

Date: 2022/02/01

Task Group: Fast Interrupts

Chair: Dan Smathers

Co-Chair: Kevin Chen

Number of Attendees: 8

Meetings Disclaimers Video (played at beginning of meeting):

https://drive.google.com/file/d/1y_XWJus8M5ZwSQ2cvEOzCjlOmsmXOnN4/view

Current issues on github: <https://github.com/riscv/riscv-fast-interrupt/issues>

Previous meeting minutes: <https://github.com/riscv/riscv-fast-interrupt/tree/master/minutes>

Fast Interrupt DoD (Definition of Done) Status:

<https://wiki.riscv.org/display/TECH/Fast+Interrupts+TG>

Next meeting agenda (02/15/22)

More open issue discussion? Discuss if pulls resolve discussed issues.

Discuss issue #29/pull #190 – clicintrig

Plan to discuss #96 – option was considered where the boundary between levels was a value instead of done by fixed number of bits.

Discuss #195/pull #196 – clarification of intthresh and xstatus.xie

Discuss #197 – clarification of executing a lower-priv xRET on intstatus and inhv.

Meeting minutes

Played meetings disclaimers video at start of meeting. (see link above).

Discussed #193 – xret/inhv spec clarification. closed.

Discussed #197 – if went from u-mode to m-mode. Can't rely on SPP settings. using SRET in MRET interrupt handler would pop the wrong stack.

Discussed #186 – clic arch support. sail support/signatures. for non-clic interrupts, normally save xepc/xcause/xtval/xstatus. interrupts skip xepc. what if have 2 trap causes happening at the same time. higher priority. generate interrupt. interrupt number. hard to do something portable with regards to cycle time. so have causality (ordering) but not timing. discussed just need a function call that implementations can use out to generate an interrupt.

Github updates since last minutes:

Specification updates since last minutes:

Open issue status:

Issues that can be closed?

#29/#155 – clarify intrttrig details. Created Pull #190. debug spec added tmexttrigger.intctl to support triggers from attached interrupt controllers. Will this provide the desired tightly integrated behavior? Need to mention behavior in clic spec, e.g., breakpoint before 1st instruction of interrupt executed?

Need spec updates:

#75 – move hw vectoring to separate section in spec - waiting until other issue spec updates before making this large text change.

#100 – reserve immediate bits in xnxti usage

#158 – change CLICCTRLBITS to CLICMLPBITS.

#160 - can rewrite to allow for but not assume n-extension is available.

Need more discussion:

#49 – reopened: prev spec had single control for multiple harts but current spec implies control per hart and implications. Closed by #183? Dependent on issue #96 discussion.

#96 – proposed reformat of cliccfg. bit spec change, small hw change. Tried to close with Pull #183. more discussion about xcliccfg.nmbits. change to a programmable boundary value? discuss more.

#97 – proposed reformat of xcause CSRs (bigger discussion). Think some assumptions might be wrong. to discuss with John Hauser.

#102 - preemptible interrupt handler code (for section 7.2)

#108 – pushint/popint? defer to broader discussion on providing hardware stacking of interrupt contexts (possibly post-1.0)..

#171 – CLICCFGLBITS parameter - related to #80, #158.

#195/pull #196 – clarification of intthresh and xstatus.xie

#197 – clarification of executing a lower-priv xRET on intstatus and inhv.

Issues need to be worked:

#91 – DTS entry – have linux group review DTS example.

#107 - heritage of features. keep researching and adding references to bibliography.

#185 – SAIL model implementation of CLIC

#186 – CLIC architecture tests

#187 – QEMU CLIC implementation update

Issues waiting on ratification (encoding/opcode consistency review needed)

#88 – CSR address mapping

Issues punted for rev1, keep open for future enhancements:

#92/Pull #181 – hypervisor compatibility. Pull #181 with Initial hypervisor extension proposal for CLIC. Punted for rev1.

#99 – horizontal interrupt window. punted for rev1

#101 - xnxti to trigger on equal level. punted for rev1

#106 – allow level change. Punted for rev1

#192 – allow mix of CLIC/CLINT at different priv modes punted for rev1