

Spike RISC-V ISA Simulator Usage Guide

CS340400 Compiler Design

Outline

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 - codegen.S
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2. Generate Executable

codegen.S

- The rules are the same as those for Andes Corvette-F1/T1, including but not limited to the following items:
 - Same set of Testcases
 - Implement `delay` , `digitalWrite`
 - `.global codegen`
 - ...

Compile Executable

- TAs provide a tweaked version of the assembly sample project, which includes:
 - `main.c` : The main program
 - `codegen.S` : The same one as in the assembly project

Compile Executable (cont.)

- To compile your codegen.S into an executable, use `riscv32-unknown-elf-gcc`
 - e.g. `riscv32-unknown-elf-gcc -o sample_prog main.c codegen.S`
 - The above command does the following:
 - Compile `main.c`
 - Assemble `codegen.S`
 - Link them together to produce `sample_prog`
 - `sample_prog` is the executable we want

2. Spike RISC-V ISA Simulator

<https://github.com/riscv-software-src/riscv-isa-sim>

Spike Introduction

- Spike is a functional-level simulator for the RISC-V ISA
- It operates in a bare-metal manner, i.e. it behaves like a hardware without OS
 - In HW 3 Spike, we need OS support for `printf` in `assembly/main.c`, so we make use of the `pk` utility provided by the RISC-V community (`pk` stands for "proxy kernel").

Spike Usage

- Suppose we have our compiled `sample_prog`, to execute it, run:
 - `spike pk sample_prog` in the assembly folder
 - You should have a correct invocation log of `delay` and `digitalWrite` as output
 - This is the correct output for the `assembly` sample project:

```
bbl loader
Arduino digitalWrite(27, 1);
Arduino delay(1000);
Arduino digitalWrite(27, 0);
Arduino delay(1000);
```

```
ta@2023spring:~/hmlai/hw3/spike_demo$ spike pk sample_prog
bbl loader
Arduino digitalWrite(27, 1);
Arduino delay(1000);
Arduino digitalWrite(27, 0);
Arduino delay(1000);
```

Thanks