

Tutorial

Installation and setup for running and debugging RISC-V applications (Windows)

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1 Introduction

In this tutorial the hardware and software tools required to program a Nexys A7 and debug the RAIFES RV32IM platform is explained, as well as the installation and setup of the software tools on Windows. The RAIFES core is based on a RISC-V RV32IM processor core developed by Fraunhofer IMS. The main objective of this report is to provide information on the first steps for further analysis and development of future projects.

As use case, the Configurable Accelerator Engine for Convolution Operations (CAECO) has been integrated into the Raifes RISC-V RV32IM processor as an ML intellectual property (IP) core for the evaluation of Electrocardiogram (ECG) data. However, the Raifes core can be used or expanded for other purposes, e.g. cryptographic accelerators.

2 Target Hardware

The hardware required for this project is a Nexys A7 board, which is a development platform based on the Artix-7 FPGA provided by Xilinx [1], and an ARM-USB-Tiny-H programmer/debugger provided by Olimex [2].

2.1 Digilent Nexys A7 development board

The Nexys A7 board is conformed by components, in addition to the FPGA, that allow a convenient development of embedded applications. The board components used for communication between the board and the PC are circled in Figure 1. These are the USB-UART bridge shown in Figure 2 and the JA Pmod port shown in Figure 3, which is used for the JTAG interface. In section 4.4 the results of the data transmission from the FPGA to the PC through the USB-UART bridge are presented.

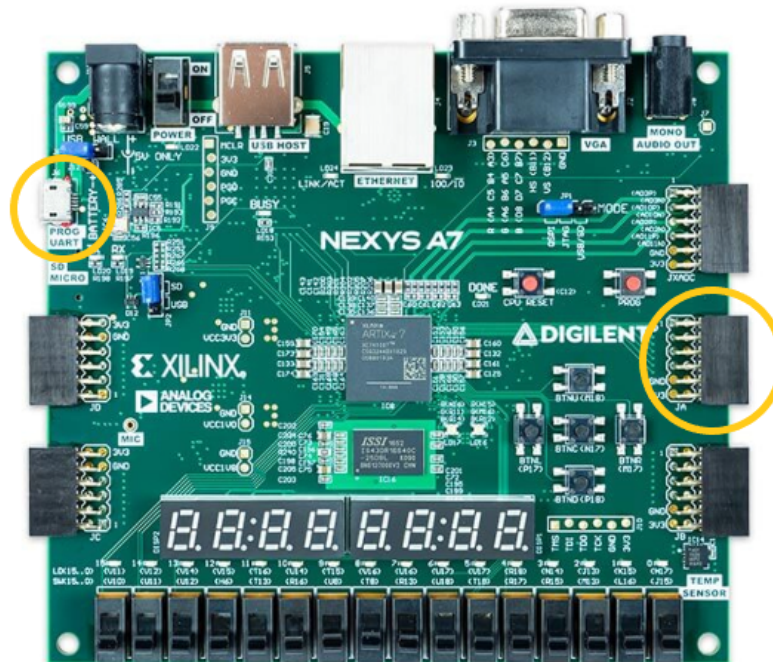


Figure 1: Nexys A7 components

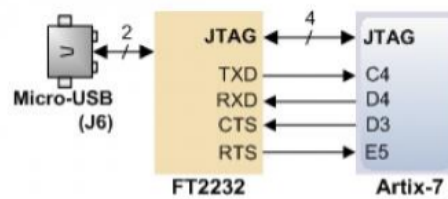


Figure 2: USB-UART bridge connections

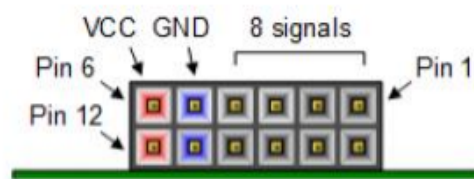


Figure 3: Pmod connectors

The JA Pmod port is the port used with the JTAG debugger for debugging in Eclipse IDE. The pin assignment for this port is shown in Figure 4

Pmod JA
JA1: C17
JA2: D18
JA3: E18
JA4: G17
JA7: D17
JA8: E17
JA9: F18

Figure 4: JA Pmod port pin assignment

2.2 Olimex ARM-USB-Tiny-H

The ARM-USB-Tiny-H is a USB FT2232-based ARM JTAG programmer/debugger controlled by a PC via OpenOCD under Windows. Eclipse IDE is the platform used in this project for debugging using the OpenOCD plug-in to control the ARM-USB-Tiny-H.



Figure 5: ARM-USB-Tiny-H OLIMEX OPENOCD ARM JTAG DEBUGGER

2.2.1 Drivers installation

In order to establish communication with the ARM-USB-Tiny-H, first the proper drivers must be installed with the *Zadig* program as presented in Figure 6 [3]. Install the WinUSB drivers for Interface 0 and Interface 1.

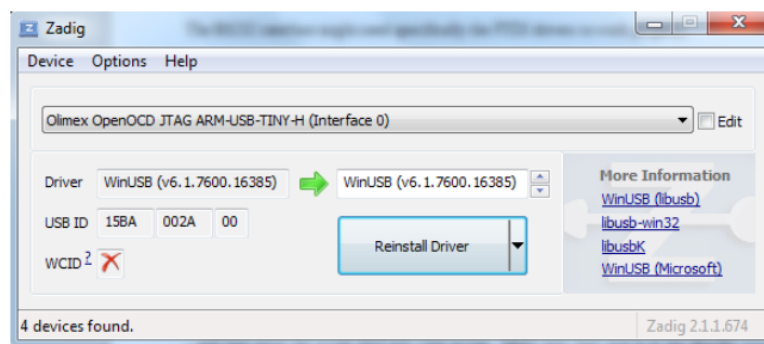


Figure 6: ARM-USB-Tiny-H drivers installation with Zadig

To verify that the drivers have been installed successfully open the Device Manager and check that both interfaces are recognised as Universal Serial Bus devices as shown in Figure 7

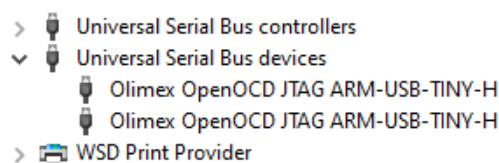


Figure 7: ARM-USB-Tiny-H drivers check

2.2.2 Connections to Nexys A7

Following the JTAG connector layout presented in Figure 8 the connections between the ARM-USB-Tiny-H with the Nexys JA Pmod port are shown in Figure 1.

The 20-pin JTAG connector of:
Olimex ARM-JTAG-TINY
Olimex ARM-JTAG-TINY-H
Olimex ARM-USB-OCD
Olimex ARM-USB-OCD-H

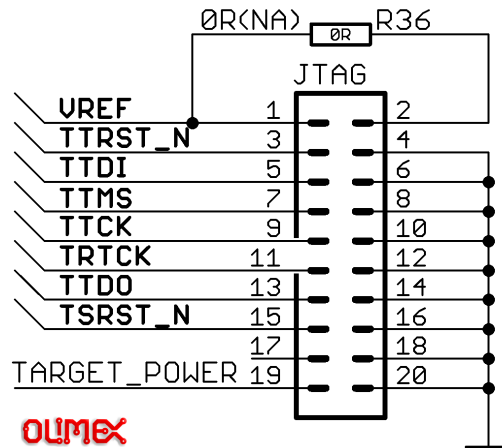


Figure 8: Olimex JTAG connector layout

JA Pmod port		ARM-USB-Tiny-H	
Pin#	Name	Name	Pin#
1	C17	TTDI	5
2	D18	TTDO	13
3	E18	TTMS	7
4	G17	TTCK	9
5	GND	GND	4
6	VCC	VREF	1
11	GND	GND	6
12	VCC	VREF	2

Table 1: Connections of JA Pmod port with ARM-USB-Tiny-H

3 Software Tools

The two main software tools used are Vivado Design Suite and Eclipse IDE. The first one is used for synthesis, implementation and to program the FPGA, whereas Eclipse is used for compilation and debugging of the code that targets the RISC-V within the FPGA.

3.1 Xilinx Vivado Design Suite 2023.2

Vivado Design Suite is a design software for AMD adaptive SoCs and FPGAs that includes design entry, synthesis, place and route, verification and simulation tools. The first step to program the FPGA is to create a new project by selecting the correct board (Nexys A7-100T for this project), if the board is missing in the catalogue follow instructions in [4].

Several files from probably different sources are required to successfully synthesize the design and program the FPGA. The files can be divided into files from the CAECO project and files from the RISC-V project.

3.1.1 Caeco files

The required RTL CAECO files to add as design sources are:

- `caeco.vhd`
- `caeco_data_buffer.vhd`
- `caeco_data_storage.vhd`
- `caeco_pack.vh`
- `caeco_pack.vhd`
- `caeco_pe.vhd`
- `caeco_weight_storage.vhd`
- `conv_pkg.vhd`
- `caeco_data_storage_debug.vhd`
- `caeco_weight_storage_debug.vhd`
- `caeco_debug_paths.vhd`

The last three files might be inside a folder called *"impl"*. In `caeco_weight_storage_debug.vhd` in line 30 a file is opened in read mode, however constant `debug_mem_dir` might not be correct. For this reason, modify the constant `debug_mem_dir` in file `caeco_debug_paths.vhd` to specify the relative path from file `caeco_weight_storage_debug.vhd`, which is the file where the constant is used. Additionally, in file `caeco_pack.vhd` there is a constant called *"LOGGING"*, make sure it does not have the value *"debug"* to prevent errors related to finding files to write.

3.1.2 RISC-V files

The RISC-V files are conformed by the RTL designs sources, IP cores provided by Xilinx, simulation files and the constraints file.

3.1.2.1 Design Sources

Add as design sources the files listed below:

- `caecointerface.v`
- `jtag_tasks.vh`
- `POMAA_constants.vh`

- raifes_alu.v
- raifes_alu_ops.vh
- raifes_arch_options.vh
- raifes_core.v
- raifes_csr_addr_map.vh
- raifes_csr_file.v
- raifes_ctrl.v
- raifes_ctrl_constants.vh
- raifes_debug_module.v
- raifes_debug_rom.v
- raifes_dmi_constants.vh
- raifes_dtm.v
- raifes_fpga_wrapper.v
- raifes_gpio.v
- raifes_hasti_bridge.v
- raifes_hasti_constants.vh
- raifes_imm_gen.v
- raifes_md_constants.vh
- raifes_mul_div.v
- raifes_PC_mux.v
- raifes_pipeline.v
- raifes_platform_constants.vh
- raifes_regfile.v
- raifes_src_a_mux.v
- raifes_src_b_mux.v
- raifes_sync_to_hasti_bridge.v
- raifes_top.v
- raifes_uart.v
- rv32_opcodes.vh
- UART_module.v

3.1.2.2 IP Cores

IP cores can be created and configured in Vivado using the GUI or using the TCL Shell. Add the XCI files for the IP cores as design sources, if there are no such files then create them. To create the IP Clocking Wizard select *Project Manager* → *IP Catalog* → *FPGA Features and Design* → *Clocking* → *Clocking Wizard* and configure it as shown in Figure 9 and 10.

The screenshot shows the 'Clocking Options' tab of the Vivado IP Clocking Wizard. The 'Clock Monitor' section has an unchecked 'Enable Clock Monitoring' checkbox. The 'Primitive' section has 'MMCM' selected. The 'Clocking Features' section includes checkboxes for 'Frequency Synthesis' (checked), 'Minimize Power', 'Phase Alignment', 'Spread Spectrum', 'Dynamic Reconfig', 'Dynamic Phase Shift', and 'Safe Clock Startup'. The 'Jitter Optimization' section has 'Balanced' selected. The 'Dynamic Reconfig Interface Options' section has 'AXI4Lite' selected. The 'Input Clock Information' section contains a table with two rows: 'Primary' and 'Secondary'.

	Input Clock	Port Name	Input Frequency(MHz)		Jitter Options	Input Jitter	Source
	Primary	clk_in1	100.000	10.000 - 800.000	UI	0.010	Single ended clock capable pir
<input type="checkbox"/>	Secondary	clk_in2	100.000	65.753 - 131.507		0.010	Single ended clock capable pi

Figure 9: Clocking options

Board
Clocking Options
Output Clocks
Port Renaming
MMCM Settings
Summary

The phase is calculated relative to clk_out1.

Output Clock	Port Name	Output Freq (MHz)		Phase (degrees)		Duty Cycle (%)		Drives	Use Fine PS	Max Freq. of buffer
		Requested	Actual	Requested	Actual	Requested	Actual			
<input checked="" type="checkbox"/> clk_out1	clk_out1	25.000	25.00000	0.000	0.000	50.000	50.0	BUFG	<input type="checkbox"/>	464.037
<input type="checkbox"/> clk_out2	clk_out2	100.000	N/A	0.000	N/A	50.000	N/A	BUFG	<input type="checkbox"/>	464.037
<input type="checkbox"/> clk_out3	clk_out3	100.000	N/A	0.000	N/A	50.000	N/A	BUFG	<input type="checkbox"/>	464.037
<input type="checkbox"/> clk_out4	clk_out4	100.000	N/A	0.000	N/A	50.000	N/A	BUFG	<input type="checkbox"/>	464.037
<input type="checkbox"/> clk_out5	clk_out5	100.000	N/A	0.000	N/A	50.000	N/A	BUFG	<input type="checkbox"/>	464.037
<input type="checkbox"/> clk_out6	clk_out6	100.000	N/A	0.000	N/A	50.000	N/A	BUFG	<input type="checkbox"/>	464.037
<input type="checkbox"/> clk_out7	clk_out7	100.000	N/A	0.000	N/A	50.000	N/A	BUFG	<input type="checkbox"/>	464.037

☐ USE CLOCK SEQUENCING

Output Clock	Sequence Number
clk_out1	1
clk_out2	1
clk_out3	1
clk_out4	1
clk_out5	1
clk_out6	1
clk_out7	1

Enable Optional Inputs / Outputs for MMCM/PLL
Reset Type

☒ reset
☐ power_down
☐ input_clk_stopped
☒ Active High
☐ Active Low

☐ locked
☐ clkfbstopped

Figure 10: Output clocks configuration

Additionally, an IP Block Memory Generator is also required. Another alternative to create it is by searching *Block Memory Generator* in *Project Manager* → *IP Catalog*. Configure it following Figures 11, 12, 13 and 14. The BRAM must be initialized with a COE file, which can be generated from an ELF file.

IP Symbol Power Estimation

☐ Show disabled ports

Component Name: blk_mem_gen_0

Basic Port A Options Port B Options Other Options Summary

Interface Type: Native ☒ Generate address interface with 32 bits

Memory Type: True Dual Port RAM ☒ Common Clock

ECC Options

ECC Type: No ECC

☐ Error Injection Pins Single Bit Error Injection

Write Enable

☒ Byte Write Enable

Byte Size (bits): 8

Algorithm Options

Defines the algorithm used to concatenate the block RAM primitives. Refer datasheet for more information.

Algorithm: Minimum Area

Primitive: 8x2

Figure 11: Basic BRAM configuration

Basic Port A Options Port B Options Other Options Summary

Memory Size

Write Width: 32 Range: 32 to 1024 (bits)

Read Width: 32

Write Depth: 65536 Range: 2 to 1048576

Read Depth: 65536

Operating Mode: Write First Enable Port Type: Always Enabled

Port A Optional Output Registers

☐ Primitives Output Register ☐ Core Output Register

☐ SoftECC Input Register ☐ REGCEA Pin

Port A Output Reset Options

☐ RSTA Pin (set/reset pin) Output Reset Value (Hex): 0

☐ Reset Memory Latch Reset Priority: CE (Latch or Register Enable)

READ Address Change A

☐ Read Address Change A

Figure 12: Port A configuration

Basic | **Port A Options** | **Port B Options** | Other Options | Summary

Memory Size

Write Width: 32
Read Width: 32
Write Depth: 65536
Read Depth: 65536

Operating Mode: Write First
Enable Port Type: Always Enabled

Port B Optional Output Registers

☐ Primitives Output Register ☐ Core Output Register
☐ SoftECC Output Register ☐ REGCEB Pin

Port B Output Reset Options

☐ RSTB Pin (set/reset pin) Output Reset Value (Hex): 0
☐ Reset Memory Latch Reset Priority: CE (Latch or Register Enable)

READ Address Change B

☐ Read Address Change B

Figure 13: Port B configuration

Basic | **Port A Options** | **Port B Options** | Other Options | Summary

Pipeline Stages within Mux: 0 Mux Size: 16x1

Memory Initialization

☒ Load Init File
Coe File: J:\J.J.J.\Documents\Vivado\POMAA_tutorial\POOMAv1_0.coe [Browse] [Edit]
☒ Fill Remaining Memory Locations
Remaining Memory Locations (Hex): 0

Structural/UniSim Simulation Model Options

Defines the type of warnings and outputs are generated when a read-write or write-write collision occurs.
Collision Warnings: All

Behavioral Simulation Model Options

☐ Disable Collision Warnings ☐ Disable Out of Range Warnings

Figure 14: Memory initialization

3.1.2.3 Simulation Sources

The simulation sources that can be added for simulation are the `masterthesis_tb.v` file, which contains the testbench, and the ECG file `00019fb0-6b6a-4ccf-b818-b52221ec524c.ecg` and MEM file `P00MAv1_0Sim.mem` both used by the testbench.

3.1.2.4 Constraints

Finally, the XDC constraint file `Nexys-A7-100T-Master.xdc`, which defines the pins to be used must be added to the project. The final structure of the project is shown in Figure 15.



Figure 15: Project structure

3.1.3 Program Device

The final steps are running synthesis, then implementation and generating the bitstream. To program the device from the *Tool Navigator* select *Program and Debug* → *Open Hardware Management* →

Autoconnect and in the top green bar select *Programm Device*. Once it has been programmed press the *CPU RESET* button on the board and now it is ready for debugging.

3.2 Eclipse IDE for Embedded C/C++ Developers 2023-09

As source-code editor and to build and debug code the *Eclipse IDE for Embedded C/C++ Developers* is used. This IDE packs together the *Eclipse IDE for C/C++ Developers* standard distribution with the *Eclipse Embedded CDT* managed cross build plug-ins for Arm and RISC-V, as well as debug plug-ins, such as OpenOCD, SEGGER J-Link, pyocd, and QEMU [5].

The *Eclipse Embedded CDT* (Eclipse Embedded C/C++ Development Tools), formerly GNU MCU/ARM Eclipse, is an open source project that includes a family of Eclipse plug-ins and tools for multi-platform embedded cross (Arm and RISC-V) development, based on GNU toolchains. These plug-ins provide extensions for GNU embedded toolchains (xPack GNU RISC-V Embedded GCC, xPack GNU Arm Embedded GCC, etc.) to create, build, debug and in general to manage Arm & RISC-V projects (executables and static/shared libraries, in both 32 and 64-bit versions) with the Eclipse framework [6].

Eclipse IDE for Embedded C/C++ Developers can be downloaded from source [7] to be installed as shown in Figure 16.

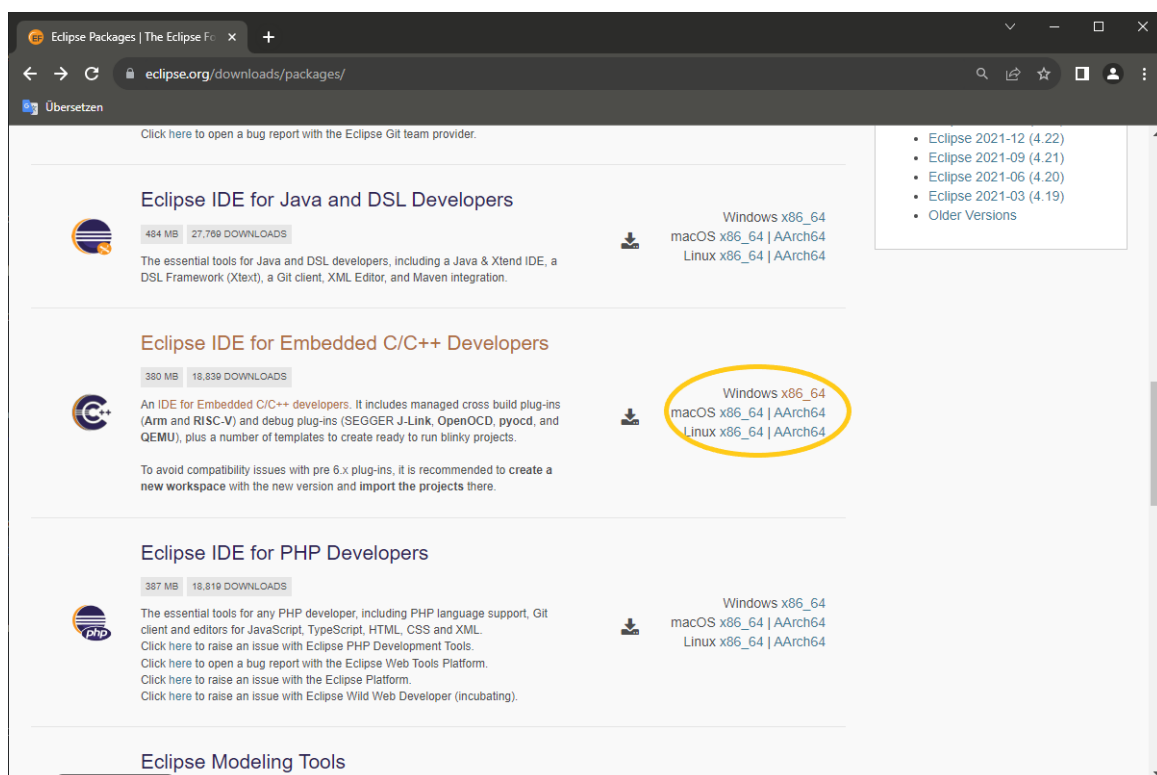


Figure 16: Download Eclipse IDE for Embedded C/C++ Developers

3.2.1 xPack GNU RISC-V Embedded GCC

Apart from the main Eclipse plug-ins, the package *xPack GNU RISC-V Embedded GCC* must be installed to run the RISC-V C and C++ cross-compiler and generate the code that runs on the RISC-V. The package contains a

binary distribution of *GNU RISC-V Embedded GCC*, which is the new distribution of the bare metal version of *RISC-V GCC*. The distribution is conformed by a collection of programming tools produced by the GNU Project that forms the RISC-V C and C++ cross-compiler toolchain [8].

3.2.1.1 Prerequisites

To install the package a recent *xpm* is necessary, and to install it a recent *Node.js* and a recent *npm* are required.

- xPack GNU RISC-V Embedded GCC requires:
 - a recent *xpm* that requires:
 - * a recent *Node.js* (≥ 16.14)
 - * a recent *npm*

The most recent *Node.js* version can be downloaded from [9]. After installation, the version of *Node.js* can be displayed with the following command:

```
> node --version  
v20.9.0
```

Listing 1: *Node.js* version command

The *npm* that comes with *Node.js* is recommended to be updated as follows:

```
> npm install --global npm@latest  
  
changed 14 packages in 5s  
  
28 packages are looking for funding  
  run 'npm fund' for details  
  
> npm --version  
10.2.4
```

Listing 2: *npm* installation and version check

The *xpm* can now be installed with the next command:

```
> npm install --global xpm@latest  
  
removed 35 packages, and changed 42 packages in 11s  
  
56 packages are looking for funding  
  run 'npm fund' for details  
  
> xpm --version  
0.18.0
```

Listing 3: *xpm* installation and version check

3.2.1.2 Installation

After installing the prerequisites, the *xPack GNU RISC-V Embedded GCC* can be installed [10] and once it has been installed the version can be displayed using the following commands:

```
> xpm install --global @xpack-dev-tools/riscv-none-embed-gcc@latest

@xpack-dev-tools/riscv-none-embed-gcc@10.2.0-1.2.1...
warning: package @xpack-dev-tools/riscv-none-embed-gcc@10.2.0-1.2.1 already installed
, use --force to overwrite

> AppData\Roaming\xPacks\@xpack-dev-tools\riscv-none-embed-gcc\10.2.0-1.2.1\content\
bin\riscv-none-embed-gcc.exe --version

riscv-none-embed-gcc.exe (xPack GNU RISC-V Embedded GCC x86_64) 10.2.0
Copyright (C) 2020 Free Software Foundation, Inc.
This is free software; see the source for copying conditions. There is NO
warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
```

Listing 4: xPack GNU RISC-V Embedded GCC installation and version check

The *xpack-dev-tools/riscv-none-embed-gcc-xpack* toolchain is now end-of-life and there will be no more releases, thus, its replacement is the new toolchain *xpack-dev-tools/riscv-none-elf-gcc-xpack* [11]. However, for our project the *xpack-dev-tools/riscv-none-embed-gcc-xpack* toolchain is required, since the new version is not compatible with extensions used in the *crt0.S* file. For future projects the new toolchain can be installed with the following command:

```
> xpm install --global @xpack-dev-tools/riscv-none-elf-gcc@latest --verbose

xPack manager - install package(s)

Processing @xpack-dev-tools/riscv-none-elf-gcc@13.2.0-2.1...
warning: package @xpack-dev-tools/riscv-none-elf-gcc@13.2.0-2.1 already installed, use
--force to overwrite

'xpm install' completed in 771 ms.

> AppData\Roaming\xPacks\@xpack-dev-tools\riscv-none-elf-gcc\13.2.0-2.1\content\bin\
riscv-none-elf-gcc.exe --version

riscv-none-elf-gcc.exe (xPack GNU RISC-V Embedded GCC x86_64) 13.2.0
Copyright (C) 2022 Free Software Foundation, Inc.
This is free software; see the source for copying conditions. There is NO
warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
```

Listing 5: xPack GNU RISC-V Embedded GCC installation with new toolchain and version check

3.2.2 xPack Windows Build Tools

To perform builds on Windows (make rm) the *xPack Windows Build Tools* project includes the additional tools required. This package contains a Windows binary distribution of GNU Make required for the Eclipse Embedded CDT managed build projects [12].

```
> xpm install --global @xpack-dev-tools/windows-build-tools@latest --verbose

xPack manager - install package(s)

Processing @xpack-dev-tools/windows-build-tools@4.4.1-2.1...
warning: package @xpack-dev-tools/windows-build-tools@4.4.1-2.1 already installed, use
--force to overwrite
```

```
'xpm install' completed in 850 ms.

> AppData\Roaming\xPacks\@xpack-dev-tools\windows-build-tools\4.4.1-2.1\content\bin\
make --version

GNU Make 4.4.1
Built for x86_64-w64-mingw32
Copyright (C) 1988-2023 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <https://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
```

Listing 6: xPack Windows Build Tool installation and version check

3.2.3 xPack OpenOCD

For a better/more convenient integration with the Eclipse *OpenOCD Debugging* plug-in when debugging on the device the *xPack OpenOCD* package is installed. This package contains a binary distribution of *OpenOCD* [13].

```
> xpm install --global @xpack-dev-tools/openocd@latest --verbose

xPack manager - install package(s)

Processing @xpack-dev-tools/openocd@0.12.0-2.1...
warning: package @xpack-dev-tools/openocd@0.12.0-2.1 already installed, use --force t
o overwrite

'xpm install' completed in 829 ms.

> AppData\Roaming\xPacks\@xpack-dev-tools\openocd\0.12.0-2.1\content\bin\openocd.exe
--version

xPack Open On-Chip Debugger 0.12.0+dev-01312-g18281b0c4-dirty (2023-09-04-22:32)
Licensed under GNU GPL v2
For bug reports, read
http://openocd.org/doc/doxygen/bugs.html
```

Listing 7: xPack OpenOCD installation and version check

3.3 HTerm

HTerm is used for debugging as the terminal program for the serial communication between the FPGA and the PC. In this tutorial, only the FPGA sends data at a baud rate of 115200 bits per second. The HTerm can be downloaded from source [14].

4 Debugging in Eclipse IDE for Embedded C/C++ Developers

By building a project in Eclipse IDE with the correct configuration, an ELF file is generated. This ELF file is then used as the input for the debugger tool to debug the code on the FPGA. The steps to debug are:

- Create a project

- Configure project properties
- Configure the debugger
- Debug

4.1 Create Project

When Eclipse IDE is opened the user must select the directory that will be used as workspace.

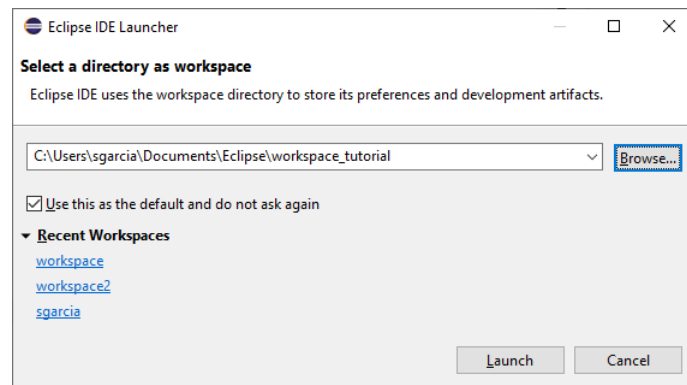


Figure 17: Selection of directory as workspace

Create a new Eclipse project for Embedded C/C++ source code.

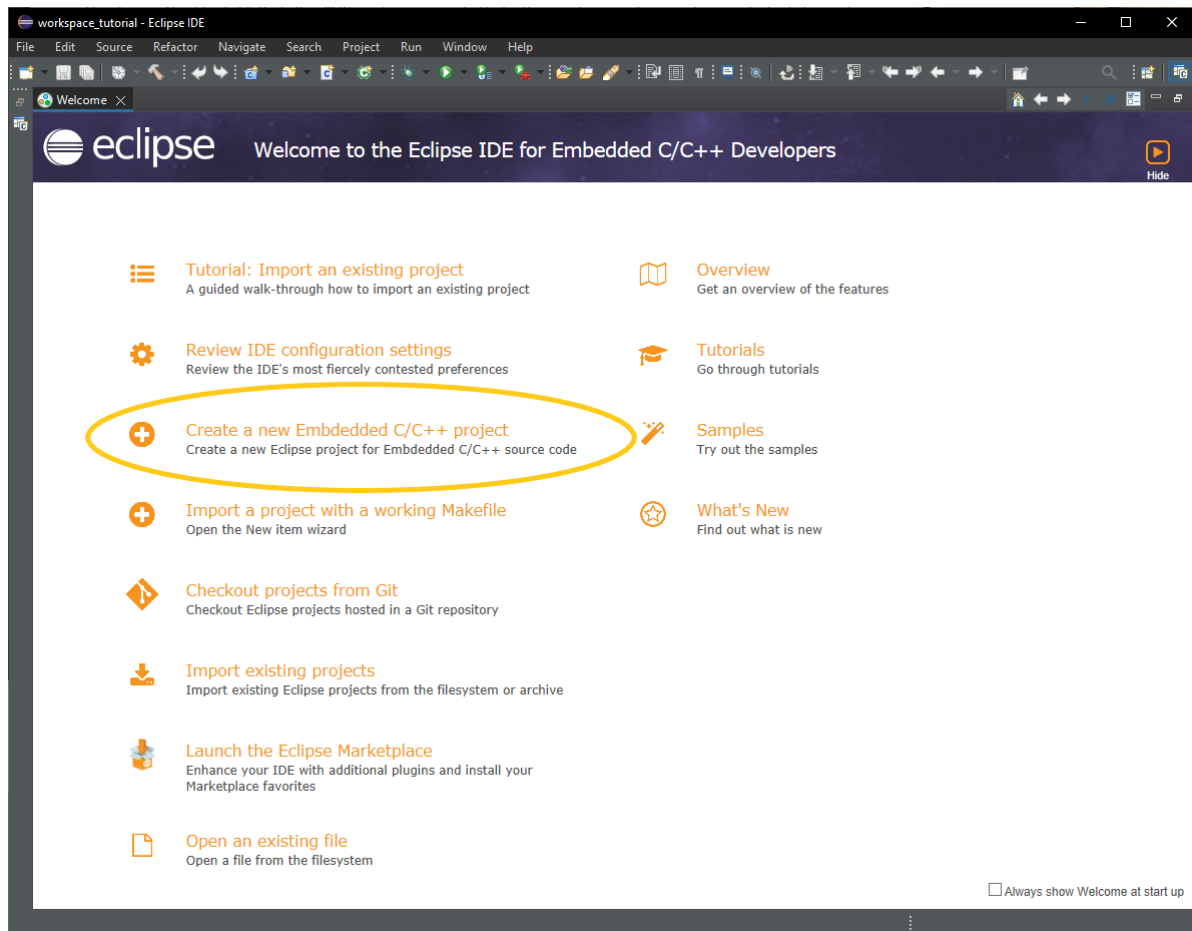


Figure 18: Create new Embedded C/C++ project

Select *C Managed Build* to use the CDT's managed build system to build C projects.

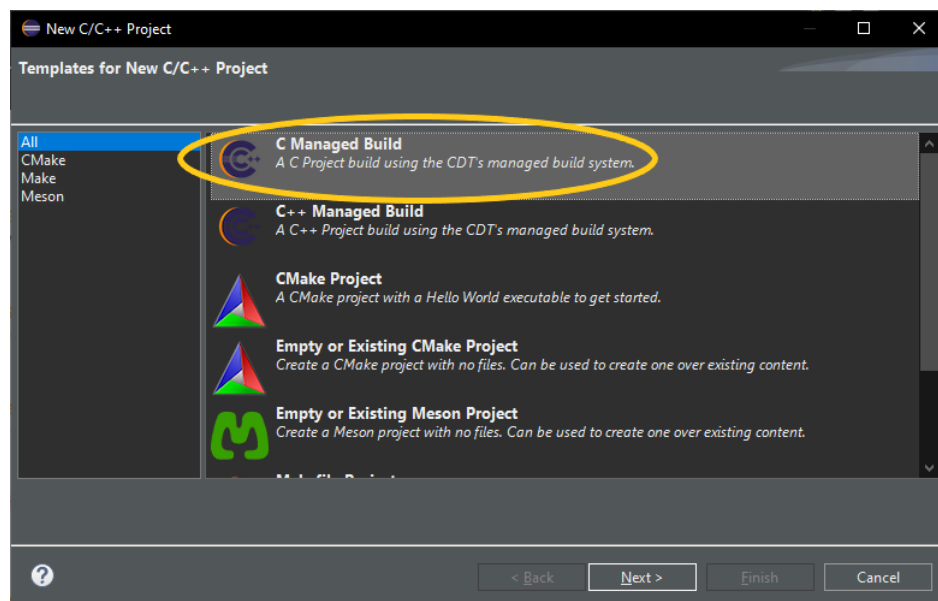


Figure 19: C Managed Build selection

Name the project, select a project type and a toolchain. For the *Hello World RISC-V C Project* type only the toolchain *RISC-V Cross GCC* is available.

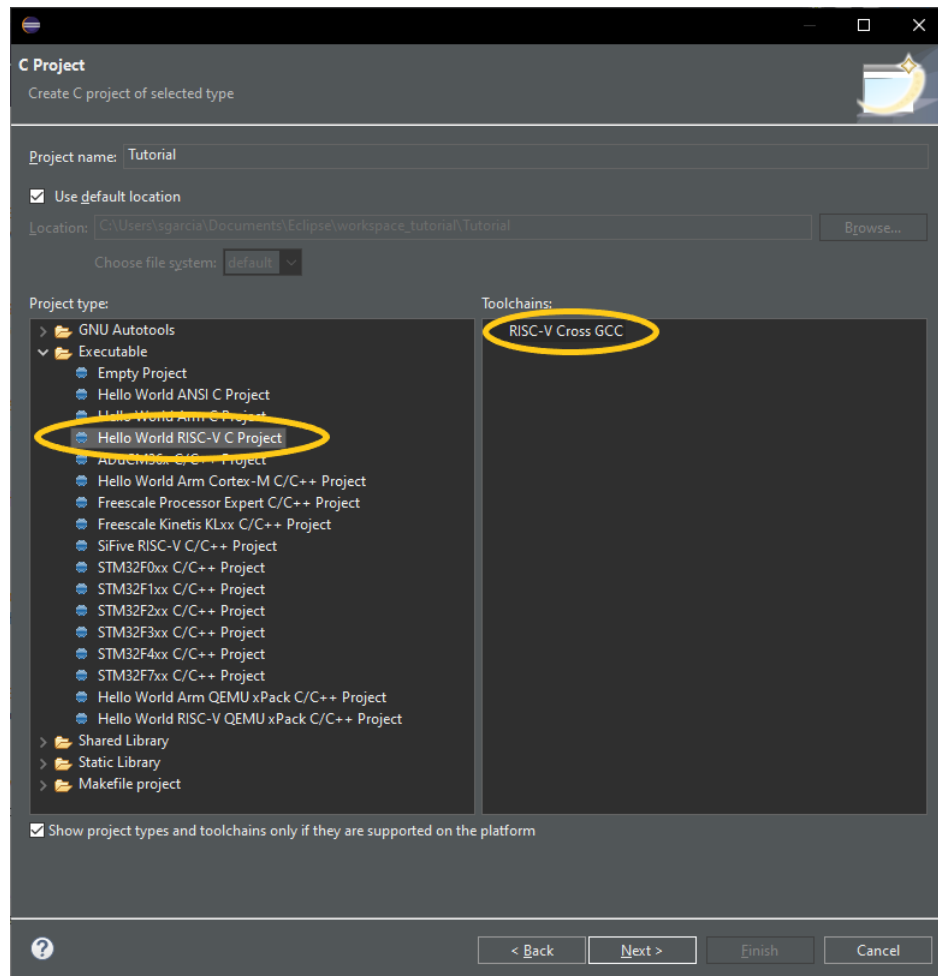


Figure 20: C Managed Build selection

Add the author name and modify the copyright if necessary.

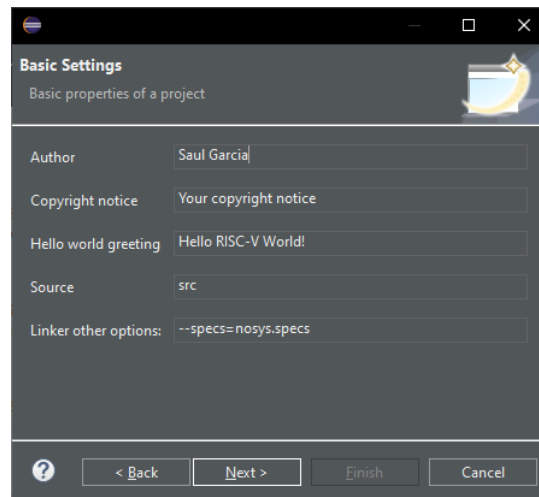


Figure 21: Adding author name and copyright

Enable the *Debug* and *Release* configurations.

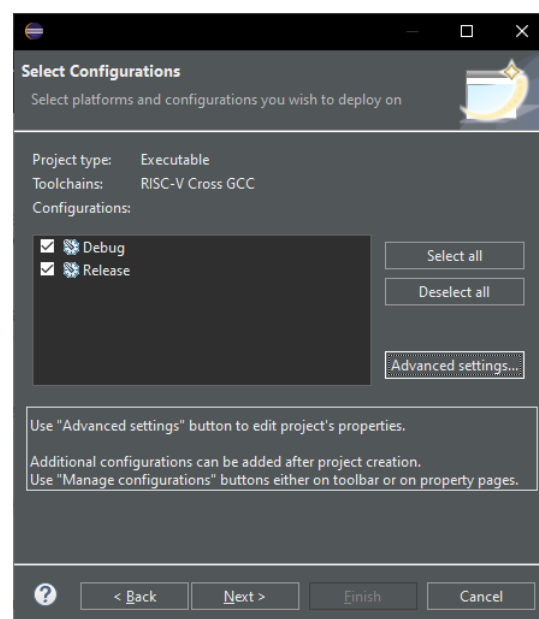


Figure 22: Select Configurations

Select the GNU RISC-V Cross toolchain and toolchain path. The required toolchain for our project is the *riscv-none-embed-gcc* toolchain, which is considered "*DEPRECATED*" due to the new available toolchain as explained in section 3.2.1.2.

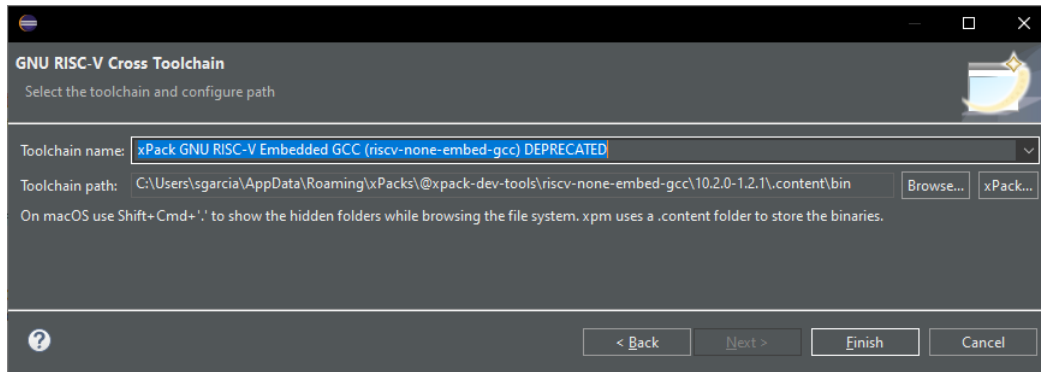


Figure 23: GNU

Eclipse adds automatically the header files from the selected toolchain. These are shown in the *Includes* section of the project. The source files that must be added to the project are:

- `airi5c_syscalls.c`: System calls
- `airi5c_syscalls.h`: System calls
- `crt0.S`: Defines the program sequence before the `main` function is called.
- `link.ld`: Link script used for the linker configuration
- `main.c`: Source code

To add source files to the project the user only needs to copy and paste the files to the `src` folder, which is inside the projects folder. The structure of the project after adding the source files is shown in Figure 24.

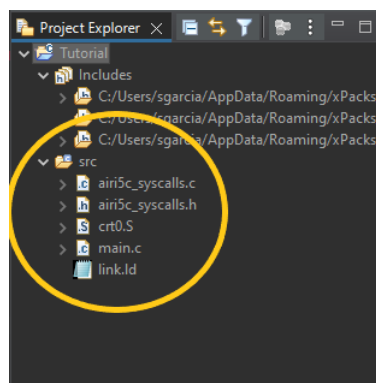


Figure 24: Source files in project

However, if the user wants to use files stored in an external folder, e.g. repository, these files can be linked to the project without duplicating them by following the steps presented in Figure 25 and Figure 26. This is helpful when we are using a version control system like git and we do not want many copies or different versions of our project on our local computer. Right click on the `src` folder, then *New* → *File*.

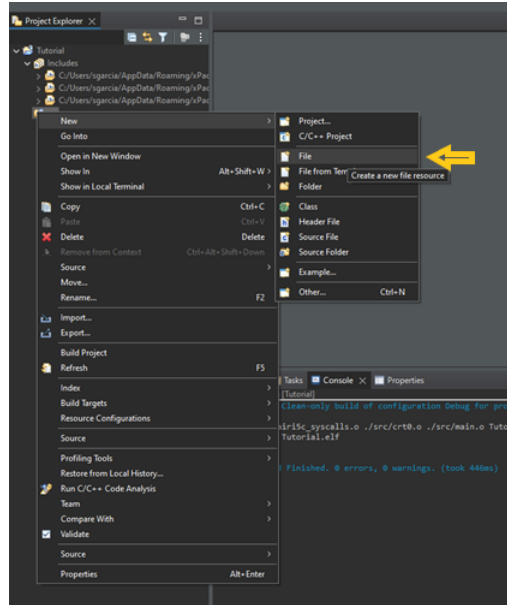


Figure 25: Linking new file to project

Click on "Advanced >>", select the "Link to file in the file system" option and click on "Browse" to select the file to link.

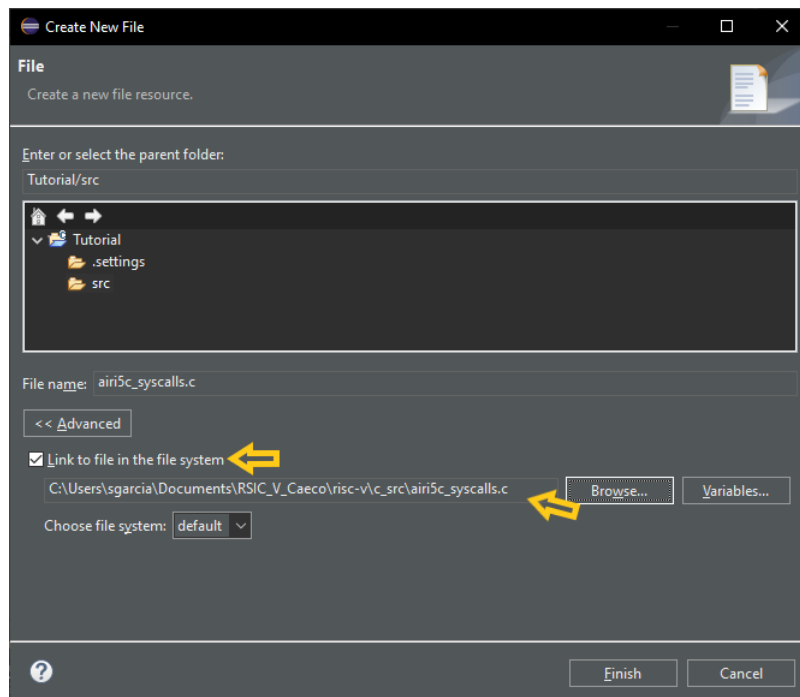


Figure 26: Selecting file

After linking all the required files the structure of the project looks as in Figure 27. The linked files are displayed with a small arrow compared to those files copied to the project.

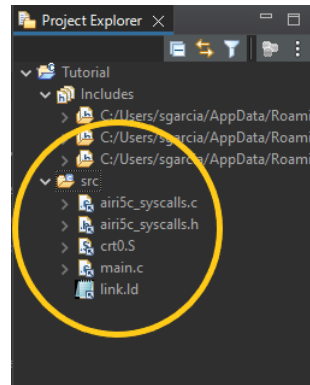


Figure 27: Project structure

4.2 Project Properties Configuration

Before building the project to generate the ELF file for the debugger, it is important to follow the next steps:

- Configure C/C++ Build settings
- Select MCU paths

To configure these parameters, from the menu bar select *Project* → *Properties*.

4.2.1 C/C++ Build Settings Configuration

4.2.1.1 Target Processor

From the options listed in the left select *C/C++ Build* → *Settings* and in the *Tool Setting* bar select *Target Processor*. The configuration that needs to be set is:

- Architecture: RV32I (-march=rv32i*) - It controls the set of instructions that GCC uses when generating assembly code. The option `rv32i*` specifies a load-store ISA with 32, 32-bit general-purpose integer registers.
- Enable Multiply extension (RVM) - checks if the target supports the M (hardware multiply/divide) extension.
- Integer ABI: ILP32 (-mabi=ilp32*) - It defines the calling convention and layout of objects in memory. The option `ilp32*` establishes that “int”, “long”, and pointers are all 32-bit long. “long long” is a 64-bit type, “char” is 8-bit, and “short” is 16-bit.

A graphical representation is presented in Figure 28.

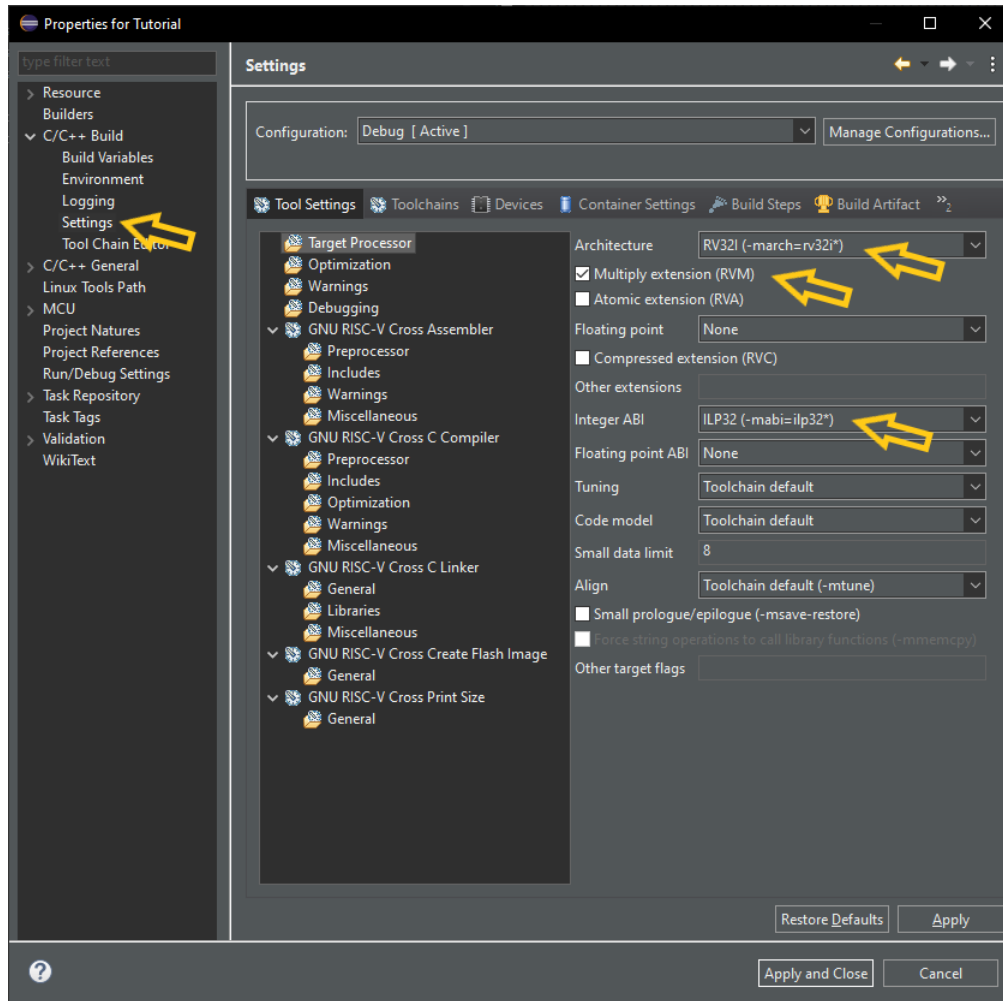


Figure 28: Target Processor configuration

4.2.1.2 Debugging

Select the *Debugging* option and make sure that the "Debug level" is set to "Maximum (-g3)" as shown in Figure 29. This option produces all possible information that the debugger can produce, such as descriptions of functions, variables, line number tables, and all the macro definitions present in the program.

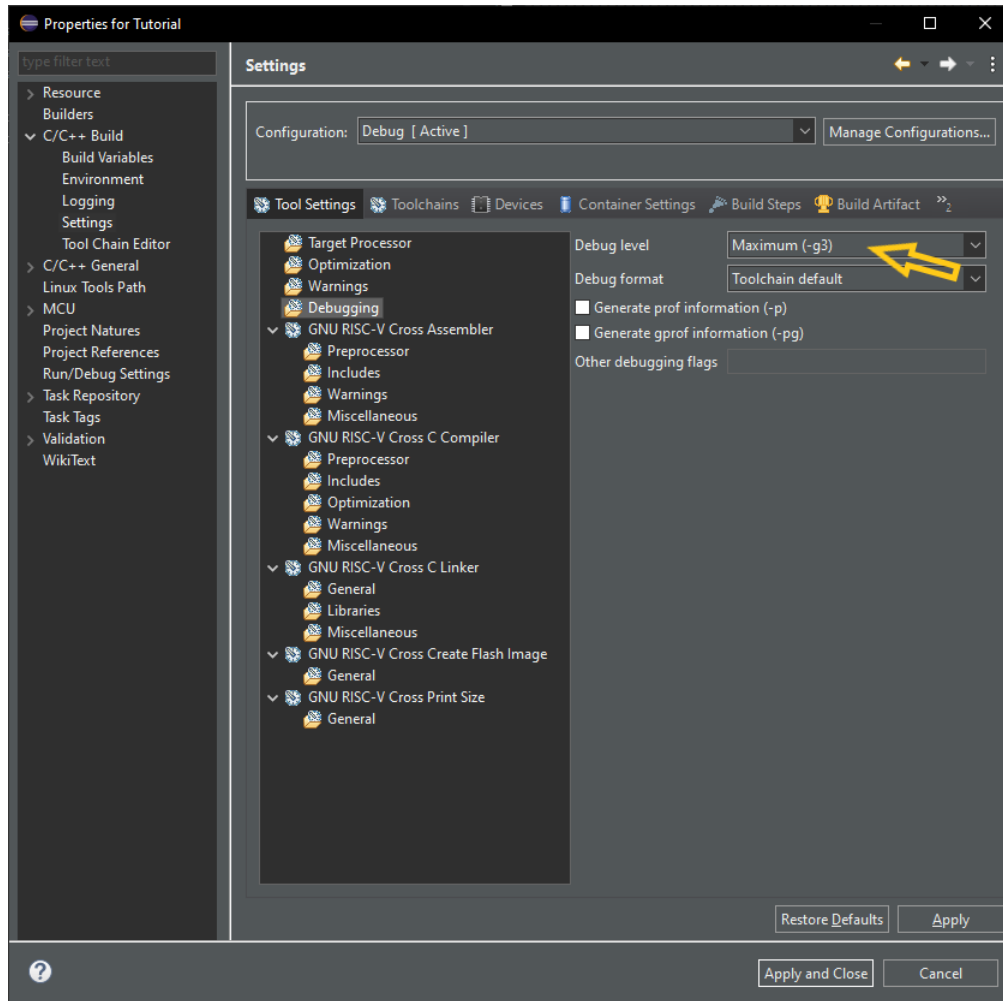


Figure 29: Debugging configuration

4.2.1.3 GNU RISC-V Cross C Linker

Select *GNU RISC-V Cross C Linker* → *General*, add the `link.ld` script file and enable the option "Do not use standard start files (-nostartfiles)" as presented in Figure 30. The last configuration avoids using standard system startup files when linking.

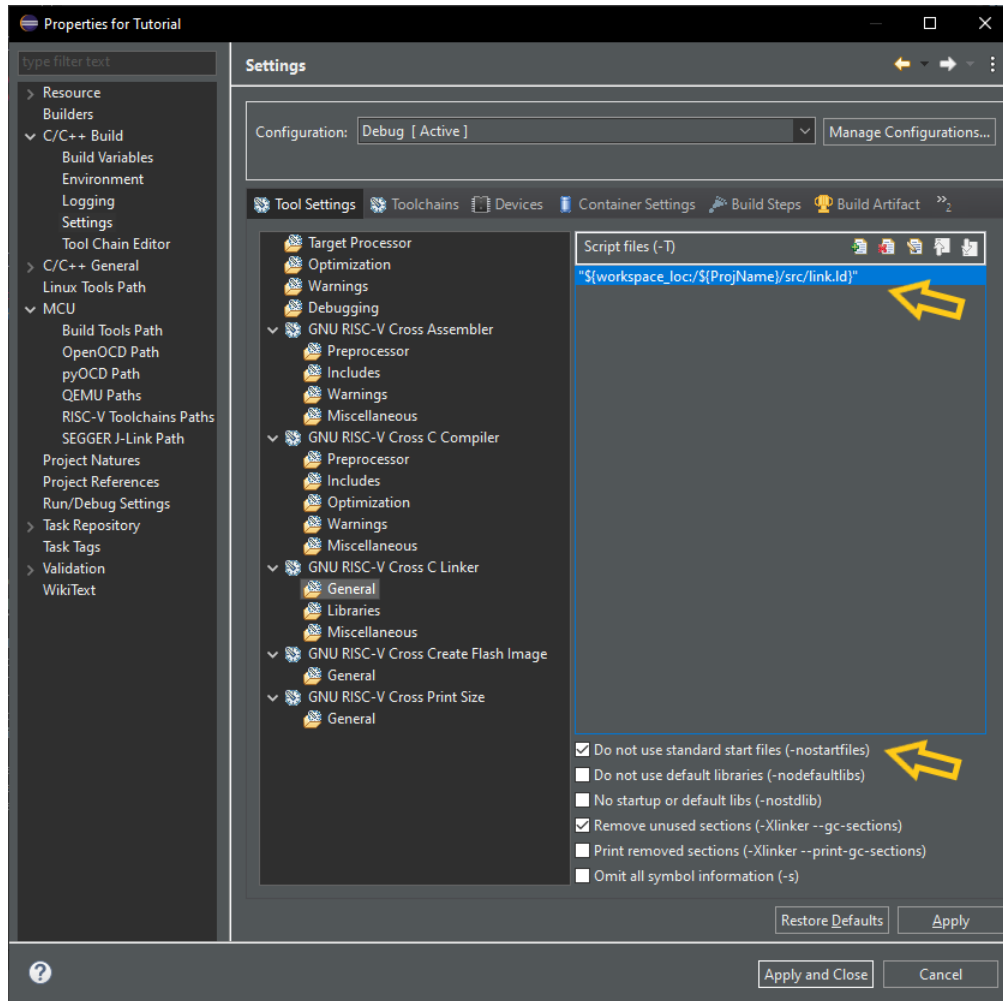


Figure 30: GNU RISC-V Cross C Linker General configuration

Select *GNU RISC – V Cross C Linker* → *Miscellaneous*, enable the option "Cross reference (-Xlinker -cref)" and Use *newlib-nano* (-specs=nano.specs) as presented in Figure 31. --cref prints to a generated linker map file the cross reference table. However, since this option is a system-specific linker option that GCC does not recognize the -Xlinker command is also added before --cref. The --specs option specifies a spec file containing directives that define how programs, invoked by GCC, do the work of compiling, assembling and linking. In this case, the nano.spec argument modifies the link options since we are in the GNU RISC-V Cross C Linker settings. nano.spec uses the newlib-nano open source C library, which targets embedded microcontrollers. It focuses on optimization and removal of non-MCU features for code and data size reduction.

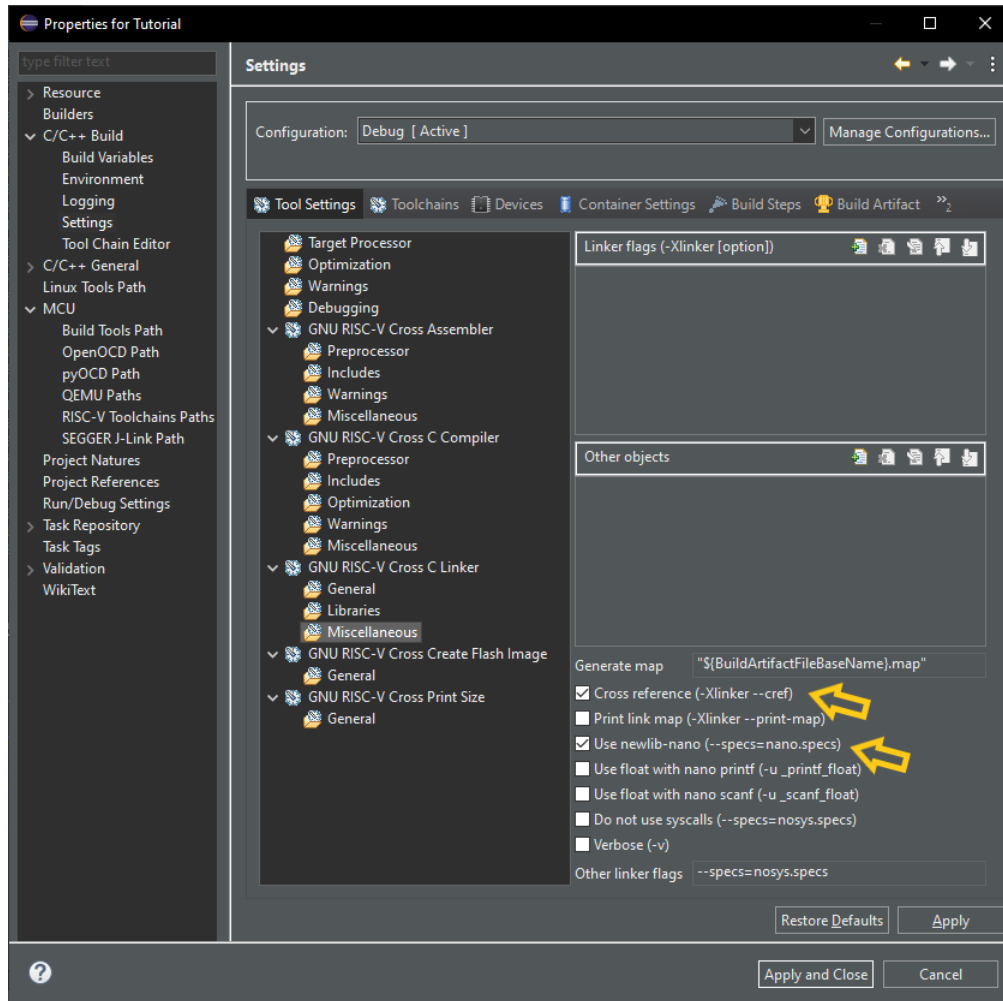


Figure 31: GNU RISC-V Cross C Linker Miscellaneous configuration

4.2.2 MCU Paths Selection

From the options listed in the left select *MCU*. The paths that need to be specified are:

- Build Tools Path
- OpenOCD Path
- RISC-V Toolchain Path

4.2.2.1 Build Tools Path

Select *Build Tools Path* and specify the build tools folder as shown in Figure 32.

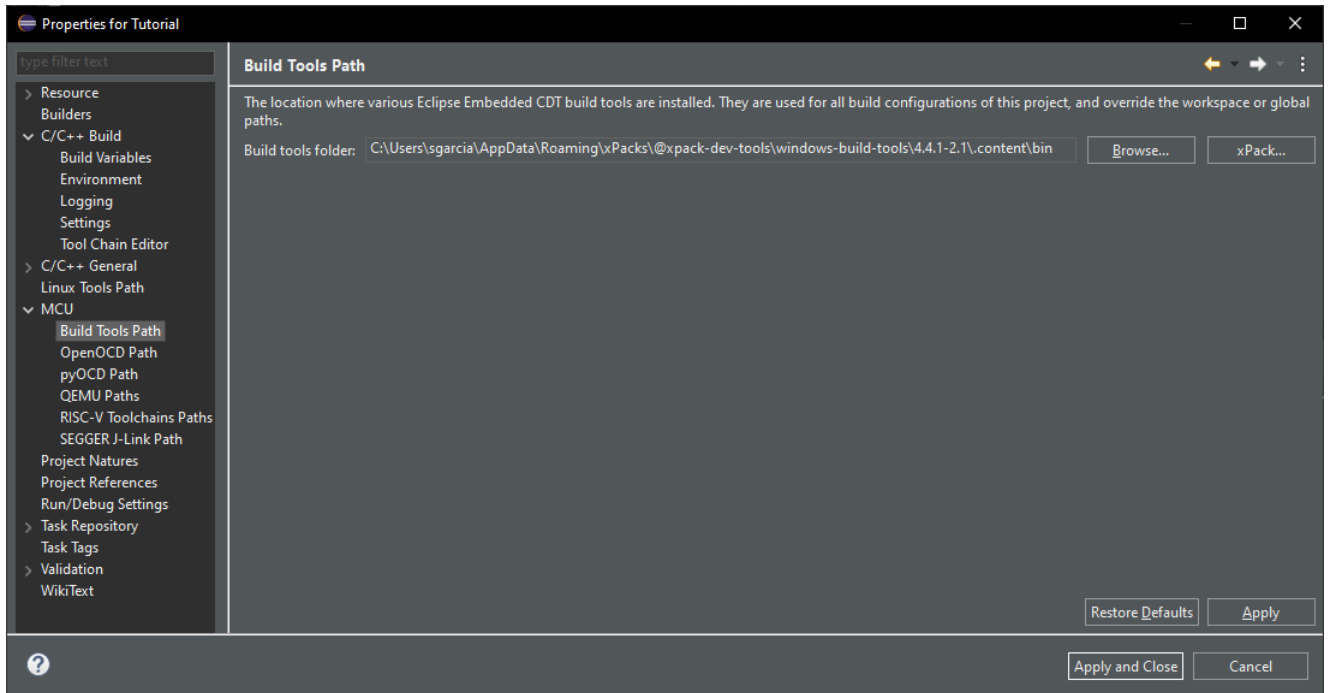


Figure 32: Build Tools Path selection

4.2.2.2 OpenOCD Path

Select *OpenOCD Path* and specify the OpenOCD folder as shown in Figure 33.



Figure 33: OpenOCD Path selection

4.2.2.3 RISC-V Toolchain Path

Select *RISC – V Toolchains Path* and specify the toolchain folder as shown in Figure 34.

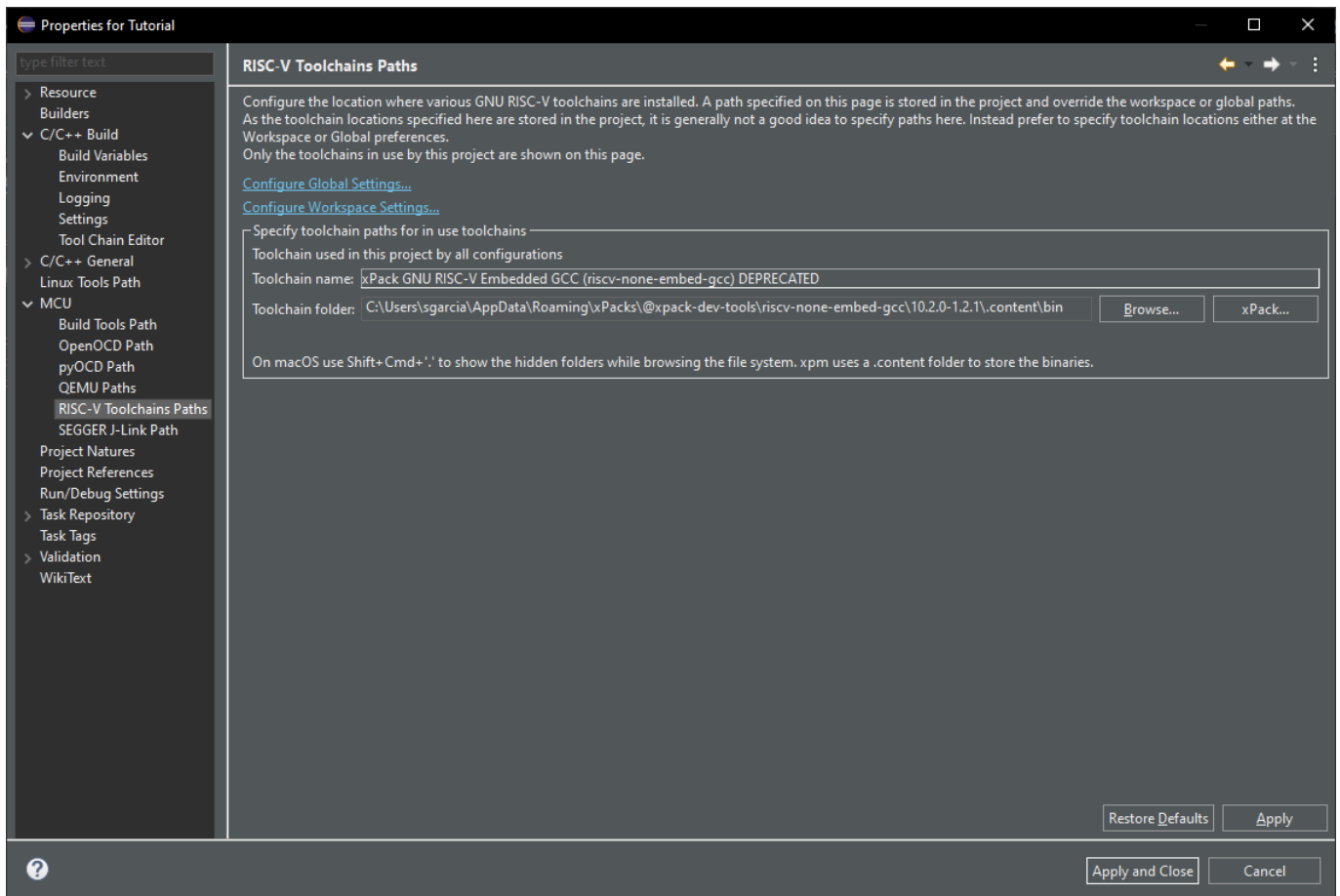


Figure 34: RISC-V Toolchains Path selection

Finally, select *Apply and Close* and build the project with *Project* → *Build Project* or with the build icon as shown in Figure 35. The *Console* view shows the building process generating the ELF file shown now in the *Project Explorer* view in the *Debug* folder.

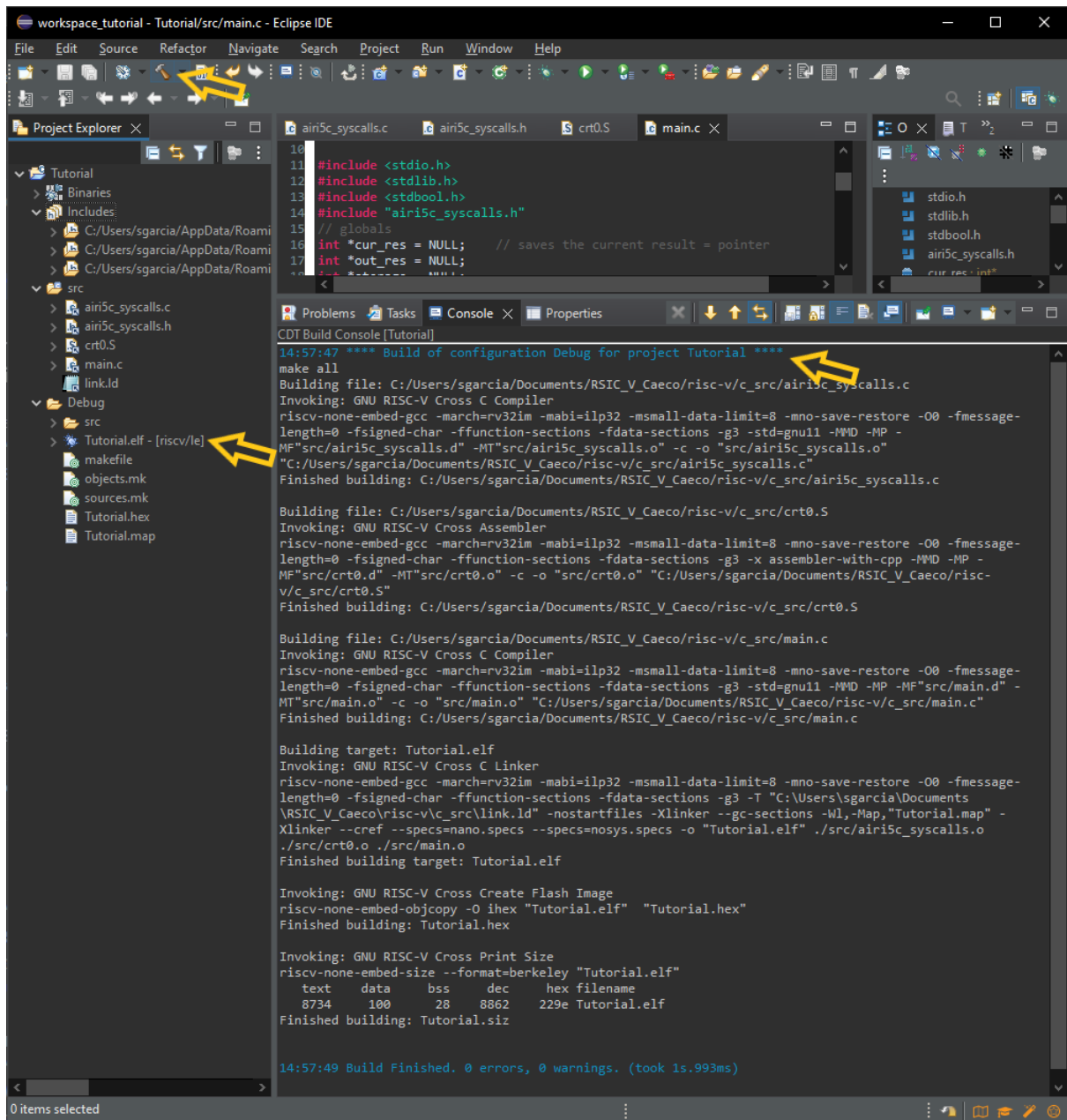


Figure 35: Building the project

4.3 Debug Configuration

To configure the debug settings the next steps must be followed:

- Add target configuration file to OpenOCD
- Configure the debugger options
- Configure main settings

4.3.1 Adding target to OpenOCD

To establish a connection between the debugger and the processor the configuration file `airi5c.cfg` must be added to the target directory in OpenOCD as shown in Figure 36. This file is loaded when the debugger starts. The name of the chip `airi5c` is specified in the first five lines in `airi5c.cfg`, then in line eight the TAP for the JTAG interface to be used as a DTM and finally the debug target is defined in line nine. Further details regarding *Config File Guidelines* can be found in [15].

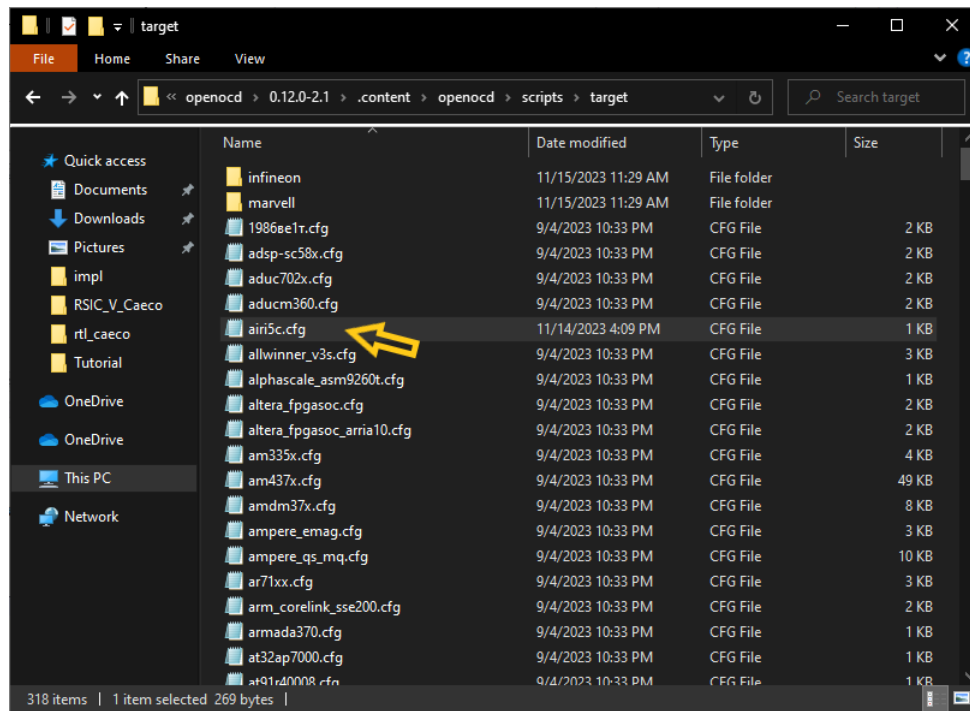


Figure 36: Add target configuration file `airi5c.cfg` to OpenOCD

4.3.2 Debugger Configuration

To configure the debugger double click *GDB OpenOCD Debugging* to create a new launch configuration with the name `< project name > Debug`. Add the lines to call the `olimex-arm-usb-tiny-h.cfg` and `airi5c.cfg` files in the *Config options* box. The first file contains the configuration for OpenOCD to debug using the adapter. The second file is the one added in the previous section. In the *GDB Client Setup* section the GDB, which is the GNU debugger, can be configured as shown in Figure 37. The first line in the *Commands* box refuses accesses to memory that is not explicitly described to prevent undesired effects. The second line specifies the architecture.

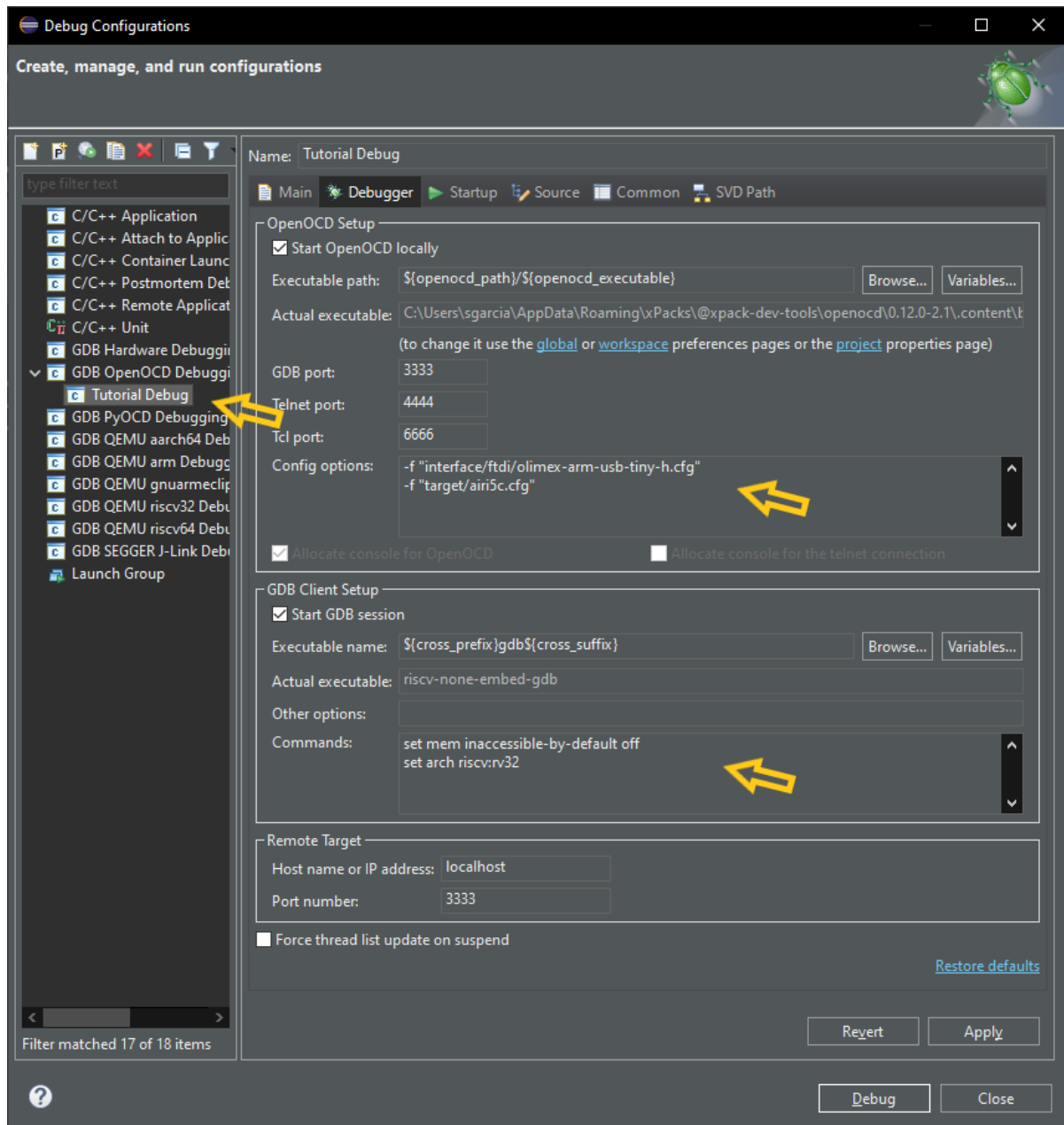


Figure 37: Configure the debbuger

4.3.3 Main Configuration

Make sure the ELF file is specified as the *C/C++ Application*, select *Apply* and *Debug*.

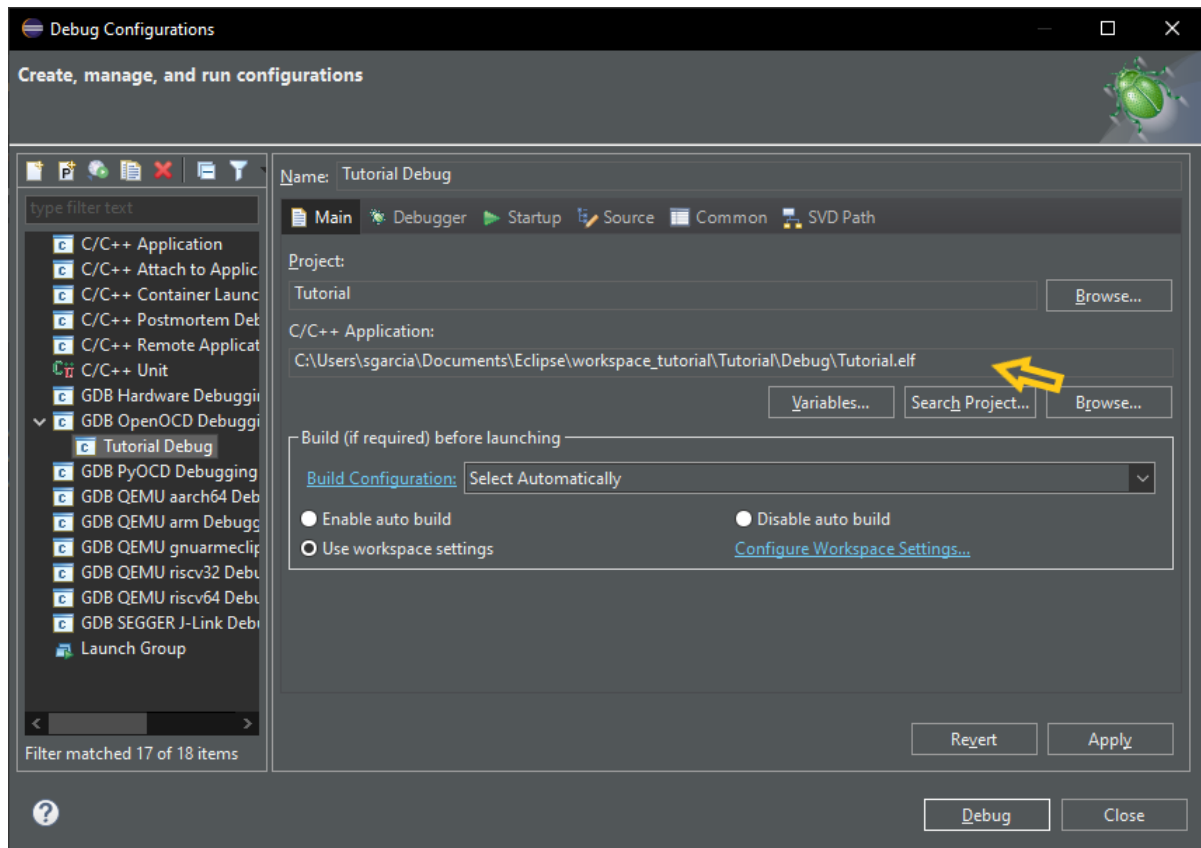


Figure 38: Select ELF file

4.4 Debugging

The IDE switches to the *Debug* perspective where the user can select different option for debugging from the toolbar, e.g. *Step Into* as shown in Figure 39. The *Disassembly* view can be shown selecting *Window* → *Show View* → *Disassembly*.

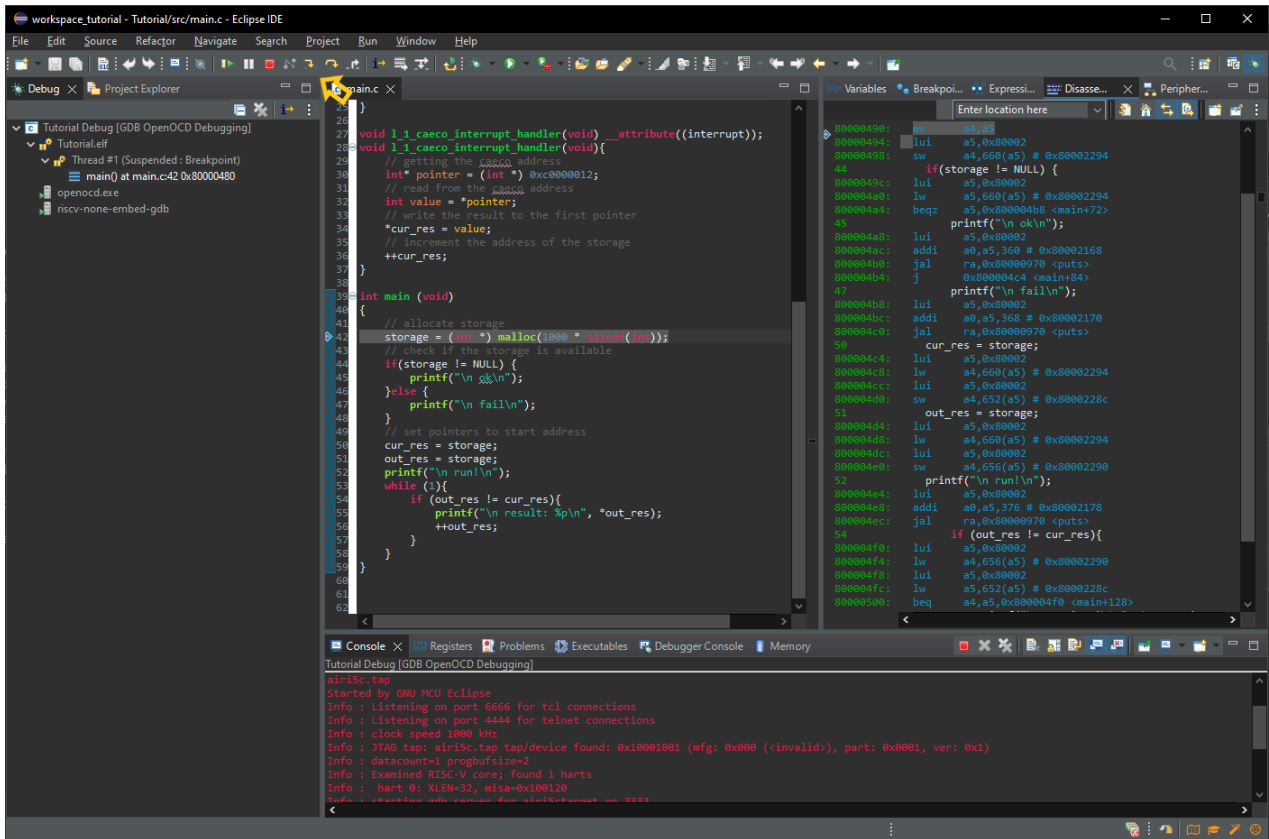


Figure 39: Debug perspective

In the HTerm terminal after connecting to the correct port and defining a data transmission of 115200 bauds, the printf messages will be visible in the terminal when debugging as shown in Figure 40.

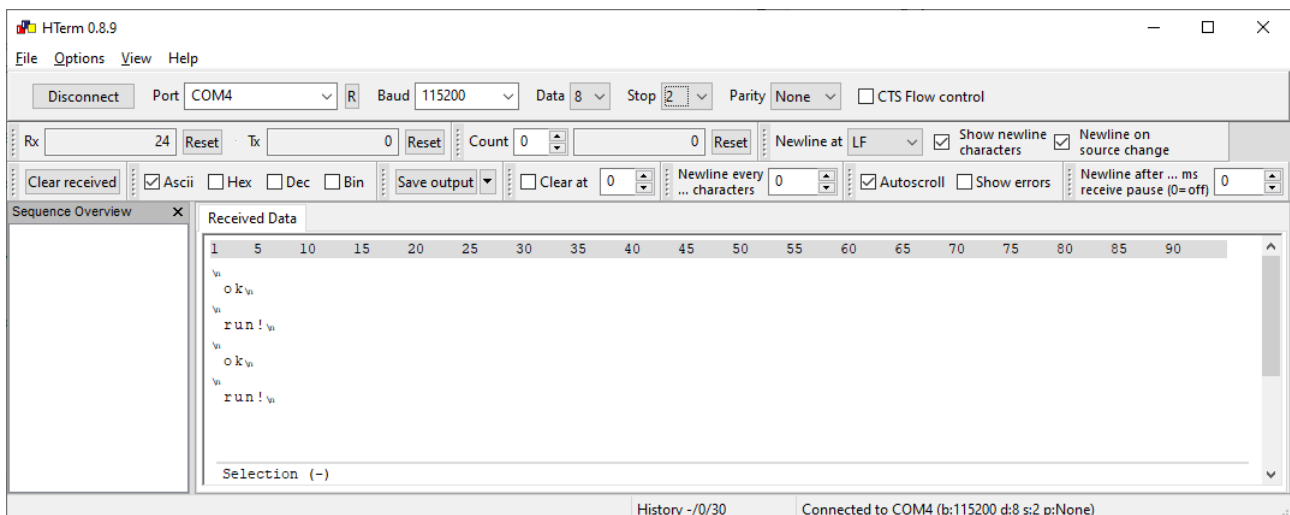


Figure 40: HTerm terminal during debugging

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