

Manual

Sail RISC-V Coding Guidance

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1. Abstract

This project is a RISC-V ISA model implementation using Sail. We want the flexibility to opt-in a new instruction set, and gain maintainability from simple design, which is not available from sail-riscv and spike now.

This document aims to help developers understand the example Sail model implementation and act as a guidance for how to fix bugs, add new instruction, add new architecture, or create a new model based on this project. For developers who don't understand Sail and Sail toolchains, we also provide some additional document upon official manual.

Currently the example project support rv64gc.

2. Introduction

2.1. How to build this document

Typst 0.13.1 is required.

```
typst compile ./docs/dev.typ ./docs/rendered.pdf
```

2.2. Gloassary

Name	Notes
boat	<i>boat</i> is the emulator utilizing the user provided <i>sail_impl</i> RISC-V models to drive a RISC-V Core
Sail	The rem-s-project/sail project. This document will offer use "Sail" to refer to the Sail Project, Sail Programming Language and Sail CLI tools
sail_impl	<i>sail_impl</i> reference to this project, which should provide a Sail implemented RISC-V execution model, from instruction description to register status.
sailcodegen	A Scala implemented Sail code generator

2.3. Designs

The This project project employs a distinct methodology compared to standard Sail projects. To enhance maintainability, the Instruction Set Architecture (ISA) model definition is segmented into multiple code snippets. A CLI tool for code generation is then utilized to assemble the complete Sail code from these snippets. This approach allows each instruction to be

defined in an individual file, thereby creating a singular, reviewable unit of code.

All architectural states are consolidated and managed within a separate, dedicated file. We have a guiding principle that each Sail model should exclusively define architectural states. Any interactions with hardware or the underlying system are exposed through an external C Application Programming Interface (API). For code readability, these hardware interactions, such as memory read and write operations, must be declared in a designated Sail file, accompanied by a corresponding C header file.

We advocate for minimizing the amount of C code. The C code should primarily function as an intermediary layer, connecting the Sail ISA model with the emulator. Consequently, developers should make every effort to avoid creating and linking additional C libraries.

The explicitly defined C API enables the use of nearly any programming language that supports a Foreign Function Interface (FFI) to implement hardware behaviors not defined in the ISA specification. For This project, the Rust programming language was selected to develop the emulator. This choice was driven by Rust’s design simplicity and the readability of its code. Furthermore, the Rust community provides robust compiler tool-chains, which helps to reduce the time spent on configuring and managing the build system.

3. Codegen CLI

4. Model

This section covers detail implementation and coding guidance for a Sail ISA model.

4.1. FFI Interface

The model implementation is required to provide a C header file named “model_prelude.h”. All external functions necessary for the model’s operation should be defined within this file. This serves as a clear reference for emulator developers, informing them of the specific APIs that the Sail model relies upon and that, consequently, need to be implemented on the emulator side.

4.2. “Global” functions

Each instruction description file is a lonely individual file. Since these instruction description file will finally be assembled into one Sail file, there all have corresponding context.

This section instruct you all the possible context when defining a instruction.

- All the library functions: TODO: jump to library section
- Registers defined at riscv-opcodes TODO: explain possible register name trim

4.3. Files

Instruction behavior definition files are separated by instruction name, and grouped by their corresponding instruction sets. The instruction sets group rule follows riscv/riscv-opcodes. For example, load word instruction `lw` should be placed under `rv_i` directory, and load double word instruction `ld` should be placed under `rv64_i` directory.

4.4. Provided library functions

4.4.1. Memory Read/Write API

Following are required memory operation that should be implemented at emulator side:

Name	Type	Description
<code>phy_read_byte</code>	<code>bits(64) -> bits(8)</code>	<code>[phy_read_byte address]</code> is the value of the byte at physical <code>[address]</code>
<code>phy_read_half_word</code>	<code>bits(64) -> bits(16)</code>	<code>[phy_read_half address]</code> is two bytes value starting at physical <code>[address]</code>
<code>phy_read_word</code>	<code>bits(64) -> bits(32)</code>	<code>[phy_read_word address]</code> is word length value starting at physical <code>[address]</code>
<code>phy_read_double_word</code>	<code>bits(64) -> bits(64)</code>	<code>[phy_read_double_word address]</code> is the 64-bit value starting at physical <code>[address]</code>

phy_write_byte	bits(64) -> bits(8) -> unit	[phy_write_byte address value] write byte [value] to physical [address]
phy_write_half_word	bits(64) -> bits(16) -> unit	[phy_write_half address value] write two bytes value to physical [address]
phy_write_word	bits(64) -> bits(32) -> unit	[phy_write_word address value] write word length value to physical [address]
phy_write_double_word	bits(64) -> bits(64) -> unit	[phy_write_double_word address value] write 64-bit value to physical [address]

5. Emulator

5.1. Development notes

Developers can setup Rust development environment using command `nix develop .#sail-riscv.boat.emulator.dev`.

5.2. Sail FFI

To initialize a Sail model, drive it to process each instruction, and read model statistics, it is necessary to call generated functions and access Sail values at runtime from the emulator.

However, directly accessing C values from Rust can introduce multiple safety issues and complicate side-effect management.

To establish clear referencing and limitations, each emulator implementation must provide a `sail_prelude.h` C header file. This header file will function as an API-level language bridge between C and the emulator, specifying and restricting the functionalities the emulator side can and should utilize. All exposed functions and values must be kept private within a Rust module. Developers are required to manually write corresponding wrapper functions for all these FFI values and functions, rather than exposing them directly outside the Rust crate.

5.2.1. Required value from Sail

Signature	Type	Notes
unit	value type	Unit type defined at Sail side

<code>march_bits</code>	value type	Machine word length
<code>zstep :: unit -> unit</code>	function type	Run one step for fetch-decode-execute loop
<code>model_init :: void -> void</code>	function type	Initialize all registers