RISC-V N-Trace (Nexus-based Trace) Specification

RISC-V N-Trace Task Group

Version 1.0.0_rc20, Mar 8, 2024: Stable state (during Architecture Committee review)

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Preamble

This document is in the Stable state

Change is extremely unlikely.

Change Log

PDF generated on: 2024-03-08 23:38:20 UTC

Version 1.0.0_rc20

- 2024-03-08
  - ARC reviews taken into account.

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Chapter 1. Introduction to N-Trace

This **RISC-V N-Trace (Nexus based trace) Specification** is based on the well-established **IEEE-5001 Nexus Standard** tailored to support the trace of RISC-V ISA cores, harts and SoC/MCU designs.

It serves multiple audiences:

- N-Trace encoder logic/IP developers.

- Validation teams testing of N-Trace implementation.

- Debug and trace tools developers.

- Software programmers utilizing the trace for debugging and performance tuning of RISC-V-based systems.

Together with the **RISC-V Trace Control Interface Specification** and **RISC-V Trace Connectors Specification** provide a complete, end-to-end, trace system for RISC-V based SoC.

Trace system is observing execution of a code and transferring trace messages (encoding the code flow and execution timing information in compressed format) for storage in the memory or transmission out of the SoC. Trace decoders will reconstruct original code flow from set of captured trace messages.

A trace ingress port (connection between the RISC-V hart and trace system) defined in the ratified **Efficient Trace for RISC-V Specification** allows the RISC-V hart to communicate execution information to the trace system. N-Trace encoder is encoding an execution flow into stream of messages. An appropriate selection of N-Trace messages (compatible with the original IEEE-5001 Nexus Standard) is described in this document.

The primary objective was to define the program flow trace messages. Extensions have been allowing for better trace compression. Future versions may include IEEE-5001 Nexus compatible data and bus trace.

Registers controlling the N-trace decoder are defined by the **RISC-V Trace Control Interface Specification**. The control documentation is shared with E-trace so not all register and register fields are supported by N-trace.

Trace connectors defined by IEEE-5001 Nexus Standard were debug oriented, so could not be directly applied. Instead, industry standard MIPI-compliant connectors are defined in **RISC-V Trace Connectors Specification**. These connectors are pure extensions of debug-only, MIPI-compliant connectors defined by ratified **RISC-V Debug Specification**.

1.1. Related Specifications

This document provides reference to separated documents developed together with this **RISC-V N-Trace Specification**:

- **RISC-V Trace Control Interface Specification** - Defines RISC-V trace control interface.

  ◦ This document is intended to be shared with ratified **Efficient Trace for RISC-V**

Specification.

- **RISC-V Trace Connectors Specification** - Defines RISC-V trace connectors (for external trace probes).

Ratified **Efficient Trace for RISC-V Specification** defines RISC-V Trace Ingress Port signals (chapter **4 Instruction Trace Interface**). At the moment of this writing this is version 2.0 (ratified May 5-th 2022).

> ℹ️ In the future trace ingress port may be defined in separated document - in such a a case reference to E-Trace specification will not be necessary.

1.2. Trace Encoder Interfaces

Diagram below shows one possible implementation with only a single RISC-V hart. In a system with multiple cores/harts the **Trace Ingress Port**, **Trace Encoder Control** and **Trace Encoder** blocks should be replicated for each hart. The main **Trace Control Layer** controlling other (shared) components in the trace system is not replicated.
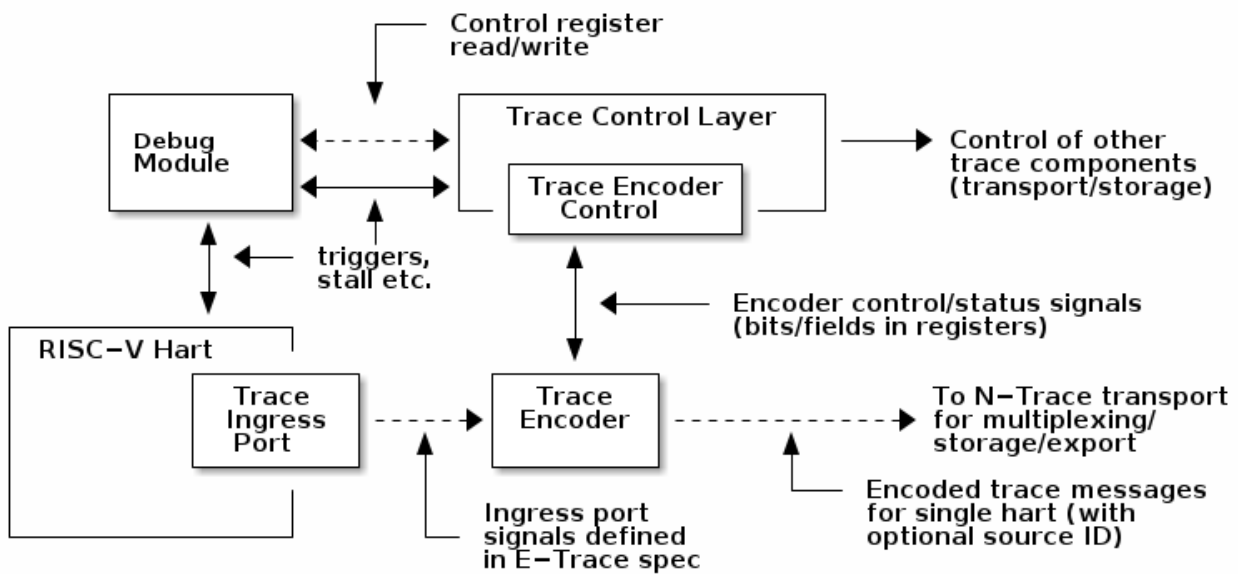

Figure 1. Trace Encoder Interfaces

> ℹ️ Placement of the Trace Encoder and Trace Control Layer are implementation dependent.

1.3. Definitions and Terminology

Table 1. Terms Used In This Specification

Term	Definition
Message	N-Trace messages are sequences of bytes. First byte of every message includes the TCODE field, which defines the type of information carried in the message and its format. When messages are transmitted or stored a protocol, described in N-Trace Transmission Protocol chapter, defines the start and the end of each message.
Field	A field is a distinct piece of the information contained within a message, and messages may contain one or more fields (in addition to the first TCODE field). Fields can be either of fixed-length or variable-length. Several fields may be packet into single byte and single field may span multiple bytes. Definitions of all fields can be found in Fields in Messages chapter.
Variable-length Field	Specifying that a field is variable-length (**Var** used as field size definition) means that the message must contain the field, but that the field's size may vary from a minimum of 1 bit. When messages are transmitted or stored, variable-length fields must end on a byte boundary. If necessary, they must zero-fill bit positions beyond the highest order bit of the variable-length data. Because variable-length fields may be of different lengths in messages of the same type, when messages are transmitted or stored a protocol, described in N-Trace Transmission Protocol chapter, defines the end of each variable-length field.
Configurable Field	Configurable field (**Cfg** used as field size) means that existence and size of this field depends on some configuration setting. See N-Trace Specific Trace Controls chapter for details.
N-Trace	IEEE-5001 Nexus Standard Based Trace for RISC-V (as defined by this specification).
E-Trace	Efficient Trace for RISC-V (as defined by E-Trace Specification).
Unconditional Jump	On RISC-V ISA all jump instructions are always unconditional, but these two words are always used to avoid any confusions with the term 'branch' used by the IEEE-5001 Nexus Standard. The two main sub-categories of unconditional jumps that are relevant for tracing are: direct unconditional jump and indirect unconditional jump.
Direct Conditional Branch	On RISC-V ISA all branch instructions are always direct and conditional (and also relative), but these three words are always used together to avoid confusions with the term 'branch' used by the IEEE-5001 Nexus Standard.

Chapter 2. Trace Ingress Port

N-Trace is using the same ingress port as specified in E-Trace Specification (chapter **4 Instruction Trace Interface**).

- As this specification does not define the data trace yet, sub-chapters **4.3 Data Trace Interface requirements** and **4.4 Data Trace Interface** are not applicable.
- It is an ambition to extract single, shared **RISC-V Trace Ingress Port** specifications (combining this chapter with relevant E-Trace chapter).

Table below provides a detailed mapping of of causes for terminating an instruction block to the corresponding **itype** encoding - it could be used during development of ingress port logic inside of a hart. Please be aware that not only instructions, but also arguments matter (for example jalr rd,rs1 may generate 5 different, distinct **itype** values).

Table 2. Generating itype for different instructions

Instruction	Condition/Notes	itype Value
Interrupted instruction	An interrupt trap occurred following the final retired instruction in the block	2 = Interrupt
Exception in instruction	An exception trap that occurred following the final retired instruction in the block	1 = Exception
Conditional branch	Non-taken	4 = Non-taken branch
	Taken	5 = Taken branch
ebreak, ecall, c.ebreak	ecall is reported after retirement	1 = Exception
mret, sret		3 = Exception or interrupt return
other instruction	not in listed in this table	0 = No special type
Values of itype (4-bit) needed for Implicit Return Optimization		
jal rd	rd = `link`	9 = Inferable call
	rd != `link`	15 = Other inferable jump
jalr rd, rs1	rd = `link` and rs1 != `link`	8 = Uninferable call
	rd = `link` and rs1 = `link` and rd != rs1	12 = Coroutine swap
	rd = `link` and rs1 = `link` and rd = rs1	8 = Uninferable call
	rd != `link` and rs1 = `link`	13 = Return
	rd != `link` and rs1 != `link`	14 = Other uninferable jump
c.jal	Implicit x1	9 = Inferable call
c.jalr rs1	rs1 = x5	12 = Coroutine swap
	rs1 != x5	8 = Uninferable call

Instruction	Condition/Notes	itype Value
c.jr rs1	rs1 = `link`	13 = Return
	rs1 != `link`	14 = Other uninferable jump
c.j	No registers, only offset	15 = Other inferable jump
cm.jt	Defined by Zcmt extension	15 = Other inferable jump
cm.jalt	Defined by Zcmt extension	9 = Inferable call
cm.popret*	Defined by Zcmp extension	13 = Return
Values of itype (3-bit) without Implicit Return Optimization		
jal rd		0 = No special type
jalr		6 = Uninferable jump
c.j or c.jal		0 = No special type
cm.jt	Defined by Zcmt extension	0 = No special type
cm.jalt	Defined by Zcmt extension	0 = No special type
cm.popret*	Defined by Zcmp extension	6 = Uninferable jump

- Branches (**itype**=4, 5) are conditional direct branches. In RISC-V ISA all jumps, calls, returns are always unconditional.

- Symbol `link` means register **x1** or **x5** as specified in **The RISC-V Instruction Set Manual, Volume I: Unprivileged ISA** document.

- 4-bit **itype** (codes 8..15) are only necessary when Implicit Return Optimization is implemented.

- Zcmt instructions (cm.jt and cm.jalt) are considered as inferable jumps as jump tables are assumed to be static and known to the decoder.

Table below defines how N-Trace encoder should handle different 3-bit **itype** values on trace ingress port.

Table 3. Handling of 3-bit itype values

#	itype	Encoder Action
0	None below	Only update I-CNT field.
1	Exception	Update I-CNT field. Emit Indirect Branch message with B-TYPE=2 or 1. **IMPORTANT:** An address emitted is known at the next valid ingress port cycle.
2	Interrupt	Update I-CNT field. Emit Indirect Branch message with B-TYPE=3 or 1. **IMPORTANT:** An address emitted is known at the next valid ingress port cycle.

#	itype	Encoder Action
3	Exception or interrupt return	Update I-CNT field. Emit Indirect Branch message with B-TYPE=0. **IMPORTANT:** An address emitted is known at the next valid ingress port cycle.
4	Non-taken branch	**For BTM mode:** Only update I-CNT field. **For HTM mode:** Update I-CNT field. Add 0 as least significant bit to HIST field. See HIST Field Full for handling of overflow.
5	Taken branch	**For BTM mode:** Update I-CNT field. Generate DirectBranch message. **For HTM mode:** Update I-CNT field. Add 1 as least significant bit to HIST field. See HIST Field Full for handling of overflow.
6	Uninferable jump	Update I-CNT field. Emit Indirect Branch message with B-TYPE=0. **IMPORTANT:** An address emitted is known at the next valid ingress port cycle.
7	Reserved	-

When ingress port is implemented as 4-bit, the general uninferable jump **itype=6** should not be generated and one of the following values should be generated instead. Encoder must handle call stack action as described in the Implicit Return Optimization chapter.

Table 4. Handling of 4-bit itype values

#	itype	Encoder Action	Stack Action
8	Uninferable call	Update I-CNT field. Emit Indirect Branch message with B-TYPE=0	Push
9	Inferrable call	Only update I-CNT field.	Push
10	Reseved		-
11	Reseved		-
12	Co-routine swap	Update I-CNT field. If Pop returns the same address as PC at next valid ingress port cycle, emit Indirect Branch message with B-TYPE=0.	Pop,Push

#	itype	Encoder Action	Stack Action
13	Return	Update I-CNT field. If Pop returns the same address as PC at next valid ingress port cycle, emit Indirect Branch message with B-TYPE=0.	Pop
14	Other uninferable jump	Update I-CNT field. Emit Indirect Branch message with B-TYPE=0.	-
15	Other inferable jump	Only update I-CNT field.	-

❗ N-Trace encoder does not require **cause** and **tval** ingress port signals (valid for exceptions and interrupts only) as these are not reported in N-Trace messages. N-Trace is only providing the address of an exception/interrupt handler.

ℹ As almost every ingress port cycle is updating I-CNT it may overflow. See I-CNT Details chapter.

ℹ If optional trTeInstEnAllJumps bit is set, trace ingress port must report **itype**=5 (Taken branch) for all direct unconditional jumps (which are normally reported as **itype** = 0 or 15).

Chapter 3. N-Trace Transmission Protocol

The IEEE-5001 Nexus Standard defines a trace messaging protocol using a number of **MDO** (Message Data Out) signals and one or two flag signals known as **MSEO** (Message Start/End Out). A Nexus message is sent or stored in a record composed of **MDO** and **MSEO**.

N-Trace specification defines 6-bit **MDO** and 2-bit **MSEO** so both fit in a single byte.

- It allows easy storage in memory as well as sending using 1-bit/ 2-bit/ 4-bit/ 8-bit/ 16-bit parallel transport (which is supported by many existing trace probes and connectors).

- Decoding software may work on bytes and 32-bit/64-bit words and expect MSEO bits at two least significant bits of each byte.

N-Trace message transmission protocol is a strict subset of IEEE-5001 Nexus Standard trace messaging protocol.

Table 5. N-Trace subset

Protocol Feature	Nexus Standard	N-Trace (strict subset of Nexus)
Number of **MSEO** bits	1 or 2	2
Number of **MDO** bits	At least 1	6
Total (**MDO**+**MSEO**) bits	At least 2	8 (one byte)
Order (transmitted or stored)	Vendor defined	**MSEO** before **MDO**, least significant bit for each field first
Max field size	Not specified	64 bits (some 32 bits or less)
Max standard message size	Not specified	38 bytes (maximum sum of all fields)

The maximum standard message size of 38 bytes in this version of the specification is to transmit IndirectBranchHistSync message which includes TCODE/ SRC/ SYNC/ B-TYPE(5 bytes total), I-CNT(30 bits, 5 bytes), F-ADDR(63 bits, 11 bytes), HIST(32 bits, 6 bytes) TSTAMP(64 bits, 11 bytes).

While implementations may have a shorter maximum message size (e.g, due to I-CNT being smaller), they must assure that the internal FIFOs are designed to hold at least two maximum sized messages that the implementation can produce.

While decoding software may be designed to avoid dynamic memory allocation, it must nonetheless be robust enough to handle messages of any size. This is to account for scenarios where trace memory could be corrupted, such as a trace consisting entirely of zeros, which could be interpreted as an unusually long variable-length field.

Custom messages and fields may carry different payloads and may be larger than 64 bits and 38 bytes.

3.1. MSEO Sequences

MSEO[1:0] bits (located in the least significant bits of each byte) are defined by the follow rules:

- The first byte of a message sends the least significant bits of the message and is indicated by **MSEO[1:0]=00**.

- Bytes occupied by fixed-length fields are sent using **MSEO[1:0]=00**.

- The last byte of a variable-length field, that is not last byte of a message, is indicated by **MSEO[1:0]=01**.

  - A variable-length field in a message always ends on a byte boundary (zero extended as needed).

  - The non-last bytes of a variable-length fields are indicated by **MSEO[1:0]=00**.

- The last byte of a message is indicated by **MSEO[1:0]=11**.

  - It also implies an end of the last (fixed-length or variable-lenght) field of a message.

- Idle bytes (between messages or used as padding) are indicated by **MSEO[1:0]=11** and **MDO[5:0]=111111** (entire byte is **0xFF**).

- Value of **MSEO[1:0]=10** is reserved for future extensions.

Table below provides possible sequences of **MSEO[1:0]** bits (to expand above rules - **highlighted** MSEO represent the actual function):

Table 6. Transitions of MSEO Bits

MSEO Function	Previous-Current MSEO[1:0] Sequence
Start of message	11-**00**
Middle of field	00 (or 01)-**00**
End of variable-length field	00 (or 01)-**01**
End of message	00 (or 01)-**11**
Idle (no message)	11-**11**
Reserved	11-**01**
Reserved	any-**10**

Original IEEE-5001 Nexus Standard defines the MSEO protocol as follows:

- Two 1-s followed by one 0 indicates the start of a message.

- 0 followed by two or more 1-s indicates the end of a message.

- 0 followed by 1 followed by 0 indicates the end of a variable-length field.

- 0-s at all other clocks during transmission of a message.

- 1-s at all clocks during no message transmission (idle).

Dual MSEO protocol (utilized by this N-Trace specification) is a two pin mode of this general (single and dual) MSEO protocol definition.

3.2. Unified N-Trace Message Structure

Each N-Trace message has identical structure (100% compatible with IEEE-5001 Nexus Standard):

- Very first field is always fixed-length **TCODE** (Transport Code) which defines the meaning and format of subsequent fields.

- In case of simultaneous tracing from more than one hart, the second field is always fixed-length **SRC** (Message Source) field, which provides a unique ID of message source.

  - This field allows trace decoders to separate messages from different trace sources (Trace Encoders, harts) without knowing any details of each of the messages.

  - This method can be used to handle different (opaque) trace or debug or performance data using N-Trace transport/storage/export infrastructure.

- One or more (fixed-length or variable-length) payload fields. Sequence and selection of these fields depend on the value of **TCODE** field.

  - In some rare cases one of preceding fields may define number of following fields.

- Very last field is (optional) variable-length **TSTAMP** (Timestamp) field.

  - It may be possible to generate and analyze timestamps in a unified (simpler) way.

3.3. Order of bits and bytes

Order of bits and bytes:

- Trace messages/packets are considered as sequences of bytes and are always transmitted with least significant bits/bytes first.

- IEEE-5001 Nexus Standard MSEO bits are transmitted on the least significant part and bit#0 first.

- Idle state must be transmitted as all 1s MSEO and MDO bits.

- For transmission on a 16bit interface (e.g. PIB 16-bit mode), the first byte of message/packet is transmitted on the least significant part and the MSEO of the second/odd byte is transmitted on bits #8-#9 and MDO on bits #10-#15.

  > ℹ️ Above rules allow receiving trace probes to skip idle messages.

3.4. PIB Idle Cycles Explained

This chapter describes N-Trace specific details about the transmission via a Pin Interface Block (PIB), as it is described in the RISC-V Trace Control Interface Specification.

Trace messages may start on any (positive or negative) edge of trace clock.

> ❗ Once a message is started all bits of that message must be transmitted on consecutive trace clock edges (both positive and negative).

Said so, an idle sequence may be sent using any number of trace clock edges (positive or negative).

To explain this let's assume the following serially transmitted (in 1-bit PIB mode) sequences of bits (MSEO[0] bit being first on the left):

- < 11 DDDDDD> - 8 bits in a last byte of a message (11 = MSEO, DDDDDD = DATA bits)
- < 1*n > - sequence of n-bits long idle bits (each must be 1)
- < 00 TTTTTT> - 8 bits in a first byte of a message (00 = MSEO, TTTTTTT = TCODE bits)

The following 4 example sequences are all valid:

- ... < 11 DDDDDD> < 00 TTTTTT> ... ⇒ No idle bits/cycles between consecutive messages.
- ... < 11 DDDDDD> < 1*2 > < 00 TTTTTT> ... ⇒ Two (even) idle bits.
- ... < 11 DDDDDD> < 1*3 > < 00 TTTTTT> ... ⇒ Three (odd) idle bits (second message starts at another trace clock edge).
- ... < 11 DDDDDD> < 1*8 > < 00 TTTTTT> ... ⇒ 8 idle bits (idle sequence can be considered as byte 0xFF).

Some implementations may always send idle sequences using even (or even multiple of 8) number of trace clocks - in such a case all packets will always start on a positive or negative trace clock. But conformant trace probes must handle any number of idle clocks.

> The trace probe needs to be able to synchronize with the trace stream and to detect where the trace message boundaries are. This procedure is sometimes referred to as "message alignment synchronization" or "alignment-sync".
>
> For 8-bit or 16-bit trace idle cycles are not required (to detect an alignment) as MSEO bits are in well defined positions and trace probes will know where is a start of a message.
>
> For 1-bit, 2-bit and 4-bit trace modes PIB must generate at least one idle byte to allow trace probes to detect which bit is first MSEO bit of a message. How it is done is not defined in this specification. Here are two possible implementations:
>
> - Generate at least one idle byte periodically in a trace stream anywhere between messages (PIB is aware about message boundaries as end of message has MSEO=11 bits).
> - Always add an extra idle byte before sending synchronizing messages. It will guarantee that boundaries of every synchronizing message is always detectable and decoding may start from it.

3.5. N-Trace Message Example

Table below shows one N-Trace message with several fields. It is an output from N-Trace dump tool (part of N-Trace reference C code) with an added **Explanation** column.

Table 7. MDO and MSEO Encoding Example

Byte	MDO [5:0]	MSEO [1:0]	Decoded (by reference tool)	Explanation
0xFF	111111	11	Idle	Most likely idle, but can also be the last byte of the previous message.
0x70	011100	00	TCODE[6] = 28 - IndirectBranchHist	First byte, all 6 MDO bits have TCODE.
Here we could have an SRC field (it would shift the start of B-TYPE).				
0xD0	110100	00	BTYPE[2] = 0x0	This is a 2-bit (fixed-length) field. As B-TYPE is a fixed-length field, four most significant bits are part of the next field (I-CNT).
0x1D	000111	01	ICNT[10] = 0x7D	This is a second byte of the 10-bit (value 0x7D) variable-length I-CNT field. Four least significant bits (0b1101=0xD) are define in previous MDO. Three most significant bits are all 0-s as variable-length field uses all 6 MDO bits.
0x1D	000111	01	UADDR[6] = 0x7	This is a single byte variable-length U-ADDR field (with three most significant 0-s).
0xF8	111110	00		Normal transfer of new field (6 least significant bits).
0xFF	111111	11	HIST[12] = 0xFFE	Last byte of message. It implies the end of the 12-bit HIST field. In this field we do not have any extra most significant 0-s.
Here optional TSTAMP field could be sent (previous MSEO should became 01 encoding end of HIST field, but not end of the message).				
0xFF	111111	11	Idle	This is idle as this is the second byte with MSEO=11 (NOTE: Last byte of message is also 0xFF).

Chapter 4. N-Trace Specific Trace Controls

This chapter describes how fields and bits from Trace Encoder control registers (named using **trTe...** pattern) are influencing N-Trace encoder and N-Trace protocol messages. N-Trace specific clarifications, in addition to description in RISC-V Trace Control Interface specification are provided.

> ℹ The table below does not provide names of Trace Encoder control registers as names of bits/fields used in Trace Control Interface are unique.

Table 8. Trace Encoder Parameters and Controls

Trace Control Field	Applicability	Description
trTeActive	**Required**	See RISC-V Trace Control Interface Specification.
trTeEnable	**Required**	See RISC-V Trace Control Interface Specification.
trTeInstTracing	**Required**	See RISC-V Trace Control Interface Specification.
trTeEmpty	**Required**	See RISC-V Trace Control Interface Specification.
trTeInstMode	**Required**	One or more of the following values: **3:** BTM (Branch Trace Messaging) mode **6:** HTM (History Branch Messaging) mode must be allowed.
trTeContext	Optional	Controls generation of Ownership messages.
trTeInstTrigEnable	Optional	See RISC-V Trace Control Interface Specification.
trTeInstStallOrOverflow	**Required**	See RISC-V Trace Control Interface Specification.
trTeInstStallEna	Optional	See RISC-V Trace Control Interface Specification.
trTeInhibitSrc	Optional	Controls generation of SRC field.
trTeInstSyncMode	**Required**	Controls generation of Synchronizing Messages with SYNC field=2.
trTeInstSyncMax	**Required**	Controls generation of Synchronizing Messages with SYNC field=2.
trTeFormat	**Required**	Must be set to **1** (which denotes N-Trace format).
trTeVerMajor	**Required**	See RISC-V Trace Control Interface Specification.
trTeVerMinor	**Required**	See RISC-V Trace Control Interface Specification.
trTeCompType	**Required**	See RISC-V Trace Control Interface Specification.
trTeProtocolMajor	**Required**	**Must be 1** to encode this version (1.0) of N-Trace protocol. **Value different than 1 is considered a non-compatible version and must be rejected by the trace tool.**

Trace Control Field	Applicability	Description
trTeProtocolMinor	**Required**	**Must be 0** to encode this version (1.0) of N-Trace protocol. **Different values are considered as down-compatible extensions as should be accepted by trace tool.** Any future non-compatible feature should be specifically enabled (by new control bits), so older tools (which never set these new bits) should work with it.
trTeInstNoAddrDiff	Not applicable	Must be hard-coded as **0**.
trTeInstNoTrapAddr	Not applicable	Must be hard-coded as **0**.
trTeInstEnSequentialJump	Optional	See Sequential Jump Optimization chapter.
trTeInstEnImplicitReturn	Optional	See Implicit Return Optimization chapter.
trTeInstEnBranchPrediction	Not applicable	Must be hard-coded as **0**.
trTeInstEnJumpTargetCache	Not applicable	Must be hard-coded as **0**.
trTeInstImplicitReturnMode	Optional	See Implicit Return Optimization chapter.
trTeInstEnRepeatedHistory	Optional	See Repeated History Optimization chapter.
trTeInstEnAllJumps	Optional	See RISC-V Trace Control Interface Specification.
trTeInstExtendAddrMSB	Optional	See Virtual Addresses Optimization chapter.
trTeSrcID	Optional	Controls generation of SRC field.
trTeSrcBits	Optional	Controls generation of SRC field.
trTeInstFilters	Optional	See RISC-V Trace Control Interface Specification.
trTeDataImplemented	Not applicable	**Must be 0** as IEEE-5001 Nexus Standard data trace messages are not part of version 1.0 of N-Trace specification.
Other trTeData…	Not applicable	As IEEE-5001 Nexus Standard defines data trace messages, future versions of N-Trace may allow these (as an optional extension).
All trTeTrig…	Optional	See RISC-V Trace Control Interface Specification.
All trTeFilter…	Optional	See RISC-V Trace Control Interface Specification.
All trTeComp…	Optional	See RISC-V Trace Control Interface Specification.
trTsEnable	Optional	Part of (potentially shared Timestamp Unit) controls generation of TSTAMP field. See RISC-V Trace Control Interface Specification for details of the Timestamp Unit.

Chapter 5. Main N-Trace Trace Modes

IEEE-5001 Nexus Standard defines two main modes of tracing program flow:

Branch Trace Messaging using Traditional Messages - every taken direct conditional branch is generating at least two byte message, but repeated branches may be counted and reported as a single message with a count (instead of many identical messages). In this document this mode will be called **BTM (short for Branch Trace Messaging)**

Branch Trace Messaging using Branch History Messages - every direct conditional branch (taken or not-taken) adds a single bit to the history buffer. It is much more efficient. In this document this mode will be called **HTM (short for History Trace Messaging)**

The encoder is required to implement at least one of these modes. Both may be supported, but is not required.

> The IEEE-5001 Nexus Standard defines different conformance levels. These levels are not directly applicable to N-Trace as Nexus levels always include debug levels. Different N-Trace options are provided in N-Trace Specific Trace Controls chapter.

Chapter 6. N-Trace Messages (Overview)

⚠️ Names `Indirect Branch` ⋯ used by IEEE-5001 Nexus Standard may be confusing as RISC-V ISA only allows direct conditional (and always relative) branches. Also RISC-V ISA is differentiating jumps (unconditional flow changes) and branches (conditional flow changes), while in Nexus terminology any flow change (including exceptions/interrupts) are always named as branches. This specification is using term 'branch' and 'jump' as defined in RISC-V ISA.

6.1. Fields in Messages

Table below shows all types of messages that can be generated. A single row defines all fields in particular message type (shared fields are always present in the same order).

Terms used as attributes of field:

- **[n]** fixed-length **n**-bit wide field
- **[Var]** variable-length, at least 1-bit wide, field
- **[Cfg]** configurable field (existence/size depends on the encoder configuration option)

Table 9. Fields in Messages

Message ID/Field [size]	TCODE [6]	SRC [Cfg]	SYNC [4]	B-TYPE [2]	Other fields	I-CNT [Var]	x-ADDR [Var]	HIST [Var]
Ownership	2	Cfg			PROCESS **[Var]**			
DirectBranch	3	Cfg				Yes		
IndirectBranch	4	Cfg		Yes		Yes	U-ADDR	
Error	8	Cfg			ETYPE **[4]** + ECODE **[Var]**			
ProgTraceSync	9	Cfg	Yes			Yes	F-ADDR	
DirectBranchSync	11	Cfg	Yes			Yes	F-ADDR	
IndirectBranchSync	12	Cfg	Yes	Yes		Yes	F-ADDR	
ResourceFull	27	Cfg			RCODE **[4]** + RDATA **[Var]**			
IndirectBranchHist	28	Cfg		Yes		Yes	U-ADDR	Yes
IndirectBranchHistSync	29	Cfg	Yes	Yes		Yes	F-ADDR	Yes
RepeatBranch	30	Cfg			B-CNT **[Var]**			
ProgTraceCorrelation	33	Cfg			EVCODE **[4]** + CDF **[2]**	Yes		**Cfg**
Vendor Defined	56..62	Cfg	Vendor defined message (dedicated **TCODE** range)					
Reserved	other	Cfg	Reserved for future extensions of N-Trace specification					

Any message may include the optional TSTAMP **[Var,Cfg]** field as the very last field of a message (it is not shown in above table because of lack of space). It must be enabled by trTsEnable control bit. Timestamp field always starts at byte-boundary (as it is always preceded by variable-length field). See Timestamp Reporting chapter for more details.

Messages marked as **Reserved** or **Vendor Defined** should be ignored by decoders interested in program flow only. However decoders should provide an option to display/dump them and/or generate a warning as such a message may be seen when trace capture is corrupted. **Vendor Defined** messages can be used for prototyping, debugging, validation and maintenance purposes.

Reference code header NexRvMsg.h defines all N-Trace messages in machine-readable format. Here is small snipped from this file as an example:

```
// Naming:
//    NEXM=Nexus Message, BEG/END=Beginning/End of definition,
//    FLD/VAR=fixed/variable size field
//    ADR=special case of variable field (without least significant bit)
NEXM_BEG(IndirectBranchSync, 12),
  NEXM_FLD(SYNC, 4),
  NEXM_FLD(BTYPE, 2),
  NEXM_VAR(ICNT),
  NEXM_ADR(FADDR),
  NEXM_VAR(TSTAMP),
NEXM_END(),

NEXM_BEG(ResourceFull, 27),
  NEXM_FLD(RCODE, 4),
  NEXM_VAR(RDATA),
  NEXM_VAR(TSTAMP),
NEXM_END(),

NEXM_BEG(IndirectBranchHist, 28),
  NEXM_FLD(BTYPE, 2),
  NEXM_VAR(ICNT),
  NEXM_ADR(UADDR),
  NEXM_VAR(HIST),
  NEXM_VAR(TSTAMP),
NEXM_END(),
```

Reference code is using plain C-style identifiers, so the field name as **B-TYPE** will become **BTYPE**.

6.2. Common Fields

Table below provides details for fields which are used in more than one message type. Fields which

are present in only one message are described with each message.

Table 10. Details of Common Fields

Name	Bits	Description	Values/Notes
Fields used in many messages			
TCODE	6	Transfer Code	Message header that identifies the number and/or size of fields to be transferred, and how to interpret each of the fields following it.
SRC	**Cfg**	Source of Message Transmission	Width of SRC field is defined by trTeSrcBits control field and it may be enabled/disabled by trTeInhibitSrc control bit. This optional field is used to identify the source of the message transmission. In configurations that comprise only a single hart, this field need not be transmitted. For devices that comprise multiple harts, this field must be transmitted (if enabled) as part of the message to identify the source of the message transmission. Within a given device, the SRC field bit size should be the same size across all trace encoders associated with same trace stream.
SYNC	4	Reason for Synchronization	Encodings and details are provided in Synchronizing Messages chapter. NOTE: The SYNC field is always sent together with the F-ADDR field, so decoding may start from a message containing the SYNC field.
B-TYPE	2	Branch Type	Reason for indirect flow change: **0:** Indirect control flow change (jump, call or return). **1:** Exception or interrupt (if the encoder is not capable of reporting 2 and 3). **2: Extension::** Exception **3: Extension::** Interrupt NOTE: Either 1-only or both 2 and 3 should be implemented and consistently reported. Extended values 2 and 3 allow trace tools to distinguish exceptions and interrupts easily.
I-CNT	**Var**	Instruction Count	As RISC-V allows variable-length instructions, this is a number of 16-bit (INST_LEN/2) instruction units executed/retired since the I-CNT counter was transmitted or reset. See I-CNT Details chapter for more details.
F-ADDR	**Var**	Full Target Address	Full PC address with least significant bit (which is always 0 for RISC-V) is skipped. See Address Compression chapter for more details. NOTE: The F-ADDR field is always sent together with the SYNC field.

Name	Bits	Description	Values/Notes
U-ADDR	**Var**	Unique part of Target Address	Unique part of PC address (XOR with recently reported address). See Address Compression chapter for more details. The U-ADDR field is always sent together with the B-TYPE field.
HIST	**Var**	Direct Branch History map	Most significant bit = 1 is 'stop-bit', least significant bit denotes the last direct conditional branch. See HIST Field Generation chapter for more details.
TSTAMP	**Var**	Timestamp (optional)	It must be enabled by trTsEnable control bit. See Timestamp Reporting chapter for more details.

IEEE-5001 Nexus Standard does not define limits for variable-length fields, but N-Trace provides some limits. It will help to write efficient decoding software but is not limiting hardware in any way.

Table 11. Maximum Field Sizes

Field	Symbol	Bits	Description
SRC	NTRACE_MAX_SRC	12	Determined by size of Trace Control register field. Enough for 4096 (4K) trace sources.
I-CNT	NTRACE_MAX_ICNT	22	Usually a smaller value will be sufficient. Most significant bit serves as overflow marker and I-CNT full must be generated when it is set.
F-ADDR, U-ADDR	NTRACE_MAX_ADDR	63	Least significant bit is always 0 for RISC-V addresses so 63 bits only.
HIST	NTRACE_MAX_HIST	32	It includes stop-bit. This size is optimal for not wasting any bits in very often used ResourceFull messages.
TSTAMP	NTRACE_MAX_TSTAMP	64	It is certainly big enough. It corresponds to architecture defined timer and cycle count registers.
HREPEAT	NTRACE_MAX_HREPEAT	18	Assure some trace is generated for long loops.

Chapter 7. N-Trace Messages (Details)

This chapter provides a detailed description of all N-Trace messages. Overview of all fields in all messages is provided in the Fields in Messages table.

Common fields are described in the Common Fields chapter, but fields specific to particular message **TCODE** are explained here.

Size of field in **Bits** column may be one or more of the following values:

- **n (1..6)** - This is an **n**-bits wide, fixed-length field.

- **Var** - This is a variable-length, at least 1-bit wide field.

- **Cfg** - Size of this field depends on configuration setting (**Cfg** fields are always optional).

Each message has its own table showing all fields in that message.

> ❗ Original IEEE-5001 Nexus Standard is showing tables with **TCODE** (which is sent first) in the last row. This specification shows Fields in Messages in order of sending them (the first field sent is described first). This is consistent with storage, processing and text dump order.

7.1. Ownership Message

This message provides necessary context (privileged mode and Context ID assigned by operating system or hypervisor) allowing the decoder to associate program flow with different parts of code which belong to different programs. It must be explicitly enabled by the trTeContext control bit. It is reported in one of these three conditions:

- When an instruction which is changing privilege mode or **scontext/hcontext** CSR write instruction retired (as reported via 'priv' and 'context' field on an ingress port).

- As the next message following any trace synchronizing message (any message that includes the SYNC field).

  - If **hcontext** is implemented two messages must follow (first providing **hcontext** and second providing **scontext**). It is necessary so the decoder will be able to locate the code for a specific process.

- At entry and returns to/from exceptions and interrupts when a privilege mode is changed.

Table 12. Ownership Message Fields

Bits	Name	Description
6	TCODE	Value=2(0x2). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
Var	PROCESS	This is a variable-length field, which encodes **V** and **PRV** privilege mode bits as well as **scontext/hcontext** CSR values. Details are provided below.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

Field PROCESS is encoded as 4 sub-fields (FORMAT, PRV, V, CONTEXT). Bit layout can be defined in RTL-like syntax as follows:

```
PROCESS[x+5:0] = {CONTEXT[x:0], V[0], PRV[1:0], FORMAT[1:0]}
```

Table 13. Encoding of PROCESS field (in LSB to MSB order)

Reason	FORMAT[1:0]	PRV[1:0]	V[0]	CONTEXT[x:0]
V and/or PRV change	00	Yes	Yes	—
Reserved	01	—	—	—
Sync or **scontext** change	10	Yes	Yes	**scontext** value
Sync or **hcontext** change	11	Yes	Yes	**hcontext** value

Encodings of **V/PRV** follow ISA privilege mode encodings and are encoded as follows:

```
U-mode:     V=0, PRV[1:0]=00
S-mode:     V=0, PRV[1:0]=01
M-mode:     V=0, PRV[1:0]=11
VU-mode:    V=1, PRV[1:0]=00
VS-mode:    V=1, PRV[1:0]=01
```

All unused encodings are reserved.

Examples:

```
PROCESS=0x3B2 = 0b11101_1_00_10   => scontext=0x1D,V=1,PRV[1:0]=00  (VU-mode)
PROCESS=0xC           0b0_11_00   => V=0,PRV[1:0]=11                (M-mode)
```

7.2. DirectBranch Message

This message is generated when the taken direct conditional branch has retired. It is applicable to BTM mode only.

Table 14. Direct Branch Message Fields

Bits	Name	Description
6	TCODE	Value=3(0x3). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

Last instruction in the code block (or blocks) with all inferable instructions (described by I-CNT) is a taken, direct conditional branch instruction. Next PC is determined by taking [+-]offset (from the opcode of that direct conditional branch instruction) and adding it to an address of direct conditional branch instruction.

> ℹ️ Non-taken direct conditional branches or direct unconditional jumps are NOT generating any trace but increase I-CNT (and direct unconditional jumps are changing PC to direct unconditional jump destination address), so PC of last instruction in code block[s] can be found.

7.3. IndirectBranch Message

This message is generated when an instruction causing indirect unconditional control flow change has retired or an interrupt/exception got delivered. It is applicable to BTM mode only.

Table 15. Indirect Branch Message Fields

Bits	Name	Description
6	TCODE	Value=4(0x4). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
2	B-TYPE	Standard Branch Type (B-TYPE) field.
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var	U-ADDR	Standard Unique Address (U-ADDR) field.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

Last instruction in the code block (or blocks) (described I-CNT field) is an indirect unconditional control flow change (jump, call, return) instruction or this packet is generated when exception or interrupt is reported in the ingress port. Next PC is determine by applying the Address Compression rules using the U-ADDR field in this message.

> ℹ️ Not-taken direct conditional branches or direct unconditional jumps are NOT generating any trace but increase I-CNT (and direct unconditional jumps are changing PC to direct unconditional jump destination address), so PC of last instruction in code block[s] can be found.

7.4. Error Message

Error message must be produced when internal messages FIFO overflows and trace message is lost.

Table 16. Error Message Fields

Bits	Name	Description
6	TCODE	Value=8(0x8). Standard Transfer Code (TCODE) field.

Bits	Name	Description
Cfg	SRC	Standard Message Source (SRC) field.
4	ETYPE	Standard Error Type (a subset of IEEE-5001 Nexus Standard encoding): **0:** FIFO overrun caused messages (one or more) to be lost. **1..7:** Reserved. **8..15:** Designated for Vendor Defined Error(s).
Var	ECODE	Standard Error Code (a subset of IEEE-5001 Nexus Standard encoding). A bit mask that when not equal to 0 may have one or more bits set as follows to indicate errors: **0:** Exact reason unknown/not-provided. **xxxxxxx1:** Reserved. **xxxxxx1x:** Reserved (for data trace in future). **xxxxx1xx:** Program Trace Message(s) lost. **xxxx1xxx:** Ownership Trace Message(s) lost. **xxx1xxxx:** Reserved. **xx1xxxxx:** Reserved (for data trace in future). **x1xxxxxx:** Reserved. **1xxxxxxx:** Vendor Defined Message(s) lost. **IMPORTANT:** Implementation may always report this field as 0. It is important to have this field always generated (as variable field) as it assures that the TSTAMP field will start at the byte boundary.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

Error Message must be sent immediately prior to a synchronizing message as soon as space is available in the Trace Encoder output queue. It is suggested to have a timestamp at the moment when the first trace messages got dropped, but it is not required.

> This message **is required** as otherwise decoder (despite the fact that restart after FIFO overflow is signaled) would not be aware that trace was lost in case of the following sequence of events:
>
> - Trace is turned off by trigger (or from any other reason).
> - Message reporting 'trace off' event is lost (due to lack of space for it).
> - Trace is never restarted.
> - Trace is stopped (this will not generate any trace as trace is turned off)

7.5. ProgTraceSync Message

Table 17. Program Trace Synchronization Message Fields

Bits	Name	Description
6	TCODE	Value=9(0x9). Standard Transfer Code (TCODE) field.

Bits	Name	Description
Cfg	SRC	Standard Message Source (SRC) field.
4	SYNC	Standard Synchronization Reason (SYNC) field.
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var	F-ADDR	Standard Full Address (F-ADDR) field.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

This message is generated at start/restart of trace. I-CNT field must be 0 in such a case. However, for some values of SYNC (like `External Trace Trigger`), I-CNT field may not be 0 and may be used to identify the exact PC location when that particular trigger/event happened. Field F-ADDR provides a full PC address when trigger happened.

7.6. DirectBranchSync Message

Table 18. Direct Branch with Sync Message Fields

Bits	Name	Description
6	TCODE	Value=11(0xB). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
4	SYNC	Standard Synchronization Reason (SYNC) field.
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var	F-ADDR	Standard Full Address (F-ADDR) field.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

This message is generated in the same conditions as DirectBranch message, but additionally provides a reason for synchronization (SYNC field) and full PC (F-ADDR field).

7.7. IndirectBranchSync Message

Table 19. Indirect Branch with Sync Message Fields

Bits	Name	Description
6	TCODE	Value=12(0xC). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
4	SYNC	Standard Synchronization Reason (SYNC) field.
2	B-TYPE	Standard Branch Type (B-TYPE) field.
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var	F-ADDR	Standard Full Address (F-ADDR) field.

Bits	Name	Description
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

This message is generated in the same conditions as IndirectBranch message, but additionally provides a reason for synchronization (SYNC field) and full PC (F-ADDR field).

7.8. Resource Full Message

This message is emitted when the HIST mask or I-CNT counter has reached maximum value for particular encoder implementation. It assures no information is lost as the decoder may reconstruct bigger I-CNT and HIST fields (by adding/concatenating) them.

Table 20. Resource Full Message Fields

Bits	Name	Description
6	TCODE	Value=27(0x1B). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
4	RCODE	Standard Resource Code field (defines a meaning of RDATA fields). **0:** I-CNT counter has reached max value and is reported in the RDATA[0] field. See I-CNT Details chapter. **1:** HIST field is full and is reported in the RDATA[0] field. See HIST Field Full chapter for more details. **2: Extension:** HIST field is full and is repeated. RDATA[0] field holds HIST value and RDATA[1] field holds HREPEAT (History Repeat) value. This optional extension can be enabled via the trTeInstEnRepeatedHistory control bit. **3..7:** Reserved for future encodings. **8..15:** Designated for vendor specific encodings.
Var	RDATA [0]	Standard For RCODE=0, this is the I-CNT field. For RCODE=1 this is the HIST field (with most significant bit=1 being stop-bit). **Extension:** For RCODE=2 this is the HIST field (with most significant bit=1 being stop-bit).
Var,Cfg	RDATA [1]	**Extension:** When RCODE=2 is reported this field includes HREPEAT (History Repeat) count.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

Not repeated HIST field full (RCODE=1) will usually include the longest supported by a particular encoder HIST field. However any number of HIST bits may be transmitted (from 2 to NTRACE_MAX_HIST bits).

Both I-CNT and HIST may became full at the same time - in such a case two Resource Full messages must be generated back to back.

7.9. IndirectBranchHist Message

Table 21. Indirect Branch History Message Fields

Bits	Name	Description
6	TCODE	Value=28(0x1C). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
2	B-TYPE	Standard Branch Type (B-TYPE) field.
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var	U-ADDR	Standard Unique Address (U-ADDR) field.
Var	HIST	Standard Branch History (HIST) field.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

Last instruction in the code block (or blocks) (described by HIST and I-CNT fields) is an indirect unconditional control flow change (jump, call, return) instruction or this packet is generated when exception or interrupt is reported in the ingress port. See HIST Field Generation and I-CNT Details chapters for clarifications.

Next PC is determine by applying the Address Compression rules using the U-ADDR field in this message.

7.10. IndirectBranchHistSync Message

Table 22. Indirect Branch History with Sync Message Fields

Bits	Name	Description
6	TCODE	Value=29(0x1D). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
4	SYNC	Standard Synchronization Reason (SYNC) field.
2	B-TYPE	Standard Branch Type (B-TYPE) field.
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var	F-ADDR	Standard Full Address (F-ADDR) field.
Var	HIST	Standard Branch History (HIST) field.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

This message is generated in the same conditions as IndirectBranchHistHist message, but additionally provides a reason for synchronization (SYNC field) and full PC (F-ADDR field).

7.11. RepeatBranch Message

Table 23. Repeat Branch Message Fields

Bits	Name	Description
6	TCODE	Value=30(0x1E). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
Var	B-CNT	Standard Branch Count field. Number of times the previous branch message (without a SYNC field) is repeated. Generated if I-CNT, HIST and target address is the same as in the previous branch message.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

This message is reported when an identical branch message is encountered (just to save trace bandwidth). Trace decoder should just repeat handling of previous branch message B-CNT times.

7.12. ProgTraceCorrelation Message

This message is emitted when the trace is disabled or stopped.

Table 24. Program Trace Correlation Message Fields

Bits	Name	Description
6	TCODE	Value=33(0x21). Standard Transfer Code (TCODE) field.
Cfg	SRC	Standard Message Source (SRC) field.
4	EVCODE	Standard Reason to generate Program Correlation: **0:** Entry into Debug Mode. Required (do not send 4 instead!). **1:** Entry into Low-power Mode. Optional. **2..3:** Reserved for data trace. **4:** Program Trace Disabled (hart is still running). Optional. **5..7:** Reserved for future extensions of N-Trace specification. **8..15:** Designated for vendor specific encodings.
2	CDF	Standard number of CDATA fields following it: **0:** Only I-CNT field follows and there is no HIST field. **1:** I-CNT field and single CDATA (HIST) field (for HTM trace). **2..3:** Reserved for future extensions of N-Trace specification. In BTM trace mode CDF must be 0. In HTM trace mode CDF must be 1 (even if HIST field is empty, encoded as 0x1).
Var	I-CNT	Standard Instruction Count (I-CNT) field.
Var,Cfg	HIST	Standard Branch History (HIST) field. **This field must be present in HTM mode** so decoder does not need to read CDF to determine it's existence.
Var,Cfg	TSTAMP	Standard Timestamp (TSTAMP) field.

Explanations and Notes

It provides a reason (in EVCODE field) plus I-CNT and HIST fields, which allows the decoder to determine the PC where an execution or the trace actually stopped.

Chapter 8. Field Encoding and Calculation Techniques

This chapter describes in detail how key fields (I-CNT, HIST, U-ADDR/F-ADDR and TSTAMP) are calculated and encoded.

8.1. Address Compression

Address transmissions is compliant with the IEEE-5001 Nexus Standard (most significant bit 0-s skipped) with optional extension allowing to skip identical most significant bits (following Sv39/Sv48/Sv57 address generation rules). See Virtual Addresses Optimization chapter below for clarifications.

Rules when generating addresses:

* Only execution addresses (as seen by the hart) are reported. When virtual memory system is enabled these are virtual addresses.

* The F-ADDR field is the full address associated with the trace event, provides a starting point for reconstructing relative addresses.

* The U-ADDR field is a compressed address that is relative to the previous trace message with an address field. It is generated by XORing the address with the previous message.

* To decode the full address from the relative address (U-ADDR) can be XORed with the previously decoded full address.

* Address fields are sent beginning with bit 1 since all execution addresses are on a 2-byte boundaries (the least significant bit is always 0 and never sent).

Example:

Table 25. Address XOR Compression Example

Address	U-ADDR XOR calculations	F-ADDR/U-ADDR field sent	New REF Address
0x3FC04		F-ADDR=1_1111_1110_0000_0010=0x1FE02	0x3FC04
0x3F368	REF =0011_1111_1100_0000_0100 addr=0011_1111_0011_0110_1000 XOR =0000_0000_1111_0110_1100	U-ADDR=111_1011_0110=0x7B6	0x3F368
0x3E100	REF =0011_1111_0011_0110_1000 addr=0011_1110_0001_0000_0000 XOR =0000_0001_0010_0110_1000	U-ADDR=1001_0011_0100=0x934	0x3E100

8.2. Virtual Addresses Optimization

This optimization must be enabled by trTeInstExtendAddrMSB control bit.

Normally (without above bit enabled or implemented) addresses with many most significant bits=1 will be send as long packets (as variable size fields skip most significant bit=0 only). The following address **0xFFFF_FFFF_8000_31F4** (real address from Linux kernel) will be encoded as **F-ADDR=0x7FFF_FFFF_C000_18FA** (least significant 0-bit skipped). Such 63-bit variable field value will require 11 bytes to be sent (as we have 6 MDO bits in each byte).

The following additional rules are used when trTeInstExtendAddrMSB control bit is implemented and set:

- If F-ADDR/U-ADDR field is sent then last (most significant) bit of the very last MDO record must be extended up to bit#63 or bit#31 (depending of XLEN of the core). It is similar to sign-extension, but it is NOT a sign bit.

- This method does NOT require trace decoder to know what is a size of virtual address or if an address is physical or virtual. Decoder must look at most significant bit of last MDO in F-ADDR/U-ADDR field and either extend or not.

- Simple implementations may not implement an enable bit and always send full address.

  - Benefits of using it on 32-bit cores is small, so it may not be implemented.

This way of encodign allows an encoder to efficiently send:

- Any physical address.

- Any virtual address (in any mode).

- Any illegal address.

Trace encoder must implement a most significant bit detection (skipping identical 1-s or 0-s in addition to skipping identical 0-s as for any other variable size field) while sending F-ADDR/U-ADDR field. Trace decoders must do it in reverse order, which means that a sign extension (if needed) must be done after collecting the last MDO bit in an F-ADDR/U-ADDR field. Calculation of full address (as defined in Address Compression chapter above) must be done after sign extension of U-ADDR field.

Example Encodings

Non-extended address (most significant MDO bit = 0)

```
          MDO_MSEO
 #byte:  543210        <- MDO bit index (bit#5 is most significant bit)
   ------------------
    #0:  111111_00
    #1:  111111_00
    #2:  111111_00
    #3:  111111_00
    #4:  111111_00
    #5:  011111_01     <- Last MDO+MSO byte. Most significant bit #5 is 0, so NO
 extension.
```

```
                        F-ADDR field=0x7_FFFF_FFFF, Encoded address=0xF_FFFF_FFFE
```

Extended address (most significant MDO bit = 1)

```
          MDO_MSEO
#byte:  543210        <- MDO bit index (bit#5 is most significant bit)
  ------------------
   #0:  111111_00
   #1:  111111_00
   #2:  111111_00
   #3:  111111_00
   #4:  011111_00
   #5:  111100_01     <- Last MDO+MSEO byte. Most significant bit #5 is 1, so WITH
extension.

                      F-ADDR field=0xF_1FFF_FFFF, Encoded
address=0xFFFF_FFFE_3FFF_FFFE
```

Non-extended address (extra MDO with all 0-s prevents extension)

```
          MDO_MSEO
#byte:  543210        <- MDO bit index (bit#5 is most significant bit)
  ------------------
   #0:  111111_00
   #1:  111111_00
   #2:  111111_00
   #3:  111111_00
   #4:  111111_00
   #5:  111111_00
   #6:  000000_01     <- Last MDO+MSEO byte. Most significant bit #5 is 0, so NO
extension.

                      F-ADDR field=0xF_FFFF_FFFF, Encoded address=0x1F_FFFF_FFFE
```

Non-extended full 64-bit address (invalid address)

```
          MDO_MSEO
#byte:  543210        <- MDO bit index (bit#5 is most significant bit)
  ------------------
   #0:  111111_00
   #1:  111111_00
   #2:  111111_00
   #3:  111111_00
   #4:  111111_00
   #5:  111111_00
   #6:  111111_00
   #7:  111111_00
   #8:  111111_00
   #9:  111111_00
```

```
  #10:  000101_01    <- Last MDO+MSEO byte. Most significant bit #5 is 0, so NO
extension.
                     F-ADDR field=0x5FFF_FFFF_FFFF_FFFF, Encoded
address=0xBFFF_FFFF_FFFF_FFFE
```

> ℹ️ Address **0xBFFF_FFFF_FFFF_FFFF** is NOT a legal address in any Sv39/Sv48/Sv57
> modes as it does not have all most significant bits identical. But such an address
> may be encountered as result of a bug and as such should be reported.

8.3. HIST Field Generation

When the encoder is operating in HTM mode direct conditional branches do NOT generate any messages. Each conditional branch (taken or not-taken direct) adding a single bit to the internal HIST register/accumulator.If a direct conditional branch is taken, bit=1 is added at the least significant position. If a direct conditional branch is not-taken, bit=0 is added at the least significant position. HIST field accumulator may be implemented as left-shift register.

Most significant bit value 1 in the HIST field is used as a stop-bit. It allows the HIST field to be transmitted as a variable-length field efficiently (as most significant 0-bits are not transmitted).

Examples:

```
Binary(MSB-LSB):   101=0x5  (two direct conditional branches, not-taken and taken)
Binary(MSB-LSB):  1111=0xF  (three direct conditional branches, all three taken)
Binary(MSB-LSB): 10000=0x10 (four direct conditional branches, all four not-taken)
Binary(MSB-LSB):     1=0x1  (no direct conditional branches at all)
```

The HIST field is reset (to 1, which is just a stop-bit with no bits encoding direct conditional branches) each time it is transmitted (including when any synchronizing message is transmitted).

As least significant bit encodes the last direct conditional branch, decoders must interpret the HIST field starting from most significant bit (the one after stop-bit = 1). This is the bit which is describing the first encountered (taken or not-taken) direct conditional branch.

8.3.1. HIST Field Full

The HIST field is usually implemented as a shift register (initialized to 1 at reset). This register is shifted left and 0 or 1 is added to it. When the most significant bit of this register becomes 1, it means that the stop-bit reached the end of the HIST register and HIST field must be sent before next bit can be added.

If this is happening, a ResourceFull with the HIST field (RCODE=1 or 2) must be generated.

> ℹ️ Trace decoders do not have to be aware about the actual size of the HIST field
> implemented by the encoder, however in order to allow efficient implementation
> of trace encoders (and also allowing HIST pattern detection) this N-Trace
> specification limits HIST field size to max 32-bits. Longer HIST fields would not

provide much of a gain and would make repeated HIST field detection more costly (in terms of hardware resources).

When a HIST buffer is identical in two or more consecutive ResourceFull messages, it can be detected and reported using the HIST + HREPEAT (History Repeat Counter) instead of many identical messages.

See Repeated History Optimization chapter for more details.

8.4. I-CNT Details

Field I-CNT (present in most messages) is counting the number of halfwords for the instruction units reported as retired.

I-CNT counter is reset to 0 in one of these two situations (as defined by IEEE-5001 Nexus Standard):

- When a trace starts or is restarted (for any reason).
- After I-CNT field is sent in a message.

Every retired instruction MUST increment I-CNT by 1 (for 16-bit instruction) or by 2 (for 32-bit instruction). Specifically:

- If an instruction is explicitly changing the PC (as jump or return), that instruction itself MUST update the I-CNT.
- An exception or interrupt before retirement of an instruction CANNOT update the I-CNT.
- An exception or interrupt after retirement of an instruction MUST update the I-CNT.

> In case of longer instructions (48-bit, 64-bit, ...) (future ISA standards or custom) I-CNT may increment by 3 or more.

When I-CNT counter is full (reaches it's maximum value) it may be reported in one of two ways:

- The ResourceFull message with RCODE=0 should be generated.
- Optionally I-CNT counter full may be reported using a synchronizing message with **SYNC=4 (Sequential Instruction Counter)**.
  - This method may be only used in BTM mode.
  - Reporting HIST overflow requires to use ResourceFull message (as corresponding SYNC code is not defined) so I-CNT overflows should be reported in the same way.

8.4.1. Example of I-CNT Handling in BTM mode

As an illustration, let's consider the following piece of pseudo-code (… does not matter):

```
0x100:  c.add ...        ; 16-bit instruction
0x102:  b... 0x200       ; 32-bit instruction (direct conditional branch)
0x106:  add ...          ; 32-bit instruction
```

```
0x10A:  b... 0x300     ; 32-bit instruction (direct conditional branch)
0x10E:  c.add ...      ; 16-bit instruction
0x110:  add ...        ; 32-bit instruction
0x114:  c.ebreak       ; 16-bit breakpoint (to stop the code)
...
0x200:  c.add ...      ; 16-bit instruction
0x202:  c.ebreak       ; 16-bit breakpoint (to stop the code)
...
0x300:  add ...        ; 32-bit instruction
0x304:  c.ebreak       ; 16-bit breakpoint (to stop the code)
```

> ℹ️ In the description below a range specified as <0x100..0x105> means that addresses 0x100 and 0x105 are both included in the address range.

Let's assume we start a trace from address 0x100. The ProgTraceSync message with **I-CNT=0** and F-ADDR=0x80 (encoding an address 0x100) should be generated.

Let's analyze a collected trace of above program (in BTM mode) executed three times (each time with different flow).

1. First direct conditional branch at address 0x102 is taken.

   ◦ A DirectBranch message with **I-CNT=3** should be generated. It means, that a code block from <0x100..0x105> (as 6=2*3) was executed and a direct conditional branch at the end of this block was taken. Decoder will know PC=0x200 from an opcode of the direct conditional branch at an address 0x102.

   ◦ Next message should be ProgTraceCorrelation with **I-CNT=1** describing range <0x200..0x201> till **c.ebreak** instruction

2. First direct conditional branch at address 0x102 is not-taken and second direct conditional branch at address 0x10A is taken.

   ◦ A DirectBranch message with **I-CNT=7** should be generated. It means, that a code block from <0x100..0x10D> (as 0xE=2*7) was executed and a direct conditional branch at the end of this block was taken. Decoder will know PC=0x300 from an opcode of the direct conditional branch at an address 0x10A.

   ◦ Next message should be ProgTraceCorrelation with **I-CNT=2** describing a range <0x300..0x303> till **c.ebreak** instruction.

3. Both direct conditional branches (at 0x102 and 0x10A) are not-taken.

   ◦ In this case only ProgTraceCorrelation with **I-CNT=10** should be generated. It is describing a range <0x100..0x113> (as 0x14=10*2) till **c.ebreak** instructions.

   > ⛔ Decoder must analyze each and every instruction in each code block being processed to know its size. It cannot skip to the end of the block by calculating **PC+I-CNT*2** as it is UNKNOWN what is the size of the last instruction retired in that block. It may be (compressed) 16-bit or 32-bit (not-compressed) direct conditional branch. Without knowing an instruction size, the offset encoded in that direct conditional branch cannot be determined and next PC (after a branch)

> cannot be calculated.

Above we analyzed some I-CNT values. Let's consider other I-CNT values.

- **I-CNT=1** is a correct value.

    ◦ The only valid reason to generate a message with I-CNT=1 would be an exception (or interrupt) at an instruction at address 0x102.

    ◦ In this case an encoder should generate an IndirectBranch or IndirectBranchSync message with I-CNT=1, B-TYPE=1 (exception) and U-ADDR/F-ADDR field encoding an address of an exception/interrupt handler.

- **I-CNT=5** is also correct.

    ◦ It means that exception/interrupt happened before an instruction at an address 0x10A (after an instruction at 0x106).

- **I-CNT=0** is also possible.

    ◦ It should be generated when an interrupt was pending before we started the code (and trace) and instruction at address 0x100 was not executed/retired.

    ◦ Another reason for I-CNT=0 may be a case, where instruction at address 0x100 will generate page fault (prefetch fault) or is illegal.

> - Values of **I-CNT=4 or 6 or 9** are **INCORRECT** as it would mean that only half of corresponding 32-bit instruction was executed/retired.
>
> - Decoders must report such incorrect I-CNT values and immediately abandon the decoding as it means that either an encoder is not conforming to this specification or a trace was captured incorrectly.
>
> - Decoding may resume at the next synchronizing message, but it is not mandatory for all decoders to do so.

8.4.2. Example of I-CNT Handling in HTM mode

When the encoder is operating in HTM mode, I-CNT should be incremented at every retired instruction the same way as for BTM mode. However direct conditional branches (from code piece above …) will NOT generate any trace packets, but each of them will add a bit to the HIST field.

Example code (used to illustrate BTM trace) may generate messages with the following fields (for all three runs):

1. First direct conditional branch at address 0x102 is taken.

    ◦ **I-CNT=4, HIST=0x3** (0b1_1). Most significant bit=1 is stop bit, bit pattern '1' means that first direct conditional branch was taken. Encoder should continue till an address 0x200 (as the first direct conditional branch encountered was reported as taken) as I-CNT=3 describes a <0x100..0x105> range. Remaining I-CNT=1 describes a <0x200..0x201> range.

2. First direct conditional branch at address 0x102 is not-taken and second direct conditional branch at address 0x10A is taken.

    ◦ **I-CNT=9, HIST=0x5** (0b1_01). Most significant bit=1 is stop bit, bit pattern '01' means that

first direct conditional branch was not-taken and second direct conditional branch was taken. Encoder should continue till an address 0x300 (as the second direct conditional branch encountered was reported as taken) as I-CNT=7 describes a <0x100..0x10D> range. Remaining I-CNT=2 describes a <0x300..0x303> range.

3. Both direct conditional branches (at 0x102 and 0x10A) are not-taken.

   ◦ **I-CNT=10, HIST-0x4** (0b1_00). Most significant bit=1 is stop bit, bit pattern '00' means that two direct conditional branches were not-taken. Encoder should continue till an address 0x114 as I-CNT=10 describes a code in a <0x100..0x113> range.

8.4.3. Examples of I-CNT Field Full Generation

Let's consider the following example code:

```
0x100:  c.add ...        ; 16-bit instruction
0x102:  b... 0x200       ; 32-bit instruction (direct conditional branch)
0x106:  add ...          ; 32-bit instruction
0x10A:  add ...          ; 32-bit instruction
0x10E:  add ...          ; 32-bit instruction
0x112:  add ...          ; 32-bit instruction
0x116:  add ...          ; 32-bit instruction
0x11A:  c.add ...        ; 16-bit instruction
0x11C:  c.ebreak         ; 16-bit breakpoint (to stop the code)
```

and let's assume (for simplicity) that the I-CNT counter is 4-bit wide (most significant bit being an overflow flag) and that direct conditional branch at an address 0x102 is not-taken (so code will run from address 0x100 till breakpoint at address 0x11C).

Trace with **Resource Full** message (HTM mode shown):

- ProgTraceSync (start of trace)

  ◦ SYNC=3 (Exit from Debug Mode), I-CNT=0 (nothing executed as we are starting)

  ◦ F-ADDR=0x80 (encoding starting address 0x100)

- ResourceFull (I-CNT overflown to 9 at an address 0x112)

  ◦ RCODE=0 (I-CNT counter is full), **RDATA[0]=9** (I-CNT value overflown value)

- ProgTraceCorrelation (describes entire <0x100..0x11C> range)

  ◦ EVCODE=0 (Entry into Debug Mode), CDF=1 (I-CNT and HIST fields follow)

  ◦ **I-CNT=5** (see note below), HIST=0x2 (one not taken direct conditional branch)

Trace with **SYNC=Sequential Instruction Counter** (BTM mode only):

- ProgTraceSync (start of trace)

  ◦ SYNC=3 (Exit from Debug Mode), I-CNT=0 (nothing executed as we are starting)

  ◦ F-ADDR=0x80 (encoding starting address 0x100)

- ProgramTraceSync (I-CNT overflown to 9 at an address 0x112)

- SYNC=4 (Sequential Instruction Counter), **I-CNT=9** (see note below)
- F-ADDR=0x89 (encoding address 0x112)
- [ProgTraceCorrelation](#) (describes <0x112..0x11C> range)
  - EVCODE=0 (Entry into Debug Mode), CDF=0 (only I-CNT field follows)
  - **I-CNT=5** (see note below)

Notes (for both trace options)

- Overflown **I-CNT=9** (or **RDATA[0]=9**) field describes <0x100..0x112> range (18 bytes long).
- The **I-CNT=5** field describes <0x112..0x11C> range (12 bytes long).
- In both cases total I-CNT is 9+5=14, what describes the entire <0x100..0x11C> range.
  - Debug Mode is entered before c.ebreak instruction (as it never retires), so c.ebreak is NOT included in I-CNT.
- Using **ResourceFull** generates smaller, more compressed trace.
  - In real life examples it will allow generation of repeated history patterns and even better trace compression.
- Using **SYNC**=**Sequential Instruction Counter** generates bigger trace (as potentially long F-ADDR field is reported).

8.5. Synchronizing Messages

Synchronizing messages are messages with a [SYNC](#) field. That field identifies the reason for synchronization and such messages include the [F-ADDR](#) (full address) field to synchronize the PC with the PC observed by the encoder.

All synchronizing messages MUST fully reset the encoder state, so decoding can be started from any of synchronizing messages.

> Trace requires different types of synchronization on different abstraction levels. Two major categories of synchronization are:
>
> - **Instruction trace synchronization**: allows the trace decoder to synchronize onto an ongoing instruction trace stream. This is done via synchronizing messages, which are described in this chapter in more detail.
> - **Message alignment synchronization**: allows the trace decoder to detect the trace message boundaries (i.e. start and end of a trace message) within a trace stream. This kind of synchronization is not described in this chapter. It can be done via idle cycles, and is described in the [PIB Idle Cycles Explained](#) chapter in more detail.

Table 26. SYNC Field Values

Value	Name	Required	Description
0	External Trace Trigger	No	This message serves as a marker of external trigger. If trace is enabled by an external trigger SYNC=5 should be used.
1	Exit from Reset	No	Core was reset without stopping (by watchdog for example). Address should be a reset vector, but HIST and I-CNT should provide the PC of the last instruction before reset.
2	Periodic Synchronization	Yes	Just periodic instruction trace synchronization (to allow decoding the trace from the middle or when circular RAM buffer was wrapped around overwriting part of earlier trace). The interval for periodic instruction trace synchronization gets configured via trTeInstSyncMode and trTeInstSyncMax.
3	Exit from Debug Mode	Yes	Very first synchronizing message after exit from debug mode. If trace is disabled (at exit from debug more) no messages should be generated.
4	Sequential Instruction Counter	No	Generated when I-CNT counter is full. See I-CNT Details chapter.
5	Trace Enable	No	Generated when trace is re-enabled after a gap caused by trace being disabled (e.g. due to trace filters). This must not be used for exit from debug mode (in which case SYNC=3 must be used).
6	Trace Event	No	Serves as a marker when debug watchpoint with action=4 triggered. See **RISC-V Debug Specification** for watchpoint setting details.
7	Restart from FIFO overrun	Yes	First synchronization after a gap caused by an internal FIFO overrun. Some trace messages before this synchronization message were lost.
8	Reserved	-	For future standard use.
9	Exit from Power-down	No	When the hart is restarted after powered-down. Similar to SYNC=1 (Exit from Reset) described above.
10..13	Reserved	-	For future standard use.
14..15	Reserved	-	For vendor defined codes.

Decoders should report synchronization SYNC field values from messages (including reserved codes) as it provides a reason of the program flow change. Periodic synchronization are generated to allow easier decoding (not necessarilly from the start of collected trace) and may only be reported when desired by the user (for debugging).

- All synchronizing messages fully reset the encoder state, so decoding can be started from this message.
- All synchronizing messages emit an absolute TSTAMP field (if enabled), so

decoder may report full/absolute timestamp.

8.6. Timestamp Reporting

Timestamp recording must be enabled by trTsEnable trace control bit.

If timestamp is enabled all Synchronizing Messages include an absolute timestamp value with upper zeroes suppressed. Other message types with timestamp emit the timestamp as relative offset from last reported (absolute or relative) timestamp.

> **i** The TSTAMP field is a variable-length field and most significant bits=0 will not be transmitted. It will provide good compression for relative and absolute timestamps.

To reconstruct the full timestamp, software begins at a synchronizing message and stores the TSTAMP value found there, zero-extended to the full timestamp width. Shortly after starting a trace session, even a 64-bit timestamp will typically require far less than 64 bits to transmit. Software extracts the compressed TSTAMP from each message thereafter and adds it with the previous decompressed timestamp to obtain the full timestamp value associated with this message.

The following rules must be observed:

- If timestamps are enabled, ALL Synchronizing Messages must include absolute TSTAMP value.
- It is not required that ALL non-synchronizing messages are always reporting timestamp.
  - It may be done to save trace bandwidth or in case of sending back to back messages.
- Absolute timestamp cannot exceed 64 bits (even with 1ps resolution, 64-bit counters will overflow in about 584 years).
  - Implementation may choose a smaller counter - trace tools may assume timestamp will not overflow in a single session, however it would not be very hard to add support for it.
- It is suggested that in multi-hart systems all Trace Encoders use a shared timestamp (for better trace correlation), but it is not necessary.
- Timestamp at all cases, when an address is provided should be at a time when an event leading to that particular address being sent happened.

> **i** If the above is not possible, timestamps should be at least reported in a consistent way, so time distance between distant events (for example periodic timer interrupt every) can be reliably calculated.
>
> It is needed to assure that time reported at exceptions/interrupt handlers will be a moment when exception or interrupt was observed.

8.7. Corner Cases and Sequences

Normal program flow generates a sequence of messages with I-CNT>0 (reporting at least 1 instruction retired), some HIST fields (to report direct conditional branches) and F-ADDR/U-ADDR

fields (to report non-inferable unconditional flow changes).

However, sometimes normal flow is interrupted (by exception or interrupt) or some other extra event (trigger/enable/disable) happens and sequence of messages or values of some fields may be a bit unusual. Table below is trying to explain some corner cases.
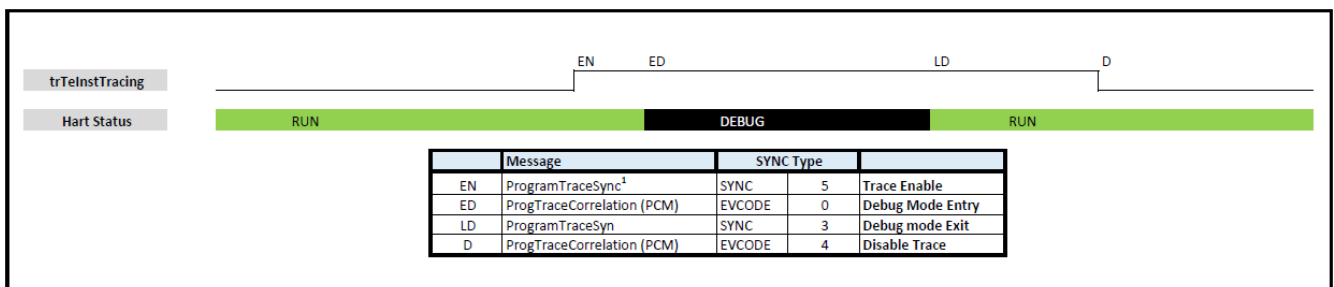
Table 27. Corner Cases

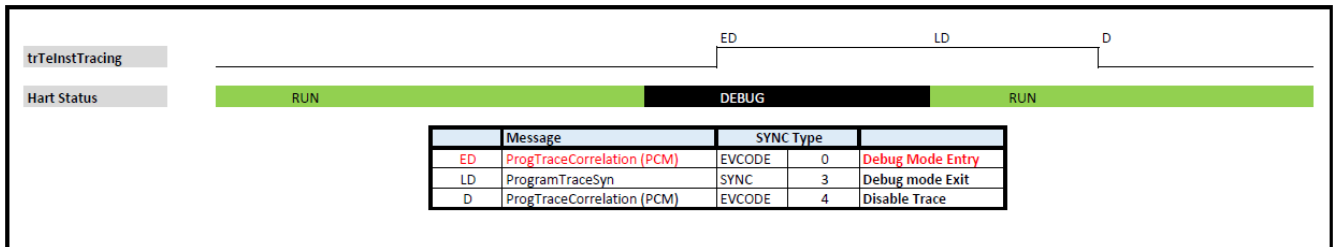| Sequence of events	Messages Generated
Back to back return	Second message should have I-CNT=1 or 2 (depending on the size of the second return instruction).
Other back to back jumps or branches	Same as above (depending on the size of a second instruction)
Back to back exceptions	Second message with B-TYPE=2 or 1 (Exception) and I-CNT=0 (nothing executed in between).
Exception at interrupt destination	Same as above.
Pending interrupt at debug mode exit	ProgTraceSync with SYNC=3 followed by message with B-TYPE=3 or 1 (Interrupt).
Exception at first instruction traced	ProgTraceSync with SYNC=3 followed by a message with B-TYPE=2 or 1 (Exception).
Trace starts disabled	ProgTraceCorrelation with EVCODE=4 (Trace Disabled). Once trace is enabled message with SYNC=5 (Trace Enable).
Hart halted with trace disabled	ProgTraceCorrelation with EVCODE=0 (Enter Debug mode) and I-CNT=0 (nothing executed).

8.8. Examples of Synchronizing Messages

This chapter provides examples of several sequences of events and clarifies what types of synchronizing message should be generated in each case.
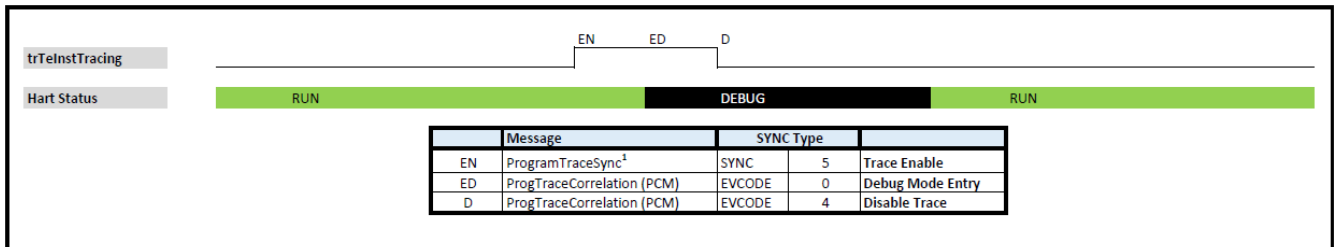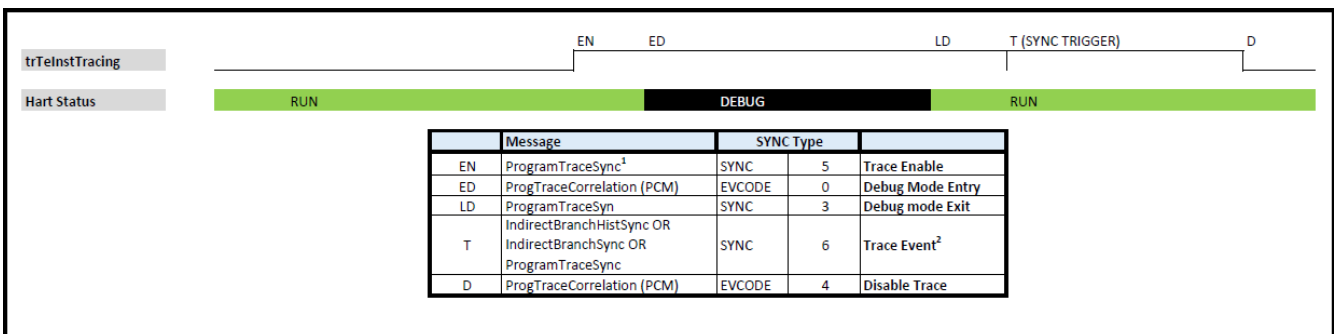
Case1: Enable/disable debug while tracing:

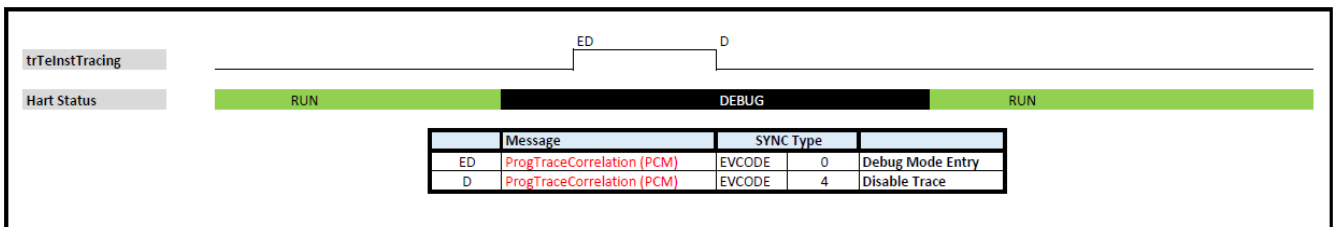**Case2: Enable trace while in debug:**

	Message	SYNC Type		
ED	ProgTraceCorrelation (PCM)	EVCODE	0	Debug Mode Entry
LD	ProgramTraceSyn	SYNC	3	Debug mode Exit
D	ProgTraceCorrelation (PCM)	EVCODE	4	Disable Trace

Case3: Disable trace while in debug:

	Message	SYNC Type		
EN	ProgramTraceSync[1]	SYNC	5	Trace Enable
ED	ProgTraceCorrelation (PCM)	EVCODE	0	Debug Mode Entry
D	ProgTraceCorrelation (PCM)	EVCODE	4	Disable Trace

Case4: Sync trigger event:

	Message	SYNC Type		
EN	ProgramTraceSync[1]	SYNC	5	Trace Enable
ED	ProgTraceCorrelation (PCM)	EVCODE	0	Debug Mode Entry
LD	ProgramTraceSyn	SYNC	3	Debug mode Exit
T	IndirectBranchHistSync OR IndirectBranchSync OR ProgramTraceSync	SYNC	6	Trace Event[2]
D	ProgTraceCorrelation (PCM)	EVCODE	4	Disable Trace

Case5: Enable/disable while in debug:

	Message	SYNC Type		
ED	ProgTraceCorrelation (PCM)	EVCODE	0	Debug Mode Entry
D	ProgTraceCorrelation (PCM)	EVCODE	4	Disable Trace

Case6: Periodic:

	Message	SYNC Type		
EN	ProgramTraceSync[1]	SYNC	5	Trace Enable
P	IndirectBranchHistSync OR IndirectBranchSync	SYNC	2	Periodic Synchronization
D	ProgTraceCorrelation (PCM)	EVCODE	4	Disable Trace

OR

	Message	SYNC Type		
EN	ProgramTraceSync[1]	SYNC	5	Trace Enable
After P	DirectBranchSync OR IndirectBranchHistSync OR IndirectBranchSync	SYNC	2	Periodic Synchronization[3]
D	ProgTraceCorrelation (PCM)	EVCODE	4	Disable Trace

Chapter 9. Optimization Extensions

N-Trace messages are defined as a strict subset of IEEE-5001 Nexus Standard messages. However in order to provide better compression some optional extensions are defined. Each of them shoud be by default disabled and specifically enabled to allow simpler decoder to decode non fully optimized trace. Table Details_Control_Parameters describes all control bits to enable these optimizations.

9.1. Sequential Jump Optimization

This optimization must be enabled by trTeInstEnSequentialJump control bit.

By default, the target of an indirect unconditional jump is always considered an uninferable PC discontinuity. However, if the register that specifies the jump target was loaded with a constant then it can be considered inferable under some circumstances. The hart must identify indirect unconditional jumps with sequentially inferable targets and provide this information separately to the encoder. The final decision as to whether to treat the indirect unconditional jump as inferable or not must be made by the encoder. Both the constant load and the indirect unconditional jump must be traced as concecutive instructions in the same message in order for the decoder to be able to infer the indirect unconditional jump target.

Jump targets that are supplied via

- an **lui** or **c.lui** (a register which contains a constant), or
- an **auipc** (a register which contains a constant offset from the PC).

Such indirect unconditional jump targets are classified as sequentially inferable if the pair of instructions are retired consecutively (i.e. the **auipc**, **lui** or **c.lui** immediately precedes the indirect unconditional jump). When decoder is processing instructions (always forward) it must encounter the **auipc**, **lui** or **c.lui** immediately directly before **jr** and then calculate target address of a jump. I-CNT in that message must span over both (consecutive) instuction.

> The restriction that the instructions must be retired consecutively is necessary in order to minimize the additional signals needed between the hart and the encoder, and should have a minimal impact on trace efficiency as it is anticipated that consecutive execution will be the norm.

9.2. Implicit Return Optimization

This optimization must be enabled by the trTeInstImplicitReturnMode control field different than 0.

Although a function return is usually an indirect unconditional jump, most programs return to the point in the program from which the function was called using a standard calling convention. For those programs, it is possible to determine the execution path without being explicitly notified of the destination address of the return. The implicit return mode can result in very significant improvements in trace encoder efficiency.

Returns can only be treated as inferable if the associated call has already been reported in an

earlier packet. The encoder must ensure that this is the case.

There are 3 possible ways of handling return address stack (values of trTeInstImplicitReturnMode control field):

Simple counting (trTeInstImplicitReturnMode=1)

This can be accomplished by utilizing a counter to keep track of the number of nested calls being traced. The counter increments on calls and decrements on returns. The counter will not over or underflow, and is reset to 0 whenever a synchronization packet is sent. Returns will be treated as inferable and will not generate a trace packet if the count is non-zero (i.e. the associated call was already reported in an earlier packet). Such a scheme is low cost, and will work as long as programs are "well behaved". The encoder will not be able to check that the return address is actually that of the instruction following the associated call. As such, any program that modifies return addresses cannot be traced using this mode with this minimal implementation. Due to these limitations **this is NOT recommented implementation**.

Stack with Full Addresses (trTeInstImplicitReturnMode=3)

The encoder maintains a stack of expected return addresses (created when call is encountered), and only treat a return as inferable if the actual return address matches the value on the stack. This is fully robust for all programs, but is more expensive to implement. In this case, if a return address does not match the prediction, it must be reported explicitly via a packet. This ensures that the decoder can determine which return is being reported. This method may use shadow stack if implemented by the core.

Stack with Partial Addresses (trTeInstImplicitReturnMode=2)

Call stack maintained by encoder may not include all addresses, but only keep some least significant part of it and use them to compare if return is matching the call or not. Changes that program making incorrect return will return to address with the same least significant portion are very slim.

> Decoder does not need to know what is actual depth of the call stack implemented by encoder but for efficiency reasons it should assume max depth. N-Trace implementation should never implement call stack deeper than 32 levels. Such deep calls will be most likely 'broken' by other events/messages (like periodic SYNC).

9.3. Repeated History Optimization

This optimization must be enabled by the trTeInstEnRepeatedHistory control bit.

A typical loop either has a direct conditional branch at the start of a loop (which must be typically 'taken' to terminate the loop) or has a direct conditional branch at the end of the loop (which must be typically 'taken' to repeat the loop). In the first case, the direct conditional branch is 'not-taken' most of the time and 'taken' once at the end. In the second case, the direct conditional branch is 'taken' most of the time, but 'not-taken' at the end of the loop.

Loops with many iterations such as those in functions like memcpy/strcpy have identical flow in each iteration. Instead of sending the same history bits many times, repeated patterns can be detected and counted. This is a big saving! As an example, a memcpy of 4MB buffer using 32-bit transfers will execute at least 1M of direct conditional branches and 1M of history bits must be included in trace (it is a lot of trace).

The IEEE-5001 Nexus Standard defines a Repeat Branch message. This message will provide a single B-CNT (Branch Count) field instead of generating many identical Direct Branch messages. But this message cannot be used in HTM mode as repeated messages (Direct Branch) do not include the HIST field.

In order to allow generation of repeated history of direct conditional branches in HTM mode an extra encoding for RCODE=2 in Resource Full message is added.

> ⛔ It is allowed to generate any sequence of Resource Full messages as long as the logically concatenated sequence of (repeated or not …) HIST bits (excluding most significant stop-bit[s]) is the same.

Tracing of such simple, long loops would benefit from generating special messages/fields which provide counters of taken/not-taken direct conditional branches (in a way similar to Repeat Branch message)

But this approach will not work with more complex code with a conditional statement (or several of them) inside of a loop.

In such a case, it is desired to detect repeated sequences of taken/not-taken direct conditional branches and instead generate many messages with HIST fields, generate a message consisting of a HIST pattern and repeat count.

Let's assume that we have a loop, which generates a long sequence of repeated taken/not-taken, taken/not-taken direct conditional branches. Trace may generate Resource Full messages with the following HIST records:

```
Msg#1:
    TCODE=27 (ResourceFull)
    RCODE=1 (full HIST record is provided as RDATA)
    RDATA=0b1_01_0101_0101_0101_0101_0101_0101_0101 = 0x55555555
            (stop-bit + pattern 01 repeated 15 times)
Msg#2:
    TCODE=27 (ResourceFull)
    RCODE=1 (full HIST record is provided as RDATA)
    RDATA=0b1_01_0101_0101_0101_0101_0101_0101_0101 = 0x55555555
            (stop-bit + pattern 01 repeated 15 times)
...
Msg#10:
    TCODE=27 (ResourceFull)
    RCODE=1 (full HIST record is provided as RDATA)
    RDATA=0b1_01_0101_0101_0101_0101_0101_0101_0101 = 0x55555555
            (stop-bit + pattern 01 repeated 15 times)
```

Instead of generating many messages with identical HIST record, encoder can detect repeated pattern and generate the following single message:

```
Msg#1:
    TCODE=27 (ResourceFull)
    RCODE=2 (full HIST record is provided as RDATA and
            repeat count is provided as HREPEAT field)
    RDATA=0b1_01_0101_0101_0101_0101_0101_0101_0101 = 0x55555555
            (stop-bit + pattern 01 repeated 15 times)
    HREPEAT=10  (Repeat Count=10 instead 10 messages)
```

Above example shows a 2-bit pattern, but using the same technique it can be expanded to any size of pattern. Exact way to detect these patterns is not specified as it does not change encoding of messages. So, it is possible to generate the following, a bit smaller, message:

```
Msg#1:
    TCODE=27 (ResourceFull)
    RCODE=2 (full HIST record is provided as RDATA and
            repeat count is provided as HREPEAT field)
    RDATA=0b1_01 = 0x5 (stop-bit + single pattern 01)
    HREPEAT=150 (Repeat Count is bigger, but pattern is smaller)
```

> ℹ️ This type of compression (reporting shorter patterns and larger counts) may not be practical as it may save only a little. Trace is compressed a lot already and it really should not matter if we report 150 iterations of a loop in 6 or 7 bytes. Example above is provided to assure that trace encoders must handle this type of trace compression.

> ℹ️ When number of repeated branches is bigger than max HREPEAT counter value then several consecutive messages with max HREPEAT value should be generated. Total count represented by all these messages (sum of all HREPEAT fields) will be a number of repeated branch history message.

> ℹ️ HREPEAT counter should not have too many bits as it is not desired to not generate any trace messages for longer periods of time. Bigger HREPEAT will not make compression better but will produce timestamp rarely.

Chapter 10. Rules of Generating Messages

This chapter directly mentions 16-bit and 32-bit instructions (from the currently ratified instruction set), but it is applicable to any size being multiple of 16-bit (as main ISA defines).

Main Rules

1. Instructions which are not control transfer instructions and direct unconditional jumps generate no trace.

   ◦ These are called inferable instructions, where the next PC can be known from static analysis of binary code.

2. Only direct conditional branches, indirect unconditional flow transfer instructions and exceptions/interrupts generate trace.

   ◦ These are called non-inferable instructions, where the next PC cannot be known from static analysis of binary code.

Detailed Rules

1. If tracing is started (after it was disabled), a ProgTraceSync message is generated.

   ◦ This message includes the reason for a start (SYNC field) and full address (F-ADDR field).

2. Any retired instruction increments I-CNT field (+1 or +2).

3. The following types of instructions allow trace decoders to know the next PC (encoder should not generate any trace for them).

   ◦ Instruction which is not control transfer instructions ⇒ PC is at the next instruction (+2 or +4).

   ◦ Direct (inferable...) unconditional jump ⇒ PC is unconditional jump destination (known from PC and opcode as all unconditional jumps are PC relative).

   ◦ Not taken direct conditional branch (in BTM mode) ⇒ PC is next instruction (+2 or +4).

4. Indirect, unconditional jump instruction is handled as:

   ◦ In BTM mode it generates an IndirectBranch message.

   ◦ In HTM mode it generates an IndirectBranchHist message. If the HIST field is empty IndirectBranch message may be (optionally) generated instead.

5. Direct, conditional branch instruction is handled as:

   ◦ In BTM mode it generates a DirectBranch message (only if taken).

   ◦ In HTM mode it appends a single bit (1=taken or 0=not-taken) into the branch history buffer (HIST field).

6. In case the trace is stopped or disabled, ProgTraceCorrelation message is generated.

   ◦ It included reason (EVCODE field) and I-CNT and (optional) HIST field, so the last PC can be calculated.

7. In case the generated message includes I-CNT/HIST fields, the corresponding value is reset.

   ◦ In case I-CNT is full, ResourceFull message (with I-CNT counter full) is generated and I-CNT

is reset.

- In case HIST is full, ResourceFull message (with HIST field full) is generated and HIST is reset.

Extended Rules

These rules are augmenting the above rules if the corresponding configuration setting is set.

1. Call and return instructions maintain call stack and if return is matching a call, no trace is generated.

   - This optional feature is described in detail in the Implicit Return Optimization chapter.

2. By default, the target of an indirect unconditional jump is always considered an uninferable PC discontinuity. However, if the register that specifies the jump target was loaded with a constant then it can be considered inferable under some circumstances.

   - Such instruction sequences may be detected and in such a case no trace is generated.

   - This optional feature is described in detail in the Sequential Jump Optimization chapter.

10.1. Custom Instructions

Custom instructions (or any future ratified instructions) which are not changing PC flow do not require any special treatment. Trace decoders should only look at instructions which may change PC flow and for all other instructions only advance PC (+2 or +4).

Custom instruction which may change a PC (other than simple advance to next instruction) should be traced in one of the following ways:

- If the PC just advances to the next instruction, it should only increment I-CNT. Decoder will just advance the PC.

- If the program flow changes as result of a custom instruction, the custom instruction should be traced as an indirect unconditional jump (even if it is actually not an indirect unconditional jump). That way, the destination address will be reported (as F-ADDR or U-ADDR fields). Decoder will change PC to an address specified in this message.

Such an approach will NOT require changes/adaptation in trace decoders. To illustrate this let's consider the following piece of code with custom instruction **XYZ**:

```
0x100:  add ...         ; 32-bit instruction
0x104:  XYZ             ; 32-bit instruction (custom conditional branch to 0x200 - it
does not matter if direct or indirect ...)
0x108:  c.add ...       ; 16-bit instruction
0x10A:  c.ebreak        ; 16-bit breakpoint (to stop the code)
...
0x200:  c.add ...       ; 16-bit instruction
0x202:  c.ebreak        ; 16-bit breakpoint (to stop the code)
```

It can be traced as follows (exact type of messages do not matter):

- Single message (if branch was not taken)

  - **I-CNT=5** ⇒ Instruction XYZ did not change the flow and code in range <0x100..0x10A) got executed

- Two messages (if branch was taken)

  - **I-CNT=4**, **F-ADDR=0x100** (denote address 0x200) ⇒ Code in range <0x100..0x108) got executed and next PC after instruction XYZ is 0x200

  - **I-CNT=1** ⇒ Code in range <0x200..0x202) got executed next

> ℹ️ If custom instruction will generate some other trace (for example some new type of direct conditional branch which may add HIST bit), decoders must be extended to be aware about type of this custom instruction.

> ℹ️ If a custom instruction cannot be mapped into one of existing **itype** encodings, it may use custome encoding. In such a case encoder (and decoder …) must be enhanced.

10.2. Pseudo-code of Simple N-Trace Encoder

Code below is a simplified part of actual C-code used by the reference encoder (in C). It defines two functions:

- NTraceEncoderInit(void) - initialize state of encoder

- NTraceEncoderHandleRetired(uint64_t `addr`, uint32_t `flags`) - handle single retired instruction

  - `addr` - address of retired instruction

  - `info` - information about instruction (type, size, taken/non-taken)

```
// Use N-Trace TCODE messages
#define NEXUS_TCODE_Ownership              2
#define NEXUS_TCODE_DirectBranch           3
#define NEXUS_TCODE_IndirectBranch         4
#define NEXUS_TCODE_Error                  8
#define NEXUS_TCODE_ProgTraceSync          9
#define NEXUS_TCODE_DirectBranchSync       11
#define NEXUS_TCODE_IndirectBranchSync     12
#define NEXUS_TCODE_ResourceFull           27
#define NEXUS_TCODE_IndirectBranchHist     28
#define NEXUS_TCODE_IndirectBranchHistSync 29
#define NEXUS_TCODE_RepeatBranch           30
#define NEXUS_TCODE_ProgTraceCorrelation   33


// Functions/macros which encode bits in 'info' (example...)
#define INFO_LINEAR   0x1   // Linear (plain instruction or not-taken BRANCH)
#define INFO_4        0x2   // If not 4, it must be 2 on RISC-V
#define INFO_INDIRECT 0x8   // Possible for most types above
#define INFO_BRANCH   0x10  // Always direct on RISC-V (may have LINEAR too)
```

```c
#define InfoIsBranchTaken(info) (!((info) & INFO_LINEAR))
#define InfoIsSize32(info)      ((info) & INFO_4)
#define InfoIsBranch(info)      ((info) & INFO_BRANCH)
#define InfoIsIndirect(info)    ((info) & INFO_INDIRECT)

// Function which emit N-Trace packets (all are empty here)
void EmitFix(int nbits, uint32_t value);    // Emit fixed-size field
void EmitVar(uint64_t value);               // Emit variable size field
void EmitEnd();                             // Terminate message

// Encoder configuration options
const bool     enco_opt_branch_history = true;    // Configuration option
const uint32_t enco_opt_limICNT    = 0x10000;     // Limit of ICNT (max is 6+6+4
bits)
const uint32_t enco_opt_limHIST    = 0x40000000;  // Limit of HIST (max is 5*6 bits)

// Encoder state variables
static uint32_t encoNextEmit = 0;   // TCODE to be emitted next time
static uint32_t encoICNT = 0;       // ICNT accumulated
static uint32_t encoHIST = 1;       // HIST accumulated (most significant bit is
guardian bit)
static uint64_t encoADDR = 0;       // Last emitted address

void NTraceEncoderInit()
{
    encoADDR = 0;
    encoICNT = 0;   // Empty ICNT and HIST
    encoHIST = 1;

    encoNextEmit = NEXUS_TCODE_ProgTraceSync;
}

void NTraceEncoderHandleRetired(uint64_t addr, uint32_t info)
{
    // Optionally emit what was determined previously
    if (encoNextEmit != 0)
    {
        EmitFix(6, encoNextEmit);   // Emit TCODE (as determined)

        // Emit message fields (accordingly ...)
        if (encoNextEmit == NEXUS_TCODE_ProgTraceSync)
        {
            EmitFix(4, 1);          // Emit SYNC=1  (4-bit)
            EmitVar(encoICNT);      // Emit ICNT    (variable)
            EmitVar(addr >> 1);     // Emit FADDR   (variable)
        }
        else if (encoNextEmit == NEXUS_TCODE_IndirectBranchHist ||
                 encoNextEmit == NEXUS_TCODE_IndirectBranch)
        {
            EmitFix(2, 0);                      // Emit BTYPE=0 (2-bit)
```

```
            EmitVar(encoICNT);                    // Emit ICNT    (variable)
            EmitVar((encoADDR ^ addr) >> 1);      // Emit UADDR   (variable)

            if (encoNextEmit == NEXUS_TCODE_IndirectBranchHist)
            {
                EmitVar(encoHIST);               // Emit HIST    (variable)
            }
        }
        else if (encoNextEmit == NEXUS_TCODE_DirectBranch)
        {
            EmitVar(encoICNT);                    // Emit ICNT    (variable)
        }

        EmitEnd();  // It will mark last entry with MSEO=11 and flush it

        if (encoNextEmit != NEXUS_TCODE_DirectBranch)
        {
            encoADDR = addr;  // This is new address
        }
        encoNextEmit = 0;    // Only one time

        encoICNT = 0;         // Start from 'empty' ICNT and HIST
        encoHIST = 1;
    }

    // Update ICNT
    uint32_t prevICNT = encoICNT;   // In case ICNT will overflow now, we need to emit
previous value ...
    if (InfoIsSize32(info)) encoICNT += 2; else encoICNT += 1;

    // Determine type of packet (only if this is branch or indirect ...)
    if (InfoIsBranch(info))
    {
        if (enco_opt_branch_history)
        {
            // Update branch history buffer (add least significant bit)
            if (InfoIsBranchTaken(info))
                encoHIST = (encoHIST << 1) | 0; // Mark branch as taken
            else
                encoHIST = (encoHIST << 1) | 1; // Mark branch as not-taken
        }
        else
        {
            if (InfoIsBranchTaken(info))
                encoNextEmit = NEXUS_TCODE_DirectBranch;    // Emit destination
address (next retired)
            else
                ;   // Not taken branch is considered as linear instruction
        }
    }
    else
```

```
    if (InfoIsIndirect(info))
    {
        if (enco_opt_branch_history)
            encoNextEmit = NEXUS_TCODE_IndirectBranchHist;  // Emit destination
address (next retired)
        else
            encoNextEmit = NEXUS_TCODE_IndirectBranch;      // Emit destination
address (next retired)
    }

    // Optionally emit ICNT full
    if (encoICNT > enco_opt_limICNT) // Instruction count overflown?
    {
        // Emit ResourceFull with ICNT before this instruction
        EmitFix(6, NEXUS_TCODE_ResourceFull);
        EmitFix(4, 0);                          // RCODE=0 (ICNT full)
        EmitVar(prevICNT);                      // RDATA=ICNT (before overflown)
        EmitEnd();   // It will mark last entry with MSEO=11 and flush it

        // Set ICNT for this instruction
        if (InfoIsSize32(info)) encoICNT = 2; else encoICNT = 1;
    }

    // Optionally emit HIST full
    if (encoHIST & enco_opt_limHIST) // Is HIST buffer overflown?
    {
        // Emit history BEFORE this instruction (remove least significant bit)
        EmitFix(6, NEXUS_TCODE_ResourceFull);
        EmitFix(4, 1);                          // RCODE=1 (HIST full)
        EmitVar(encoHIST >> 1);                 // RDATA=HIST (before overflown)
        EmitEnd();   // It will mark last entry with MSEO=11 and flush it

        // Keep single HIST for this branch (guardian | single least significant bit
from encoHIST)
        encoHIST = (0x1 << 1) | (encoHIST & 0x1);
    }
}
```

Chapter 11. N-Trace Decoding Guidelines

To reconstruct the program control flow using the N-Trace encoded stream of messages (as any other compressed trace) access to opcodes of instructions which were executed is necessary. This is usually done by providing an ELF file of a program being executed, but it can also be read-out from the target. Three types of information is needed:

1. Size of each instruction (16-bit or 32-bit).

2. Types of all instructions (corresponding to 'itype' signal on trace ingress port - based on analysis of opcodes).

3. For direct unconditional jumps and direct conditional branches an offset (to jump/branch destination) encoded in an opcode.

Decoding must start from a synchronizing message. The synchronizing message provides the complete PC in the F-ADDR field. Transfers relative to this PC may then be inferred using subsequent messages till a new PC is transmitted in a subsequent synchronizing message

> In order to provide partial decoding of big trace, messages with F-ADDR is transmitted periodically. Periodic F-ADDR transmission is also needed to decode trace from small, wrapped around buffers.

11.1. Decoding Algorithm Principles

To reconstruct the control flow of the program from N-Trace messages do the following:

- Handle HIST field (if available and not empty)

  ◦ Analyze code from the current PC through inferable unconditional jumps (all types) and direct conditional branches (each direct conditional branch will 'consume' a single bit from the **HIST** field).

  ◦ At the end (after the least significant bit from **HIST** is processed), the PC will be of the instruction executed after the last conditional branch(either taken or not-taken).

- Handle I-CNT field (if available and not 0x0)

  ◦ Analyze code from current PC through inferable unconditional jumps (all types) - each encountered direct conditional branch must be treated as not-taken

  ◦ Each encountered instruction should subtract 1 or 2 (INST_LEN/16) from I-CNT (depending on a size of particular instruction)

  ◦ It will reach either non-inferable unconditional jump or I-CNT will become 0 to denote that some other 'event' (like exception, interrupt, trace off, trigger etc.) happened.

- At the last step the F-ADDR or U-ADDR field (if available) should be applied. This will be the next PC where analysis of the next trace message should start.

  ◦ This is either a destination address of indirect unconditional jump or an address of an exception/interrupt handler.

- Handle the B-CNT or RCODE fields by processing data from previous trace message.

- Phrase **inferable unconditional jumps (all types)** include indirect unconditional jumps, which may be inferable.
- Extra fields like SYNC/B-TYPE only provide extra details, but are NOT essential for a decoder to reconstruct the PC flow.
- See N-Trace Reference Code for simple but fully functional implementation.

11.2. Decoding trace from multiple harts

Decoder for specific a hart should only look for messages with SRC for that particular hart. Each encoder for each enabled hart (in same trace stream) must have same 'trTeSrcBits' and different 'trTeSrcID' fields set.

11.3. Decoding trace of operating systems

In case of complex operating systems (Linux etc.), where code consists of several independently built programs and libraries, decoders must be aware of different program images (e.g., ELF files) at different locations. Ownership messages should provide enough context. Decoders must be also aware of assignment of **scontext/hcontext** values for programs and processes being traced.

Operating systems may decide to migrate single process to different cores/harts. It may also be the case, when different threads from the same process (sharing code …) will run in the same time on more than one core/hart.

11.4. Decoding self-modifying or JIT (Just In Time compiled) code

Trace encoder is just encoding a stream of instructions passed by ingress port from the hart running it, but decoder must be aware of types of all instructions being executed. In case of self modifying code (or JIT code), binary image (at moment of execution) must be available to decoder. How this can be done is not in the scope of this specification.

Chapter 12. IEEE-5001 Nexus Standard Compliance

The IEEE-5001 Nexus Standard provides a lot of flexibility and in general N-Trace can be considered also fully compatible. There is one incompatible, small change:

- Field ECODE is variable-length field (to assure TSTAMP field is on byte boundary).

Several compatible extensions are described in preceeding chapters and are marked with **Extension:** marker. Each of them is disabled by default and must be directly enabled.

Chapter 13. Additional Material

Trace Bandwidth Considerations

SRC field (if enabled) may change the otherwise optimal layout of Fields in Messages.

Validation Considerations

Resource Full message with I-CNT full is rare and may not be experienced in normal code. Simplest way to generate is to have an infinite loop and (rare) interrupt handler. This loop should increment a register or memory location - this value should correspond to total accumulated I-CNT.

Potential Future Enhancements

Table below is proposing some future enhancements for N-Trace messages. These were discussed during the development of the N-Trace specification.

Table 28. Future Enhancements

Enhancement	Conformance	Notes
Instrumentation Data Trace	Nexus Compatible	Very likely (Nexus defines appropriate messages). It will require software to be instrumented by code sending data using trace infrastructure (Arm CoreSight ITM enabled many use-cases).
Selective Data Trace	Nexus Compatible	Very likely (Nexus defines appropriate messages). It will allow sending some data in response to triggers (from debug module or external).
Full Data Trace	Nexus Compatible	Likely (E-Trace supports it), but necessary bandwidth may be a problem.
Smaller field sizes	Nexus Extension	Unlikely (too much of a change). Some of the fields may be made shorter (as not all cases are needed), but it may not be justified.
System Bus Trace	Nexus Compatible	Likely (Nexus defines appropriate messages and there is a need for more than trace of harts).
Additional TCODE	Nexus Extension	Possible, but more real-life examples are needed to justify it.
Single MSEO bit	Nexus Compatible	Unlikely to be considered. It may provide (12.5% instead of 25% MSEO overhead), but it is more complex to handle by both encoder and decoders.
More MDO bits	Nexus Compatible	Very unlikely to be considered. In order to keep byte alignment, 14 or 22 or 30-bit MDO may be considered. Even 14-bit will cause a lot of 'wasted' bits.

ℹ Each of the above enhancements should be first prototyped and validated using reference C encoder/decoder.