



Specification of RISC-V Trace Control Interface

Version 0.9.6, Nov 28, 2022: This document is in Stable state. Assume it may change.

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Preamble



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Document State

2022/11/28: Version 0.9.6-Stable



See wiki.riscv.org/display/HOME/Specification+States for explanation of specification states.

History and status



After approval by the group and status change from Stable to Frozen this chapter will be removed.

2022/11/28: Version 0.9.6-Stable

- Big re-structuring (split into separated components) as discussed.
- Consistent naming for all registers and fields (tr...) - each name of 'unique'.
- Allowing 64-bit values for RAM Sink WP/RP/Limit registers (allowing trace bigger than 4BG).
- Other minor clarifying changes.

2022/11/1: Version 0.9.5-Stable (never generated)

2022/8/15: Version 0.9.4-Stable.

- Most clarifying notes/suggestions (by Markus in email from 2022/8/12) taken into account
 - STILL TODO: Elaborate on 'funnels' and 'timestamps' sections (with graphics)

2022/8/9: Version 0.9.3-Stable. Key changes (after discussions/comments)

- Added dedicated Trace Filter block at offset 0x300
- Changed 'teTracing' into 'teInstTracing'
- Removed 'write 0 to clear'
- Adding 'teControl.teContext'
- Clarification of disable and flush

2022/5/10: Creation of PDF and adjustments of table columns widths. Referenced "Efficient Trace for RISC-V Version 2.0"

2021/12/13: Candidate for Frozen - compatible with E-Trace 1.1.3-Frozen

2021/3/02: Changes toward control share with E-Trace specifications

2020/6/21: Initial ADOC created (from PDF)

Chapter 1. Introduction

This document presents a control interface for the Trace Encoder described in the *Efficient Trace for RISC-V Specification Version 2.0* and for the RISC-V N-Trace specification (in progress). Both Trace Working Groups agreed to standardize the control interface so that trace control software development tools can be used interchangeably with any RISC-V device implementing processor and/or data trace.

Instruction Trace is a system that collects a history of processor execution, along with other events. The trace system may be set up and controlled using a register-based interface. Core execution activity appears on the Ingress Port and feeds into a Trace Encoder where it is compressed and formatted into trace messages. The Trace Encoder transmits trace messages to a Trace Sink. In multi-core systems, each core has its own Trace Encoder, and typically all will connect to a Trace Funnel that aggregates trace data from multiple sources and sends the data to a single destination.

This specification does not define the hardware interconnection between the core and Trace Encoder, as this is defined in the *Efficient Trace for RISC-V Specification Version 2.0*. This document also does not define the hardware interconnection between the Trace Encoder and Trace Funnel, or between the Trace Encoder/Funnel and Trace Sink.

This specification allows a wide range of implementations including low-gate-count minimal instruction trace and systems with only instrumentation trace. Implementation choices include whether to support branch trace, data trace, instrumentation trace, timestamps, external triggers, various trace sink types, and various optimization tradeoffs between gate count, features, and bandwidth requirements.

Chapter 2. Glossary

Trace Encoder - Hardware module that accepts execution information from a core and generates a stream of trace messages/packets.

Trace Message/Packet - Depending on protocol different names can be used, but it means the same. It is considered as continuous sequence of (usually bytes) describing program and/or data flow.

Trace Funnel - Hardware module that combines trace streams from multiple Trace Encoders into a single output stream.

Trace Sink - Hardware module that accepts a stream of trace messages and records them in memory or forwards them onward in some format.

Trace Decoder - Software program that takes a recorded trace (from Trace Sink) and produces readable execution history.

WARL - Write any, read legal. If a non-legal value is written, the written value must be ignored and register will keep previous, legal value. Used by debugger to determine system capabilities. See Discovery chapter.

ATB - Advanced Trace Bus, a protocol described in ARM document IHI0032B.

PIB - Pin Interface Block, a parallel or serial off-chip trace port feeding into a trace probe.

Chapter 3. Control Interface

The Trace Control interface consists of a set of 32-bit registers. The control interface can be used to set up and control a trace session, retrieve collected trace, and control any trace system components.

3.1. Trace Components

This specification defines the following trace components:

Component Name	Component Type (value=symbol)	Base Address (symbol)	Description
Trace Encoder	0x1=TRCOMP_ENCODER	trBaseEncoder	Accepts execution information from a core (via Trace Ingress Port) and generates a stream of trace messages/packets.
Trace Funnel	0x8=TRCOMP_FUNNEL	trBaseFunnel	Accepts several trace message/packet streams and merges them into single stream of messages/packets.
Trace RAM Sink	0x9=TRCOMP_RAMSink	trBaseRAMSink	Accepts trace messages/packets and stores them into memory buffer (either dedicated SRAM or System Bus).
Trace PIB Sink	0xA=TRCOMP_PIBSink	trBasePIBSink	Accepts trace messages/packets and sends them via set of pins (parallel or serial).
Trace ATB Sink	0xB=TRCOMP_PIBSink	trBaseATBSink	Accepts trace messages/packets and sends them to ATB bus in a system.



This specification is NOT addressing discovery of base addresses of trace components. These base addresses (trBase... symbols in above table) must be specified as part of trace tool configuration. Connections between different trace components must be also defined. Future version of this specification may allow single base address to be sufficient to access all components in the system.

Each Trace Component is controlled by set of 32-bit registers occupying up to a 4K-byte space. Base address of each trace component must be aligned on 4K boundary.

There is typically one Trace Encoder per hart. A core with multiple harts (i.e., multi-threaded) must generate messages with a field indicating which hart is responsible for that message.

The Trace Funnel allows to combine several trace sources (from Trace Encoders or other Trace Funnels) into one trace stream.

The Trace Sink (connected to output from Trace Encoder or Trace Funnel) stores trace messages/packets to memory or sends them out of SoC.

3.2. Accessing Trace Control Registers

The following methods can be used to access Trace Control registers:

- Memory accesses through RISC-V debug module using SBA (System Bus Access) as defined in RISC-V Debug Specification
- Through loads and stores performed by one or more harts in the system

Using SBA access makes trace registers accessible while core is running so debugger will be able to monitor trace status.

Mapping the control interface into physical memory accessible from a hart allows that hart to manage a trace session independently from an external debugger. A hart may act as an internal debugger or may act in cooperation with an external debugger. Two possible use models are collecting crash information in the field and modifying trace collection parameters during execution. If a system has physical memory protection (PMP), a range can be configured to restrict access to the trace system from hart(s).



When full SBA access is not implemented and trace modules are present in the system, it may be possible to implement SBA access which will only access trace components. In such a case 'sbsize' field in 'sbcs' register can be smaller than 32-bit and cover range needed to access different trace components. For example when we have 16 trace sub-components, 'sbsize' can be 16 as we need 12 bits to cover 4KB range and 4 bits to cover 16 components.



Additional control path(s) may also be implemented, such as a dedicated debug bus or message-passing network. Such an access may require custom implementation by trace probe vendors.

3.3. Trace Component Register Map

Each block of 32-bit registers (for each component) has the following layout:

Address Offset	Register Name	Compliance	Description
0x000	tr??Control	Required	Main control register for trace component ??
0x004	tr??Impl	Required	Trace Implementation information for component ??
0x008	tr??Control2	Optional	Additional controls for component ?? (can be named differently)
0x00C	tr??Control3	Optional	Additional controls for component ?? (can be named differently)
0x010 - 0xFFF	—	Optional	Additional registers (specific for particular component)

Each component has tr??Impl register (at address offset 0x4) where component version and component type can be identified. This registers allows debug tool to verify provided component base address and potentially adjust tool behaviour by looking at component version.



Each component may have different version. Initial version of this specification define all components to specify component version 1.

Registers in the 4K range that are not implemented read as 0 and ignore writes.

Most of trace control registers are optional. Some WARL fields may be hard-coded to any value (including 0). It allows different implementations to provide different functionality.

Both N-Trace and E-Trace encoders are controlled by the same set of bits/fields in same registers. As almost every register/field/bit is optional this provides good flexibility in implementation.

Trace Encoder Registers (trTe..., trTs...)

Address Offset	Register Name	Compliance	Description
0x000	trTeControl	Required	Trace Encoder control register
0x004	trTeImpl	Required	Trace Implementation information
0x008	trTeInstFeatures	Optional	Extra instruction trace encoder features
0x00C	—	Optional	Reserved (for more instruction trace controls)
<i>Data trace control (trTeData...)</i>			
0x010	trTeDataControl	Optional	Data trace control and features
0x014 - 0x03F	—	Optional	Reserved for more registers
<i>Timestamp control (trTs...)</i>			
0x040	trTsControl	Optional	Timestamp control register
0x044	—	Optional	Reserved
0x048	trTsCounter	Optional	Lower 32 bits of timestamp counter
0x04C	trTsCounterHigh	Optional	Upper bits of timestamp counter
<i>Trigger control (trTeTrig...)</i>			
0x050	trTeTrigExtInControl	Optional	External Trigger Input control register
0x054	trTeTrigExtOutControl	Optional	External Trigger Output control register
0x058	trTeTrigDbgControl	Optional	Debug triggers control register
0x060 - 0x3FF	—	Optional	Reserved for more registers/sub-components

Address Offset	Register Name	Compliance	Description
<i>Filters & comparators (trTeFilter..., trTeComp...)</i>			
0x400 - 0x5FF	trTeFilter...	Optional	Trace Encoder Registers
0x600 - 0x7FF	trTeComp...	Optional	Trace Encoder Comparator Registers
0x800 - 0xFFF	—	Optional	Reserved for more registers/sub-components

Examples of possible additional subcomponents in Trace Encoder are:

- PC Sampling
- Instrumentation Trace

Trace RAM Sink Registers (trRam...)

Address Offset	Register Name	Compliance	Description
0x000	trRamControl	Required	RAM Sink control register
0x004	trRamImpl	Required	RAM Sink Implementation information
0x008 - 0x00F	—	Optional	Reserved for more control registers
0x010	trRamStartLow	Optional	Lower 32 bits of start address of circular trace buffer
0x014	trRamStartHigh	Optional	Upper bits of start address of circular trace buffer
0x018	trRamLimitLow	Optional	Lower 32 bits of end address of circular trace buffer
0x01C	trRamLimitHigh	Optional	Upper bits of end address of circular trace buffer
0x020	trRamWPLow	Optional	Lower 32 bits of current write location for trace data in circular buffer
0x024	trRamWPHigh	Optional	Upper bits of current write location for trace data in circular buffer
0x028	trRamRPLow	Optional	Lower 32 bits of access pointer for trace readback
0x02C	trRamRPHigh	Optional	Upper bits of access pointer for trace readback
0x040	trRamData	Optional	Read/write access to SRAM trace memory (32-bit data)
0x044 - 0x07F	—	Optional	Reserved for bigger read buffer

Trace PIB Sink Registers (trPib...)

Address Offset	Register Name	Compliance	Description
0x000	trPibControl	Required	Trace PIB Sink control register

Address Offset	Register Name	Compliance	Description
0x004	trPibImpl	Required	Trace PIB Sink Implementation information

Trace Funnel Sink Registers (trFunnel..., trTs)

Address Offset	Register Name	Compliance	Description
0x000	trFunnelControl	Required	Trace Funnel control register
0x004	trFunnelImpl	Required	Trace Funnel Implementation information

Timestamp control (trTs...)

0x040	trTsControl	Optional	Timestamp control register
0x044	—	Optional	Reserved
0x048	trTsCounter	Optional	Lower 32 bits of timestamp counter
0x04C	trTsCounterHigh	Optional	Upper bits of timestamp counter

Trace ATB Sink Registers (trAtb...)

Address Offset	Register Name	Compliance	Description
0x000	trAtbControl	Required	Trace ATB Sink control register
0x004	trAtbImpl	Required	Trace ATB Sink Implementation information

Chapter 4. Trace Encoder Introduction

This section briefly describes features of the Trace Encoder (TE) as background for understanding some of the control interface register fields.

4.1. Trace Encoder Types

By monitoring the Ingress Port, the TE determines when a program flow discontinuity has occurred and whether the discontinuity is inferable or non-inferable. An inferable discontinuity is one for which the Trace Decoder can statically determine the destination, such as a direct branch instruction in which the destination or offset is included in the opcode. Non-inferable discontinuities include all other types as interrupt, exception, and indirect jump instructions.

4.2. Branch Trace Messaging

Branch Trace Messaging is the simplest form of instruction trace. Each program counter discontinuity results in one trace message, either a Direct or Indirect Branch Message. Linear instructions (or sequences of linear instructions) do not result in any trace messages/packets.

Indirect Branch Messages normally contain a compressed address to reduce bandwidth. The TE emits a Branch With Sync Message containing the complete instruction address under certain conditions. This message type is a variant of the Direct or Indirect Branch Message and includes a full address and a field indicating the reason for the Sync.

4.3. Branch History Messaging

Both the Efficient Trace for RISC-V (E-Trace) Specification and the Nexus standard define systems of messages intended to improve compression by reporting only whether conditional branches are taken by encoding each branch outcome is encoded in single bit. The destinations of non-inferable jumps and calls are reported as compressed addresses. Much better compression can be achieved, but an Encoder implementation will typically require more hardware.

4.4. Other Optimizations

Several other optimizations are possible to improve trace compression. These are optional for any Trace Encoder and there should be a way to disable optimizations in case the trace system is used with code that does not follow recommended API rules. Examples of optimizations are a Return-address stack, Branch repetition, Statically-inferable jump, and Branch prediction.

4.5. Trace Sinks

The Trace Encoder transmits completed messages to a Trace Sink. This specification defines a number of different sink types, all optional, and allows an implementation to define other sink types. A Trace Encoder must have at least one sink attached to it.



Trace messages/packets are sequences of bytes. In case of wider sink width, some

padding/idle bytes (or additional formatting) may be added by particular sink. Nexus format allows any number of idle bytes between messages.

4.5.1. SRAM Sink

The Trace Encoder packs trace messages into fixed-width trace words (usually bytes). These are then stored in a RAM, typically located on-chip, in a circular-buffer fashion. When the RAM has filled, the TE may optionally allow trace to be stopped, or it may wrap and overwrite earlier trace.

4.5.2. PIB Sink

The Trace Encoder sends trace messages to the PIB Sink. Each message is transmitted off-chip (as sequence of bytes) using a specific protocol described later.

4.5.3. System Memory (SBA) Sink

The Trace Encoder packs trace messages into fixed-width trace words. These are then stored in a range of system memory reserved for trace using a DMA-type bus master in a circular-buffer fashion. When the memory range has been filled, the TE may optionally allow trace to be stopped, or it may wrap and overwrite earlier trace. This type of sink may also be used to transmit trace off-chip through, for example, a PCIe or USB port.

4.5.4. ATB Sink

The ATB Sink transmits bytes of trace messages as an ATB bus master.

ATB has width, which is either 8 or 32-bit what will well match 'packet=sequence-of-bytes' definition.

4.5.5. Funnel Sink

The Trace Encoder sends trace messages to a Trace Funnel. The Funnel aggregates trace from each of its inputs and sends the combined trace stream to its designated Trace Sink, which is one or more of the sink types above.



It is assumed, that each input to funnel (trace encoder or another funnel) has unique 'SRC' field defined (this is trTeSrcID field in trTeControl register).

Chapter 5. Trace Encoder Control Interface

Many features of the Trace Encoder are optional. In most cases, optional features are enabled using a WARL (write any, read legal) register field. A debugger can determine if an optional feature is present by writing to the register field and reading back the result.

Register: trBaseEncoder+0x000 trTeControl: Trace Encoder Control Register (Required)

Bit	Field	Description	RW	Reset
0	trTeActive	Primary enable for the TE. When 0, the TE may have clocks gated off or be powered down, and other register locations may be inaccessible. Hardware may take an arbitrarily long time to process power-up and power-down and will indicate completion when the read value of this bit matches what was written.	RW	0
1	trTeEnable	1: TE enabled. Allows trTeInstTracing to turn all tracing on and off. Setting trTeEnable to 0 flushes any queued trace data to sink attached to this encoder. This bit can be set to 1 only by direct write to it.	RW	0
2	trTeInstTracing	1: Instruction trace is being generated. Written from tool or controlled by triggers. When trTeInstTracing=1, instruction trace data may be subject to additional filtering in some implementations (additional trTeInstMode settings).	RW	0
3	trTeEmpty	Reads as 1 when all generated trace has been emitted.	R	1

Bit	Field	Description	RW	Reset
6-4	trTeInstMode	<p>Main instruction trace generation mode</p> <p>0: Instruction trace is disabled</p> <p>1-2: Reserved for subsets of Branch Trace (for example periodic PC sampling)</p> <p>3: Generate instruction trace using Branch Trace (each taken branch generate trace)</p> <p>4-5: Reserved for subset of Branch History Trace</p> <p>6: Generate non-optimized instruction Branch History Trace (each branch adds single history bit)</p> <p>7: Generate optimized Instruction Trace (trTeInstFeatures register if present define instruction trace features and optimizations).</p>	WARL	SD ⁽¹⁾
8-7	—	Reserved for futue modes	WARL	SD
9	trTeContext	Send Ownership messages to indicate processor context when scontext, mcontext, v, or prv changes and full context information immediately after all Sync messages.	WARL	SD
10	—	Reserved	WARL	SD
11	trTeInstTrigEn	1: Allows trTeInstTracing to be set or cleared by trace-on and trace-off Debug module triggers respectively	WARL	0
12	trTeInstStallOrOverflow	Written to 1 by hardware when an overflow message is generated or when the TE requests a core stall. Clears to 0 at TE reset or when trace is enabled (trTeEnable set to 1).	R	0
13	trTeInstStallEn	<p>0: If TE cannot send a message, an overflow is generated when trace is restarted.</p> <p>1: If TE cannot send a message, the core is stalled until it can.</p>	WARL	SD
14	trTeStopOnWrap	1: Disable trace (trTeInstEnable, trTeDataEnable → 0) when circular buffer fills for the first time.	WARL	SD

Bit	Field	Description	RW	Reset
15	trTeInhibitSrc	1L Disable source field in trace messages. Unless disabled, a trace source field (of trTeInstFeatures.trTeSrcBits) is added to every trace message to indicate which TE generated each message. If trTeInstFeatures.trTeSrcBits is 0, this bit is not active.	WARL	SD
17-16	trTeSyncMode	Select periodic synchronization mechanism. At least one non-zero mechanism must be implemented. 0: Off 1: Count trace messages/packets 2: Count core clock cycles 3: Count instruction half-words (16-bit)	WARL	SD
19-18	Reserved	—	—	0
23-20	trTeSyncMax	The maximum interval (in units determined by trTeSyncMode) between synchronization messages/packets. Generate synchronization when count reaches $2^{(trTeSyncMax + 4)}$. If synchronization packet is generated from another reason internal counter should be reset.	WARL	SD
26-24	trTeFormat	Trace recording format 0: Format defined by Efficient Trace for RISC-V (E-Trace) Specification 1: Nexus messages with 6 MDO + 2 MSEO bits 2-6: Reserved for future formats 7: Vendor-specific format	WARL	SD
31-28	trVer0Marker	This field is read only and reads as 0. Older trace control software will report an error as this field was used to report type of sink and 0 was not allowed.	R	0

SD⁽¹⁾ = System-Dependent, but these fields should always have same values at reset (teActive=0)

Register: trBaseEncoder+0x004 trTeImpl: Trace Encoder Implementation Register (Required)

Bit	Field	Description	RW	Reset
3-0	trTeVerson	Trace Encoder Version. Value 1 means module is compliant with this document. Value 0 means legacy version - see 'Legacy Interface Version' chapter at the end.	R	1
7-4	trTeCompType	Trace component type (Trace Encoder)	R	0x1

Register: trBaseEncoder+0x008 trTeInstFeatures: Trace Instruction Features Register

Bit	Field	Description	RW	Reset
0	teInstNoAddrDiff	Do not send differential addresses when set (always full address is sent)	WARL	0
1	teInstNoTrapAddr	When set, do not sent trap handler address in trap packets	WARL	0
2	teInstEnSequentialJump	Treat sequentially inferrable jumps as inferable PC discontinuities when set.	WARL	0
3	teInstEnCallStack	Treat returns as inferable PC discontinuities when returning from recent call on stack.	WARL	0
4	teInstEnBranchPrediction	Branch predictor enabled when set.	WARL	0
5	teInstEnJumpTargetCache	Jump target cache enabled when set.	WARL	0
23-16	trTeSrcID	This TE's source ID. If trTeSrcBits>0 and trace source is not disabled by trTeInhibitSrc, then messages will all include a trace source field of trTeSrcBits bits. Messages from this TE will use this value as trace source field. May be fixed or variable.	WARL	SD
27-24	trTeSrcBits	The number of bits in the trace source field, unless disabled by trTeInhibitSrc. May be fixed or variable.	WARL	SD

Register: trBaseEncoder+0x010 trDataControl: Data Trace Control Register (for encoders supporting data trace)

Bit	Field	Description	RW	Reset
0	teDataImplemented	Read as 1 if data trace is implemented.	R	SD
1	teDataEnable	Main enable for data trace.	WARL	SD
2	teDataTracing	1=Data trace is being generated. Written from tool or controlled by triggers. When trDataTracing=1, data trace may be subject to additional filtering in some implementations.	WARL	SD

Bit	Field	Description	RW	Reset
3	teDataTrigEnable	Global enable/disable for data trace triggers	WARL	0
4	teDataStallDelta	Set to 1 if data trace caused stall since last read. It is clear on read.	R	0
5	teDataStallEnable	Stall execution if data trace message cannot be generated.	WARL	0
6	teDataDropDelta	Set to 1 if data trace was dropped since last read. It is clear on read.	R	0
7	teDataDropEnable	Allow dropping data trace to avoid instruction trace overflows. Setting this bit will not guarantee that instruction trace overflows will not happen.	WARL	0
15-8		Reserved for additional data trace control/status bits.	—	—
16	teDataNoValue	Omit data values from data trace packets when set.	WARL	SD
18-17	teDataAddressMode	'00':Omit data address from data trace packets. '01': Compress data addresses in XOR mode (only LSB bits changed), '10': Compress data addresses in differential mode (+-N offset),'11': reserved or automatic mode.	WARL	SD

Chapter 6. Timestamp Unit

Timestamp Unit is an optional sub-component present in either Trace Encode or Trace Funnel. An implementation may choose from several types of timestamp units:

- **Internal System** - fixed clock in a system (such as bus clock) is used to increment the timestamp counter
- **Internal Core** - core clock is used to increment the timestamp counter (only applicable to Trace Encoders)
- **Shared** - shares timestamp with another Trace Encoder or Trace Funnel
- **External** - accepts a binary timestamp value from an outside source such as ARM CoreSight™ trace

Implementations may have no timestamp, one timestamp type, or more than one type. The WARL field trTsType is used to determine the system capability and to set the desired type.

The width of the timestamp is implementation-dependent, typically 40 or 48 bits (40 bit timestamp will overflow every 4.7 minutes assuming 1GHz timestamp clock).

In a system with Funnels, typically all the Funnels are built with a Timestamp Unit. The top-level Funnel is the source of the timestamp (Internal System or External) and all the Encoders and other Funnels have Shared timestamp. To perform the forwarding function, the mid-level Funnels must be programmed with tfActive=1 (which is natural as all trace messages must pass through that funnel).

An Internal Timestamp Unit may include a prescale divider, which can extend the range of a narrower timestamp and uses less power but has less resolution.

In a system with an Internal Core timestamp counter (implemented in Trace Encoder associated with a core), it may be desirable to stop the counter when the hart is halted by a debugger. An optional control bit is provided for this purpose, but it may or may not be implemented.

6.1. Timestamp Registers

Register: trBaseEncoder/Funnel+0x040 trTsControl: Timestamp Control Register (Optional)

Bit	Field	Description	RW	Reset
0	trTsActive	Primary reset/enable for timestamp unit	RW	0
1	trTsCount	Internal timestamp only. 1=counter runs, 0=counter stopped	RW	0
2	trTsReset	Internal timestamp only. Write 1 to reset the timestamp counter	W1	0
3	trTsRunInDebug	Internal Core timestamp only. 1=counter runs when hart is halted (in debug mode), 0=stopped	WARL	0

Bit	Field	Description	RW	Reset
6-4	trTsType	Type of Timestamp unit 0: None 1: External 2: Internal System 3: Internal Core 4: Shared 5-7: Vendor-specific type	WARL	SD
9-8	trTsPrescale	Internal timestamp only. Prescale timestamp clock by 2^{2n} (1, 4, 16, 64).	WARL	0
15	trTsEnable	Global enable for timestamps (for Trace Encoder only).	WARL	0
23-16		System-dependent fields to control what message types include timestamps.	WARL	0
31-24	trTsWidth	Width of timestamp in bits	R	SD

Register: trBaseEncoder/Funnel+0x048 trTsCounterLow: Timestamp Lower Bits (Optional)

Bit	Field	Description	RW	Reset
31-0	trTsCounterLow	Lower 32 bits of timestamp counter.	R	0

Register: trBaseEncoder/Funnel+0x04C trTsCounterHigh: Timestamp Upper Bits (Optional)

Bit	Field	Description	RW	Reset
31-0	trTsCounterHigh	Upper bits of timestamp counter, zero-extended.	R	0

Chapter 7. External Triggers

The TE may be configured with up to 8 external trigger inputs for controlling trace. These are in addition to the external triggers present in the Debug Module when Halt Groups are implemented. The specific hardware signals comprising an external trigger are implementation-dependent.

External Trigger Outputs may also be present. A trigger out may be generated by trace starting, trace stopping, a watchpoint, or by other system-specific events.

7.1. External Trigger Registers

Register: `trBaseEncoder+0x050` **trTeTrigExtInControl: External Trigger Input Control Register (Optional)**

Bit	Field	Description	RW	Reset
3-0	trTeTrigExtInAction0	Select action to perform when external trigger input 0 fires. If external trigger input 0 does not exist, then its action is fixed at 0. 0: No action 1: Reserved 2: Start trace (teInstTracing → 1) 3: Stop trace (teInstTracing → 0) 4: Record Program Trace Sync message 5-15: reserved	WARL	0
31-4	trTeTrigExtInActionn	Select actions for external triggers 1 through 7. If an external trigger input does not exist, then its action is fixed at 0.	WARL	0

Register: `trBaseEncoder+0x054` **trTeTrigExtOutControl: External Trigger Output Control Register (Optional)**

Bit	Field	Description	RW	Reset
3-0	trTeTrigExtOutEvent0	<p>Bitmap to select which event(s) cause external trigger 0 output to fire. If external trigger output 0 does not exist, then all bits are fixed at 0. Bits 2 and 3 may be fixed at 0 if the corresponding feature is not implemented.</p> <p>0: Start trace (teInstTracing 0 → 1)</p> <p>1: Stop trace (teInstTracing 1 → 0)</p> <p>2-3: Vendor-specific event (optional)</p>	WARL	0
31-4	trTeTrigExtOutEventn	Select events for external trigger outputs 1 through 7. If an external trigger output does not exist, then its event bits are fixed at 0	WARL	0

Chapter 8. Debug Triggers

Debug triggers are signals from the core that a trigger (breakpoint or watchpoint) was hit, but the action associated with that trigger is a trace-related action. Action identifiers 2-5 are reserved for trace actions in the RISC-V Debug Spec, where triggers are defined. Actions 2-4 are defined by the Efficient Trace for RISC-V (E-Trace) Specification. The desired action is written to the action field of the Match Control mcontrol CSR (0x7a1). Not all cores support trace actions; the debugger should read back mcontrol CSR after setting one of these actions to verify that the option exists.

Action (from debug spec)	Effect
0	Breakpoint exception
1	Debug exception
2	Start trace (trTeInstTracing → 1)
3	Stop trace (teTeInstTracing → 0)
4	Record Program Trace Sync message
5	Optional vendor-specific action

If there are vendor-specific features that require control, the trtrTeTrigDbgControl register is used.

Register: trBaseEncoder+0x058 trTeTrigDbgControl: Debug Trigger Control Register

Bit	Field	Description	RW	Reset
31-0	—	Vendor-specific trigger setup	WARL	0

8.1. Debug Triggers Precedence

It is implementation-dependent what happens when debug triggers or external triggers with conflicting actions occur simultaneously or if debug triggers or external triggers occur too frequently to process.

Chapter 9. Trace Filter Registers

All registers with offsets 0x400 .. 0x7FC are reserved for additional trace encoder filtering options (context, addresses, modes etc.).

Specifications for different trace encoders should define registers in this range.

N-Trace: Only Debug Trigger based filtering is defined in this version.

E-Trace: Additional trace filtering as defined by register map defined below. Provision is made for upto 16 filters and 8 comparators, indexed by i and j respectively (i is in the range 0 - 15; j is in the range 0 - 7).

Address Offset	Trace Encoder	Compliance	Description
0x400 + 0x20*i	trTeFilteriControl	Optional	Filter i control
0x404 + 0x20*i	trTeFilteriMatchInst	Optional	Filter i instruction match control
0x408 + 0x20*i	trTeFilteriMatchEcause	Optional	Filter i Ecause match control
0x40C + 0x20*i	-	Optional	reserved
0x410 + 0x20*i	trTeFilteriMatchValueImpdef	Optional	Filter i impdef value
0x414 + 0x20*i	trTeFilteriMatchMaskImpdef	Optional	Filter i impdef mask
0x418 + 0x20*i	trTeFilteriMatchData	Optional	Filter i Data trace match control
0x41C + 0x20*i	-	Optional	reserved
0x600 + 0x20*j	trTeCompjControl	Optional	Comparator j control
0x604 + 0x20*j	-	Optional	reserved
0x608 + 0x20*j	-	Optional	reserved
0x60c + 0x20*j	-	Optional	reserved
0x610 + 0x20*j	trTeCompjPmatchLow	Optional	Comparator j primary match (bits 31:0)

Address Offset	Trace Encoder	Compliance	Description
0x614 + 0x20*j	trTeCompjPmatch High	Optional	Comparator <i>j</i> primary match (bits 63:32)
0x618 + 0x20*j	trTeCompjSmatch Low	Optional	Comparator <i>j</i> secondary match (bits 31:0)
0x61C + 0x20*j	trTeCompjSmatch High	Optional	Comparator <i>j</i> secondary match (bits 63:32)

Register: trBaseEncoder+0x400 + 0x20*i* trTeFilter*i*Control : Filter *i* Control Register

Bit	Field	Description	RW	Reset
0	trTeFilterEnable	Overall filter enable	WARL	0
1	trTeFilterMatchPrivilege	When set, match privilege levels specified by trTeFilter <i>i</i> MatchInstControl.teMatchChoicePrivilege.	WARL	0
2	trTeFilterMatchEcause	When set, start matching from exception cause codes specified by trTeFilter <i>i</i> MatchChoiceEcause.teMatchChoiceEcause, and stop matching upon return from the 1st matching exception.	WARL	0
3	trTeFilterMatchInt	When set, start matching from a trap with the interrupt level codes specified by trTeFilter <i>i</i> MatchInstControl.teMatchValueInterrupt, and stop matching upon return from the 1st matching trap.	WARL	0
4	trTeFilterMatchComp1	When set, the output of the comparator selected by trTeFilterMatchComp1 must be high in order for the filter to match.	WARL	0
7-5	trTeFilterComp1	Specifies the comparator unit to use for the 1st comparison.	WARL	SD
8	trTeFilterMatchComp2	When set, the output of the comparator selected by trTeFilterMatchComp2 must be high in order for the filter to match.	WARL	0
11-9	trTeFilterComp2	Specifies the comparator unit to use for the 2nd comparison.	WARL	SD
12	trTeFilterMatchComp3	When set, the output of the comparator selected by trTeFilterMatchComp3 must be high in order for the filter to match.	WARL	0
15-13	trTeFilterComp3	Specifies the comparator unit to use for the 3rd comparison.	WARL	SD

Bit	Field	Description	RW	Reset
16	trTeFilterMatchImpdef	When set, match impdef values as specified by trTeFilteriMatchValueImpdef.teMatchValueImpdef and trTeFilteriMatchValueImpdef.teMatchMaskImpdef.	WARL	0
23-17	reserved		0	0
24	trTeFilterMatchDtype	When set, match dtype values as specified by trTeFilteriMatchDataControl.teMatchChoiceDtype.	WARL	0
25	trTeFilterMatchDsize	When set, match dsize values as specified by trTeFilteriMatchDataControl.teMatchChoiceDsize.	WARL	0
31-26	reserved		0	0

Register: trBaseEncoder+0x404 + 0x20i trTeFilteriMatchInst : Filter i Instruction Match Control Register

Bit	Field	Description	RW	Reset
7-0	trTeFilterMatchChoicePrivilege	When trTeFilteriControl.trTeFilterMatchPrivilege is set, match all privilege levels for which the corresponding bit is set. For example, if bit N is 1, then match if the priv value is N	WARL	SD
8	trTeFilterMatchValueInterrupt	When trTeFilteriControl.trTeFilterMatchInterrupt is set, match itype of 2 or 1 depending on whether this bit is 1 or 0 respectively.	WARL	SD
31-9	reserved		0	0

Register: trBaseEncoder+0x408 + 0x20i trTeFilteriMatchEcause : Filter i Ecause Match Control Register

Bit	Field	Description	RW	Reset
31-0	trTeFilterMatchChoiceEcause	When trTeFilteriControl.trTeFilterMatchEcause is set, match all exception causes for which the corresponding bit is set. For example, if bit N is 1, then match if the ecause is N.	WARL	SD

Register: trBaseEncoder+0x410 + 0x20i trTeFilteriMatchValueImpdef : Filter i Impdef Match Value Register

Bit	Field	Description	RW	Reset
31-0	trTeFilterMatchValueImpdef	When trTeFilteriControl.trTeFilterMatchimpdef is set, match if (impdef & trTeFilterMatchMaskImpdef) == (trTeFilterMatchValueImpdef & trTeFilterMatchMaskImpdef.	WARL	SD

Register: trBaseEncoder+0x414 + 0x20i trTeFilteriMatchMaskImpdef : Filter i Impdef Match Mask Register

Bit	Field	Description	RW	Reset
31-0	trTeFilterMatchMaskImpdef	When trTeFilteriControl.trTeFilterMatchimpdef is set, match if (impdef & trTeFilterMatchMaskImpdef) == (trTeFilterMatchValueImpdef & trTeFilterMatchMaskImpdef.	WARL	SD

Register: trBaseEncoder+0x418 + 0x20i trTeFilteriMatchData : Filter i Data Match Control Register

Bit	Field	Description	RW	Reset
15-0	trTeFilterMatchChoiceDtype	When trTeFilteriControl.trTeFilterMatchDtype is set, match all data access types for which the corresponding bit is set. For example, if bit N is 1, then match if the dtype value is N.	WARL	SD
23-16	trTeFilterMatchChoiceDsize	When trTeFilteriControl.trTeFilterMatchDsize is set, match all data access sizes for which the corresponding bit is set. For example, if bit N is 1, then match if the dsize value is N.	WARL	SD
31-24	reserved		0	0

Register: trBaseEncoder+0x600 + 0x20j trTeCompjControl : comparator j Control Register

Bit	Field	Description	RW	Reset
1-0	trTeCompPInput	Determines which input to compare against the primary comparator. 0: iaddr 1: context 2: tval 3: daddr	WARL	SD

Bit	Field	Description	RW	Reset
3-2	trTeCompSInput	Determines which input to compare against the secondary comparator. Same encoding as trTeCompPInput.	WARL	SD
6-4	trTeCompPFunction	<p>Selects the primary comparator function. Primary result is true if input selected via trTeCompPInput is:</p> <p>0: equal to trTeCompPMatch</p> <p>1: not equal to trTeCompPMatch</p> <p>2: less than to trTeCompPMatch</p> <p>3: less than or equal to trTeCompPMatch</p> <p>4: greater than to trTeCompPMatch</p> <p>5: greater than or equal to trTeCompPMatch</p> <p>6: Result always false (input ignored). Prime latch to 1 if trTeCompMatchMode is 3</p> <p>7: Result always true (input ignored)</p>	WARL	SD
7	reserved		0	0
10-8	trTeCompSFunction	<p>Selects the secondary comparator function. Secondary result is true if input selected via trTeCompSInput is: 0: equal to trTeCompSMatch</p> <p>1: not equal to trTeCompSMatch</p> <p>2: less than to trTeCompSMatch</p> <p>3: less than or equal to trTeCompSMatch</p> <p>4: greater than to trTeCompSMatch</p> <p>5: greater than or equal to trTeCompSMatch</p> <p>6: Result always true (input ignored). Use trTeCompSMatch as a mask for trTeCompPMatch</p> <p>7: Result always true (input ignored)</p>	WARL	SD
11	reserved		0	0

Bit	Field	Description	RW	Reset
13-12	trTeCompMatchMode	Selects the match condition used to assert the overall comparator output 0: primary result true 1: primary and secondary result both true: (P && S) 2: Either primary or secondary result does not match: !(P && S) 3: Set when primary result is true and continue to assert until instruction after secondary result is true	WARL	SD
14	trTeCompPNotify	Generate a trace packet explicitly reporting the address of the final instruction in a block that causes a primary match (requires trTeCompPInput to be 0). This is also known as a watchpoint.	WARL	SD
15	trTeCompSNotify	Generate a trace packet explicitly reporting the address of the final instruction in a block that causes a secondary match (requires trTeCompSInput to be 0). This is also known as a watchpoint.	WARL	SD

Register: trBaseEncoder+0x610 + 0x20j trTeCompjPMatchLo : comparator j Primary match (low) Register

Bit	Field	Description	RW	Reset
31-0	trTeCompPMatchLow	The match value for the primary comparator (bits 31:0).	WARL	SD

Register: trBaseEncoder+0x614 + 0x20j trTeCompjPMatchHi : comparator j Primary match (high) Register

Bit	Field	Description	RW	Reset
31-0	trTeCompPMatchHigh	The match value for the primary comparator (bits 63:32).	WARL	SD

Register: trBaseEncoder+0x618 + 0x20j trTeCompjSMatchLo : comparator j Secondary match (low) Register

Bit	Field	Description	RW	Reset
31-0	trTeCompSMatchLow	The match value for the secondary comparator (bits 31:0).	WARL	SD

Register: trBaseEncoder+0x61C + 0x20j trTeCompjSMatchHi : comparator j Secondary match (high) Register

Bit	Field	Description	RW	Reset
31-0	trTeCompSMatchHigh	The match value for the secondary comparator (bits 63:32).	WARL	SD

Chapter 10. Trace RAM Sink

Registers defined in this chapter are applicable to both SRAM and SBA sinks. SRAM sink type is using dedicated memory, while SBA type is accessign memory via system bus (care should be taken to not overwrite application code or data - it is usually done by reserving part of system memory for trace). Dedicated SRAM memory must be read via dedicated register, while SBA memory should be read as any other memory on system bus.

Trace data is placed in memory in LSB order (first byte of trace packet/data is placed on LSB). For N-trace packets, MSE0 bits are placed on LSB bits of each byte.

Be aware that in case trace memory wraps around some protocols may require additional synchronization data - it is usually done by periodically generating sequence of bytes which cannot be part of any valid packet. N-Trace protocol does not require it as it is self-synchronizing - last byte of each message/packet is specially marked.

Register: trBaseRam+0x000 trRamControl: Trace RAM Sink Control Register

Bit	Field	Description	RW	Reset
0	trRamActive	Primary enable for Trace RAM Sink. When 0, the Trace RAM Sink may have clocks gated off or be powered down, and other register locations may be inaccessible. Hardware may take an arbitrarily long time to process power-up and power-down and will indicate completion when the read value of this bit matches what was written.	RW	0
1	trRamEnable	1=Trace RAM Sink enabled. Setting trRamEnable to 0 flushes any queued trace data to output.	RW	0
2	Reserved	—	—	0
3	trRamEmpty	Reads 1 when Trace RAM Sink internal buffers are empty	R	1

Register: trBaseRamSink+0x004 trRamImpl: Trace RAM Sink Implementation Register

Bit	Field	Description	RW	Reset
3-0	trRamVersion	Trace RAM Sink Component Version. Value 1 means module is compliant with this document.	R	1
7-4	trRamCompType	Trace RAM Sink Component Type (Trace RAM Sink)	R	0x9(0b1001)

Register: trBaseRamSink+0x010 trRamStartLow: Trace RAM Sink Start Register (Optional)

For busses with address larger than 32-bit, corresponding 'High' register define MSB part of larger address.



FUTURE: Another extension should deal with signalling (and clearing ...) RAM access errors (especially important for System Bus). Maybe we should have a bit in 'WP' register (where we have 'teWrap' already) as this register must be read by decoder anyway.

Bit	Field	Description	RW	Reset
1-0	—	Always 0 (two LSB of 32-bit address)	R	0
31-2	trRamStartLow	Byte address of start of trace sink circular buffer. It is always aligned on 32-bit/4-byte boundary. This register may not be implemented if the sink type doesn't require an address. An SRAM sink will usually have trRamStartLow fixed at 0.	WARL	Undef or fixed to 0

Register: trBaseRamSink+0x014 trRamStartHigh: Trace RAM Sink Start High Bits Register (Optional)

Bit	Field	Description	RW	Reset
31-0	trRamStartHigh	High order bits (63:32) of trRamStart register.	WARL	Undef

Register: trBaseRamSink+0x018 trRamLimitLow: Trace RAM Sink Limit Register (Optional)

Bit	Field	Description	RW	Reset
1-0	—	Always 0 (two LSB of 32-bit address)	R	0
31-2	trRamLimit	Highest absolute 32-bit part of address of trace circular buffer. The trRamWP register is reset to trRamStart after a trace word has been written to this address. This register may not be present if the sink type doesn't require a limit address.	WARL	Undef

Register: trBaseRamSink+0x01C trRamLimitHigh: Trace RAM Sink Limit High Bits Register (Optional)

Bit	Field	Description	RW	Reset
31-0	trRamStartHigh	High order bits (63:32) of trRamLimit register.	WARL	Undef

Register: trBaseRamSink+0x020 trRamWPLow: Trace RAM Sink Write Pointer Register (Optional)

Bit	Field	Description	RW	Reset
0	teWrap	Set to 1 by hardware when trRamWP wraps. It is only set to 0 if trRamWp is written	WARL	0
1	—	Always 0 (bit B1 of 32-bit address)	R	0

Bit	Field	Description	RW	Reset
32-2	trRamWP	Absolute 32-bit part of address in trace sink memory where next trace message will be written. Fixed to natural boundary. After a trace word write occurs while trRamWP=trRamLimit, trRamWP is set to trRamStart. This register may not be present if no sinks require it.	WARL	Undef

Register: trBaseRamSink+0x024 trRamWPHigh: Trace RAM Sink Write Pointer High Bits Register (Optional)

Bit	Field	Description	RW	Reset
31-0	trRamStartHigh	High order bits (63:32) of trRamWP register.	WARL	Undef

Register: trBaseRamSink+0x020 trRamRP: Trace RAM Sink Access Pointer Register (Optional)

Bit	Field	Description	RW	Reset
N-2	trRamRP	Absolute 32-bit part of address in trace circular memory buffer visible through trRamData. Auto-increments (with wrap around) following an access to trRamData. Required for SRAM sink and optional for all other sink types.	WARL	0

Register: trBaseRamSink+0x024 trRamData: Trace RAM Sink Data Register (Optional)

Bit	Field	Description	RW	Reset
31-0	trRamData	Read (and optional write) value for trace sink memory access. SRAM is always accessed by 32-bit words through this path regardless of the actual width of the sink memory. Required for SRAM Sink and optional for other sink types.	R or RW	SD

Implementations when trace buffer in system memory will be bigger than 4GB is desired will be unlikely.



FUTURE: Add 64-bit extensions as 32 MSB bits of size (reading 3 times is needed to be certain about 64-bit value). In order to relieve trace software to read 3 times always, there should be a field/bit saying if RAM size over 32-bit is implemented. It may be also WARL field, which must be set to '1' in order to allow 64-bit size. In most cases, it will never be settable (as 4GB of RAM for trace is rare requirement)

Chapter 11. Trace Funnel

The Trace Funnel combines messages from multiple sources into a single trace stream. It is implementation-dependent how many incoming messages are accepted per cycle and in what order.

Register: trBaseFunnel+0x000 trFunnelControl: Trace Funnel Control Register

Bit	Field	Description	RW	Reset
0	trFunnelActive	Primary enable for trace funnel. When 0, the Trace Funnel may have clocks gated off or be powered down, and other register locations may be inaccessible. Hardware may take an arbitrarily long time to process power-up and power-down and will indicate completion when the read value of this bit matches what was written.	RW	0
1	trFunnelEnable	1=Trace Funnel enabled. Setting trFunnelEnable to 0 flushes any queued trace data to output.	RW	0
2	Reserved	—	—	0
3	trFunnelEmpty	Reads 1 when Trace Funnel internal buffers are empty	R	1

Register: trBaseFunnel+0x004 trFunnelImpl: Trace Funnel Implementation Register

Bit	Field	Description	RW	Reset
3-0	trFunnelVersion	Trace Funnel Component Version. Value 1 means module is compliant with this document.	R	1
7-4	trFunnelCompType	Trace Funnel Component Type (Trace Funnel)	R	0x8(0b1000)



In the future Trace Funnel should be extended to see to allow checking what Trace Encoders (or other Trace Funnels) are connected to particular funnel (settable bit in Trace Encoder/Funnel register connected to readable bit in Trace Funnel register).

Chapter 12. PIB Trace Sink

Trace data may be sent to chip pins through an interface called the Pin Interface Block (PIB). This interface typically operates at a few hundred MHz and can sometimes be higher with careful constraints and board layout or by using LVDS or other high-speed signal protocol. PIB may consist of just one signal and in this configuration may be called SWT (Serial-Wire Trace). Alternative configurations include a trace reference clock (tref) and 1/2/4/8/16 parallel trace data signals (tdata) timed to that reference. WARL register fields are used to determine specific PIB capabilities.

The modes and behavior described here are intended to be compatible with trace probes available in the market.



This chapter is using term 'tref' as trace reference clock and 'tdata' as trace data signals. These corresponds to pins TRC_CLK and TRC_DATA pins on trace connector.

12.1. PIB Register Interface

Register: trBasePib+0x000 trPibControl: PIB Sink Control Register (Optional)

Bit	Field	Description	RW	Reset
0	trPibActive	Primary enable/reset for PIB Sink block	RW	0
1	trPibEnable	0=PIB does not accept input but holds output(s) at idle state defined by pibMode. 1=Enable PIB to generate output	RW	0
2	Reserved	—	—	0
3	trPibEmpty	Reads 1 when PIB internal buffers are empty	R	1
7-4	trPibMode	Select mode for output pins.	WARL	0 (PIB is off)
8	trPibRefCenter	In parallel modes, adjust tref timing to center of bit period. This can be set only if pibMode selects one of the parallel protocols. Optional.	WARL	SD
9	trPibCalibrate	Set this to 1 to generate a repeating calibration pattern to help tune a probe's signal delays, bit rate, etc. The calibration pattern is described below. Optional.	WARL	0
31-16	trPibDivider	Timebase selection for the PIB module. The input clock is divided by pibDivider+1. PIB data is sent at either this divided rate or 1/2 of this rate, depending on pibMode. Width is implementation-dependent.	WARL	SD (safe setting for particular SoC)

Software can determine what modes are available by attempting to write each mode setting to the WARL field pibControl.pibMode and reading back to see if the value was accepted.

Mode	trPibMode	trPibRefCenter	Bit rate
Off	0	X	—
SWT Manchester	4	X	1/2
SWT UART	5	X	1
tref + 1 tdata	8	0	1
tref + 2 tdata	9	0	1
tref + 4 tdata	10	0	1
tref + 8 tdata	11	0	1
tref + 16 tdata	12	0	1
tref + 1 tdata	8	1	1/2
tref + 2 tdata	9	1	1/2
tref + 4 tdata	10	1	1/2
tref + 8 tdata	11	1	1/2
tref + 16 tdata	12	1	1/2

Register: trBasePib+0x004 trPibImpl: Trace PIB Implementation Register

Bit	Field	Description	RW	Reset
3-0	trPibVersion	Trace PIB Component Version. Value 1 means module is compliant with this document.	R	1
7-4	trPibCompType	Trace PIB Component Type (PIB Sink)	R	0xA(0b1010)

Since the PIB supports many different modes, it is necessary to follow a particular programming sequence:

- Activate the PIB by setting trPibActive.
- Set the trPibMode, trPibDivider, trPibRefCenter, and trPibCalibrate fields. This will set the tdata outputs to the quiescent state (whether that is high or low depends on trPibMode) and start tref running.
- Activate the receiving device, such as a trace probe. Allow time for PLL to sync up, if using a PLL with a parallel PIB mode.
- Set trPibEnable. This enables the PIB to generate output either immediately (calibration mode) or when the trace encoder or funnel begins sending trace messages.

Order of bits and bytes:

- Trace messages/packets are considered as sequence of bytes and are always transmitted with LSB bits/bytes first.
- Nexus MSEO bits are transmitted on LSB part and bit#0 first.
- Idle state must be transmitted as all MSEO and MDO bits = 1.

- In 16-bit mode first byte of message is transmitted on LSB part and MSEO of second/odd byte will be transmitted on bits #8-#9 and MDO on bits #10-#15.



Above rules allow receiving probe to skip idle messages.

12.2. Calibration Mode

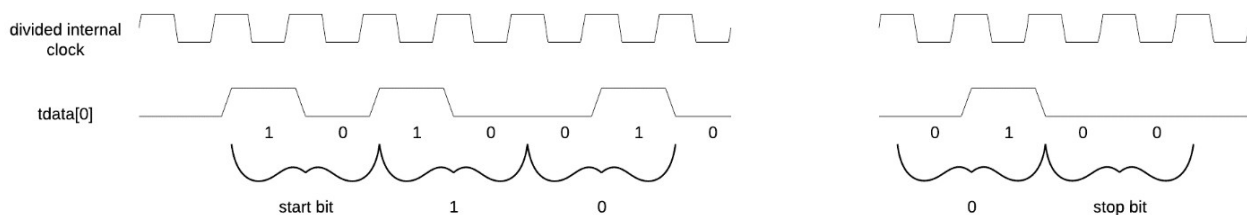
In optional calibration mode, the PIB transmits a repeating pattern. Probes can use this to automatically tune input delays due to skew on different PIB signal lines and to adjust to the transmitter's data rate (trPibContro.trPibDivider and trPibControl.trPibRefCenter). Calibration patterns for each mode are listed here.

Mode	Calibration Bytes	Wire Sequence
UART, Manchester	AA 55 00 FF	alternating 1/0, then all 0, then all 1
1-bit parallel	AA 55 00 FF	alternating 1/0, then all 0, then all 1
2-bit parallel	66 66 CC 33	2, 1, 2, 1, 2, 1, 2, 1, 0, 3, 0, 3, 3, 0, 3, 0
4-bit parallel	5A 5A F0 0F	A, 5, A, 5, 0, F, F, 0
8-bit parallel	AA 55 00 FF	AA, 55, 00, FF
16-bit parallel	AA AA 55 55 00 00 FF FF	AAAA, 5555, 0000, FFFF

12.3. SWT Manchester Protocol

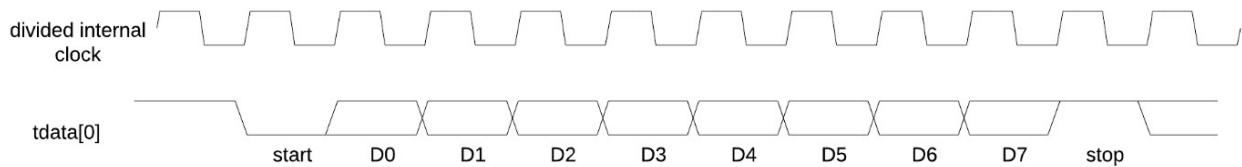
In this mode, the PIB outputs complete trace messages encapsulated between a start bit and a stop bit. Each bit period is divided into 2 phases and the sequential values of the tdata[0] pin during those 2 phases denote the bit value. Bits of the message are transmitted LSB first. The idle state of tdata[0] is low in this mode.

Bit	Phase 1	Phase 2
start	1	0
logic 0	0	1
logic 1	1	0
stop/idle	0	0



12.4. SWT UART Protocol

In UART protocol, the PIB outputs bytes of a trace message encapsulated in a 10-bit packet consisting of a low start bit, 8 data bits, LSB first, and a high stop bit. Another packet may begin immediately following the stop bit or there may be an idle period between packets. When no data is being sent, tdata[0] is high in this mode.



12.5. PIB Parallel Protocol

Traditionally, off-chip trace has used this protocol. There are a number of parallel data signals and one continuously-running clock reference. The data rate of several parallel signals can be much higher than either of the serial-wire protocols.

As with SWT modes, this protocol is oriented to full trace messages rather than fixed-width trace words. The idle state of tdata is all-ones for Nexus trace and (TBD) for Efficient Trace for RISC-V (E-Trace) Specification. When a message start is detected, this sample and possibly the next few (depending on the width of tdata) are collected until a complete byte has been received. Bytes are transmitted LSB first, with tdata[0] representing the LSB in each beat of data. The receiver continues collecting bytes until a complete message has been received. The criteria for this depends on the trace format. For Nexus, the last byte of a message is one that has mse0=1,1. For E-Trace, the header byte may include a byte count. After the last byte of a message, the data signals may then go to their idle state or a new message may begin in the next bit period.

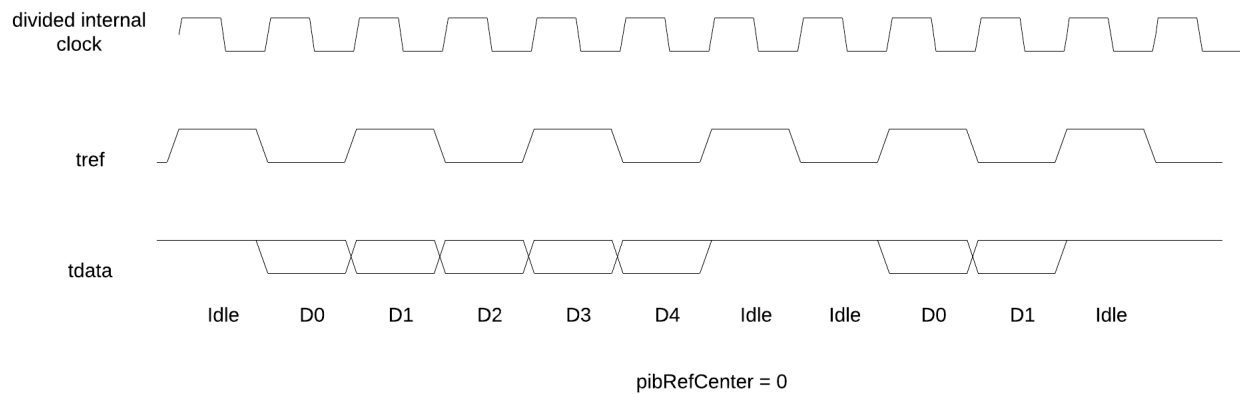


Trace messages may start on any (positive or negative) edge of trace clock. Once message is started all bits of that message must be transmitted on consecutive trace clock edges (both positive and negative). Said so, idle sequence may be sent consist of any number of trace clocks edges (positive or negative). But some implementations may always send idle sequences using even number of trace clocks - in such a case all packets will always start on positive or negative trace clock.

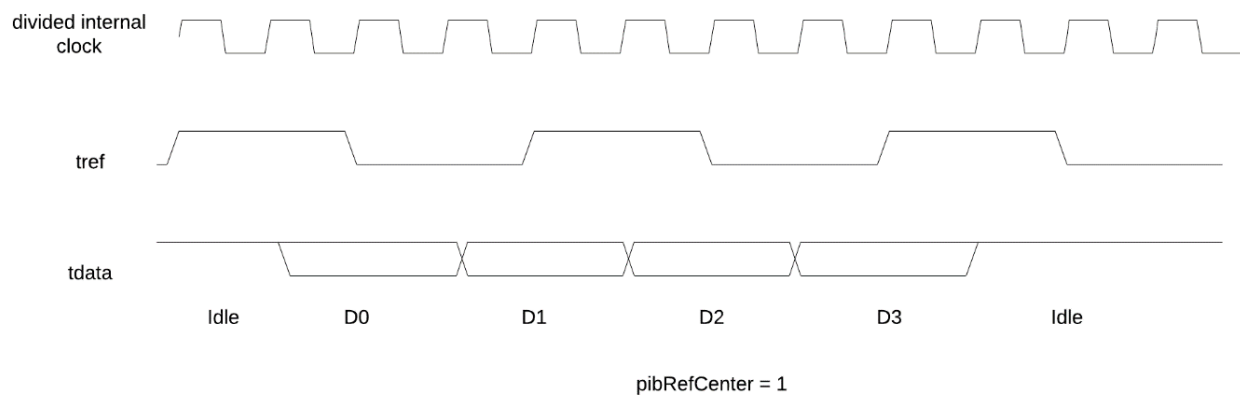
The clock reference, tref, normally has edges coincident with the tdata edges. Typically, a trace probe will delay trace data or use a PLL to recover a sampling clock that is twice the frequency of tref and shifted 90 degrees so that its rising edges occur near the center of each bit period. If the PIB implementation supports it, the debugger can set pibRefCenter to change the timing of tref so that there is a tref edge at the center of each bit period on tdata. Note that this option cuts the data rate in half relative to normal parallel mode and still requires the probe to sample tdata on both edges of tref.

This example shows 8-bit parallel mode with pibRefCenter=0 transmitting a 5-byte message

followed by a 2-byte message.



And an example showing 8-bit parallel mode transmitting a 4-byte packet with `pibRefCenter=1`.



Chapter 13. ATB Trace Sink

Some SoCs may have an Advanced Trace Bus (ATB) infrastructure to manage trace produced by other components. In such systems, it is feasible to route RISC-V trace output to the ATB through an ATB Trace Sink. This module manages the interface to ATB, generating ATB trace records that encapsulate RISC-V trace produced by the Trace Encoder or Trace Funnel. There is a control register that includes trace on/off control and a field allowing software to set the DeviceID to be used on the ATB. This DeviceID allows software to extract RISC-V trace from the combined trace. This interface is compatible with AMBA 4 ATB v1.1.

Register: trAtbBase+0x000 atbControl: ATB Sink Control Register

Bit	Field	Description	RW	Reset
0	trAtbActive	Primary enable for the ATB Sink. When 0, the ATB Sink may have clocks gated off or be powered down, and other register locations may be inaccessible. Hardware may take an arbitrarily long time to process power-up and power-down and will indicate completion when the read value of this bit matches what was written.	RW	0
1	trAtbEnable	1=ATB Sink enabled. Setting atbEnable to 0 flushes any queued trace data to ATB.	RW	0
2	Reserved	—	—	0
3	trAtbEmpty	Reads 1 when ATB internal buffers are empty	R	1
7-4		Reserved	—	—
14-8	trAtbId	ID of this node on ATB. Values of 0x00 and 0x70-0x7F are reserved by the ATB specification and should not be used.	RW	0

Register: atbBase+0x004 atbImpl: ATB Sink Implementation Register

Bit	Field	Description	RW	Reset
3-0	trAtbVersion	ATB Component Version. Value 1 means module is compliant with this document.	R	1
7-4	trAtbCompType	ATB Component Type (ATB Sink)	R	0xB(0b1011)

An implementation determines the data widths of the connection from the Trace Encoder or Trace Funnel and of the ATB port.

Chapter 14. Reset and Discovery

This chapter describes what trace tool should to to discover

There are several (independent) reset bits defined by this specification

- trTeActive - reset for TE block (this will disable encoder from single core)
- trPibActive - reset for PIB block (resets Probe Interface Block only)
- trAtbActive - resets ATB Sink Block (resets ATB Sink Interface)

All reset bits should (when kept low) reset most of other fields/bits to defined reset values.

Releasing component from reset may take time - debug tool should monitor (with reasonable timeout) if appropriate bit should changed from 0 to 1. Other fields/bits should remain unchanged (as were set during reset).



Some of reset values are defined as 'SD' (system dependent) and these values should reset as well and each time to same value as would be after power-up.



Some bigger registers (holding RAM addresses) may not reset - debugger is expected to write to them before enabling trace. These registers have 'Undef' in reset field. It should not prevent some implementations to reset these.

When component is in reset (single 'active' bit = 0), all control bits (and most registers) should reset.

Discovery should be performed as follows:

- Reset particular component and capture default values of all registers.
- Release from reset (waiting for acknowledge).
- Set (interesting) WARL fields and read-back values.

Chapter 15. Enabling and Disabling

Enabling should work as follows:

- Release all needed components from reset (starting from Trace Encoders, followed by Trace Funnels and finally Trace Sinks) by setting 'tr??Active=1'
 - Wait for confirmation (tr??Active=1)
- Set desired mode and verify if that mode is set (regardless of discovery results)
 - For RAM sink, setup addresses (if possible and desired) as these are not reset
 - Calibrate PIB (if possible and desired)
- Start physical trace capture (probe dependent)
- Enable RAM/PIB/ATB sinks in appropriate mode by setting 'tr??Enable=1'
 - Wait for confirmation (tr??Active=1)
 - Verify if particular mode is set
- Enable funnel[s] in the same way (set trTfEnable=1 and verify if set)
- Enable encoder[s] in the same way (set trTeEnable=1 and verify if set)
- Start core[s] to be traced (core could be already running as well)
- Periodically read 'trTeControl' for status of trace (as it may stop by itself due to triggers)



Discovery may not be necessary to enable and test trace during development of SoC. However discovery must be possible and should be tested by SoC designer - this is necessary for trace tools to work with that SoC without any customization.



Trace tool may verify particular setting once per session, so subsequent starts of trace may be faster.

Disabling the trace should work as follows:

- Disable and flush trace starting from Encoders, then Funnels and finally Sinks
 - Set 'tr??Enable=0' and wait for 'tr??Enable=0' and 'tr??Empty=1' for each trace component
- Stop physical capture if PIB sink was enabled (probe dependent)

Decoding trace

- Decoder (in most cases) must have an access to code which is running on device either by reading it from device or from file containing it (binary/hex/srec/ELF)
- Trace can be read and decoded while trace is being captured
 - There is no guarantee that last trace packet is completed until trace is properly flushed and disabled

Chapter 16. Legacy Interface Version

Value of 'teVersion/tfVersion' as 0 means this is original version of this interface.

As there are some implementations with trTeVersion = 0 it is important to provide changes, so tools may work with it.

Trace components are now separated into 4K blocks

- Some registers/fields got renamed for clarity and uniformity
- Field trTeInstTrigEnable was not present, so global enable/disable for instruction trace triggers was not possible
- Field trTeInstStallDelta was not present, so debugger may not know if core was ever stalled
- Fields teSyncMode and teSyncMax were defined as 'teSyncMaxBTM and teSyncMaxInst'
- Fields pibEmpty and atbEmpty were not defined (trace control should wait to assure that trace was flushed correctly)
- Register trTeInstFeatures was not present (was reading as 0)
- Register trTeDataControl register was not present (as version 0 did not support data trace)
- 16-bit parallel mode for PIB was not defined (these implementations were using max 8-bit of parallel trace)

Chapter 17. Original Version Disclaimer

This document was converted to ADOC from original proposal by SiFive hosted here:

lists.riscv.org/g/tech-nexus/files/RISC-V-Trace-Control-Interface-Proposed-20200612.pdf

During this conversion (automatic) content was not altered. Later formatting details were (manually) adjusted.

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