory Port will land in the L2 cache.
2. An eviction from L2 cache does not cause an eviction from the instruction cache.
3. An eviction from the instruction cache does not cause L2 cache eviction either.
4. A discard from the data cache does not invalidate the L2 cache.
5. Following a flush in the L2 cache, the L2 cache will back probe lines in L1 data cache.

12.4.14 Write Policy

The L2 cache is a write-back cache. Write-through is not currently supported.

Chapter 13

Power Management

The following chapter establishes flows for powering up, powering down, and resetting the hardware of the U74.

13.1 Hardware Reset

The following list summarizes the hardware reset values required by the RISC-V Privileged Specification and applies to all SiFive designs.

1. Privilege mode is set to machine mode.
2. `mstatus.MIE` and `mstatus.MPRV` are required to be 0.
3. The `misa` register holds the full set of supported extensions for that implementation, and `misa.MXL` defaults to the widest supported ISA available, referred to as MXLEN.
4. The `pc` is set to the implementation specific reset vector.
5. The `mcause` register is set to a value indicating the cause of the reset.
6. The PMP configuration fields for address matching mode (`A`) and Lock (`L`) are set to 0, which defaults to no protection for any privilege level.

The internal state of the rest of the system should be completed by software early in the boot flow.

13.2 Early Boot Flow

For the early stages of boot, some of the first things software must consider are listed below:

- The global pointer (`gp` or `x3`) user register should be initialized to the `__global_pointer$` linker generated symbol and not changed at any point in the application program.

- The stack pointer (`sp` or `x2`) user register should be also set up as a standard part of the boot flow.
- All other user registers (`x1`, `x4` - `x31`) can be written to 0 upon initial power-on.
- The `mtvec` register holds the default exception handler base address, so it is important to set up this register early in the boot flow so it points to a properly aligned, valid exception handler location.
- Zero out the `bss` section, and copy data sections into RAM areas as needed.

13.3 Interrupt State During Early Boot

Since `mstatus.MIE` defaults to 0, all interrupts are disabled globally out of reset. Prior to enabling interrupts globally through `mstatus.MIE`, consider the following:

- Ensure no timer interrupts are pending by checking the `mip.MTIP` bit. The `mtime` register is 0 out of reset, and starts running immediately. However, the `mtimecmp` register does not have a reset value.

  If no timer interrupt is required, leave `mie.MTIE` equal to 0 prior to enabling global interrupt with `mstatus.MIE`.

  If the application requires a timer interrupt, write `mtimecmp` to a value in the future for the next timer interrupt before enabling `mstatus.MIE`.
- Write the remaining bits in the `mie` CSR to the desired value to enable interrupts based on the requirements of the system. This register is not defined to have a reset value.
- Each `msip` register in the Core-Local Interruptor (CLINT) or Core-Local Interrupt Controller (CLIC) address space is reset to 0, so no specific initialization is required for local software interrupts.

  Since `msip` is memory-mapped, any hart in the system may trigger a software interrupt on another hart, so this should be considered during the boot flow on a multi-hart system.
- If a Platform-Level Interrupt Controller (PLIC) exists, check the PLIC pending status. The PLIC memory mapped pending bits are read-only, so the pending status should be cleared at the source if they reset to a non-zero status. Then, enable the PLIC interrupts as required by the system prior to enabling interrupts in the system via `mstatus.MIE`.

  If an L2 Cache or Bus-Error Unit (BEU) is present, these interrupt IDs begin at 128, so the enable bits may lie in a different region of the memory map than other PLIC enable bits in the design.
- Wipe down memory if enabled with ECC. This can be done by writing `0x0` to memory with either store instructions issued by the CPU, or using a DMA controller. ECC errors are reported via the Bus-Error Unit (BEU).
- Check BEU registers to ensure no errors are reported and that the enable bits reflect the requirements of the application.

13.4 Other Boot Time Considerations

- Ensure the remaining bits in the `mstatus` CSR are written to the desired application specific configuration at boot time.
- If a design includes user and supervisor privilege levels, initialize `medeleg` and `mideleg` registers to 0 until supervisor-level trap handling is set up correctly using `stvec`.
- The `mcause`, `mepc`, and `mtval` registers hold important information in the event of a synchronous exception. If the synchronous exception handler forces reset in the application, the contents of these registers can be checked to understand root cause.
- The PMP address and configuration CSRs are required to be initialized if user or supervisor privilege levels are part of the design. By default, user and supervisor modes have no permissions to the memory map unless explicitly granted by the PMP.
- The `mcycle` CSR is a 64-bit counter on both RV32 and RV64 systems, and it counts the number of cycles executed by the hart. It has an arbitrary value after reset and can be written as needed by the application.
- Instructions retired can be counted by the `minstret` register, and this also has an arbitrary value after reset. This can be written to any given value.
- The `mhpmeventX` CSR selects which hardware events to count, where the count is reflected in `mhpmcounterX`. At any point, the `mhpmcounterX` registers can be directly written to reset their value when the `mhpmeventX` register has the proper event selected.
- For cores with an MMU, ensure the `satp` register holds the correct configuration for address translation.
- There is no requirement for boot time initialization to any of the registers within the Debug Module, unless there is an application specific reason to do so.
- All other CSRs during boot time initialization should be considered based on system and application requirements.

13.5 Power-Down Flow

Designate one core as `master` and all others as `slaves`. For our Core IP product, coordination with an `External Agent` is required.

1. External Agent: Wait for communication from master core to initiate the following steps:
    a. Stop sending inbound traffic (both transactions and interrupts) into the core complex.
    b. Wait until all outstanding requests to the Core Complex are completed, then
    c. Wait until `cease_from_tile_X` is high for the master core and all slave cores.

   d. Once `cease_from_tile_X` is high for master core and all slave cores, apply reset to the whole core complex.

2. Master core:

   a. The following sequence should be executed in machine mode and NOT out of a remote ITIM/DTIM.
   b. Communicate with external agent to initiate cease power-down sequence.
   c. Poll external agent until steps 1.a and 1.b are completed.
   d. Disable all interrupts except those related to bus errors/memory corruption, and IPIs (if using enabled IPI to coordinate power-down sequence among cores).

      i. Copy contents of any TIMs/LIMs into external memory.
      ii. Master core: if there is an L2 cache, flush it (all addresses at which cacheable physical memory exists).
      iii. If there is no L2 cache, but there is a data cache, flush it using full-cache variant of `CFLUSH.D.L1`, if available; or per-line variant if not

   e. Disable all interrupts.
   f. Execute CEASE instruction.

Chapter 14

Debug

This chapter describes the operation of SiFive debug hardware, which follows *The RISC-V Debug Specification, Version 0.13*. Currently only interactive debug and hardware breakpoints are supported.

14.1 Debug CSRs

This section describes the per hart Trace and Debug Registers (TDRs), which are mapped into the CSR space as follows:

CSR Name	Description	Allowed Access Modes
`tselect`	Trace and debug register select	Debug, Machine
`tdata1`	First field of selected TDR	Debug, Machine
`tdata2`	Second field of selected TDR	Debug, Machine
`tdata3`	Third field of selected TDR	Debug, Machine
`dcsr`	Debug control and status register	Debug
`dpc`	Debug PC	Debug
`dscratch`	Debug scratch register	Debug

Table 59: Debug Control and Status Registers

The `dcsr`, `dpc`, and `dscratch` registers are only accessible in debug mode, while the `tselect` and `tdata1-3` registers are accessible from either debug mode or machine mode.

14.1.1 Trace and Debug Register Select (`tselect`)

To support a large and variable number of TDRs for tracing and breakpoints, they are accessed through one level of indirection where the `tselect` register selects which bank of three `tdata1-3` registers are accessed via the other three addresses.

The `tselect` register has the format shown below:

Trace and Debug Select Register			
CSR	`tselect`		
Bits	**Field Name**	**Attr.**	**Description**
[31:0]	`index`	WARL	Selection index of trace and debug registers

Table 60: `tselect` CSR

The `index` field is a **WARL** field that does not hold indices of unimplemented TDRs. Even if `index` can hold a TDR index, it does not guarantee the TDR exists. The `type` field of `tdata1` must be inspected to determine whether the TDR exists.

14.1.2 Trace and Debug Data Registers (`tdata1-3`)

The `tdata1-3` registers are 64-bit read/write registers selected from a larger underlying bank of TDR registers by the `tselect` register.

Trace and Debug Data Register 1			
CSR	`tdata1`		
Bits	**Field Name**	**Attr.**	**Description**
[27:0]	TDR-Specific Data		
[31:28]	`type`	RO	Type of the trace & debug register selected by `tselect`

Table 61: `tdata1` CSR

Trace and Debug Data Registers 2 and 3			
CSR	`tdata2/3`		
Bits	**Field Name**	**Attr.**	**Description**
[31:0]	TDR-Specific Data		

Table 62: `tdata2/3` CSRs

The high nibble of `tdata1` contains a 4-bit `type` code that is used to identify the type of TDR selected by `tselect`. The currently defined `types` are shown below:

Type	Description
0	No such TDR register
1	Reserved
2	Address/Data Match Trigger
≥3	Reserved

Table 63: `tdata` Types

The `dmode` bit selects between debug mode (`dmode`=1) and machine mode (`dmode`=1) views of the registers, where only debug mode code can access the debug mode view of the TDRs. Any

attempt to read/write the `tdata1-3` registers in machine mode when `dmode`=1 raises an illegal instruction exception.

14.1.3 Debug Control and Status Register (`dcsr`)

This register gives information about debug capabilities and status. Its detailed functionality is described in *The RISC-V Debug Specification, Version 0.13*.

14.1.4 Debug PC (`dpc`)

When entering debug mode, the current PC is copied here. When leaving debug mode, execution resumes at this PC.

14.1.5 Debug Scratch (`dscratch`)

This register is generally reserved for use by Debug ROM in order to save registers needed by the code in Debug ROM. The debugger may use it as described in *The RISC-V Debug Specification, Version 0.13*.

14.2 Breakpoints

The U74 supports two hardware breakpoint registers per hart, which can be flexibly shared between debug mode and machine mode.

When a breakpoint register is selected with `tselect`, the other CSRs access the following information for the selected breakpoint:

CSR Name	Breakpoint Alias	Description
`tselect`	`tselect`	Breakpoint selection index
`tdata1`	`mcontrol`	Breakpoint match control
`tdata2`	`maddress`	Breakpoint match address
`tdata3`	N/A	Reserved

Table 64: TDR CSRs when used as Breakpoints

14.2.1 Breakpoint Match Control Register (`mcontrol`)

Each breakpoint control register is a read/write register laid out in Table 65.

Breakpoint Control Register				
CSR	`mcontrol`			
Bits	**Field Name**	**Attr.**	**Rst.**	**Description**
0	R	WARL	X	Address match on LOAD
1	W	WARL	X	Address match on STORE
2	X	WARL	X	Address match on Instruction FETCH
3	U	WARL	X	Address match on user mode
4	S	WARL	X	Address match on supervisor mode
5	Reserved	WPRI	X	Reserved
6	M	WARL	X	Address match on machine mode
[10:7]	`match`	WARL	X	Breakpoint Address Match type
11	`chain`	WARL	0	Chain adjacent conditions.
[15:12]	`action`	WARL	0	Breakpoint action to take.
[17:16]	`sizelo`	WARL	0	Size of the breakpoint. Always 0.
18	`timing`	WARL	0	Timing of the breakpoint. Always 0.
19	`select`	WARL	0	Perform match on address or data. Always 0.
20	Reserved	WPRI	X	Reserved
[26:21]	`maskmax`	RO	4	Largest supported NAPOT range
27	`dmode`	RW	0	Debug-Only access mode
[31:28]	`type`	RO	2	Address/Data match type, always 2

Table 65: Test and Debug Data Register 3

The `type` field is a 4-bit read-only field holding the value 2 to indicate this is a breakpoint containing address match logic.

The `action` field is a 4-bit read-write **WARL** field that specifies the available actions when the address match is successful. The value 0 generates a breakpoint exception. The value 1 enters debug mode. Other actions are not implemented.

The R/W/X bits are individual **WARL** fields, and if set, indicate an address match should only be successful for loads, stores, and instruction fetches, respectively. All combinations of implemented bits must be supported.

The M/S/U bits are individual **WARL** fields, and if set, indicate that an address match should only be successful in the machine, supervisor, and user modes, respectively. All combinations of implemented bits must be supported.

The `match` field is a 4-bit read-write **WARL** field that encodes the type of address range for breakpoint address matching. Three different `match` settings are currently supported: exact, NAPOT, and arbitrary range. A single breakpoint register supports both exact address matches and matches with address ranges that are naturally aligned powers-of-two (NAPOT) in size. Breakpoint registers can be paired to specify arbitrary exact ranges, with the lower-numbered breakpoint register giving the byte address at the bottom of the range and the higher-numbered

breakpoint register giving the address 1 byte above the breakpoint range, and using the `chain` bit to indicate both must match for the action to be taken.

NAPOT ranges make use of low-order bits of the associated breakpoint address register to encode the size of the range as follows:

`maddress`	Match type and size
`a…aaaaaa`	Exact 1 byte
`a…aaaaa0`	2-byte NAPOT range
`a…aaaa01`	4-byte NAPOT range
`a…aaa011`	8-byte NAPOT range
`a…aa0111`	16-byte NAPOT range
`a…a01111`	32-byte NAPOT range
…	…
`a01…1111`	2^{31}-byte NAPOT range

Table 66: NAPOT Size Encoding

The `maskmax` field is a 6-bit read-only field that specifies the largest supported NAPOT range. The value is the logarithm base 2 of the number of bytes in the largest supported NAPOT range. A value of 0 indicates that only exact address matches are supported (1-byte range). A value of 31 corresponds to the maximum NAPOT range, which is 2^{31} bytes in size. The largest range is encoded in `maddress` with the 30 least-significant bits set to 1, bit 30 set to 0, and bit 31 holding the only address bit considered in the address comparison.

To provide breakpoints on an exact range, two neighboring breakpoints can be combined with the `chain` bit. The first breakpoint can be set to match on an address using `action` of 2 (greater than or equal). The second breakpoint can be set to match on address using `action` of 3 (less than). Setting the `chain` bit on the first breakpoint prevents the second breakpoint from firing unless they both match.

14.2.2 Breakpoint Match Address Register (`maddress`)

Each breakpoint match address register is a 64-bit read/write register used to hold significant address bits for address matching and also the unary-encoded address masking information for NAPOT ranges.

14.2.3 Breakpoint Execution

Breakpoint traps are taken precisely. Implementations that emulate misaligned accesses in software will generate a breakpoint trap when either half of the emulated access falls within the address range. Implementations that support misaligned accesses in hardware must trap if any byte of an access falls within the matching range.

Debug-mode breakpoint traps jump to the debug trap vector without altering machine-mode registers.

Machine-mode breakpoint traps jump to the exception vector with "Breakpoint" set in the `mcause` register and with `badaddr` holding the instruction or data address that caused the trap.

14.2.4 Sharing Breakpoints Between Debug and Machine Mode

When debug mode uses a breakpoint register, it is no longer visible to machine mode (that is, the `tdrtype` will be 0). Typically, a debugger will leave the breakpoints alone until it needs them, either because a user explicitly requested one or because the user is debugging code in ROM.

14.3 Debug Memory Map

This section describes the debug module's memory map when accessed via the regular system interconnect. The debug module is only accessible to debug code running in debug mode on a hart (or via a debug transport module).

14.3.1 Debug RAM and Program Buffer (`0x300–0x3FF`)

The U74 has 16 32-bit words of program buffer for the debugger to direct a hart to execute arbitrary RISC-V code. Its location in memory can be determined by executing `aiupc` instructions and storing the result into the program buffer.

The U74 has two 32-bit words of debug data RAM. Its location can be determined by reading the `DMHARTINFO` register as described in the RISC-V Debug Specification. This RAM space is used to pass data for the Access Register abstract command described in the RISC-V Debug Specification. The U74 supports only general-purpose register access when harts are halted. All other commands must be implemented by executing from the debug program buffer.

In the U74, both the program buffer and debug data RAM are general-purpose RAM and are mapped contiguously in the Core Complex memory space. Therefore, additional data can be passed in the program buffer, and additional instructions can be stored in the debug data RAM.

Debuggers must not execute program buffer programs that access any debug module memory except defined program buffer and debug data addresses.

The U74 does not implement the `DMSTATUS.anyhavereset` or `DMSTATUS.allhavereset` bits.

14.3.2 Debug ROM (`0x800–0xFFF`)

This ROM region holds the debug routines on SiFive systems. The actual total size may vary between implementations.

14.3.3 Debug Flags (`0x100–0x110`, `0x400–0x7FF`)

The flag registers in the debug module are used for the debug module to communicate with each hart. These flags are set and read used by the debug ROM and should not be accessed by any program buffer code. The specific behavior of the flags is not further documented here.

14.3.4 Safe Zero Address

In the U74, the debug module contains the addresses `0x0` through `0xFFF` in the memory map. Memory accesses to these addresses raise access exceptions, unless the hart is in debug mode. This property allows a "safe" location for unprogrammed parts, as the default `mtvec` location is `0x0`.

14.4 Debug Module Interface

The SiFive Debug Module (DM) conforms to *The RISC-V Debug Specification, Version 0.13*. A debug probe or agent connects to the Debug Module through the Debug Module Interface (DMI). The following sections describe notable spec options used in the implementation and should be read in conjunction with the RISC-V Debug Specification.

14.4.1 DM Registers

dmstatus register

`dmstatus` holds the DM version number and other implementation information. Most importantly, it contains status bits that indicate the current state of the selected hart(s).

dmcontrol register

A debugger performs most hart control through the dmcontrol register.

Control	Function
`dmactive`	This bit enables the DM and is reflected in the dmactive output signal. When dmactive=0, the clock to the DM is gated off.
`ndmreset`	This is a read/write bit that drives the ndreset output signal.
`resethaltreq`	When set, the DM will halt the hart when it emerges from reset.
`hartreset`	Not Supported
`hartsel`	This field selects the hart to operate on
`hasel`	Not Supported

Table 67: Debug Control Register

14.4.2 Abstract Commands

Abstract commands provide a debugger with a path to read and write processor state. Many aspects of Abstract Commands are optional in the RISC-V Debug Spec and are implemented as described below.

cmdtype	Feature	Support
Access Register	GPR registers	Access Register command, register number `0x1000` - `0x101F`
	CSR registers	Not supported. CSRs are accessed using the Program Buffer.
	FPU registers	Not supported. FPU registers are accessed using the Program Buffer.
	Autoexec	Both `autoexecprogbuf` and `autoexecdata` are supported.
	Post-increment	Not supported.
	Core Register Access	Not supported.
Quick Access		Not supported.
Access Memory		Not supported. Memory access is accomplished using the Program Buffer.

Table 68: Debug Abstract Commands

14.4.3 System Bus Access

System Bus Access (SBA) provides an alternative method to access memory. SBA operation conforms to the RISC-V Debug Spec and the description is not duplicated here. Comparing Program Buffer memory access and SBA:

Program Buffer Memory Access	SBA Memory Access
Virtual address	Physical Address
Subject to Physical Memory Protection (PMP)	Not subject to PMP
Cache coherent	Cache coherent
Hart must be halted	Hart may be halted or running

Table 69: System Bus vs. Program Buffer Comparison

Chapter 15

Error Correction Codes (ECC)

Error correction codes (ECC) are implemented on various memories within the U74, allowing for the detection and, in some cases, correction of memory errors. The following SRAM blocks on the U74 support ECC: data cache and L2 cache.

The minimal case of an ECC error is a single-bit error that is detected, reported via interrupt handler, and corrected automatically by hardware without any software intervention. More difficult scenarios involve double or multi-bit errors that are still reported and tracked in hardware but are not correctable. The ECC hardware includes logic for detection and correction, in addition to 7 redundant bits per 32-bit codeword or 8 redundant bits per 64-bit codeword.

15.1 ECC Configuration

All blocks with ECC support are enabled globally through the Bus-Error Unit (BEU) configuration registers. The BEU is used to configure ECC reporting and enable interrupt handling via the global or local interrupt controller. The global interrupt controller is the Platform-Level Interrupt Controller (PLIC). The local interrupt controller is the Core-Local Interruptor (CLINT). The BEU registers `plic_interrupt` and `local_interrupt` are used to route the errors to the respective interrupt controller. Additionally, the BEU can be used for TileLink bus errors.

15.1.1 ECC Initialization

Any SRAM block or cache memory containing ECC functionality needs to be initialized prior to use. ECC will correct defective bits based on memory contents, so if memory is not first initialized to a known state, then the ECC will not operate as expected. It is recommended to use a DMA, if available, to write the entire SRAM or cache to zeros prior to enabling ECC reporting. If no DMA is present, use store instructions issued from the processor. Initializing memory with ECC from an external bus is not recommended. After initialization, ECC-related registers can be written to zero, and then ECC reporting can be enabled. 64-bit aligned writes are recommended.

The startup code in the `freedom-metal` repository provides a method to automatically initialize memory with ECC. This is accomplished using an assembly-level function `_metal_memory_scrub`, located in file `scrub.S`. The linker script provides the symbol `__metal_eccscrub_bit` as a flag to enable the startup code to initialize memory with ECC. It is important to note that this memory initialization is limited to 64 KB to support RTL simulation run times. If unexpected ECC errors occur, check the range of the startup initialization to ensure it covers the region used by the software application.

15.2 ECC Interrupt Handling and Error Injection

Single-bit errors are automatically repaired by the hardware.

BEU errors are always enabled and thus do not have a control bit in `mie` (Machine Interrupt Enable) CSR. Likewise, there is no dedicated control bit for BEU errors in the `mideleg` (Machine Interrupt Delegation) CSR, so it cannot be delegated to a lower privilege mode than M-mode. The BEU is further described in Chapter 11.

Monitoring overall ECC events can be accomplished in software via the interrupt handler.

The L2 Cache Controller contains hardware counters to track ECC events, and optionally inject ECC errors to test the software handling of ECC events. The L2 Cache Controller is further described in Chapter 12.

The exception code value is located in the `mcause` (Machine Trap Cause) CSR. When BEU interrupts are routed thorugh the PLIC, the default exception code value will be 11 (`0xB`).

When ECC interrupts are routed through the CLINT, the default exception code value will be 128 (`0x80`). These exception codes are further detailed in Section 7.7.5.

15.3 Hardware Operation Upon ECC Error

Hardware will operate differently depending on which memory type encounters an ECC errror:

- Data Cache: The error is corrected and the cache line is invalidated and written back to the next level of memory.
- L2 Cache: Single-bit correction for L2 data and metadata (metadata includes index, tag, and directory information). Double-bit detection only on the L2 data array.

Double-bit errors are reported at the Core Complex boundary via the `halt_from_tile_X` signal that, if asserted, remains high until reset.

Chapter 16

Appendix

16.1 Appendix A

This section lists the key configuration options of the SiFive U7 Series core. The configuration for the U74 is listed in `docs/core_complex_configuration.txt`.

16.1.1 U7 Series

The U7 Series comes with the following set of configuration options:

Modes and ISA

- Configurable number of Cores (1 to 8). In the case where more than one core is selected, all cores are configured the same.
- Optional M, A, F, and D extensions
- Optional SiFive Custom Instruction Extension (SCIE)

On-Chip Memory

- Configurable Instruction Cache size (4 KiB to 64 KiB) and associativity (2-, 4-, or 8-way)
- Configurable Data Cache with configurable size (4 KiB to 256 KiB) and associativity (2-, 4-, 8-, or 16-way)
- Optional Instruction Tightly Integrated Memory (ITIM) with configurable size (4 KiB to 512 KiB) and base address
- Optional Data Local Store (DLS) with configurable size (4 KiB to 512 KiB) and base address
- Optional L2 Cache with configurable L2 size (128 KiB to 4 MiB), associativity (2-, 4-, 8-, 16-, or 32-way), and banks (1, 2, or 4)
- Optional Fast I/O

Ports

- Optional Memory Port, System Port, Peripheral Port, and Front Port

    - Each port has a configurable base address, size, and protocol (AHB, AHB-Lite, APB, AXI4)

Security

- Number of Physical Memory Protection registers (2 to 16)

Debug

- Configurable debug interface (JTAG, cJTAG, APB)
- Number of Hardware Breakpoints (0 to 16) and External Triggers (0 to 16)
- System Bus Access enabled
- Configurable number of performance counters (0 to 8)
- Optional Raw Instruction Trace Port
- Optional Nexus Trace Encoder with the following options:
    - Trace Sink (SRAM, ATB Bridge, SWT)
    - Optional Timestamp capabilities with configurable width and source
    - External Trigger Inputs (0 to 8) and Outputs (0 to 8)
    - Trace Buffer size (256 KB to 64 KB)
    - Optional Instrumented Trace

Interrupts

- Optional Platform-Level Interrupt Controller (PLIC) with the following parameters:
    - Priority Levels (1 to 7)
    - Number of interrupts (1 to 511)
- A configurable number of Core-Local Interruptor (CLINT) interrupts (0 to 16)

Design For Test

- Optional SRAM Macro Extraction
- Optional Clock Gate Extraction
- Optional Grouping and Wrapping of extracted macros

Power Management

- Optional Clock Gating
- Separate Reset for Core and Uncore

Branch Prediction

- Configurable Branch Prediction (Area-Optimized, Performance-Optimized)

Note that the configuration may be limited to a fixed set of discrete options.

Chapter 17

References

Visit the SiFive forums for support and answers to frequently asked questions: https://forums.sifive.com

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