Computer Architecture - Lab Assignment 1

RISC-V instruction set architecture and programming of Nios V/m processor

This is an introductory exercise that involves Intel/Altera's Nios V/m processor and its RISC-V assembly language. It uses a simple computer system, called the DE0-Nano Basic Computer, which includes the Nios V/m processor. The system is implemented as a circuit that is downloaded into the Field Programmable Gate Array (FPGA) device on the DE0-Nano board. This exercise illustrates how programs written in the RISC-V assembly language can be executed on the DE0-Nano board.

To prepare for this exercise you have to know the Nios V/m processor architecture and its RISC-V assembly language. This lab consists of four parts. Part I below describes the procedure for compiling, linking RISC-V architecture assembler programs, and running the programs on the DE0-Nano board.

Part I. Executing an example program

In this part we will use the **Nios V Command Shell** to download the DE0-Nano Basic Computer circuit into the FPGA device and execute a sample program. This tool is part of the *Intel/Altera Quartus Prime Standard 23.1 Design Suite*.

Perform the following:

- 1. Turn on the power to the Terasic DE0-Nano board.
- 2. Open the Nios V Command Shell, which leads to the window in Figure 1.

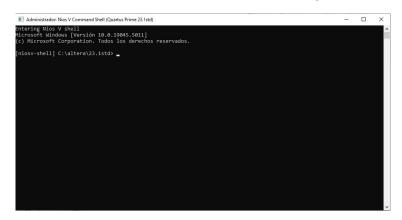


Figure 1: The Nios V Command Shell Window.

To run an application program it is necessary to create a new BSP project.

- 3. Create a new BSP directory called for example: lab1_bsp.
- 4. Select a predesigned *System-on-Chip* File: nios_system_22jul24.sopcinfo. This file was obtained by using the *Platform Designer* tool. It integrates a Nios V/m soft processor and a 8 KB on-chip SRAM memory, in addition to an I/O controller for the LEDs available in the board.

5. Execute the following command in the Nios V Command Shell Window.

```
$ cd lab1_bsp
$ bash
$ niosv-bsp.exe -c -t=hal -s=nios_system_22jul24.sopcinfo settings.bsp
```

The output provides two files called: settings.bsp and linker.x. Figure 2 shows the messages displayed in the Nios V Command Shell window.

```
then termination of the computer systems of the comput
```

Figure 2: Messages displayed after executing the niosv-bsp.exe command.

- 6. Now, create a new directory for the RISC-V assembler program written in RISC-V assembly language and its building, for example: lab1_bin.
- 7. Copy the sample program lab1_part1.s to this directory.
- 8. The source file lab1_part1.s contains the application program. This file specifies the starting point in the selected application program. The default symbol is start, which is used in the selected sample program.
- 9. Execute the following command in the Nios V Command Shell window.

```
$ cd lab1_bin
$ riscv32-unknown-elf-as.exe lab1_part1.s -o lab1_part1.s.obj
```

The output is a file called: lab1_part1.s.obj.

10. Execute the following command in the Nios V Command Shell window.

```
$ riscv32-unknown-elf-ld.exe -g -T ../lab1_bsp/linker.x -nostdlib
-e _start -u _start --defsym __alt_stack_pointer=0x08001F00 --defsym
__alt_stack_base=0x08002000 --defsym __alt_heap_limit=0x8002000 --defsym
__alt_heap_start=0x8002000 -o lab1_part1.elf lab1_part1.s.obj
$ niosv-stack-report.exe -p riscv32-unknown-elf- lab1_part1.elf
```

The output is a file called: lab1_part1.elf. Figure 3 shows the messages displayed in the Nios V Command Shell window.

Figure 3: Messages displayed after executing the riscv32-unknown-elf-ld.exe and niosv-stack-report.exe commands.

11. Execute the following command in the Nios V Command Shell window.

```
$ riscv32-unknown-elf-objdump.exe -Sdtx lab1_part1.elf > lab1_part1.elf.objdump
```

The output is a file called: lab1_part1.elf.objdump. Figure 4 shows the RISC-V machine instructions, addresses and assembled instructions that are included in the lab1_part1.elf.objdump file.

Figure 4: Content of the file lab1_part1.elf.objdump.

Now, it is needed to download the soft SoC system associated with this program onto the DE0-Nano board. Make sure that the power to the DE0-Nano board is turned on.

12. Execute the following command in the Nios V Command Shell window.

```
$ jtagconfig.exe
```

The following message must appear in the Nios V Command Shell window. In the case the message does not show, repeat again the command.

```
1) USB-Blaster [USB-0]
020F30DD 10CL025(Y|Z)/EP3C25/EP4CE22
```

13. Execute the following command in the Nios V Command Shell window.

```
$ quartus_pgm.exe -c 1 -m JTAG -o "p;DEO_Nano_Basic_Computer_22jul24.sof@1"
```

Watch the change in state of the blue LEDs on the DE0-Nano board that correspond to LOAD and GOOD, which will blink as the circuit is being downloaded. Figure 5 shows the messages displayed on the screen.

14. Having downloaded the sof configuration DE0-Nano Basic Computer into the FPGA chip on the DE0-Nano board, we can now load and run programs on this SoC computer. In the Nios V Command Shell window, execute the following command.

```
$ niosv-download.exe -g lab1_part1.elf
```

This command also run the program.

```
Seenite280ESTIOP-2028IS:Hi/Amnt/c/altera/12.1sp1/University_Program/HiosII Computer_Systems/DEB-Hano/DEB-Hano_Basic_Computer_Mioswinchiog/software/nlosw/Acpracticainiosw/labi_bin$ quartus_pgm.exe -c 1 -m JTAG -o "p;../../../DEB_Hano_Basic_Computer.sofg21
Info: worstender_State_Computer.sofg21
Info: worstender_State_Computer.sofg21
Info: worstender_State_Computer.sofg21
Info: worstender_State_Computer.sofg21
Info: worstender_State_Computer.sofg22
Info: worstender_State_Computer.sofg22
Info: computer.sofg22
Info: computer.sofg23
Info: computer.sofg31
Info: computer.sofg32
Info: computer.so
```

Figure 5: Messages displayed on the screen after configuring the DE0-Nano board.

15. Observe the LEDs located on the board are turning on and off quickly (see Figure 6). This test provides an indication that the DE0-Nano board is functioning properly. Stop the execution of the sample program by typing "CTRL+c".

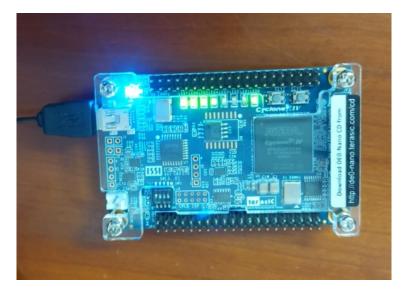


Figure 6: LEDs on the board are turning on and off.

Part II. Designing a simple program

Now, we will explore some features of the programming framework for Nios V by using a simple application program written in the RISC-V assembly language. Consider the program in Figure 7, which finds the largest number in a list of 32-bit integers that is stored in the memory. This program is available in the file lab1_part2.s.

Note that some sample data is included in this program. The data section of program starts at hex address 0x08000038, as specified by the .data assembler directive and shown in lab1_part2.elf.objdump file. The first word (4 bytes) is reserved for storing the result, which will be the largest number found. The next word specifies the number of entries in the list. The words that follow give the actual numbers in the list.

Make sure that you understand the program in Figure 7 and the meaning of each instruction in it. Note the extensive use of comments in the program. You should always include meaningful comments in programs that you will write!

```
lab1_part2.s
.text /* executable code follows */
.global _start
_start:
/* initialize base addresses of parallel ports */
la x15, RESULT /* x15: point to the start of data section */
lw x16, 4(x15) /* x16: counter, initialized with n */
addi x17, x16, 8 /* x17: point to the first number */
lw x18, (x17) /* x18: largest number found */
LOOP:
addi x16, x16, -1 /* Decrement the counter */
beq x16, zero, DONE /* Finished if r5 is equal to 0 */
addi x17, x17, 4 /* Increment the list pointer */
lw x19, (x17) /* Get the next number */
bge x18, x19, LOOP /* Check if larger number found */
add x18, x19, zero /* Update the largest number found */
j LOOP
DONE:
sw x18, (x15) /* Store the largest number into RESULT */
STOP:
j STOP /* Remain here if done */
.data /* software variables follow */
.skip 4 /* Space for the largest number found */
.word 7 /* Number of entries in the list */
NUMBERS:
.word 4, 5, 3, 6, 1, 8, 2 /* Numbers in the list */
.end
```

Figure 7: Example of RISC-V program for the Nios V/m soft processor.

Perform the following steps for compiling and executing the program:

- 1. Create a new directory; we have chosen the directory named lab1_part2. Copy the file lab1_part2.s into this directory.
- 2. Now, follows the same steps done in Part I for assembling with riscv32-unknown-elf-as.exe file, linking with riscv32-unknown-elf-ld.exe, and report with niosv-stack-report.exe and riscv32-unknown-elf-objc
- 3. Then, configure the DEO-Nano board using the quartus_pgm.exe command and DEO_Nano_Basic_Computer_22jul24.s file and download the .elf program using niosv-download.

The next steps will use the GNU Debugger (GDB) for RISC-V processors. Open three Nios V Command Shell terminals.

Terminal-1 opens the Open On-Chip Debugger (OpenOCD). OpenOCD is part of the Nios V Command Shell tool chain and provides on-chip programming and debugging support with a layered architecture of JTAG interface.

```
Terminal-1: OpenOCD

$ sh
$ openocd-cfg-gen ./niosv.cfg
$ openocd -f ./niosv.cfg
```

OpenOCD complies with the remote gdbserver protocol and, as such, can be used to debug remote targets. GDB works with OpenOCD. Terminal-2 opens the GDB tool that is part of the Nios V Command Shell tool chain. GDB uses several commands to interact with the Nios V architecture.

```
Terminal-2: GDB debugger

$ cd lab1_part2
$ sh
$ riscv32-unknown-elf-gdb
(gdb) target extended-remote localhost:3333
(gdb) file lab1_part2.elf
(gdb) load
(gdb) info registers
```

The third terminal is used as above in Part I for compiling, linking, downloading and executing programs.

```
Terminal-3: Program execution

$ cd lab1_part2
$ sh
compiling
linking
configuring FPGA
downloading program
```

In Terminal-2, read the memory address 0x08000038 using the following command:

```
Terminal-2: GDB debugger

(gdb) x 0x08000038
```

The data value shown on Terminal-2 should be the maximum of the list of numbers indicated in the .data section of the source code (see Figure 7).

Now, stop the program at the last Branch instruction which is loaded in the memory location 0x8000034. To do this, a *breakpoint* is inserted as indicated in the following box. Finally, the value of the PC register is read.

Terminal-2: GDB debugger

(gdb) b *0x8000034

(gdb) continue

(gdb) info registers

Question 1.

Examine the disassembled code of the lab1_part2.elf file (see lab1_part2.elf.objdump file). Note the difference in comparison with the original source code. Make sure that you understand the meaning of each instruction. Observe also that your program was loaded into memory locations with the starting address 0x08000000. These addresses correspond to the on-chip SRAM memory, which was selected when specifying the system parameters.

Note that the pseudoinstruction 1a x15, RESULT in the original source code has been replaced with two machine instructions, auipc a5,0x0 and addi a5,a5,56, which load the 32-bit address RESULT into register a5 in two parts. auipc a5,0x0 initializes the a5 register to the current value of the PC register: 0x08000000. addi a5,a5,56 adds 56 = 0x38 to the a5 register. The register x5 is named a5.

• Examine the disassembled code to see the difference in comparison with the original source program. Make sure that you understand the meaning of each instruction.

This time add a breakpoint at address 0x8000024, so that the program will automatically stop executing whenever the bge branch instruction at this location is about to be executed. Run the program and observe the contents of registers s2 and s3 each time this breakpoint is reached.

Terminal-2: GDB debugger (gdb) b *0x8000024

(gdb) continue

(gdb) info registers

Return to the beginning of the program by setting the Program Counter to 0. Now, single step through the program. Watch how the instructions change the data in the processor's registers.

Terminal-2: GDB debugger

(gdb) b *0x8000000

(gdb) j *0x8000000

(gdb) stepi

(gdb) info registers

Remove the breakpoint. Then, set the Program Counter to 0x8000008, which will bypass the first two instructions which load the address RESULT into register a5. Also, set the value in register a5 to 0x8000004. Run the program.

Terminal-2: GDB debugger

(gdb) j *0x8000008

(gdb) continue

(gdb) info registers

Question 2.

What will be the result of this execution?