

Adding Opcodes to RISCV-Toolchain Basic Introduction

Deutsches Forschungszentrum für Künstliche Intelligenz (DFKI)

Forschungsbereich Cyber-Physical Systems (CPS)

http://www.dfki.de/cps





Overview



- Choose a fitting instruction format (see fig. 1)
- Add custom instruction name and bitformat to custom-opcodes
- Insert generated bitmasks into riscv-opc.h
- Add assembler commands to riscv-opc.c



Instruction Types



31 30 25	24 21	20	19	15 14	12 11	8	7	6 0	
funct7	rs2		rs1	funct	3	$_{\mathrm{rd}}$		opcode	R-type
									_
imm[11:0]			rs1	funct	3	$^{\mathrm{rd}}$		opcode	I-type
imm[11:5]	rs2		rs1	funct	3	imm[4:0]		opcode	S-type
						-			_
$[imm[12] \mid imm[10:5]$	rs2		rs1	funct	$3 \mid \text{imm}$	[4:1] im	m[11]	opcode	B-type
	imm[31:								-
				$^{\mathrm{rd}}$		opcode	U-type		
									_
[imm[20]] $[imm[1]$	0:1] in	nm[11]	imn	n[19:12]		rd		opcode	J-type

Figure 1: RISC-V base instruction formats showing immediate variants



Custom Opcode



/riscv-opcodes/opcodes-custom

- choose applicable opcode (6..2, see fig. 2)
- Add custom instruction name and format to custom-opcodes
- -> Operation code ≠ Assembler instruction!

File *custom-opcodes*:

```
# Operation
              rd source1
                          source2
                                    func3
                                           code
                                                      non-compressed
settaint.i
             rd 19..15=0 imm12
                                   14..12=0 6..2=0x0A 1..0=3
                                                              #I Type
settaint.r
             rd rs1
                          31..20=0 14..12=1 6..2=0x0A 1..0=3
                                                              #R-Type
gettaint
              rd rs1
                          31...20=0 14...12=2 6...2=0x0A 1...0=3
                                                              #R-Type
```



Opcodes



inst[4:2]	000	001	010	011	100	101	110	111
inst[6:5]								(> 32b)
00	LOAD	LOAD-FP	<u>custom-0</u>	MISC-MEM	OP-IMM	AUIPC	OP-IMM-32	48b
01	STORE	STORE-FP	custom-1	AMO	OP	LUI	OP-32	64b
10	MADD	MSUB	NMSUB	NMADD	OP-FP	reserved	custom-2/ $rv128$	48b
11	BRANCH	JALR	reserved	JAL	SYSTEM	reserved	custom-3/rv128	$\geq 80b$

Figure 2: RISC-V base opcode map, inst[1:0] = 11



Custom Opcode



/riscv-opcodes/

• Run mask generator:

\$ cat copcodes-custom | ./parse-opcodes



Assembler instruction



/riscv-binutils/include/opcode/riscv-opc.h

Insert generated mask and match bitmasks

```
#define MATCH_SETTAINT_I 0x002b
#define MASK_SETTAINT_I 0xff07f
#define MATCH_SETTAINT_R 0x102b
#define MASK_SETTAINT_R 0xfff0707f
#define MATCH_GETTAINT 0x202b
#define MASK_GETTAINT 0xfff0707f
...
```



Assembler instructions



/riscv-binutils/opcodes/riscv-opc.c

Add custom assembler instructions

```
"add", 0, {"I", 0}, "d,s,j", MATCH_ADDI, MASK_ADDI, match_opcode, INSN_ALIAS },

//CUSTOM--
{"settaint", 0, {"I", 0}, "d,j", MATCH_SETTAINT_I, MASK_SETTAINT_I, match_opcode, 0 },

{"settaint", 0, {"I", 0}, "d,s", MATCH_SETTAINT_R, MASK_SETTAINT_R, match_opcode, 0 },

{"gettaint", 0, {"I", 0}, "d,s", MATCH_GETTAINT , MASK_GETTAINT , match_opcode, 0 },

//CUSTOM--
{"la", 0, {"I", 0}, "d,B", 0, (int) M_LA, match_never, INSN_MACRO },

...
```

Build



/

- Configure and Build!
- Verify by using the new Instruction in inline assembly

```
asm volatile ("gettaint %[x], %[y]": [x] "=r" (taintval): [y] "r" (*word));
> riscv/bin/riscv32-unknown-elf-gcc -g test.c -o test
> riscv/bin/riscv32-unknown-elf-objdump -dS test
            . . .
           1021c:
                        0007c783
                                                1bu
                                                        a5,0(a5)
           10220:
                        0007a7ab
                                                gettaint
                                                               a5, a5
           10224:
                        fef407a3
                                                sb
                                                        a5, -17(s0)
            . . .
```

