



## **RSDK Toolchain User Guide**

**Realtek Semiconductor Corp.**

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RSDK Toolchain User Guide for Release 4.6.4

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# Contents

|          |                               |           |
|----------|-------------------------------|-----------|
| <b>1</b> | <b>RSDK</b>                   | <b>1</b>  |
| <b>2</b> | <b>GCC</b>                    | <b>5</b>  |
| <b>3</b> | <b>Binutils</b>               | <b>17</b> |
| <b>4</b> | <b>GDB</b>                    | <b>27</b> |
| <b>5</b> | <b>Problem Report</b>         | <b>31</b> |
| <b>A</b> | <b>RADIAX registers</b>       | <b>33</b> |
| <b>B</b> | <b>Inline Assembly Format</b> | <b>35</b> |
| <b>C</b> | <b>RELEASE NOTE</b>           | <b>37</b> |
| <b>D</b> | <b>Change Log</b>             | <b>39</b> |



# List of Tables

|     |  |    |
|-----|--|----|
| 1.1 | Software Components . . . . .                              | 2  |
| 1.2 | Supported LX/RLX CPU cores . . . . .                       | 2  |
| 1.3 | Supported RSDK platforms . . . . .                         | 2  |
| 1.4 | Supported C Libraries . . . . .                            | 3  |
| 2.1 | Default compiler options . . . . .                         | 5  |
| 2.2 | Built-in data type for SIMD instructions . . . . .         | 6  |
| 2.3 | Built-in functions defined for SIMD instructions . . . . . | 7  |
| 2.4 | Optional MAC-DIV instructions . . . . .                    | 9  |
| 2.5 | Preprocessor definition mapping . . . . .                  | 15 |
| 2.6 | Preprocessor definition for hardware interlock . . . . .   | 16 |



# Chapter 1 RSDK

## Introduction

RSDK, Realtek Software Development Kit, is a software toolchain that empowers end-users to develop embedded applications that run on Realtek's in-house processor cores. The development kit includes binary utilities (such as assembler and linker), compiler, C libraries, and debugger. The binary utilities, compiler, and debugger are derived from GNU Binutils, GCC (the GNU Compiler Collection), and GDB (the GNU Project Debugger) respectively. RSDK supports two kinds of C libraries - newlib and uClibc, and they are delivered with different RSDK tarballs. Newlib-based RSDK is used for the development of deeply embedded application and RTOS (Real-Time Operation System), with target prefix 'r-sdk-elf'. uClibc-based RSDK is used for Linux development environment, with target prefix 'r-sdk-linux'.

## Version Numbering

The format of RSDK version number is shown as follows:

```
GNU version (Realtek <RSDK version>p<patch level> Build <build number>)
```

The meaning of the version number are listed as below:

- GNU version - the version number of GNU toolkit which RSDK is based on, such as binutils-2.22.0. This number is only updated with the GNU source of RSDK, and the update of GNU source usually leads to better performance.
- RSDK version - the main version number of RSDK toolchain, which contains three numbers. The first and second version number is the major version number of toolchain generation, which are updated only when we upgrade the code base of GNU sources, such as upgrading GCC-4.4 to GCC-4.6. The third version number is updated when there are large new features are added.
- patch level - this number is updated for major bug fix or improvement.
- build number - this number is incrementally updated automatically with the toolchain development, so the number represents a development state of the toolchain sources.

An example of RSDK version number is as Program 1.

## Software Component

The list of software components and their version numbers is summarized in table 1.1.

Example 1: RSDK Version number

---

```
% rsdk-elf-gcc -v
Using built-in specs.
Target: mips-elf
Configured with: RSDK Builder release 4.6
Thread model: single
gcc version 4.6.3 (Realtek RSDK-4.6.3 Build 259)
```

---

Table 1.1: Software Components

| Software | Original Version |
|----------|------------------|
| gcc      | 4.6.3            |
| binutils | 2.22.0           |
| gdb      | 7.2              |
| newlib   | 1.20.0           |
| uClibc   | 0.9.33           |

## Supported Processor Cores

The list of supported processor cores is summarized in table 1.2.

Table 1.2: Supported LX/RLX CPU cores

| Processor Core | RTL Release Version | MIPS1 | MIPS16 | RADIAX |
|----------------|---------------------|-------|--------|--------|
| RX3081         | 1.0                 | No    | Yes    | No     |
| RLX4081        | 1.0                 | Yes   | Yes    | No     |
| LX4180         | 4.0                 | Yes   | Yes    | No     |
| LX5280         | 1.4                 | Yes   | Yes    | Yes    |
| RLX4181        | 1.5                 | Yes   | Yes    | No     |
| RLX5181        | 1.6                 | Yes   | Yes    | Yes    |
| RX4281         | 1.4                 | Yes   | Yes    | No     |
| RX5281         | 1.4                 | Yes   | Yes    | Yes    |

## Supported Environment

The list of supported environment is summarized in table 1.3.

Table 1.3: Supported RSDK platforms

| Platform | Version                             | Package name              |
|----------|-------------------------------------|---------------------------|
| Linux    | RedHat Enterprise Linux 4 and above | rsdk-4.6.4 -linux.tar.gz  |
| Cygwin   | Cygwin 1.5.10 and above             | rsdk-4.6.4 -cygwin.tar.gz |

The C library shipped with RedHat Linux may differ from the one the RSDK toolchain was built against. To ensure maximal compability, the following two packages are recommended if the RedHat Linux version is newer than 7.3.



compat-glibc-7.x-2.2.4.32.6  
 compat-libstdc++-7.3-2.96.128

NOTE: The Cygwin platform itself is not a stable environment for software development. Users might encounter various problems which are not directly related to the RSDK toolchains. To ensure maximal stability, users are advised to develop applications on Linux platforms whenever possible.

## Supported C Libraries

The list of supported C libraries is summarized in table 1.4.

Table 1.4: Supported C Libraries

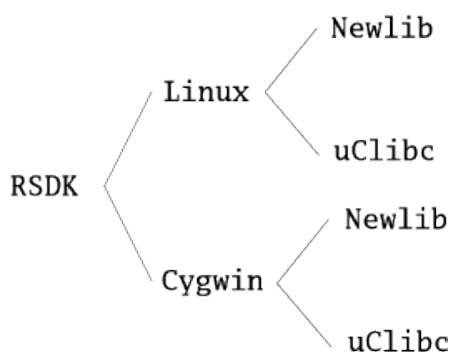
| Library | Version |
|---------|---------|
| Newlib  | 1.20.0  |
| uClibc  | 0.9.33  |

## Installation

The RSDK packages are available as four tarballs, one for each platform and each C library. These toolchains are completely independent. Users should only need to download the desired RSDK toolchain and point the executable path to where it is installed. The tarballs are as follows:

rsdk-4.6.4 -newlib-linux.tar.gz  
 rsdk-4.6.4 -uClibc-linux.tar.gz  
 rsdk-4.6.4 -newlib-cygwin.tar.gz

The structure of the RSDK tarball is shown as follows:



The installation procedure is shown in program 2. The list of supported libraries and their versions is summarized in table 1.4.

Example 2: RSDK installation procedure

```

step 1: cd TARGET_DIR
step 2: tar jxvf rsdk-{VERSION}-{LIBRARY}-{PLATFORM}.tar.bz2
step 3: ln -s rsdk-{VERSION}/{PLATFORM}/{LIBRARY} rsdk
step 4: set path=(TARGET_DIR/rsdk/bin $path)

```



# Chapter 2 GCC

GCC (the GNU Compiler Collection) includes front ends for multiple languages such as C, C++, Objective-C, Fortran, Java, and Ada, as well as libraries for these languages (libstdc++, libgcj,...).

In RSDK 4.6.4 , the GCC compiler is derived from GCC-4.6.3 with C and C++ language supports. There are also changes for the better supports of software development, and these changes are listed in the following subsections.

## General Changes

### Relative path search

GCC search certain paths for binaries, libraries, and includes files during compilation. In RSDK, to ensure maximal portability, GCC has been patched to search paths relative to the GCC binary.

### Default options

The following options, listed in table 2.1, are enabled by default.

Table 2.1: Default compiler options

| Options      | Description                                       |
|--------------|---|
| -msoft-float | Enable software floating point support            |
| -EB          | Enable big-endian                                 |
| -march=4180  | Set default target to LX4180 if none is specified |

## Machine-dependent options

**-march=3081|4081|4180|4181|4281|5181|5280|5281**

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Specify target processor core

**Status:** Current

**Version:** 1.5.9

**Description:**

The march|mtune|mcpu option sets the target processor core to the one specified in the option.

If none of the -march, -mtune, and -mcpu options is specified, compiler will automatically add -march=4180 to the option list.

**-mt0-t3****Architecture:** RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281**Summary:** Expand function parameter registers from four to eight**Dependency:** None**Status:** Current**Version:** 1.2.0+**Description:**

By MIPS ABI convention, only four registers, a0, a1, a2, and a3, are used to pass function parameters. When calling a function with more than four parameters, extra parameters are pushed into and popped out of the stack before and after entering the callee. There are two major drawbacks for this approach. First, incremented number of memory accesses for loading and storing these parameters will certainly degrade the performance. Second, loading data from memory has the load delay penalty and may incur cache miss, which makes things even worse. Therefore, it is beneficial to expand the number of function parameter passing registers from four to eight at the cost of breaching ABI compatibility. When -mt0-t3 option is specified, compiler will use four additional registers, t0, t1, t2, and t3, for passing function parameters. The total number of registers that are reserved for passing parameters is increased from four to eight.

NOTE: this option is not ABI compatible. If this option is used, it should be applied to all the source files in the application.

NOTE: When using inline assembly with this option enabled, users must take caution not to destroy the extra registers, t0-t4. These extra registers should be saved first if they will be used in the inline assembly codes and should be restored after use.

**-msimd****Architecture:** RLX5181, LX5280, RX5281**Summary:** Expand single instruction multiple data support**Dependency:** -mradiax**Status:** Current**Version:** 1.2.0+**Description:**

RLX5181, LX5280, and RX5281 support Single Instruction Multiple Data (SIMD) instructions. A SIMD instruction operates on multiple values contained in a single register at the same time.

Table 2.2: Built-in data type for SIMD instructions

| Type | Definition                                   | Internal Type |
|------|--|---------------|
| v2hi | typedef int v2hi __attribute__((mode(V2HI))) | VNB           |

For multa2, mulna2, madda2, and msuba2, there are three different forms for their builtin functions. The three different forms are internal1, internal2, and internal3. For internal1, the destination register is the upper 32-bit HI of the accumulator. For internal2, the destination register is the lower 32-bit LO of the accumulator. For internal3, the destination register is the entire 64-bit accumulator, HI and LO.

**-msave-restore-mmd****Architecture:** RLX5181, LX5280, RX5281**Summary:** Preserve MMD state**Dependency:** -mradiax**Status:** Current**Version:** 1.2.0+**Description:**

Table 2.3: Built-in functions defined for SIMD instructions

| Function                   | Argument 0 | Argument 1 | Return Type    |
|----------------------------|------------|------------|----------------|
| __builtin_absr2            | V2HI       | V2HI       | V2HI           |
| __builtin_addr2            | V2HI       | V2HI       | V2HI           |
| __builtin_subr2            | V2HI       | V2HI       | V2HI           |
| __builtin_min2             | V2HI       | V2HI       | V2HI           |
| __builtin_max2             | V2HI       | V2HI       | V2HI           |
| __builtin_multa2_internal1 | V2HI       | V2HI       | V2HI           |
| __builtin_multa2_internal2 | V2HI       | V2HI       | V2HI           |
| __builtin_multa2_internal3 | V2HI       | V2HI       | DI (long long) |
| __builtin_mulna2_internal1 | V2HI       | V2HI       | V2HI           |
| __builtin_mulna2_internal2 | V2HI       | V2HI       | V2HI           |
| __builtin_mulna2_internal3 | V2HI       | V2HI       | DI (long long) |
| __builtin_madda2_internal1 | V2HI       | V2HI       | V2HI           |
| __builtin_madda2_internal2 | V2HI       | V2HI       | V2HI           |
| __builtin_madda2_internal3 | V2HI       | V2HI       | DI (long long) |
| __builtin_msuba2_internal1 | V2HI       | V2HI       | V2HI           |
| __builtin_msuba2_internal2 | V2HI       | V2HI       | V2HI           |
| __builtin_msuba2_internal3 | V2HI       | V2HI       | DI (long long) |
| __builtin_sltr2            | V2HI       | SI (int)   | V2HI           |
| __builtin_sllv2            | V2HI       | SI (int)   | V2HI           |
| __builtin_srlv2            | V2HI       | SI (int)   | V2HI           |
| __builtin_srav2            | V2HI       | SI (int)   | V2HI           |

MMD is a special register that is shared among many RADIAX instructions. The state of this MMD register is crucial for two reasons: First, compiler depends on the state of this MMD register to emit the right RADIAX instruction. Second, sequence of RADIAX instructions rely on the state of this MMD register to operate correctly. During compilation, the compiler keeps track of the state of MMD register carefully. However, if users change the state of the MMD register manually, for example, loading data into the MMD register in inline assembly codes, the result might be unpredictable. The `-msave-restore-mmd` is provided to add a safe net under this situation. When `-msave-restore-mmd` is specified, compiler will automatically emit instructions that save the state of MMD register before the operation that changes its state and emit instructions that restore the state of MMD register after the operation result is retrieved.

## **-mradiax**

**Architecture:** RLX5181, LX5280, RX5281

**Summary:** Enable RADIAX support for RLX5181, LX5280, and RX5281

**Dependency:** None

**Status:** Current

**Version:** 1.2.0+

**Description:**

The `-mradiax` option enables the RADIAX support for RLX5181 and LX5280. The RADIAX instruction extensions include MAC operations, vector-addressing, and enhanced extensions to the MIPS-I ALU instructions. For RLX5181 and LX5280, `-mradiax` automatically implies `-mmac` by default.

Example 3: Example of using built-in functions

---

```
int func2(int i)
{
    return i > 0 ? i : -i;
}

typedef short v2hi __attribute__ ((vector_size (4)));

int func1()
{
    int shift_num;

    v2hi data[32];
    v2hi sumv1, sumv2;
    long long sumv3;
    int sumv0 = 0;
    int i;
    v2hi a = {1,2};
    v2hi b = {2,1};

    for (i = 0; i < 32; i++)
        data[i] = __builtin_addr2((v2hi) i, (v2hi) i);

    for (i = 0; i < 32; i++) {
        sumv1 = __builtin_madda2_internal1(data[i], data[i]);
        sumv2 = __builtin_madda2_internal2(data[i], data[i]);
        sumv3 = __builtin_madda2_internal3(sumv2, data[i]);
    }

    shift_num = func2(-6);
    sumv2 = __builtin_srav2(sumv2, shift_num);
    return (int) __builtin_subr2(sumv2, (v2hi) sumv0);
}
```

---

### **-mmac**

**Architecture:** RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Enable optional Multiply/Divide/Accumulator support

**Dependency:** None

**Status:** Current

**Version:** 1.2.0+

**Description:**

All the LX/RLX processor cores support an optional Multiply/Divide/Accumulate module (MAC-DIV) which further enhances mathematical operations. This MAC-DIV module is configurable using the lconfig utility. When -mmac option is specified, compiler will emit the instructions listed in table 2.4 whenever possible. It is users' responsibilities to ensure the MAC-DIV module exists in the target processor core.

The list of instructions for the optional MAC-DIV module is summarized as follows:

For RLX5181 and LX5280, -mradiax automatically implies -mmac by default.

### **-mcode-readable=yes/pcrel/no**

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Specify when instructions are allowed to access code

**Dependency:** None

**Status:** Current

**Version:** 1.5.0+

Table 2.4: Optional MAC-DIV instructions

| Mnemonic | Operation                  | Latency | Repeat Delay | Description  |
|----------|----------------------------|---------|--------------|--|
| MTHI     | HI <- Rs                   | -       | -            | pre-load accumulator, or restore saved HI                |
| MTLO     | LO <- Rs                   | -       | -            | pre-load accumulator, or restore saved LO                |
| MFHI     | Rd <- HI                   | 1       | -            | read accumulator, or part of 64-bit result               |
| MFLO     | Rd <- LO                   | 1       | -            | read accumulator, or part of 64-bit result               |
| MULT     | HI,LO <- Rs*Rt             | 5       | -            | 32x32 signed multiply 64-bit result                      |
| MULTU    | HI,LO <- Rs*Rt             | 5       | -            | 32x32 unsigned multiply 64-bit result                    |
| MADH     | HI <- HI+Rs[15:0]*Rt[15:0] | 3       | 0            | 16x16 signed multiply, with 32-bit signed add to accum   |
| MADL     | LO <- LO+Rs[15:0]*Rt[15:0] | 3       | 0            | 16x16 signed multiply, with 32-bit signed add to accum   |
| MAZH     | HI <- 0+Rs[15:0]*Rt[15:0]  | 3       | 0            | 16x16 signed multiply, add to pre-zeroed 32-bit accum    |
| MAZL     | LO <- 0+Rs[15:0]*Rt[15:0]  | 3       | 0            | 16x16 signed multiply, add to pre-zeroed 32-bit accum    |
| MSBH     | HI <- HI-Rs[15:0]*Rt[15:0] | 3       | 0            | 16x16 signed multiply, with 32-bit signed sub from accum |
| MSBL     | LO <- LO-Rs[15:0]*Rt[15:0] | 3       | 0            | 16x16 signed multiply, with 32-bit signed sub from accum |
| MSZH     | HI <- 0-Rs[15:0]*Rt[15:0]  | 3       | 0            | 16x16 signed multiply, sub from pre-zeroed 32-bit accum  |
| MSZL     | LO <- 0-Rs[15:0]*Rt[15:0]  | 3       | 0            | 16x16 signed multiply, sub from pre-zeroed 32-bit accum  |
| DIV      | HI <- Rs%Rt; LO<-Rs/Rt     | 35      | -            | 32 by 32 signed divide with remainder                    |
| DIVU     | HI <- Rs%Rt; LO<-Rs/Rt     | 35      | -            | 32 by 32 unsigned divide with remainder                  |

**Description:**

Specify whether GCC may generate code that reads from executable sections. There are three possible settings:

- **-mcode-readable=yes** Instructions may freely access executable sections. This is the default setting.
- **-mcode-readable=pcrel** MIPS16 PC-relative load instructions can access executable sections, but other instructions must not do so.
- **-mcode-readable=no** Instructions must not access executable sections. This option can be useful on targets that are configured to have a dual instruction/data SRAM interface but that do not automatically redirect PC-relative loads to the instruction RAM.

NOTE: RX3081 set “-mcode-readable=no” by default.

**-mgpopt|-mno-gpopt**

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Use GP-relative addressing to access small data

**Dependency:** ‘-G’, ‘-mlocal-sdata’, ‘-mextern-sdata’ **Status:** Current

**Version:** 1.5.0+

**Description:**

Use (do not use) GP-relative accesses for symbols that are known to be in a small data section; the related options are ‘-G’, ‘-mlocal-sdata’ and ‘-mextern-sdata’. ‘-mgpopt’ is the default for all configurations beside RX3081 (due to lack of `$gp`).

‘-mno-gpopt’ is useful for cases where the `$gp` register might not hold the value of symbol `__gp`. For example, if the code is part of a library that might be used in a boot monitor, programs that call boot monitor routines will pass an unknown value in `$gp`. (In such situations, the boot monitor itself would usually be compiled with ‘-G0’.)

‘-mno-gpopt’ implies ‘-mno-local-sdata’ and ‘-mno-extern-sdata’. The `-mgpopt` switch says to write all of the data declarations before the instructions in the text section, this allows the MIPS assembler to generate one word memory references instead of using two words for short global or static data items. This is on by default if optimization is selected.

## Compiler Options

### **-ftword**

**Architecture:** RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Enable load/store twin-word instruction, ltw or lt/st

**Dependency:** None

**Status:** Current

**Version:** 1.2.4+

**Description:**

When -ftword is specified, compiler will emit ltw (RLX4181) instruction or lt (RLX5181/LX5280) instruction instead of a sequence of load byte and shift instructions whenever possible. Likewise, when -ftword is specified, compiler will emit st (RLX5181/LX5280) instruction instead of a sequence of store byte and shift instructions whenever possible. These options are added since RSDK 1.2.4.

### **-ftword-stack**

**Architecture:** RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Enable twin-word instructions in function prologue/epilogue

**Dependency:** None

**Status:** Current

**Version:** 1.2.4+

**Description:**

When -ftword-stack is specified, compiler will emit lt/ltw instruction instead of a sequence of load byte and shift instructions whenever possible during function calling. This option is added since RSDK 1.2.0.

### **-frlxcov**

**Architecture:** RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Put the code coverage initialization symbols in section .rlxcov instead of .ctors

**Dependency:** None

**Status:** Current

**Version:** 1.5.0+

**Description:**

When -frlxcov is specified, compiler will emit codes to do coverage analysis for basic blocks. This option is similar to the combination of '-fprofile-arcs -ftest-coverage' except that it uses the RSDK supplemental library which supports remote file I/O over GDB remote serial protocol.

The coverage analysis codes will be placed in **.rlxcov** section. Therefore, the linker script must be modified to explicitly allocate the **.rlxcov** section.

The '-fprofile-arcs -ftest-coverage' options have been reverted to comply with GNU standard. If specified, the standard GNU code coverage analysis will be used. Please refer to GNU website for more information.

### **-fdafile-relative**

**Architecture:** RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Put gcda file in relative instead of absolute path

**Dependency:** -fprofile-arcs -ftest-coverage

**Status:** New

**Version:** 1.2.7+

**Description:**



By default, GCOV generates .da file in the path where the source files reside. When this option is specified, GCOV will generate .da file in the path where the executable is invoked.

subsection\*-fmerge-constants **Architecture:** LX4180, RLX4181, RLX5181, LX5280

**Summary:** Attempt to merge identical string constants across compilation units

**Dependency:** -O and above

**Status:** Current

**Version:** 1.5.0+

**Description:**

If this option is enabled, GCC will attempt to merge identical string literals and float point constants across compilation units by putting string literals and/or floating point constants in dedicate sections **.rodata.str1.4** and **.rodata.cst4**. The benefit is that the code size can be reduced because duplicate constants are removed. For Linux kernel 2.4, the magnitude of reduction in code size and in memory footprint is in the order of mega bytes.

In GCC version 4, this option is turned on by default for optimized compilation if the assembler and linker support it. This option was enabled at levels -O, -O2, -O3, and -Os. In other words, if optimization is turned on, the compiler will remove duplicate constants by merging them into dedicate sections.

NOTE: If this option is turned on, the linker script must explicitly include the two dedicate sections .rodata.str1.4 and .rodata.cst4 if they are not already dealt with. Example is shown as follows:

```
. . . .

.data      :
{
    __fdata = . ;
    *(.data)

    *(.rodata.cst4)          /* merged constant */
    *(.rodata.str1.4)       /* merged string literals */

    /* Align the initial ramdisk image (INITRD) on page boundaries. */
    . = ALIGN(4096);
    __rd_start = .;
    *(.initrd)
    __rd_end = .;
    . = ALIGN(4096);

    CONSTRUCTORS
}

. . . .
```

### **-fuse-uls**

**Architecture:** RLX4181, RX4281, RLX5181, RX5281

**Summary:** Enable unaligned load/store instructions

**Dependency:** None

**Status:** Current

**Version:** 1.5.0+

**Description:**

When this option is specified, GCC will generate unaligned load/store instructions whenever possible.

### **-ffix-bdsl**

**Architecture:** RX4281, RX5281

**Summary:** Fix Branch-Delay-Slot-Load (BDSL) issue

**Dependency:** None

**Status:** Current

**Version:** 1.5.5p1+

**Description:**

This option is only for Taroko processors (prior to v1.3) to fix the known issues: Branch-Delay-Slot-Load (BDSL) and immediate boundary problem. When this option is specified, the compiler will do following fix and detection:

- Avoid to load instruction in branch delay slot at mips1 mode.
- Avoid to put any instruction in branch delay slot at mips16 mode.
- Raises warning to user if BDSL issue occur at noreorder section (assembly).
- Auto-extend mips16 instruction as 32-bit for inappropriate immediate boundary value.

### **-fuse-balx**

**Architecture:** RX4281, RX5281

**Summary:** Use bx/balx for fast ISA mode switch

**Dependency:** None

**Status:** New

**Version:** 1.5.9+

**Description:**

This option enable the use of bx/balx instructions for fast ISA mode switch, which is supported only for Taroko processors posterior to v1.4.

## **Warning Options**

### **-Wpossible-load-use**

**Architecture:** RLX4081, LX4180, RLX4181, RLX5181

**Summary:** Warning for potential load-use

**Dependency:** None

**Status:** New

**Version:** 1.5.5p3+

**Description:**

When this option is specified, the assembler outputs warning for the load instruction at branch delay slot. For the processors without hardware-interlock support, a load instruction at branch delay slot, it may be used by the next instruction at the target address. Therefore these load instructions have potential load-use issue.

### **-Wmissing-delay-slot**

**Architecture:** RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Warning for missing delay slot

**Dependency:** None

**Status:** New

**Version:** 1.5.7

**Description:**

When this option is specified, the compiler passes ‘-warn-missing-delay-slot’ option to the assembler, and the assembler outputs warning for the load instruction at the end of assembly fragment (such as the end of section, before a new directive). This means, check the missing instruction for delay slot for user.

## Profiling Options

### -pg

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Enable general program profiling

**Dependency:** None

**Status:** Current

**Version:** 1.5.0+

**Description:**

When this option is specified, compiler will emit instructions in functions prologue and epilogue to jump to the predefined profiling functions for general program profiling, e.g. user applications. These two options are identical.

## Attributes

### `__attribute__((far_call))`

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Mark the specified function as a long jump

**Dependency:** None

**Status:** Current

**Version:** 1.2.0+

**Description:**

By default, the range for a jump instruction is within 256MB. If the jump target is more than 256MB away, then a single jump instruction can not reach the desired target. In this case, the jump instruction must be modified to a load and a jump instructions. The former loads the target address to a specific register and the later does the actual jump to the address stored in that register. By using the `far_call` attribute, users can explicitly specify certain functions as long jumps and compiler will emit the right instructions when these functions are called.

---

Program 1: Example of using `__attribute__((far_call))`

```
int func() __attribute__((far_call))

int func()
{
    ....
}

int myfunc()
{
    ....
    func();
}
```

---

The purpose of attribute is similar to that of the compiler option `-mlong-calls`. The difference is that the compiler option, `-mlong-calls`, applies to all the functions in the application, while `__attribute__((far_call))` allows users to do finer control and apply to specific functions only.

### `__attribute__((mips16))`

### `__attribute__((nomips16))`

**Architecture:** RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Mark the specified function to be compiled in MIPS16/NONMIPS16 mode

**Dependency:** None

**Status:** Current

**Version:** 1.5.0+

**Description:**

The `__attribute__((mips16))` enables users to insert MIPS16 codes into MIPS1 applications without compiling the entire source as a MIPS16 code. In other words, with this attribute, users can fine control certain functions to be in MIPS16 mode and balance the trade-off between code performance and code size.

Likewise, the `__attribute__((nomips16))` enables users to insert MIPS1 codes into MIPS16 applications without compiling the entire source as a MIPS1 code.

The example is shown in program 2.

---

Program 2: Example of using `__attribute__((mips16))`

---

```
int __attribute__((mips16)) func1()
{
    ....
}

int func2()
{
    ....
}

int myfunc()
{
    ....      /* MIPS32 mode */
    func1(); /* MIPS16 mode */
    func2(); /* MIPS32 mode */
    ....      /* MIPS32 mode */
}
```

---

NOTE: RX3081 is always on MIPS16 mode.

NOTE: the compilation time will increase as the number of functions with MIPS16 attribute increases. The overhead is introduced by testing and switching between MIPS1 and MIPS16 mode on a per function basis. If the majority of the functions in a C file are MIPS16, users should consider compiling the entire file in MIPS16 mode using the `-mips16` compiler option.

## Preprocessor definitions

**-D\_RSDK\_|\_RSDK\_v15\_|\_RSDK\_|\_RSDK\_v15\_**

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Define identifier for toolchain

**Dependency:** None

**Status:** New

**Version:** 1.5.0+

**Description:**

This identifier provides preprocessor identification for toolchain and toolchain version. For users who need to tune the source code between toolchain (such as MSDK and RSDK) and toolchain version (such as RSDK-1.3 and RSDK-1.5).

**-D\_\_m3081|\_\_m4081|\_\_m4180|\_\_m4181|\_\_m4281|\_\_m5181|\_\_m5280|\_\_m5281****Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281**Summary:** Define identifier for each processor**Dependency:** None**Status:** Current**Version:** 1.5.0+**Description:**

Due to differences among the ISAs of Realtek's processor cores, users may need fine-tune certain code segments for each core, e.g. fine-tune machine-dependent codes using inline assembly. When the target processor is set by specifying `-march|mtune|mcpu`, compiler will automatically add the corresponding preprocessor identifier for users to separate machine-dependent codes in the same segment. The preprocessor identifiers are shown in table 2.5.

Table 2.5: Preprocessor definition mapping

| Processor Core           | Preprocessor definition |
|--------------------------|-------------------------|
| <code>-march=3081</code> | <code>-D__m3081</code>  |
| <code>-march=4081</code> | <code>-D__m4081</code>  |
| <code>-march=4180</code> | <code>-D__m4180</code>  |
| <code>-march=4181</code> | <code>-D__m4181</code>  |
| <code>-march=4281</code> | <code>-D__m4281</code>  |
| <code>-march=5181</code> | <code>-D__m5181</code>  |
| <code>-march=5280</code> | <code>-D__m5280</code>  |
| <code>-march=5281</code> | <code>-D__m5281</code>  |

Program 3: Example of using preprocessor definitions

```

#ifdef __m4180
    machine-dependent code for 4180
#endif

#ifdef __m4181
    machine-dependent code for 4181
#endif

#ifdef __m5181
    machine-dependent code for 5181
#endif

#ifdef __m5280
    machine-dependent code for 5280
#endif

```

**-D\_\_rlx\_gprlock|\_\_rlx\_no\_gprlock****Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281**Summary:** Define identifier for hardware-interlock support**Dependency:** None**Status:** Current**Version:** 1.5.7+**Description:**

This identifier is used to checking the specified processor has hardware-interlock support or not. For the processors without hardware-interlock support, users have to note the load-use issue when writing assembly. The preprocessor identifiers are shown in table 2.6.

Table 2.6: Preprocessor definition for hardware interlock

| Processor Core                  | Preprocessor definition |
|---------------------------------|-------------------------|
| -march=3081 4081 4180 4181 5181 | -D__rlx_no_gprlock      |
| -march=4281 5280 5281           | -D__rlx_gprlock         |

---

Program 4: Example of using interlock preprocessor definitions

```
foo:
    lw      $4, 0x0($sp)
#ifdef __rlx_gprlock
    nop
#endif
    addu    $3, $4, $5
```

---

### **-D\_\_USE\_ULS\_\_|\_\_FIX\_BDSL\_\_**

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Define identifier for compilation option

**Dependency:** None

**Status:** New

**Version:** 1.5.7+

**Description:**

These identifier are used to checking a compilation option for a hardware feature is enabled or disabled. Now we support preprocessor identifications for compilation option ‘-fuse-uls’ and ‘-ffix-bdsl’.

## Chapter 3 Binutils

The binutils tool set is based on the GNU binutils package. The binutils tool set includes assembler, linker, and object file manipulation utilities, such as `ar`, `nm`, `objdump`, and `objcopy`. In RSDK 4.6.4, the binutils has been upgraded from version 2.19 to 2.22 to provide a more reliable and a more stable development environment for both MIPS1 and MIPS16 applications.

The list of changes is summarized in the following subsections.

### Assembler

**-march=3081|4081|4180|4181|4281|5181|5280|5281**

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Set the target processor core

**Status:** Current

**Description:**

The `-march` option sets the target processor core to the one specified in the option.

If none of the `-march` option is specified, the assembler will automatically add `-march=4180` to the option list.

### MIPS1 and MIPS16 ISA mode

RSDK assembler (GNU AS) supports writing assembly in mips1 and mips16 ISA-mode: the directive `.set mips16` puts the assembler into MIPS 16 mode, and use `.set nomips16` to return to normal 32 bit mode.

RSDK linker (GNU LD) can automatically link mixed mips1 and mips16 objects and automatically translate jump instructions to fit the ISA-mode of target symbols (such as `jal` → `jalx`). Here list the jump instructions that support cross ISA-mode jump:

- `jr` and `jalr`: the LSB of jump register is used to determine the ISA mode (0: MIPS1, 1: MIPS16), and the value of jump register are set by linker (symbol relocation).
- `jalx/jal`: `jal` is automatically translated to `jalx` when caller and callee belong to different ISA-modes.

NOTE: other branch and jump instruction (such as `j` and `bal`) don't support cross ISA-mode jumps and linker will raise error for that.

### Load-Use Detection

Load-use detection is enabled automatically for the processors without hardware-interlock (RLX4081, LX4180, RLX4181, and RLX5181). For a reorder section, the assembler inserts appropriate `nop` to avoid using a register before finishing loading its value. For a nonreorder section, the assembler outputs warning for the inappropriate load-use instructions.

---

Program 5: Example of load-use detection

---

```
----- file test.s -----
        .set noreorder
foo:
        lw      $4, 0x0($sp)
        addu    $3, $4, $5
bar:
        nop
-----

% mips-elf-as -march=4181 test.s

test.s: Assembler messages:
test.s:4: Warning: LOAD-USE: regno=4
```

---

### **-ffix-bdsl**

This option is only for Taroko processors (prior to v1.3) to fix the known issues: Branch-Delay-Slot-Load (BDSL) and immediate boundary problem. When this option is specified, the assembler will do following fix and detection:

- Not put load instruction in branch delay slot at mips1 mode.
- Not put any instruction in branch delay slot at mips16 mode.
- Raises warning to user if BDSL issue occur at noreorder section (assembly).
- Auto-extend mips16 instruction as 32-bit for inappropriate immediate boundary value.

---

Program 6: Example of BDSL

---

```
        .set noreorder
foo:
        li      $3, 0x1
        li      $2, 0x1
        li      $4, 0x1
        bne     $3, $2, bar
        lw      $4, 0x0($sp)
bar:
        bne     $4, $2, bar
        addu    $5, $4, $3
        nop
```

---

### **-warn-possible-load-use**

When this option is specified, the assembler outputs warning for the load instruction at branch delay slot. For the processors without hardware-interlock support, a load instruction at branch delay slot, it may be used by the next instruction at the target address. Therefore these load instructions have potential load-use issue.

### **-warn-missing-delay-slot**

When this option is specified, the assembler outputs warning for the load instruction at the end of assembly fragment (such as the end of section, before a new directive). This means, check the missing instruction for delay slot for user.



Program 7: A potential load-use case

```

        .set noreorder
foo:
    ...
    bne     $3, $2, bar
    lw      $4, 0x0($sp)
    ...
bar:
    addu    $5, $4, $3
    nop

```

Program 8: An example of missing delay-slot

```

        .set noreorder
foo:
    ...
    bne     $3, $2, bar
bar:
    addu    $5, $4, $3

```

## Objdump

**-mmips:3081|4081|4180|4181|4281|5181|5280|5281**

**Architecture:** RX3081, RLX4081, LX4180, RLX4181, RX4281, RLX5181, LX5280, RX5281

**Summary:** Set the target processor core

**Status:** Current

**Description:**

The -mmips option specifies the target ISA for the objdump utility. The default ISA is set as RX5281. The usage is shown in program 9.

Program 9: Objdump Example

```

rsdk-elf-objdump -d -mmips:3081 file.o
rsdk-elf-objdump -Dr file.o
rsdk-elf-objdump -DR share.so

```

## Run-Time OPCODE Table

In RSDK 4.6.4, binutils has been patched to support dynamic opcode tables. This is done by storing the opcode table in an external file and by loading the external file during run-time. The Run-Time opcode table mechanism enables a single toolchain to support multiple instruction sets. This feature is useful for projects with custom engines and user defined instructions.

An example of opcode table is shown as follows:

```

/* These instructions appear first so that the disassembler will find
   them first. The assemblers uses a hash table based on the
   instruction name anyhow. */
name,      args,      match,      mask,      pinfo,      pinfo2,      membership

```

```
{ "pref",      "k,o(b)",    0xcc000000, 0xfc000000, RD_b,      0,      I4|I32|G3},
{ "prefx",    "h,t(b)",    0x4c00000f, 0xfc0007ff, RD_b|RD_t, 0,      I4|I33},
{ "nop",      "",          0x00000000, 0xffffffff, 0,      INSN2_ALIAS,I1}
```

## Instruction Fields

Each instruction in the opcode table contains seven arguments. They are **name**, **args**, **match**, **mask**, **pinfo**, **pinfo2**, and **membership**. These seven arguments define the mnemonic name and the format, as well as information for encoding and decoding for an instruction. The detail for each argument is explained in the following subsection.

- **name:**

This field is the name of the instruction.

- **args:**

This field is a string describing the arguments for this instruction.

These are the characters which may appear in the args field of an instruction. They appear in the order in which the fields appear when the instruction is used. Commas and parentheses in the args string are ignored when assembling, and written into the output when disassembling.

Each of these characters corresponds to a mask field defined above.

```
"1" 5 bit sync type (OP_*_SHAMT)
"<" 5 bit shift amount (OP_*_SHAMT)
">" shift amount between 32 and 63, stored after subtracting 32 (OP_*_SHAMT)
"a" 26 bit target address (OP_*_TARGET)
"b" 5 bit base register (OP_*_RS)
"c" 10 bit breakpoint code (OP_*_CODE)
"d" 5 bit destination register specifier (OP_*_RD)
"h" 5 bit prefix hint (OP_*_PREFIX)
"i" 16 bit unsigned immediate (OP_*_IMMEDIATE)
"j" 16 bit signed immediate (OP_*_DELTA)
"k" 5 bit cache opcode in target register position (OP_*_CACHE)
    Also used for immediate operands in vr5400 vector insns.
"o" 16 bit signed offset (OP_*_DELTA)
"p" 16 bit PC relative branch target address (OP_*_DELTA)
"q" 10 bit extra breakpoint code (OP_*_CODE2)
"r" 5 bit same register used as both source and target (OP_*_RS)
"s" 5 bit source register specifier (OP_*_RS)
"t" 5 bit target register (OP_*_RT)
"u" 16 bit upper 16 bits of address (OP_*_IMMEDIATE)
"v" 5 bit same register used as both source and destination (OP_*_RS)
"w" 5 bit same register used as both target and destination (OP_*_RT)
"U" 5 bit same destination register in both OP_*_RD and OP_*_RT
    (used by clo and clz)
"C" 25 bit coprocessor function code (OP_*_COPZ)
"B" 20 bit syscall/breakpoint function code (OP_*_CODE20)
"J" 19 bit wait function code (OP_*_CODE19)
"x" accept and ignore register name
"z" must be zero register
"K" 5 bit Hardware Register (rdhwr instruction) (OP_*_RD)
"+A" 5 bit ins/ext/dins/dext/dinsm/dextm position, which becomes
    LSB (OP_*_SHAMT).
Enforces: 0 <= pos < 32.
"+B" 5 bit ins/dins size, which becomes MSB (OP_*_INSMBSB).
Requires that "+A" or "+E" occur first to set position.
Enforces: 0 < (pos+size) <= 32.
"+C" 5 bit ext/dext size, which becomes MSBD (OP_*_EXTMSBD).
Requires that "+A" or "+E" occur first to set position.
Enforces: 0 < (pos+size) <= 32.
```

(Also used by "dext" w/ different limits, but limits for that are checked by the M\_DEXT macro.)

"E" 5 bit dinsu/dextu position, which becomes LSB-32 (OP\_\*\_SHAMT).  
Enforces:  $32 \leq \text{pos} < 64$ .

"F" 5 bit "dinsm/dinsu" size, which becomes MSB-32 (OP\_\*\_INSMBSB).  
Requires that "+A" or "+E" occur first to set position.  
Enforces:  $32 < (\text{pos} + \text{size}) \leq 64$ .

"G" 5 bit "dextm" size, which becomes MSBD-32 (OP\_\*\_EXTMSBD).  
Requires that "+A" or "+E" occur first to set position.  
Enforces:  $32 < (\text{pos} + \text{size}) \leq 64$ .

"H" 5 bit "dextu" size, which becomes MSBD (OP\_\*\_EXTMSBD).  
Requires that "+A" or "+E" occur first to set position.  
Enforces:  $32 < (\text{pos} + \text{size}) \leq 64$ .

#### Floating point instructions:

"D" 5 bit destination register (OP\_\*\_FD)  
"M" 3 bit compare condition code (OP\_\*\_CCC) (only used for mips4 and up)  
"N" 3 bit branch condition code (OP\_\*\_BCC) (only used for mips4 and up)  
"S" 5 bit fs source 1 register (OP\_\*\_FS)  
"T" 5 bit ft source 2 register (OP\_\*\_FT)  
"R" 5 bit fr source 3 register (OP\_\*\_FR)  
"V" 5 bit same register used as floating source and destination (OP\_\*\_FS)  
"W" 5 bit same register used as floating target and destination (OP\_\*\_FT)

#### Coprocessor instructions:

"E" 5 bit target register (OP\_\*\_RT)  
"G" 5 bit destination register (OP\_\*\_RD)  
"H" 3 bit sel field for (d)mtc\* and (d)mfc\* (OP\_\*\_SEL)  
"P" 5 bit performance-monitor register (OP\_\*\_PERFREG)  
"e" 5 bit vector register byte specifier (OP\_\*\_VECBYTE)  
"% " 3 bit immediate vr5400 vector alignment operand (OP\_\*\_VECALIGN)  
see also "k" above  
"+D" Combined destination register ("G") and sel ("H") for CP0 ops,  
for pretty-printing in disassembly only.

#### Macro instructions:

"A" General 32 bit expression  
"I" 32 bit immediate (value placed in imm\_expr).  
"+I" 32 bit immediate (value placed in imm2\_expr).  
"F" 64 bit floating point constant in .rdata  
"L" 64 bit floating point constant in .lit8  
"f" 32 bit floating point constant  
"l" 32 bit floating point constant in .lit4

MDMX instruction operands (note that while these use the FP register fields, they accept both \$fN and \$vN names for the registers):

"O" MDMX alignment offset (OP\_\*\_ALN)  
"Q" MDMX vector/scalar/immediate source (OP\_\*\_VSEL and OP\_\*\_FT)  
"X" MDMX destination register (OP\_\*\_FD)  
"Y" MDMX source register (OP\_\*\_FS)  
"Z" MDMX source register (OP\_\*\_FT)

#### DSP ASE usage:

"2" 2 bit unsigned immediate for byte align (OP\_\*\_BP)  
"3" 3 bit unsigned immediate (OP\_\*\_SA3)  
"4" 4 bit unsigned immediate (OP\_\*\_SA4)  
"5" 8 bit unsigned immediate (OP\_\*\_IMM8)  
"6" 5 bit unsigned immediate (OP\_\*\_RS)  
"7" 2 bit dsp accumulator register (OP\_\*\_DSPACC)  
"8" 6 bit unsigned immediate (OP\_\*\_WRDSP)

```
"9" 2 bit dsp accumulator register (OP_*_DSPACC_S)
"0" 6 bit signed immediate (OP_*_DPSFT)
":" 7 bit signed immediate (OP_*_DPSFT_7)
"'" 6 bit unsigned immediate (OP_*_RDDSP)
"@ " 10 bit signed immediate (OP_*_IMM10)

MT ASE usage:
"! " 1 bit usermode flag (OP_*_MT_U)
"$ " 1 bit load high flag (OP_*_MT_H)
"* " 2 bit dsp/smartmips accumulator register (OP_*_MTACC_T)
"& " 2 bit dsp/smartmips accumulator register (OP_*_MTACC_D)
"g " 5 bit coprocessor 1 and 2 destination register (OP_*_RD)
"+t " 5 bit coprocessor 0 destination register (OP_*_RT)
"+T " 5 bit coprocessor 0 destination register (OP_*_RT) - disassembly only

Other:
"()" parens surrounding optional value
"," separates operands
"[]" brackets around index for vector-op scalar operand specifier (vr5400)
"+" Start of extension sequence.

Characters used so far, for quick reference when adding more:
"1234567890"
"%[ ]<> ( ) , + : ' @ ! $ * & "
"ABCDEFGHIJKLMNOPQRSTUVWXYZ"
"abcdefghijklmnopqrstuvwxyz"

Extension character sequences used so far ("+" followed by the
following), for quick reference when adding more:
"1234"
"ABCDEFGHIIPQSTX"
"pstx"
```

- **match:**

The basic opcode for the instruction. When assembling, this opcode is modified by the arguments to produce the actual opcode that is used. If pinfo is INSN\_MACRO, then this is 0.

- **mask:**

If pinfo is not INSN\_MACRO, then this is a bit mask for the relevant portions of the opcode when disassembling. If the actual opcode anded with the match field equals the opcode field, then we have found the correct instruction. If pinfo is INSN\_MACRO, then this field is the macro identifier.

- **pinfo:**

For a macro, this is INSN\_MACRO. Otherwise, it is a collection of bits describing the instruction, notably any relevant hazard information.

These are the bits which may be set in the pinfo field of an instructions, if it is not equal to INSN\_MACRO.

```
WR_d: /* Modifies the general purpose register in OP_*_RD. */
WR_t: /* Modifies the general purpose register in OP_*_RT. */
WR_31: /* Modifies general purpose register 31. */
WR_D: /* Modifies the floating point register in OP_*_FD. */
WR_S: /* Modifies the floating point register in OP_*_FS. */
WR_T: /* Modifies the floating point register in OP_*_FT. */
RD_s: /* Reads the general purpose register in OP_*_RS. */
RD_t: /* Reads the general purpose register in OP_*_RT. */
RD_S: /* Reads the floating point register in OP_*_FS. */
RD_T: /* Reads the floating point register in OP_*_FT. */
RD_R: /* Reads the floating point register in OP_*_FR. */
WR_CC: /* Modifies coprocessor condition code. */
RD_CC: /* Reads coprocessor condition code. */
```

```

/* TLB operation. */
#define INSN_TLB 0x00002000
RD_C0: /* Reads coprocessor register other than floating point register. */
RD_C1: /* Reads coprocessor register other than floating point register. */
RD_C2: /* Reads coprocessor register other than floating point register. */
RD_C3: /* Reads coprocessor register other than floating point register. */

/* Instruction loads value from memory, requiring delay. */
#define INSN_LOAD_MEMORY_DELAY 0x00008000

/* Instruction loads value from coprocessor, requiring delay. */
#define INSN_LOAD_COPROC_DELAY 0x00010000
/* Instruction has unconditional branch delay slot. */
#define INSN_UNCOND_BRANCH_DELAY 0x00020000
/* Instruction has conditional branch delay slot. */
#define INSN_COND_BRANCH_DELAY 0x00040000
/* Conditional branch likely: if branch not taken, insn nullified. */
#define INSN_COND_BRANCH_LIKELY 0x00080000
/* Moves to coprocessor register, requiring delay. */
#define INSN_COPROC_MOVE_DELAY 0x00100000
/* Loads coprocessor register from memory, requiring delay. */
#define INSN_COPROC_MEMORY_DELAY 0x00200000
/* Reads the HI register. */
#define INSN_READ_HI 0x00400000
/* Reads the LO register. */
#define INSN_READ_LO 0x00800000
/* Modifies the HI register. */
#define INSN_WRITE_HI 0x01000000
/* Modifies the LO register. */
#define INSN_WRITE_LO 0x02000000
/* Takes a trap (easier to keep out of delay slot). */
#define INSN_TRAP 0x04000000
/* Instruction stores value into memory. */
#define INSN_STORE_MEMORY 0x08000000
/* Instruction uses single precision floating point. */
#define FP_S 0x10000000
/* Instruction uses double precision floating point. */
#define FP_D 0x20000000
/* Instruction is part of the tx39's integer multiply family. */
#define INSN_MULT 0x40000000
/* Instruction synchronize shared memory. */
#define INSN_SYNC 0x80000000

/* These are the bits which may be set in the pinfo2 field of an
   instruction. */

/* Instruction is a simple alias (I.E. "move" for daddu/addu/or) */
#define INSN2_ALIAS 0x00000001
/* Instruction reads MDMX accumulator. */
#define INSN2_READ_MDMX_ACC 0x00000002
/* Instruction writes MDMX accumulator. */
#define INSN2_WRITE_MDMX_ACC 0x00000004

/* UDI instruction */
#define INSN2_UDI 0x00100000
/* DMP CEI - identify an opcode is DMP CEI or not. */
#define INSN2_DMP_CEI 0x00200000
#define INSN2_TWORD_LOAD 0x00400000
#define INSN2_TWORD_USE 0x00800000

```

```
#define INSN2_EXTEND_ONLY          0x01000000

/* Instruction is actually a macro. It should be ignored by the
   disassembler, and requires special treatment by the assembler. */
#define INSN_MACRO                  0xffffffff

/* Masks used to mark instructions to indicate which MIPS ISA level
   they were introduced in. ISAs, as defined below, are logical
   ORs of these bits, indicating that they support the instructions
   defined at the given level. */
```

- **pinfo2:**

A collection of additional bits describing the instruction.

- **membership:**

A collection of bits describing the instruction sets of which this instruction or macro is a member.

For RLX processor cores, the following ISA sets are defined:

- ISA\_RLX4180
- ISA\_RLX4181
- ISA\_RLX5181
- ISA\_RLX5280

## Custom UDI Instructions

To add custom UDI instructions to the binutils, a text-based UDI instruction table must be constructed. This UDI instruction table is used to encode assembly code and to decode between machine object code.

### UDI Instruction File

Example UDI instruction file is shown as follows:

```
/*
 * RLX UDI instruction list.
 */
struct mips_opcode rlx_udi_opcodes[] =
{
/* Lexra opcode extensions. Register mode */
{"udi0",      "d,v,t",      0x00000038, 0xfc0007ff, WR_d|RD_s|RD_t, INSN2_UDI, RUDI
},
{"udi1",      "d,v,t",      0x0000003a, 0xfc0007ff, WR_d|RD_s|RD_t, INSN2_UDI, RUDI
},
{"udi2",      "d,v,t",      0x0000003b, 0xfc0007ff, WR_d|RD_s|RD_t, INSN2_UDI, RUDI
},
{"udi3",      "d,v,t",      0x0000003c, 0xfc0007ff, WR_d|RD_s|RD_t, INSN2_UDI, RUDI
},
{"udi4",      "d,v,t",      0x0000003e, 0xfc0007ff, WR_d|RD_s|RD_t, INSN2_UDI, RUDI
},
{"udi5",      "d,v,t",      0x0000003f, 0xfc0007ff, WR_d|RD_s|RD_t, INSN2_UDI, RUDI
},

/* Lexra opcode extensions. Immediate mode */
{"udi0i",     "t,r,j",      0x60000000, 0xfc000000, WR_t|RD_s, INSN2_UDI, RUDI
},
{"udili",     "t,r,j",      0x64000000, 0xfc000000, WR_t|RD_s, INSN2_UDI, RUDI
},
{"udi2i",     "t,r,j",      0x68000000, 0xfc000000, WR_t|RD_s, INSN2_UDI, RUDI
},
},
```

```
{ "udi3i",          "t,r,j",          0x6c000000, 0xfc000000, WR_t|RD_s, INSN2_UDI, RUDI
}
};
```

### Instruction File Manipulation

The manipulation of ISA file is done via a utility program, `rsdk-elf-opcutil`, which is shipped with the RSDK toolchain package.

The usage of `rsdk-elf-opcutil` is shown as follows:

```
sh% ./rsdk-elf-opcutil

RLX Binutils OPCODE Util v1.4

usage: ./rsdk-elf-opcutil [-h|v] [-i [isa.bin]] [-r isa.bin]
      -h: help
      -l: list opcode table tags
      -d: show ISA info of the default file
      -i: show ISA info of the file
      -r: replace opcode table
      -v: verbose output
```

- **-l:** the `-l` option lists the current supported opcode tables. The output includes name, description, number of ISA, and number of UDI instructions of each opcode table. Example is shown as follows:

```
sh% ./rsdk-elf-opcutil -l

RLX Binutils OPCODE Util v1.5

optree[0] = RLX, RLX opcode v1.5 rev 2, num_isa = 1732, num_rlx = 273, num_udi = 10
optree[1] = VENUS, DVR-VENUS opcode v1.5 rev 3, num_isa = 1732, num_rlx = 273, num_udi
optree[2] = MARS, DVR-MARS opcode v1.5 rev 3, num_isa = 1732, num_rlx = 273, num_udi
optree[3] = JUPITER, DVR-JUPITER opcode v1.5 rev 10 (20091207), num_isa = 1732, num_r
optree[4] = SATURN, DVR-SATURN opcode v1.5 rev 10 (20100129), num_isa = 1732, num_rlx
optree[5] = DARWIN, TV-DARWIN opcode v1.5 rev 10 (20100601), num_isa = 1732, num_rlx
optree[6] = MERCURY, MERCURY opcode v1.5 rev 10 (20101109), num_isa = 1732, num_rlx =
optree[7] = NIKE, DVR-NIKE opcode v1.5 rev 10 (20111220), num_isa = 1732, num_rlx = 2
optree[8] = MAGELLAN, TV-MAGELLAN opcode v1.5 rev 10 (20120704), num_isa = 1732, num_
```

Note that some instructions not support by RLX, LX, and RX processors will be automatically stripped by `genopc` (such as instruction `abs.ps` for Loongson 2), so we can actually get smaller opcode table than `opcutil` displays.

- **-d:** the `-d` option shows details of the current opcode table. The output includes the file name, tag, number of ISA, and number of UDI instructions of the opcode table. Example is shown as follows:

```
sh% ./rsdk-elf-opcutil -d

RLX Binutils OPCODE Util v1.5

Filename: ../mips-elf/bin/rlxisa.bin
TAG: RLX opcode v1.5 rev 2
ISA: 1060 instructions
UDI: 10 instructions
```

- **-i**: the -i option shows details of the specified opcode file. The output includes the file name, tag, number of ISA, and number of UDI instructions of the opcode table. Example is shown as follows:

```
sh% ./rsdk-elf-opcutil -i rlxisa-mars.bin
```

```
Filename: rlxisa-mars.bin
TAG: DVR-MARS opcode v1.5 rev 3
ISA: 1070 instructions
UDI: 252 instructions
```

- **-r**: the -r option replaces the current opcode table file with the specified opcode tag. Users can use -l option to find out the supported opcode tags.

```
sh% ./rsdk-elf-opcutil -r VENUS
```

```
RLX Binutils OPCODE Util v1.5
```

```
Changing default opcode table to VENUS ...
Filename: rlxisa.bin
TAG: DVR-VENUS opcode v1.5 rev 3
ISA: 1070 instructions
UDI: 89 instructions
```



## Chapter 4 GDB

GDB is the GNU project debugger, The purpose is to allow you to see what is going on "inside" another program while it executes or what another program was doing at the moment it crashed.

In RSDK 4.6.4 , gdb has been upgraded to 7.2.91 for performance improvement and bug fixes. In addition, some special functions been added for it. The new functions are summarized in the following subsections.

### Register Groups

We add new commands to show In-house processor's registers in groups, the register groups include: general, float, system, cp0, lxc0, cp3, radiax. The related commands are:

- info registers general.
- info registers float.
- info registers system.
- info registers cp0.
- info registers lxc0.
- info registers cp3.
- info registers radiax.

### Show Register Detail

Some configure registers have complex bit-filed function design, but GDB can only give the value of the register. So we want to print the detail information of a register's bit-fileds. No new command added, the detail information be printed by "info register \$register\_name":

```
. . . .
(gdb) i r \ $pc
pc: 0x80001168
(gdb) i r \ $Status
Status: 0x20000000
[31-28] [27-23] [22] [21-16] [15-8] [7-6] [5] [4] [3] [2] [1] [0]
CU[3:0] --- BEV --- IM[7:0] --- KUo IEo KUp IEp KUc IEc
      2      0      0      0      0      0      0      0      0      0      0      0
(gdb) i r \ $EntryHi
EntryHi: 0x80000000
[31-12] [11-6] [5-0]
VPN ASID ---
80000      0      0
. . . .
```

# Record And Repaly For RLX-VM

When GDB work with RLX-VM, some commands supplied if RLX-VM can be recorded and replayed. In this case, GDB only supply user commands, the mainly function is implemented by the record/replay server and OS kernel module. For more detail information about that, please refer to chapter 8 of RLX-VM's UserGuide: Record and replay. The related commands are listed below:

## **enable rlxvm-record host:port**

Enable record and replay function. The target of GDB must be remote when doing this. GDB will connect to record server and create a save point at the first stop point of the program being debugged. In addition to the first save point, user can use GDB commands to create save points when GDB stops, or tell GDB to create save points automatically for every special time interval if the program needs to run a long time before stopping. We cannot create duplicated save points at one simulate time of RLX-VM.

## **show rlxvm-record-status**

Show if recording function is enable.

## **disable rlxvm-record**

Disable record and replay function. GDB will disconnect from record server.

## **set rlxvm-recordtime-interval 'seconds'**

Set the time interval to create save point automatically when the program is running, default value is 5s (host time).

## **show rlxvm-recordtime-interval**

Show the time interval to create save point automatically when the program is running.

## **set rlxvm-recordfile-limit 'size\_limit'**

Set total size of save points(in MB). GDB checks it when a new save point be created, if the total size of save points is bigger than 'size\_limit', the second one (accord to the simulate time of RLX-VM) will be deleted. The unit is not needed when input size\_limit, default value is 500(M).

## **show rlxvm-recordfile-limit**

Show the total size limitation of save points.

## **rlxvm-save (vs)**

Create a save point.

## **rlxvm-replay (vr) 'save\_point\_index'**

Replay rlxvm's status and run from the save point distinguished by the 'save\_point\_index'. RLX-VM will be resumed to the next instruction after the save point.

**info rlsvm-savepoint**

Print the names of all the save points, which are sort by simulation time.

**delete rlsvm-savepoint(d s) 'save\_point\_index'**

Delete a special save point assigned by 'save\_point\_index', if no index assigned, GDB will delete all the save points after confirm with user.

**rlsvm-savepoint-location 'index'**

Show the location of save point(s), this command can show the full path of save point's source file.

**How To Replay/Record RLX-VM**

This section describes how to use record and replay function of RLX-VM. It is only supported for Linux OS:

- RedHat Enterprise 4.7 (kernel: 2.6.9-78, built with GCC: 3.4.6)
- RedHat Enterprise 5.6 (kernel: 2.6.18-238, built with GCC: 4.1.2)

In order to support this function, we have developed a record server, a Linux kernel module (rlsvm\_record\_module.ko), The record server (record\_server) will be connected to GDB through TCP socket, It receives GDB commands, and controls the Linux kernel module to store/resume the status of RLX-VM to save points. RLX-VM, rlsvm\_record\_module.ko and record\_server must run on the same host. Before record and replay RLX-VM, Linux record kernel module must be installed with root privilege. The Linux record kernel module (rlsvm\_record\_module.ko) and installing script (rlsvm\_record\_module.sh) can be found in INSTALL\_DIR/bin/OS\_kernel, user can use the following commands to install and uninstall Linux record kernel module:

- rlsvm\_record\_module.sh install
- rlsvm\_record\_module.sh uninstall

The procedures to use RLX-VM with record and replay:

- Start RLX-VM with GDB support
- Start record server: record\_server :tcp\_port
- Start GDB
- Select a program for GDB to debug: (gdb) file program
- Connect to RLX-VM: (gdb) target remote host: gdb\_port
- Connect to record server: (gdb) enable rlsvm-record host: record\_port
- Do normal debugging
- Create snapshots of RLX-VM, GDB will give a point index: (gdb) rlsvm-save
- Replay RLX-VM to a special snapshot: (gdb) rlsvm-replay point\_index



## Chapter 5 Problem Report

The official website for the processor and platform team is at the following URL:

**<http://processor.realtek.com.tw>**

On the official website, latest news, documentation, and releases of RSDK toolchain will be made available as soon as they are ready. The link to the issue tracking system can also be found on the processor website. Through the issue tracking system, any feature request and bug report will be handled in a systematic and timely fashion.

To report a problem, in addition to the detail problem description, please also clearly indicate the platform, the RSDK version, and exact way to reproduce the problem. The more details we have, the faster we can have the problem identified and nailed.



# Appendix A RADIAX registers

## RADIAX register name translation

For processor cores that support DSP instructions, an additional set of registers are available for programming. The mnemonic names of RADIAX registers are added to: **`${RSDK}/include/regdef.h`**

The set of registers are shown as follows:

```
#define m0l      $1
#define m0h      $2
#define m0       $3
#define m1l      $5
#define m1h      $6
#define m1       $7
#define m2l      $9
#define m2h     $10
#define m2      $11
#define m3l     $13
#define m3h     $14
#define m3      $15
#define estatus  $0
#define ecause   $1
#define intvec   $2
#define cbs0     $0
#define cbs1     $1
#define cbs2     $2
#define cbe0     $4
#define cbe1     $5
#define cbe2     $6
#define lps0     $16
#define lpe0     $17
#define lpc0     $18
#define mmd      $24
```

The RADIAX registers are treated as regular MIPS registers in the way the register name translation is processed.

The register name translation can happen in two places:

- **preprocessor:**

If preprocessor is applicable and the **`regdef.h`** header file is included, the preprocessor can do the following translation:

**`addma.s m0l, m0l, m0l => addma.s $1, $1, $1`**

- **assembler:**

When it comes to the assembler, the register names should be prefixed with a \$ character. For example, the

assembler is able to do the translation of the following form:

**addma.s \$m0l, \$m0l, \$m0l => addma.s \$1, \$1, \$1**



## Appendix B Inline Assembly Format

### Form 1

The first form of inline assembly is shown as follows:

```
asm("move $6, $8");
```

The above code will be translated literally to the code segment shown below:

```
#APP
move $6, $8
#NO_APP
```

### Form 2

The second form of inline assembly is shown as follows:

```
int v1;
int v2;

asm("move %0,%1" : "=d"(v1) : "d"(v2));
```

The above inline assembly code states that: copy the value of variable v2 to variable v1 while storing v1 and v2 in general registers. The compiler will generate the actual assembly code as follows:

```
#APP
move $6, $8
#NO_APP
```

NOTE: the actual register number is determined by compiler during register allocation so the actual register number might be different from the one shown above.

### Form 3

The third form of inline assembly is shown as follows:

```
register int v1 asm("8");
int ret;

ret = ret + v1;
```

The compiler supports a special keyword, asm, for variable declaration. The above code forces compiler to allocate register 8 for variable v1. The translated assembly code is shown as follows:

```
#APP
addu $8, $2, $8
#NO_APP
```

## APPENDIX B. INLINE ASSEMBLY FORMAT

---

There are five alternatives to the above form. The \$8, %8, and #8 are internally supported in the compiler. The name stands for the alias of the register.

```
register int v1 asm("8");
register int v1 asm("$8");
register int v1 asm("%8");
register int v1 asm("#8");
register int v1 asm("name");
```

NOTE: The compiler optimization, -O, has the priority over register number assignment in this form. If -O is turned on, the compiler might assign a different register number than the one specified in the inline assembly code.

# Appendix C RELEASE NOTE

-----  
RSDK Release 4.6  
-----

We are pleased to announce the release of RSDK version 4.6 on September 24, 2012. RSDK stands for Realtek Software Development Kit. It is the software development kit for Realtek's in-house processor cores. Version 4.6.3 is the first stable release for branch 4.6.

What's new in release 4.6:

## 1. gcc-4.6.3

The major version of gcc has come to 4.6. At this moment the note is made, it reached 4.6.3 with less bugs and more stability. Here is a brief list of notable technique items that are added or enhanced since 4.4.

- 4.5) GCC has been integrated with the MPC library. This allows GCC to evaluate complex arithmetic at compile time more accurately.
- 4.5) A new link-time optimizer has been added (-flto). When this option is used, GCC generates a bytecode representation of each input file and writes it to specially-named sections in each object file. When the object files are linked together, all the function bodies are read from these named sections and instantiated as if they had been part of the same translation unit. This enables interprocedural optimizations to work across different files (and even different languages), potentially improving the performance of the generated code.
- 4.5) MIPS: GNU/Linux targets can now generate read-only .eh\_frame sections. This optimization requires GNU binutils 2.20 or above, and is only available if GCC is configured with a suitable version of binutils.
- 4.5) MIPS: GNU/Linux targets can now attach special relocations to indirect calls, so that the linker can turn them into direct jumps or branches.
- 4.5) MIPS: GCC supports four new function attributes for interrupt handlers: `interrupt`, `use_shadow_register_set`, `keep_interrupts_masked` and `use_debug_exception_return`.
- 4.6) GCC now has stricter checks for invalid command-line options, such as `--as-needed` are now rejected and `-Wl,--as-needed` should be used.
- 4.6) The C-only intermodule optimization framework (IMA, enabled by `-combine`) has been removed in favor of the new generic link-time optimization framework (LTO) introduced in GCC 4.5.0.
- 4.6) New `-Wunused-but-set-variable` and `-Wunused-but-set-parameter` warnings

were added for C, C++, Objective-C and Objective-C++. These warnings diagnose variables respective parameters which are only set in the code and never otherwise used.

- 4.6) A new switch `-fstack-usage` has been added. It makes the compiler output stack usage information for the program, on a per-function basis, in an auxiliary file.
- 4.6) A new warning, enabled by `-Wdouble-promotion`, has been added that warns about cases where a value of type `float` is implicitly promoted to `double`. This is especially helpful for CPUs that handle the former in hardware, but emulate the latter in software.

### 2. RSDK Supplementary Library Module

A supplementary library module has been added to enrich RSDK's capability in functional profiling, performance tuning, and remote debugging. The supplementary library includes following modules:

- a. CP3 library - CP3 performance counter
- b. Profiler library - function-level profiling support
- c. GDB I/O - remote I/O via GDB remote serial protocol
- d. RLXCOV - RLX code coverage analysis library
- e. RLXULS - RLX unaligned load/store library

CPUs supported by RSDK release 4.6

1. RX3081:  
All versions

3. RLX4081:  
All versions

3. LX4180:  
All versions

4. RLX4181  
All versions

5. LX5280  
All versions

6. RLX5181  
All versions

7. RLX4281  
All versions

8. RLX5281  
All versions

## Appendix D Change Log

version 4.6.4

- \* Upgrade gcc to 4.6.4
- \* Upgrade gdb to 7.6.1
- \* RSDK: gcc: enable data-in-code for 3081

version 4.6.3

- \* Upgrade to bintutils-2.22, gcc-4.6.3, newlib-2.21
- \* Support Link-Time Optimization (LTO)
- \* Upgrade binutils to 2.23
- \* Remove \_ecount

