



I/O Device

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Introduction

CPU is a circuit which can only execute instructions

- How to let CPU display Hello, World!?
- How to let CPU know which key you have pressed?

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CPU is a circuit which can only execute instructions

- How to let CPU display Hello, World!?
- How to let CPU know which key you have pressed?
- We need I/O device!

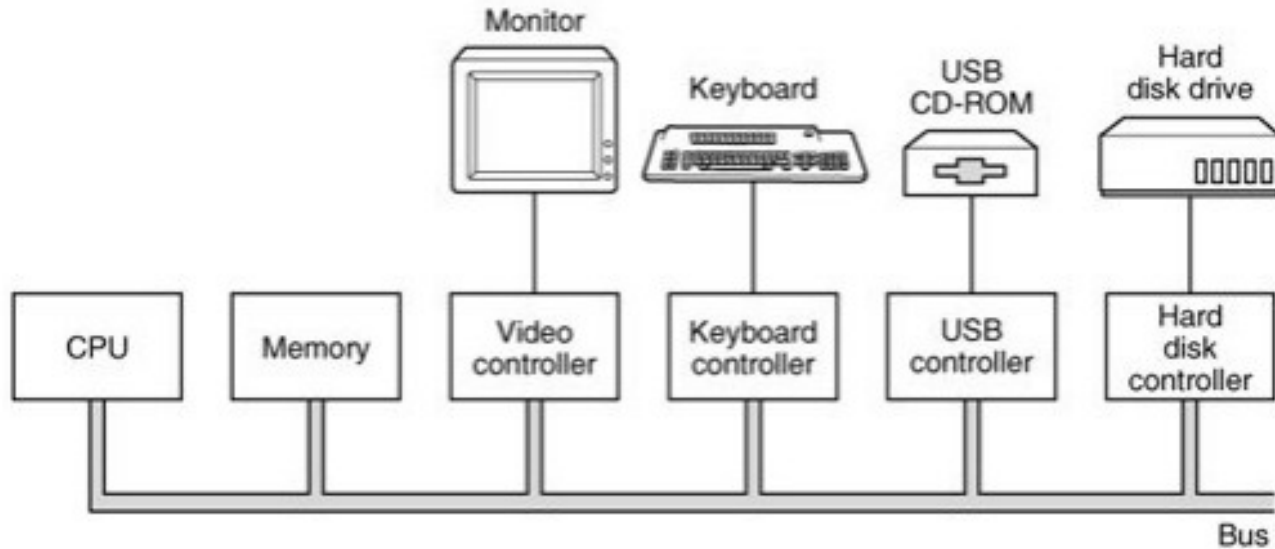
Computer users do not control the computer by sending binary instructions to the CPU

- Instead, control the computer by I/O device
 - Mouse, keyboard, screen, ...

I/O Device

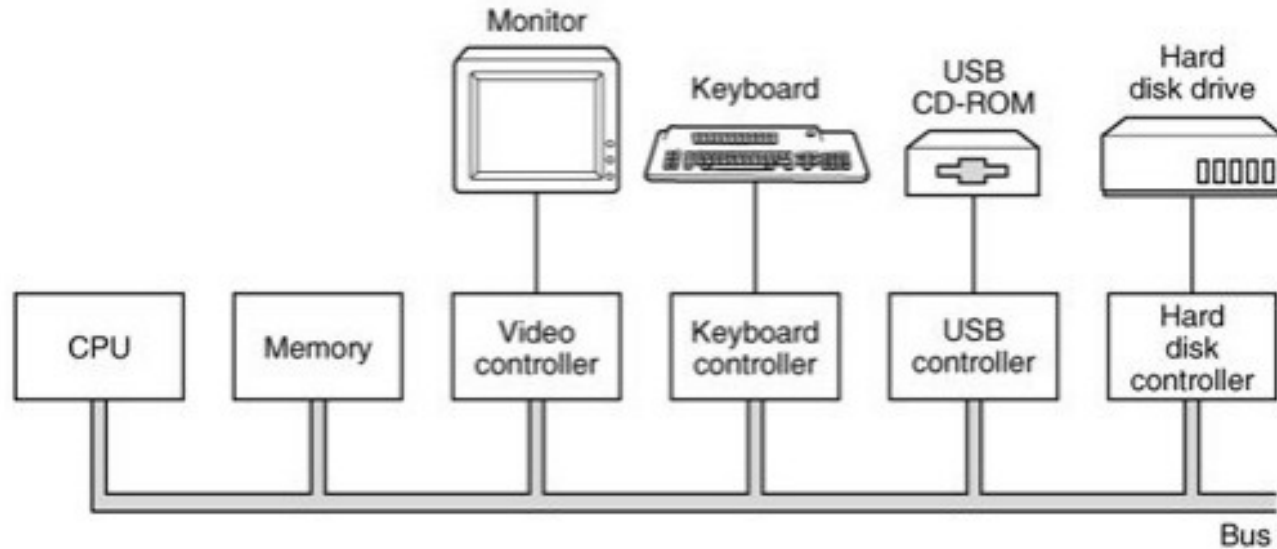
Device Controller

A digital module which controls the actual device to work



Device Controller

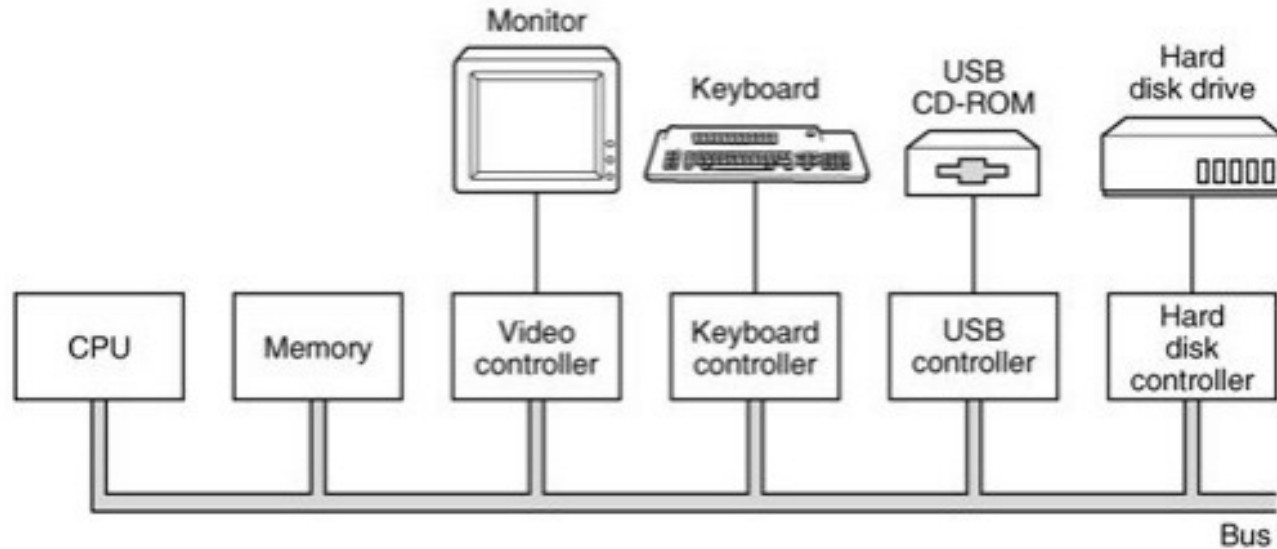
A digital module which controls the actual device to work



- Connect CPU by bus from one side
 - Receive commands from CPU

Device Controller

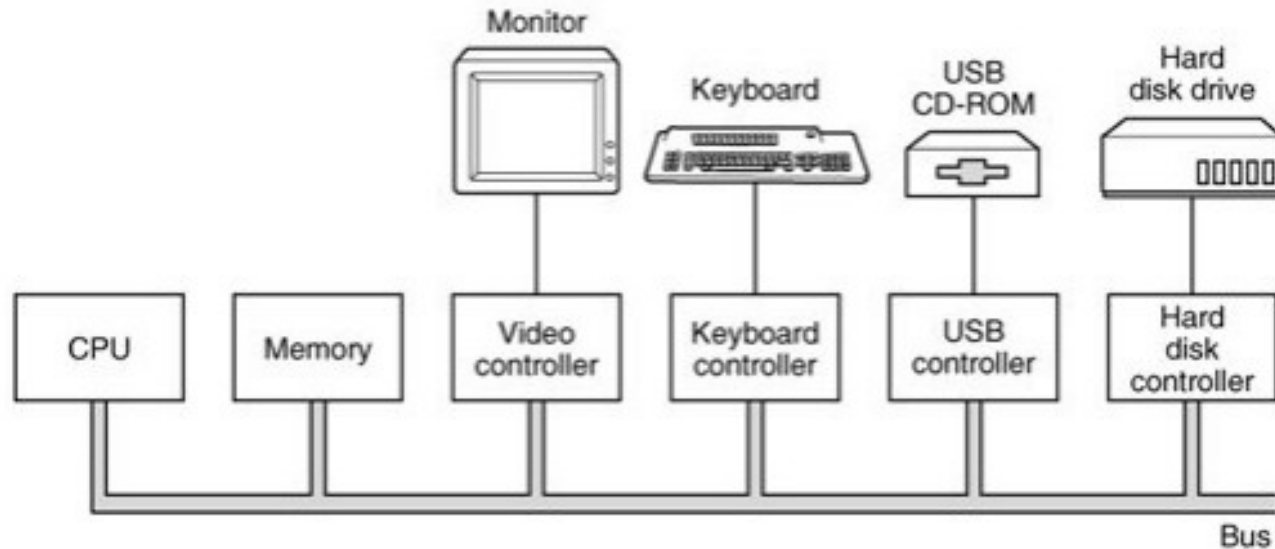
A digital module which controls the actual device to work



- Connect CPU by bus from one side
 - Receive commands from CPU
- Connect the actual device from the other side
 - Send signals to the actual device

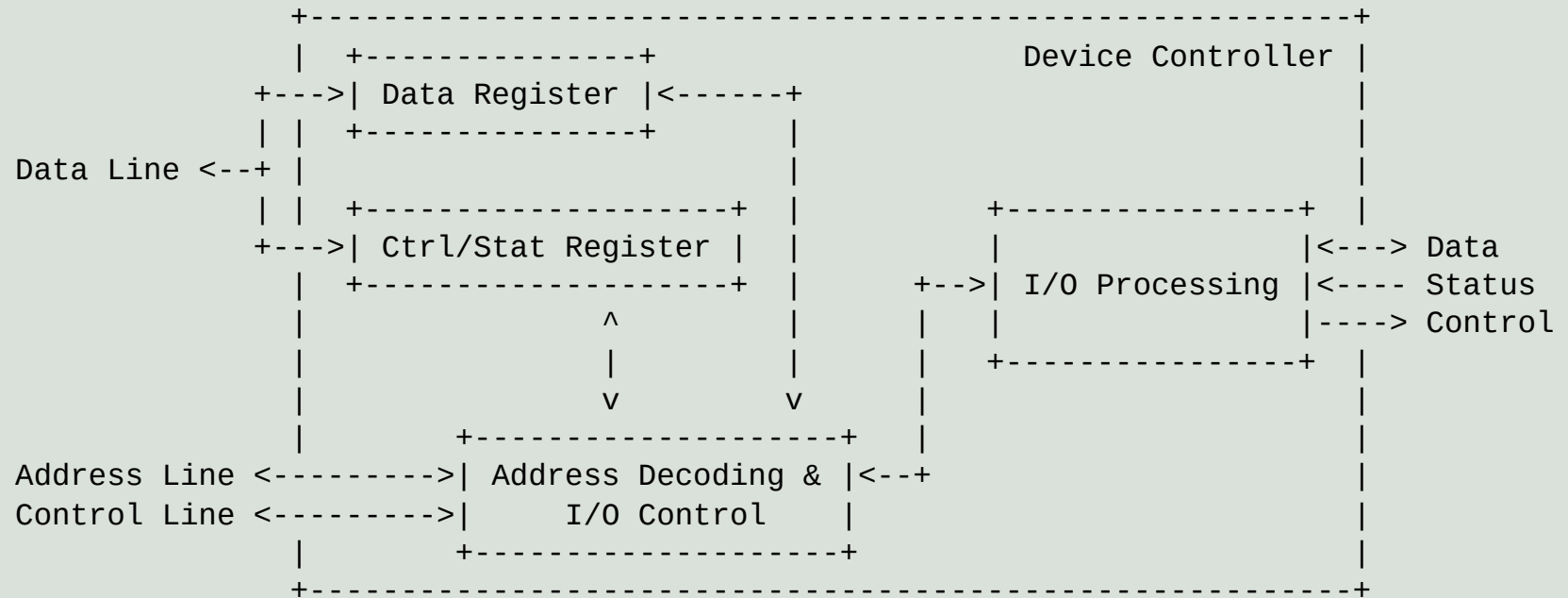
Device Controller

A digital module which controls the actual device to work



- Connect CPU by bus from one side
 - Receive commands from CPU
- Connect the actual device from the other side
 - Send signals to the actual device
- Translate the commands from CPU to signals

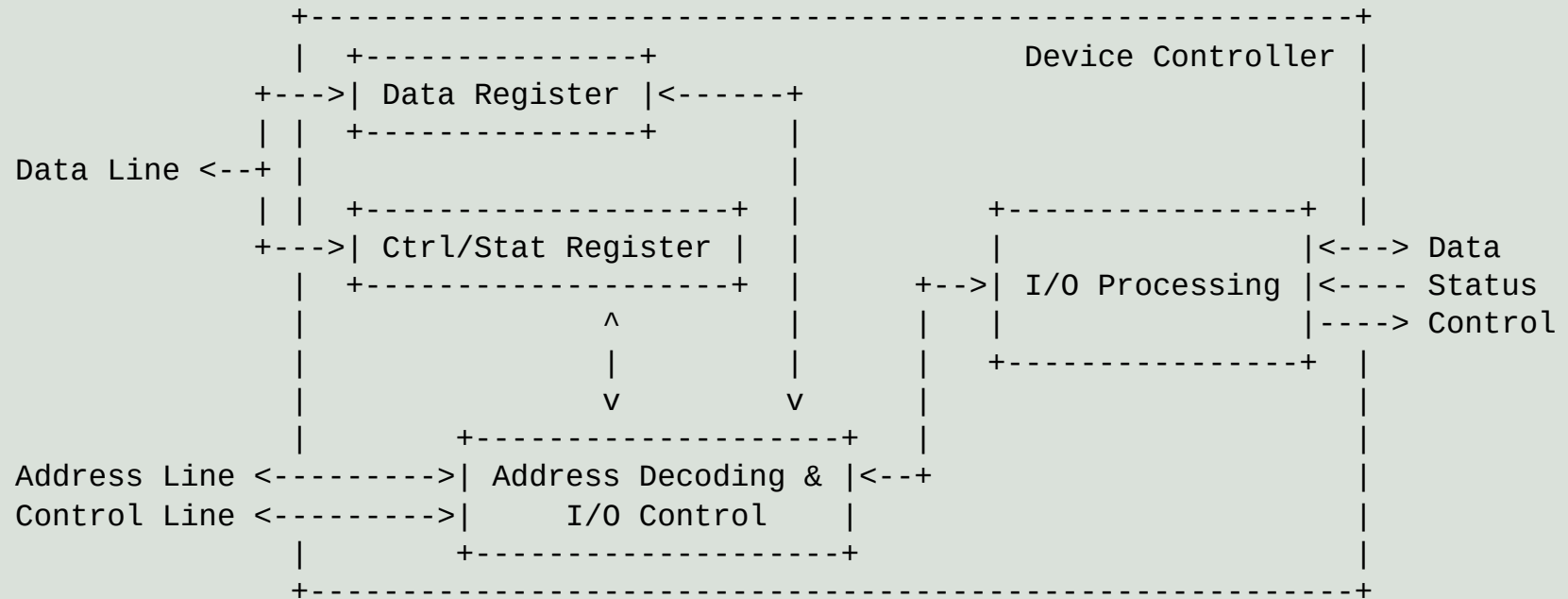
Inside Device Controller



3 important kinds of device registers visible to CPU:

- data exchange - data register
- command & control - control register
- status detecting - status register

Inside Device Controller



3 important kinds of device registers visible to CPU:

- data exchange - data register
- command & control - control register
- status detecting - status register

Other parts are invisible to CPU

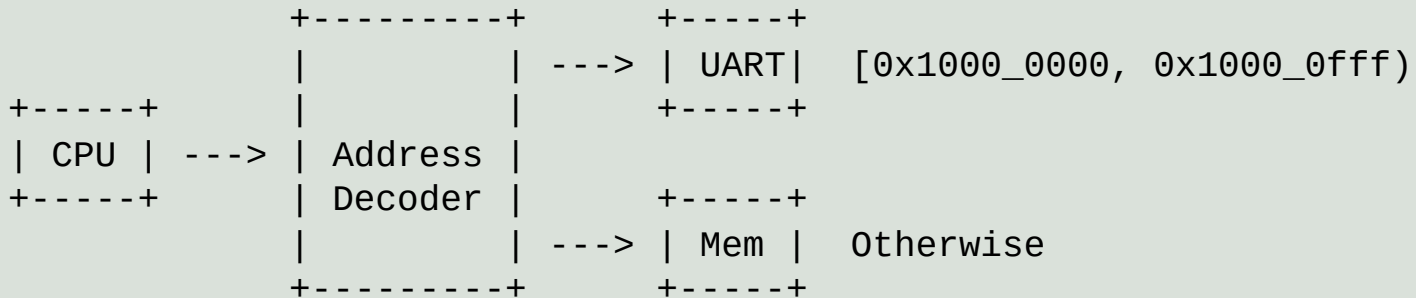
- Abstraction! CPU controls device by accessing device registers

Device Programming

Memory-Mapped I/O (MMIO)

To make device registers accessible by CPU, there should be referred in some way

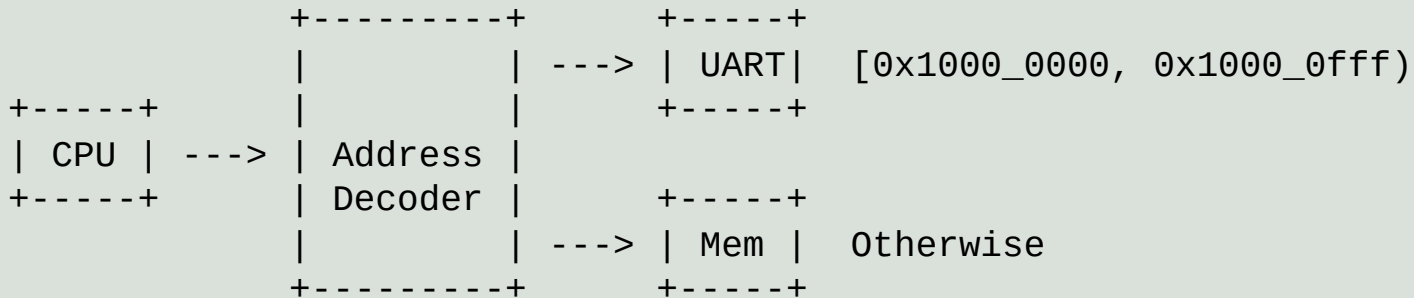
- Memory-Mapped I/O
 - map device registers to some memory addresses



Memory-Mapped I/O (MMIO)

To make device registers accessible by CPU, there should be referred in some way

- Memory-Mapped I/O
 - map device registers to some memory addresses



When CPU issues a memory request, the address decoder will map the request to the corresponding device according to the memory address

- The address decoder inside the device will further map the request to the device registers

The Function of Device Registers

Read the friendly manual

- Example: [Xilinx UART 16550 v2.0 LogiCORE IP Product Guide](#)

Table 2-4: Register Address Map

LCR(7)	Address Offset	Register Name	Access Type	Description
0	0x1000	RBR	RO	Receiver Buffer Register
0	0x1000	THR	WO	Transmitter Holding Register
0	0x1004	IER	R/W	Interrupt Enable Register
x	0x1008	IIR	RO	Interrupt Identification Register
x	0x1008	FCR	WO	FIFO Control Register
1	0x1008	FCR	RO	FIFO Control Register
x	0x100C	LCR	R/W	Line Control Register
x	0x1010	MCR	R/W	Modem Control Register
x	0x1014	LSR	R/W	Line Status Register
x	0x1018	MSR	R/W	Modem Status Register
x	0x101C	SCR	R/W	Scratch Register
1	0x1000	DLL	R/W	Divisor Latch (Least Significant Byte) Register
1	0x1004	DLM	R/W	Divisor Latch (Most Significant Byte) Register

Device Programming

Program with assembly instructions

```
lui t0, 0x10000    # t0 = 0x10000000
addi t1, zero, 65  # 65 = the code of 'A'
sb t1, 0(t0)
```

Program with C code

```
void putch(char c) {
    char *p = (char *)0x10000000ul;
    *p = c;
}
```


Device Programming(2)

TASK 1 - implement a simple behavior model for UART

- Insert a condition statement when accessing memory

```
extern "C" void mem_write(unsigned addr, unsigned wdata, unsigned char wmask)
{
    if (addr == 0x10000000) { // write to UART
        fputc(wdata & 0xff, stderr); // in stdio.h
        return;
    }
    // write to memory array
}
```

- Implement `putch()` in `abstract-machine/am/src/riscv/npc/trm.c`
- Run hello program
 - For co-simulation, you should recognize the store instruction writing to UART, and skip it for the reference model

```
cd am-kernels/kernels/hello
make ARCH=minirv-npc run
sudo apt install libsdl2-dev
make ARCH=native run # run on native for the reference result
```

Run More Programs

With UART, we can let program output something

TASK 2 - run more programs

- Download `klib-minirv-npc.a` and put it under `abstract-machine/klib/build/`
 - Overwrite the original file if exists
- Try to benchmarks under `am-kernels/benchmarks`
 - You may run on `ARCH=native` first for the reference result
 - Since now there is no way to measure time on the CPU, just ignore the score displayed
 - For `dhrystone` and `coremark`, modify the code to reduce the number of iterations to `2`
 - For `microbench`, run with `mainargs=test`
 - `make ARCH=minirv-npc run mainargs=test`

Run More Programs(2)

TASK 3 (optional) - run LLaMa

- Clone the repo

```
git clone -b dev https://github.com/OSCPU/archbench
```

- Set environment variable

```
cd archbench
echo "export BENCH_HOME=`pwd`" >> ~/.bashrc # change this if your shell is not bash
source ~/.bashrc # or close the terminal and open a new terminal
```

- Check the environment variable

```
echo $BENCH_HOME # should display the path you just set in the previous step
```

- Compile and run LLaMa

```
cd archbench/bench/202.llama2
make ARCH=minirv-npc run mainargs=test
# It will just output `Once Once` due to low accuracy of the small model

make ARCH=minirv-npc run mainargs=train
# It will output `Once upon a time, there was a little girl named Lily.`
# It may cost about 5 minutes to finish
```

Be Careful with C Code

Poll the Status of UART

Sometimes device is not ready to accept commands

- We should first check the status to wait before it is ready

```
#define BUSY 0
void putch(char c) {
    char *data = (char *)0x10000000ul;
    char *status = (char *)0x10000004ul;
    while (*status == BUSY); // wait until ready
    *data = c;
}
```

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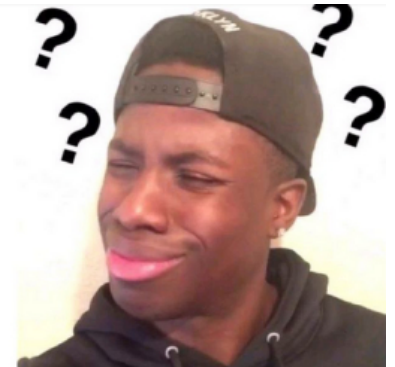
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}
```

```
riscv64-linux-gnu-gcc -march=rv32g -mabi=ilp32 -O2 -c a.c
riscv64-linux-gnu-objdump -d a.o
```

```
00000000 <putch>:
    0:   100007b7   lui      a5,0x10000
    4:   0007c703   lbu      a4,4(a5) # 10000004
    8:   00071463   bnez     a4,10 <.L5>

0000000c <.L4>:
    c:   0000006f   j        c <.L4>

00000010 <.L5>:
   10:   00078223   sb       a0,0(a5)
   14:   00008067   ret
```



What Happened?

Compiler considers that `data` and `status` are normal pointers, which point to normal memory data

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- Inside `while`, the data pointed by `status` seems unchanged
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    while (*status == BUSY);
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```

- Inside `while`, the data pointed by `status` seems unchanged
 - `*status == BUSY` keeps the same every time it is evaluated

Compiler decides to move the evaluation of `*status == BUSY` to the outside of `while`, to reduce the number of evaluation

```
#define BUSY 0
void putch(char c) {
    char *data = (char
*)0x100000000ul;
    char *status = (char
*)0x100000004ul;
    int is_busy = (*status ==
BUSY);
    while (is_busy);
    *data = c;
}
```


Be Careful with Compiler Optimization

Fact - `status` is a pointer pointing to a device register

- Its value will change, even if the program does not write to it!
 - That is, `*status == BUSY` may yield different results every time it is evaluated
- But the compiler does not know about this fact

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- But the compiler does not know about this fact

Solution - use keyword `volatile` to tell compile

- `status` is pointing to a data which may change itself
- Therefore, the data accessing should be strictly performed
 - Do not optimize it!

```
volatile char *status
// ...
volatile char *data
// ...
```

```
00000000 <uart_putch>:
      0: 10000737 lui    a4,0x10000
      4: 00074783 lbu    a5,4(a4) #
10000004
      8: fe078ee3 beqz   a5,4
      c: 00070223 sb     a0,0(a4)
     10: 00008067 ret
```

Try to Poll the Status

TASK 4 - poll the status of UART before sending a character

- Add a status register for UART

```
extern "C" int mem_read(int addr) {  
    if (addr == 0x10000004) { // read UART status  
        return (rand() & 0x7) == 0 ? 0 : 1; // ready with probability 12.5%  
    }  
    // read from memory array  
}
```

- Modify `putch ()` to wait for ready before sending a character
 - For co-simulation, you should recognize the load instruction to read from UART, and copy the read result from RTL to the reference model
 - This guraruntees that after the execution of the load instruction, the states of RTL and reference model are still the same

I/O Extension in AM

I/O Extension

There are different devices in different platforms

- The ways to access them are also different
 - The function of device registers
 - The address of device registers

I/O Extension

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 - The function of device registers
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Add an abstraction layer: IOE (I/O Extension)

- provide virtual device registers
- provide 3 APIs

```
void ioe_read(int reg, void *buf);  
void ioe_write(int reg, void *buf);  
bool ioe_init();
```

Virtual Device Registers in IOE

```
// abstract-machine/am/include/amdev.h
AM_DEVREG( 1, UART_CONFIG, RD, bool present);
AM_DEVREG( 2, UART_TX, WR, char data);
AM_DEVREG( 3, UART_RX, RD, char data);
AM_DEVREG( 4, TIMER_CONFIG, RD, bool present, has_rtc);
AM_DEVREG( 5, TIMER_RTC, RD, int year, month, day, hour, minute, second);
AM_DEVREG( 6, TIMER_UPTIME, RD, uint64_t us);
AM_DEVREG( 7, INPUT_CONFIG, RD, bool present);
AM_DEVREG( 8, INPUT_KEYBRD, RD, bool keydown; int keycode);
AM_DEVREG( 9, GPU_CONFIG, RD, bool present, has_accel; int width, height, vmemsz);
AM_DEVREG(10, GPU_STATUS, RD, bool ready);
AM_DEVREG(11, GPU_FBDRAW, WR, int x, y; void *pixels; int w, h; bool sync);
AM_DEVREG(12, GPU_MEMCPY, WR, uint32_t dest; void *src; int size);
AM_DEVREG(13, GPU_RENDER, WR, uint32_t root);
AM_DEVREG(14, AUDIO_CONFIG, RD, bool present; int bufsize);
AM_DEVREG(15, AUDIO_CTRL, WR, int freq, channels, samples);
AM_DEVREG(16, AUDIO_STATUS, RD, int count);
AM_DEVREG(17, AUDIO_PLAY, WR, Area buf);
AM_DEVREG(18, DISK_CONFIG, RD, bool present; int blksize, blkcnt);
AM_DEVREG(19, DISK_STATUS, RD, bool ready);
AM_DEVREG(20, DISK_BLKIO, WR, bool write; void *buf; int blkno, blkcnt);
AM_DEVREG(21, NET_CONFIG, RD, bool present);
AM_DEVREG(22, NET_STATUS, RD, int rx_len, tx_len);
AM_DEVREG(23, NET_TX, WR, Area buf);
AM_DEVREG(24, NET_RX, WR, Area buf);
```

Programs read the timer by `ioe_read(TIMER_UPTIME, &us);`

- They do not care about how to implement the timer

Add Timer

TASK 5 - add timer

- Implement a simple behavior model for timer

```
unsigned long long get_time() {  
    // Return the number of microsecond since simulation starts.  
    // Can be implemented by gettimeofday().  
}  
extern "C" int mem_read(int addr) {  
    if (addr == 0x10000004) { /* ... */ } // read UART status  
    // read the low 32 bits of timer  
    else if (addr == 0x20000000) { return get_time() & 0xffffffff; }  
    // read the high 32 bits of timer  
    } else if (addr == 0x20000004) { return get_time() >> 32; }  
    // read from memory array  
}
```

- Implement `__am_timer_uptime()` by accessing the timer model in `abstract-machine/am/src/riscv/npc/timer.c`
- Run test for timer

```
cd am-kernels/tests/am-tests  
make ARCH=minirv-npc run mainargs=t  
make ARCH=native run mainargs=t # run on native for the reference result
```


Add Timer(2)

TASK 6 - run benchmarks again

- Now they should report a meaningful score

It is time to run Mario!

TASK 7 - run Mario

- Clone the repo

```
git clone https://github.com/NJU-ProjectN/fceux-am
```

- Download the ROM file for Mario, and put it under `fceux-am/nes/rom/` with file name `mario.nes`
- Modify the configuration

```
--- fceux-am/src/config.h
+++ fceux-am/src/config.h
@@ -1,5 +1,5 @@
  #ifndef __CONFIG_H__
  #define __CONFIG_H__

  -#define HAS_GUI
  +//#define HAS_GUI
  #define SIZE_OPT
```

- Compile and run
 - can not play because no keyboard is connected to CPU now

```
cd fceux-am
make ARCH=minirv-npc run
```

END

