# **Linux Openrisc Documentation**

The kernel development community

# **CONTENTS**

| Ope | nRISC Linux   |   |
|-----|---|---|
| 1.1 | Build instructions for OpenRISC toolchain and Linux |   |
| 1.2 | Terminology   |   |
| 1.3 | History   |   |
| TOF |   |   |
|     | 1.1<br>1.2<br>1.3                                   | 1.1 Build instructions for OpenRISC toolchain and Linux |

#### **OPENRISC LINUX**

This is a port of Linux to the OpenRISC class of microprocessors; the initial target architecture, specifically, is the 32-bit OpenRISC 1000 family (or1k).

For information about OpenRISC processors and ongoing development:

| website | https://openrisc.io           |
|---------|-------------------------------|
| email   | openrisc@lists.librecores.org |

# 1.1 Build instructions for OpenRISC toolchain and Linux

In order to build and run Linux for OpenRISC, you'll need at least a basic toolchain and, perhaps, the architectural simulator. Steps to get these bits in place are outlined here.

#### 1) Toolchain

Toolchain binaries can be obtained from openrisc.io or our github releases page. Instructions for building the different toolchains can be found on openrisc.io or Stafford's toolchain build and release scripts.

| binaries   | https://github.com/openrisc/or1k-gcc/releases     |
|------------|---|
| toolchains | https://openrisc.io/software                      |
| building   | https://github.com/stffrdhrn/or1k-toolchain-build |

#### 2) Building

Build the Linux kernel as usual:

```
make ARCH=openrisc CROSS_COMPILE="orlk-linux-" defconfig
make ARCH=openrisc CROSS_COMPILE="orlk-linux-"
```

#### 3) Running on FPGA (optional)

The OpenRISC community typically uses FuseSoC to manage building and programming an SoC into an FPGA. The below is an example of programming a De0 Nano development board with the OpenRISC SoC. During the build FPGA RTL is code downloaded from the FuseSoC IP cores repository and built using the FPGA vendor tools. Binaries are loaded onto the board with openocd.

# 4) Running on a Simulator (optional)

QEMU is a processor emulator which we recommend for simulating the OpenRISC platform. Please follow the OpenRISC instructions on the QEMU website to get Linux running on QEMU. You can build QEMU yourself, but your Linux distribution likely provides binary packages to support OpenRISC.

```
\begin{array}{lll} \textbf{qemu} & \textbf{open-} & \textbf{https://wiki.qemu.org/Documentation/Platforms/OpenRISC} \\ \textbf{risc} & \end{array}
```

# 1.2 Terminology

In the code, the following particles are used on symbols to limit the scope to more or less specific processor implementations:

openrisc: the OpenRISC class of processors or 1k: the OpenRISC 1000 family of processors or 1200: the OpenRISC 1200 processor

# 1.3 History

#### 18-11-2003 Matjaz Breskvar (phoenix@bsemi.com)

initial port of linux to OpenRISC/or32 architecture. all the core stuff is implemented and seams usable.

### 08-12-2003 Matjaz Breskvar (phoenix@bsemi.com)

complete change of TLB miss handling. rewrite of exceptions handling. fully

functional sash-3.6 in default initrd. a much improved version with changes all around.

# 10-04-2004 Matjaz Breskvar (phoenix@bsemi.com)

alot of bugfixes all over. ethernet support, functional http and telnet servers. running many standard linux apps.

## 26-06-2004 Matjaz Breskvar (phoenix@bsemi.com)

port to 2.6.x

## 30-11-2004 Matjaz Breskvar (phoenix@bsemi.com)

lots of bugfixes and enhancments. added opencores framebuffer driver.

## 09-10-2010 Jonas Bonn (jonas@southpole.se)

major rewrite to bring up to par with upstream Linux 2.6.36

1.3. History

#### **CHAPTER**

## **TWO**

# **TODO**

The OpenRISC Linux port is fully functional and has been tracking upstream since 2.6.35. There are, however, remaining items to be completed within the coming months. Here's a list of known-to-be-less-than-stellar items that are due for investigation shortly, i.e. our TODO list:

- Implement the rest of the DMA API···dma\_map\_sg, etc.
- Finish the renaming cleanup…there are references to or32 in the code which was an older name for the architecture. The name we' ve settled on is or1k and this change is slowly trickling through the stack. For the time being, or32 is equivalent to or1k.