



1.0 INTRO

This document covers the basics of building wolfSSL with Xilinx. This document assumes that a bitstream has already been created from Vivado and just covers building and using wolfSSL. Source code can be seen on GitHub at <https://github.com/wolfSSL/wolfssl>.

1.1 Limitations

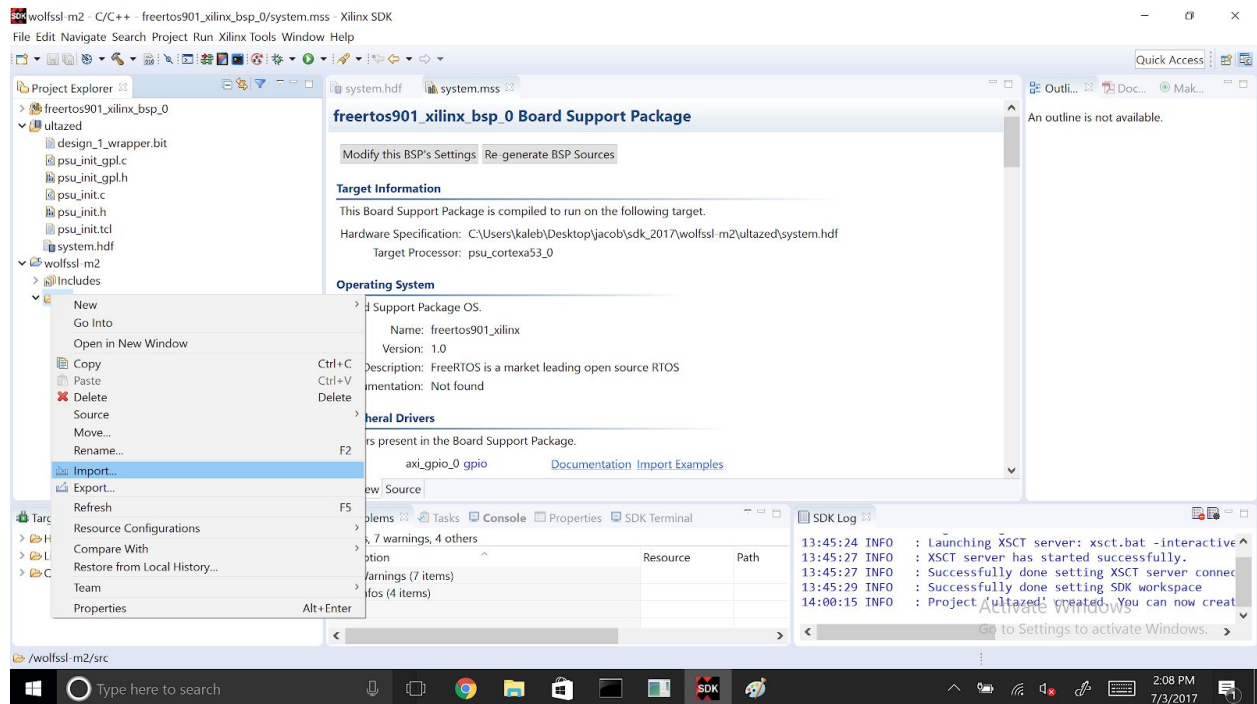
Both SHA3 and AES-GCM with using WOLFSSL_XILINX_CRYPT expect that the length of input data is a multiple of 4 i.e. (4, 12, 16...).

2.0 Building wolfSSL with Xilinx SDK version 2017.1

2.1 Importing wolfSSL code for creating a library

Create a new application with (File->New->Application Project) after filling out the name of the project select freertos and then next and choose an empty project.

Next import wolfSSL source files. To do this expand the newly created project in the Project Explorer tab and right click on src then select Import.

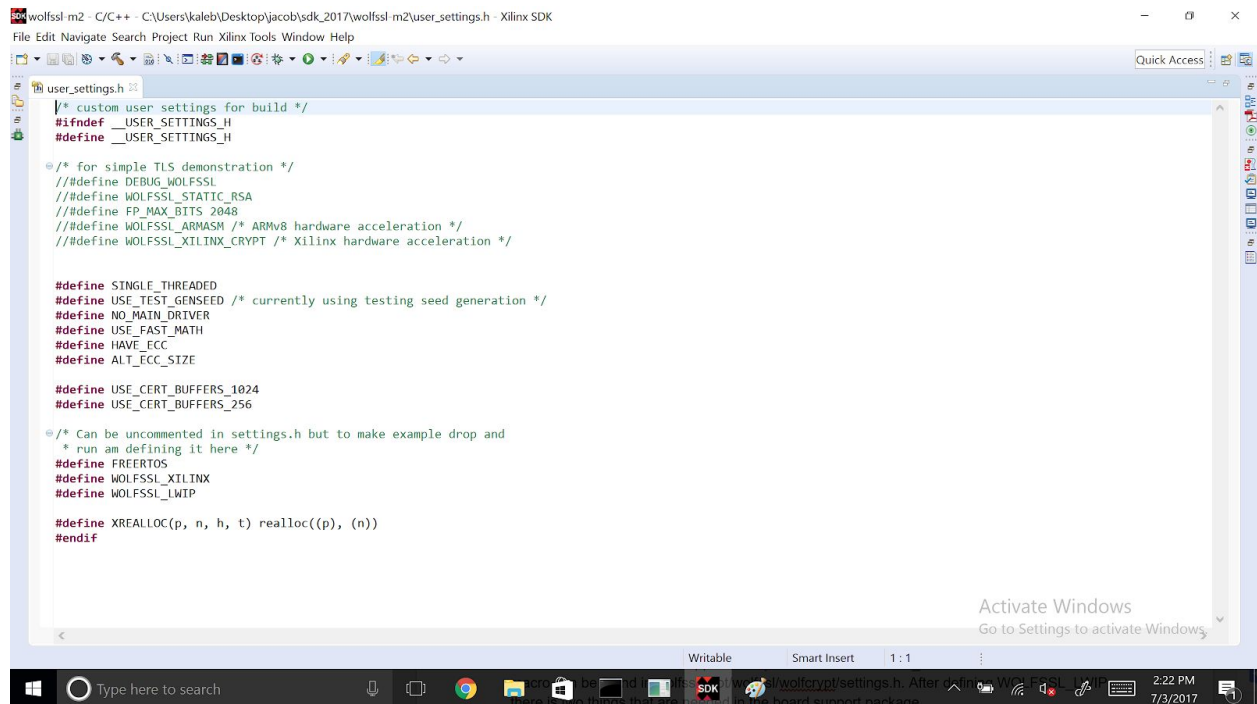


The files that need to be imported are in `wolfssl-root/wolfcrypt/src` and `wolfssl-root/src/`. Also optionally `wolfssl-root/wolfcrypt/src/port/arm` or `wolfssl-root/wolfcrypt/src/port/xilinx` to take advantage of hardware acceleration.

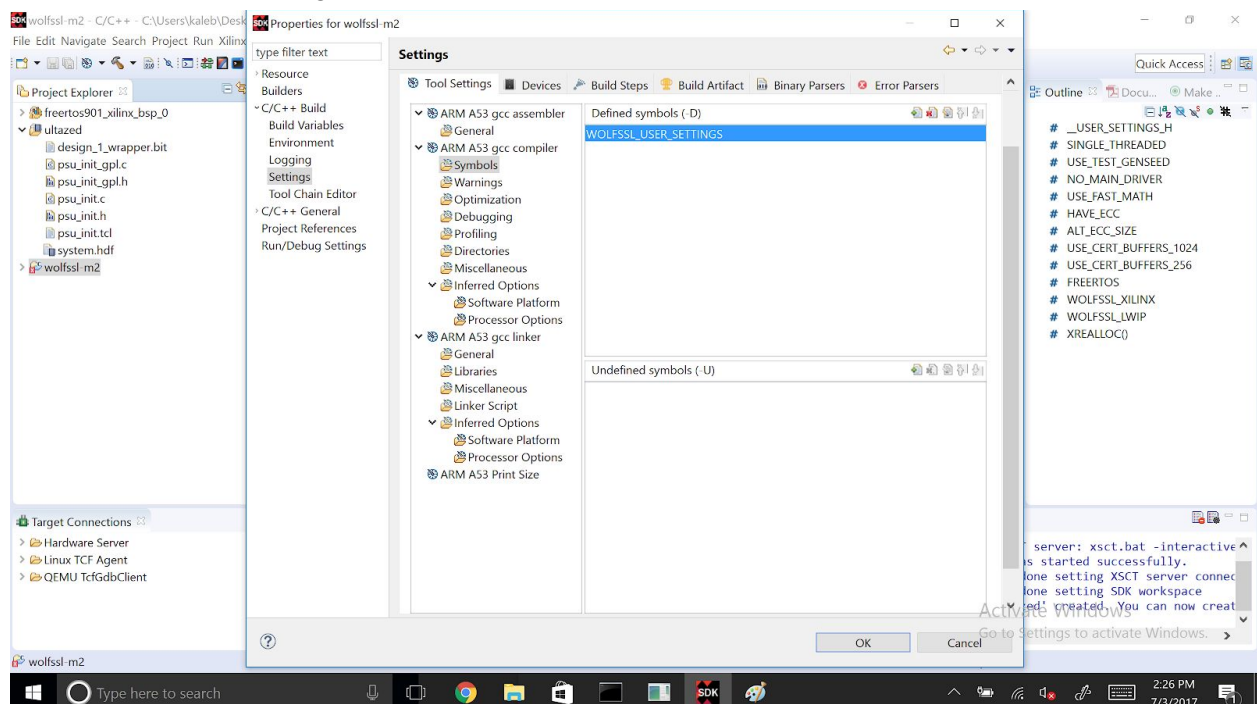
NOTE:

Currently `evp.c` and `bio.c` should not be compiled if not using `OPENSSL_EXTRA`, by default `misc.c` should also not be compiled. `Misc.c` only needs to be compiled if the macro `NO_INLINE` is defined. The file `wolfcrypt/src/aes_asm.s` should also not be compiled and will cause issues if compiled on an architecture that does not support `at&t` asm syntax.

When building wolfSSL as a library define `NO_MAIN_DRIVER` to make sure that the wolfcrypt test and benchmark applications do not use a “main” function if added to the project. For building with Xilinx the macro `WOLFSSL_XILINX` is needed, optionally the macro `WOLFSSL_XILINX_CRYPT` turns on available Xilinx hardened crypto. The following is an example `user_settings.h` for building wolfSSL. Note that if the RSA 2048 patch has been applied to `xsecure_rsa` than `WOLFSSL_XILINX_PATCH` should be defined to use it.

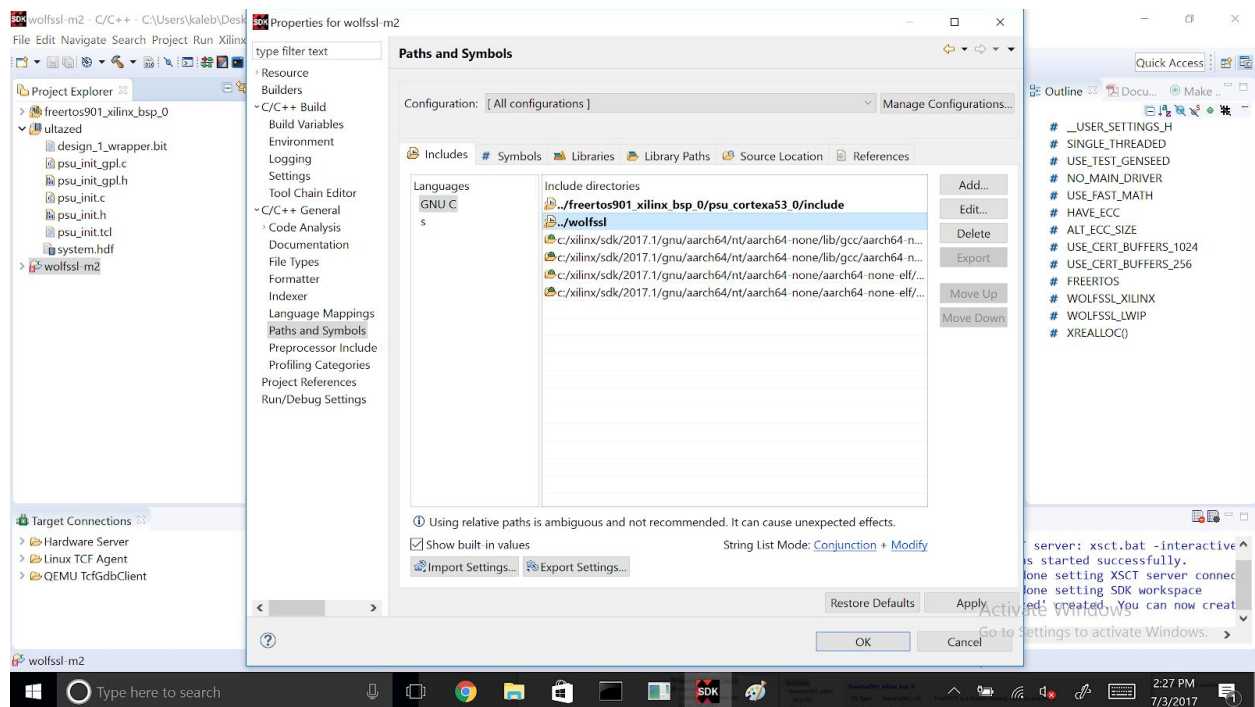


It is recommended that a user_settings.h file is used. This keeps all macros defined separate from the main wolfSSL code, allowing for updating wolfSSL version without erasing user defined macros. To use a user_settings.h file add the macro WOLFSSL_USER_SETTINGS to Symbols in C/C++ Build -> Setting.

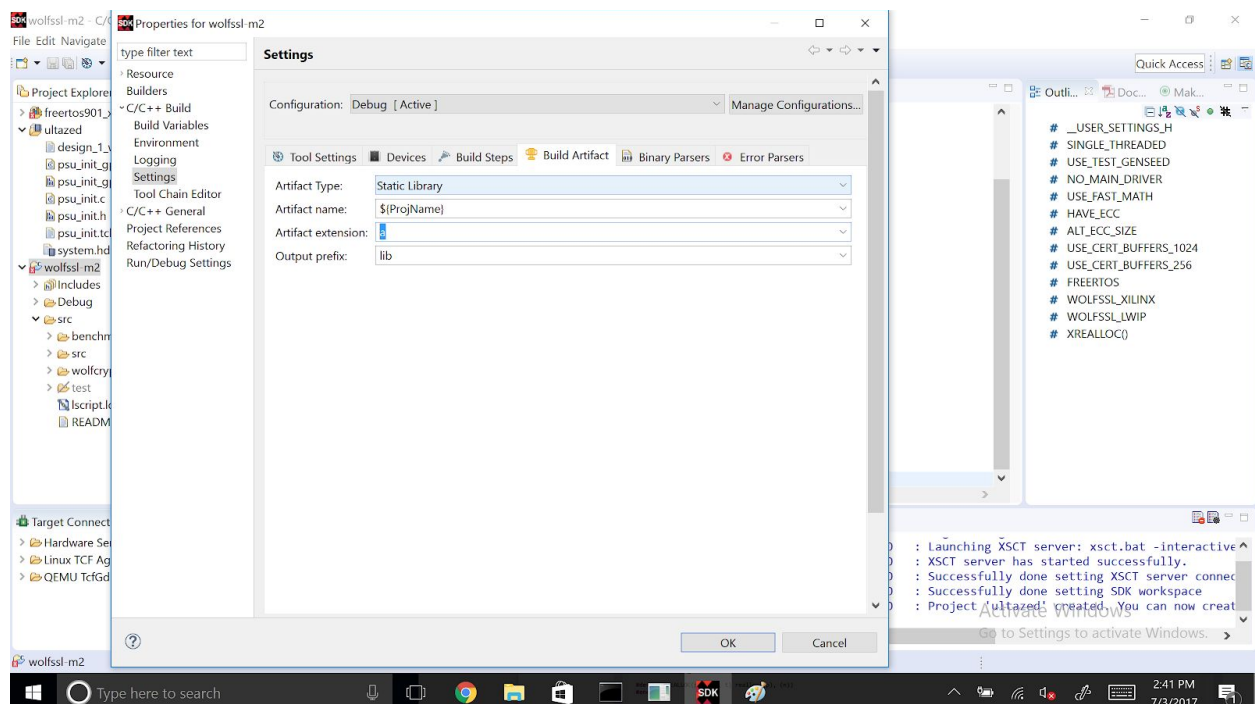


Now add in the path to root wolfSSL directory for header files, and the path to the

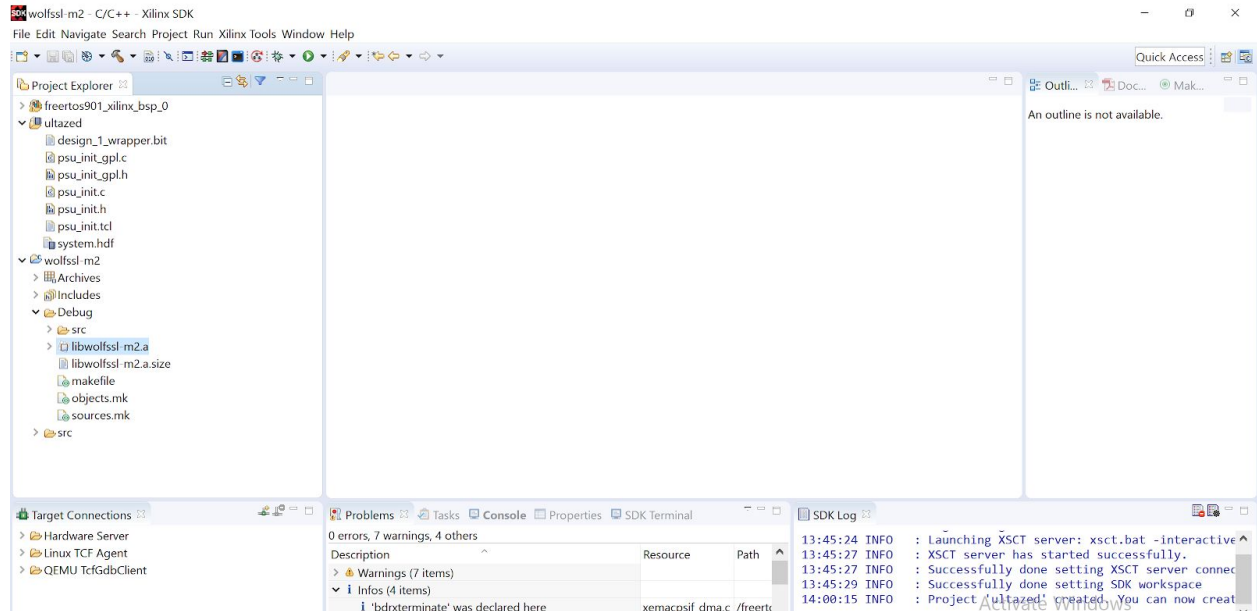
user_settings.h file if used. In the following image the root wolfSSL directory is wolfssl and is located up one directory relative to the current project.



Next, to make the project a library instead of an executable open the project settings and adjust the “Build Artifact”.



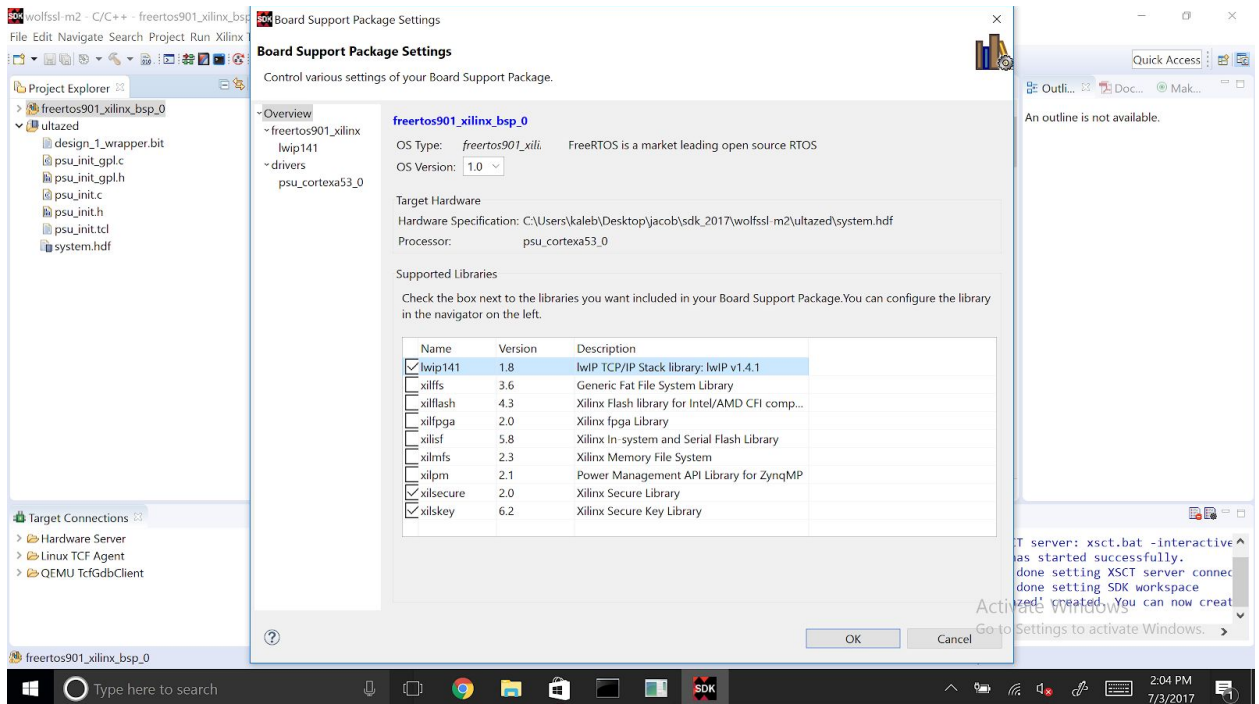
Now when building a <name>.a library will be created in the active build directory.



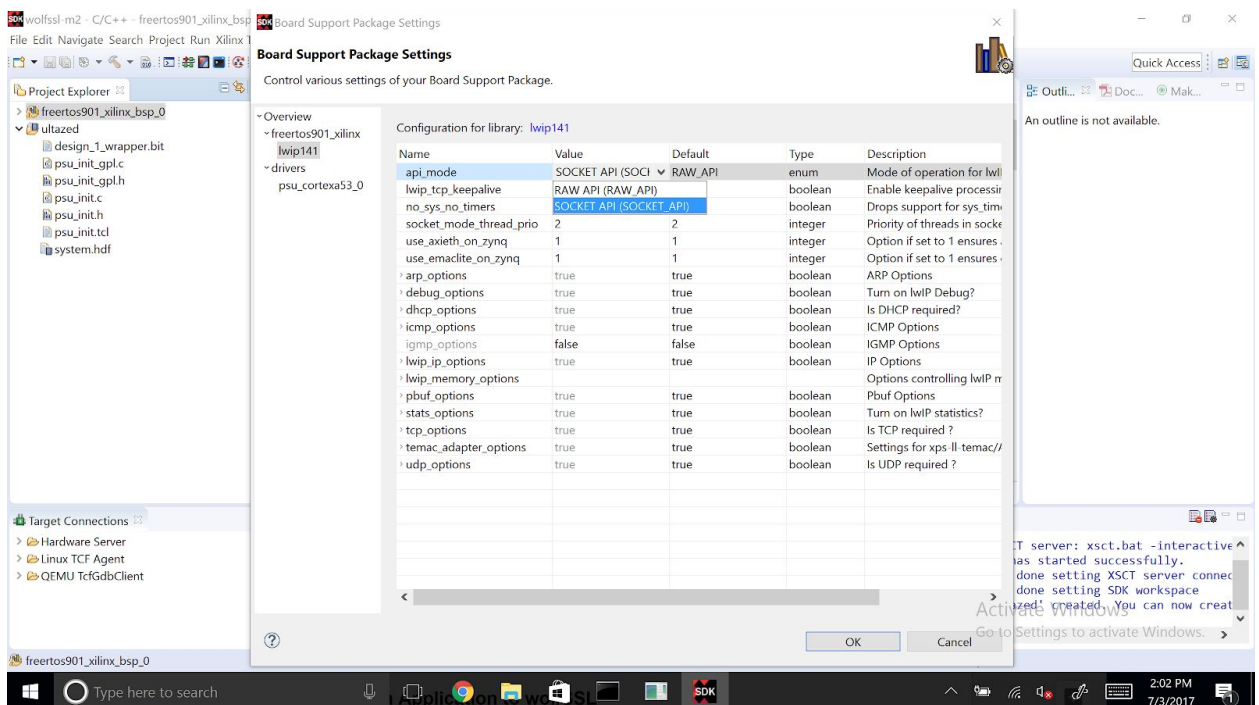
2.2 Adding lwip

To enable wolfSSL support of lwip the macro WOLFSSL_LWIP should be defined. This macro can be found in wolfssl-root/wolfssl/wolfcrypt/settings.h and can also be set in user_settings.h instead. After defining WOLFSSL_LWIP there is two things that are needed in the board support package.

Change bsp to have lwip if not already enabled



Change the board support package settings of lwip to be SOCKET instead of the default RAW



2.3 Adding Xilinx hardened crypto

For adding in use of Xilinx hardened crypto calls define the macro WOLFSSL_XILINX_CRYPT

either in user_settings.h or as an additional “Symbol” in C/C++ Build Settings, and then recompile.

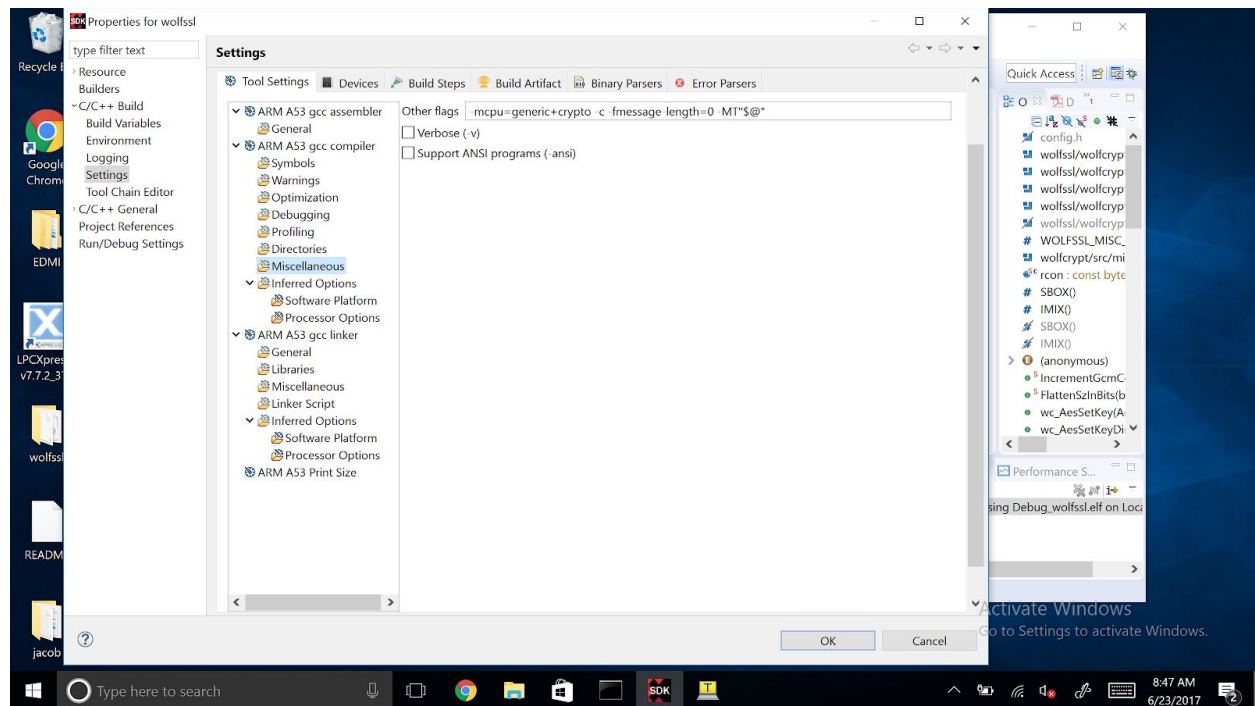
2.4 Adding ARMv8 hardware acceleration

The macro WOLFSSL_ARMASM should be defined for wolfSSL. This can be done with adding it to Symbols in C/C++ Build -> Settings or by setting it in a user_settings.h file.

To build with 64bit extensions the compiler flag “-mcpu=generic+crypto” is needed. Generic can be replaced with specific cpu if looking to fine tune performance when compiling. Here is a link to options available with gcc when compiling for aarch64

<https://gcc.gnu.org/onlinedocs/gcc/AArch64-Options.html>.

To set with using the SDK right click on the project and go to Properties. In Properties got to C/C++ Build -> Settings -> ARM A53 gc compiler -> Miscellaneous, and add to “Other flags”

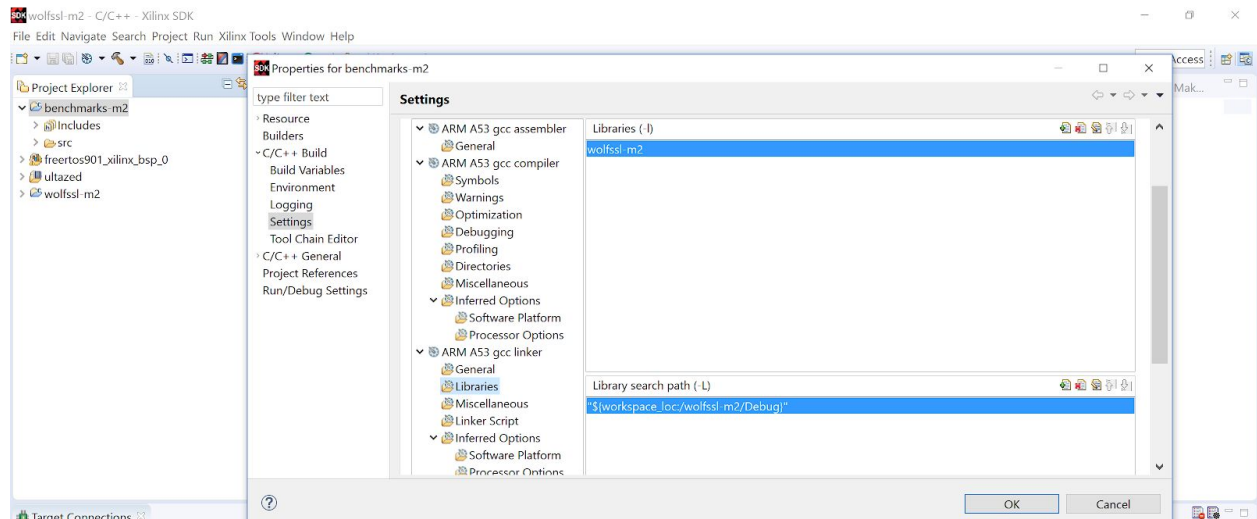


3.0 Linking An Application to wolfSSL

Create new application

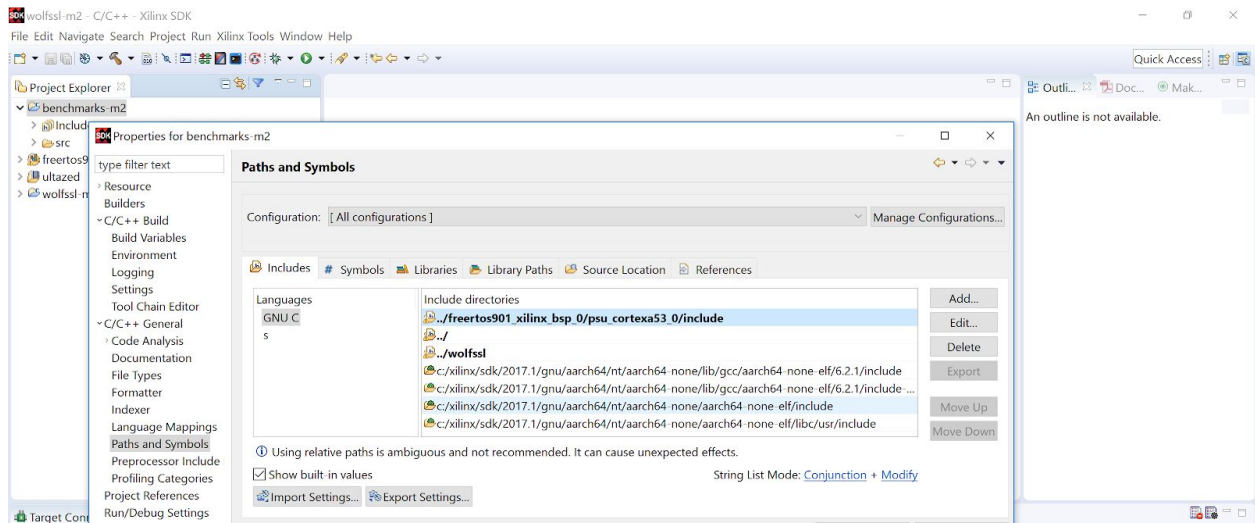
Right click go to (Properties->C/C++ Build->Settings->Tool Settings) select Libraries under

“ARM A53 gcc linker” and add the library name and path.

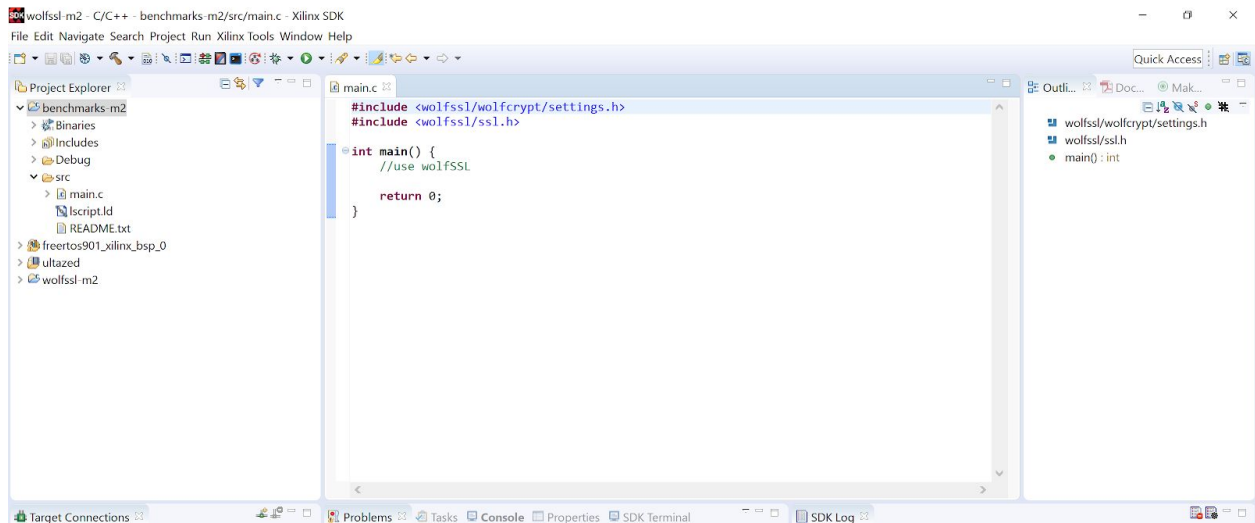


Add include path for wolfSSL header files.

Right click go to (Properties->C/C++ General->Paths and Symbols->Includes) select Add and add the file path to wolfSSL header files. If using a user_settings.h file remember to add the macro WOLFSSL_USER_SETTINGS to the project and to include the path to user_settings.h file to be used. The WOLFSSL_USER_SETTINGS macro can be set by (Properties->C/C++ Build->Settings->Tool Settings) and select Symbols under “ARM A53 gcc compiler”. Add WOLFSSL_USER_SETTINGS to “Defined symbols”.

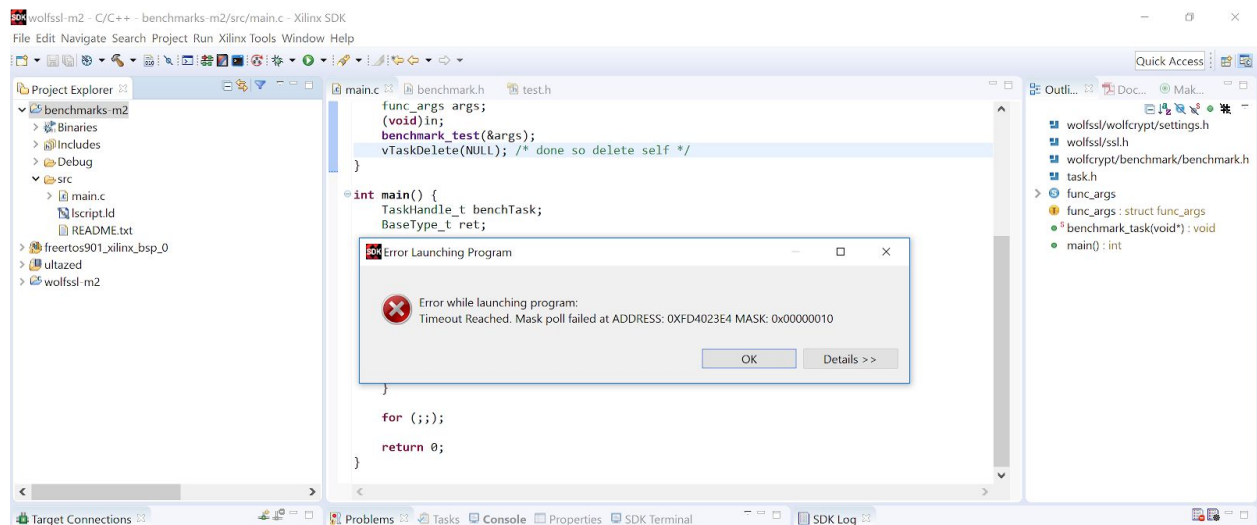


Lastly include wolfSSL header files and enjoy using wolfSSL!

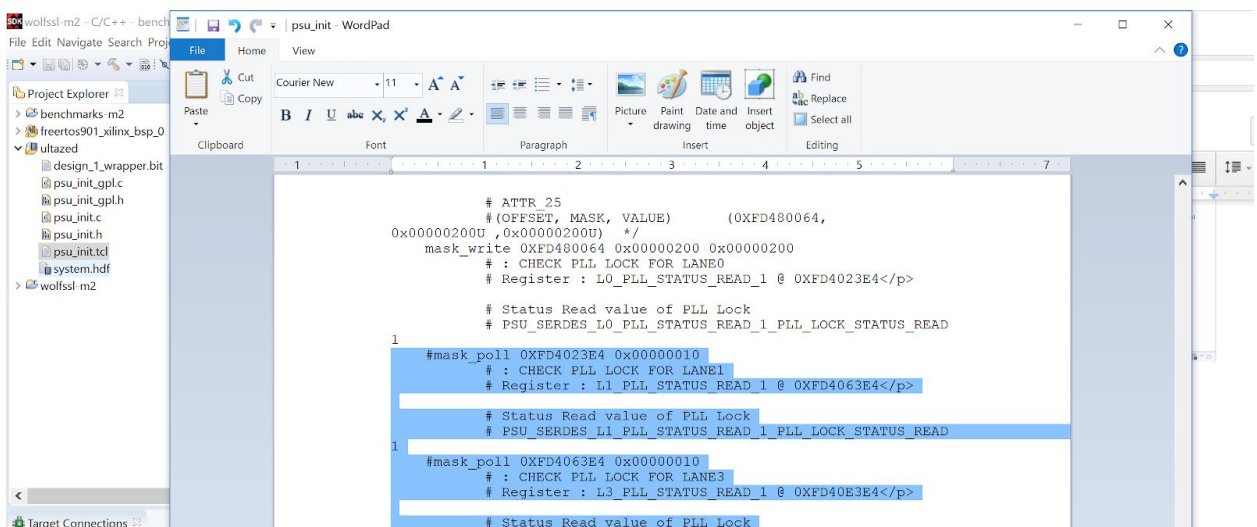


Strange Behavior

When flashing using jtag a mask poll error is found.



To work around this issue comment out the three mask_poll calls in psu_init.tcl file.



What to do in the case that wolfSSL header files are not found:

Check that the “Paths and Symbols” include the location of the wolfssl root directory.