



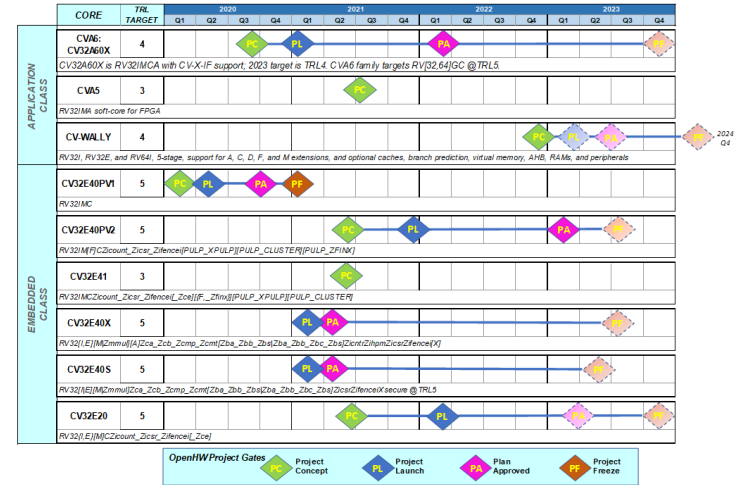
The CORE-V Software Ecosystem

Ten lessons learned from developing vendor
specific compiler tool chains

Jeremy Bennett



OpenHW Group and CORE-V



CORE-V: A family of 32- and 64-bit RISC-V cores & system software



About Embecosm

- Open source software consultancy, focusing on
 - compiler tool chains
 - pre-silicon models
 - operating system bring up
 - Bayesian inference AI/ML
- R&D centers in Southampton, Paris and Nürnberg

Lesson 1: Rebase Often

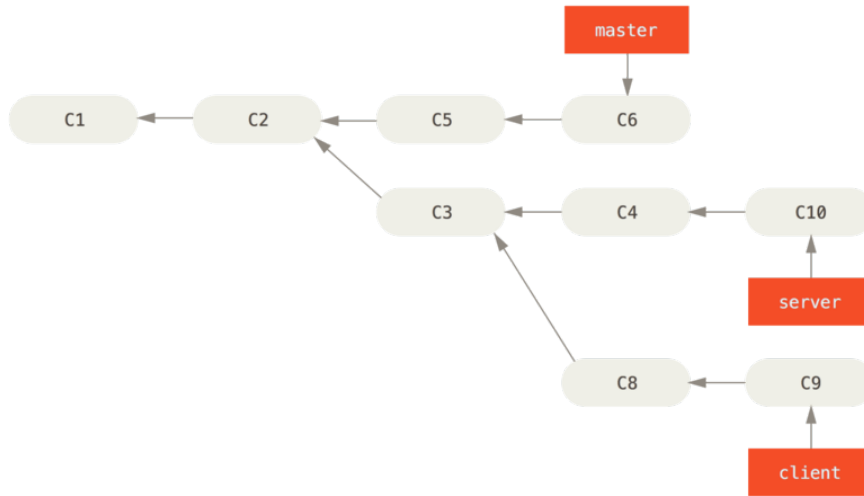


Image: git-scm.com CC-BY-NC-SA

- RISC-V tools are under active development
- Rebasing from an old mirror is laborious
- You want to build on the latest developments
- See lesson 8...

Lesson 2: Avoid Committees

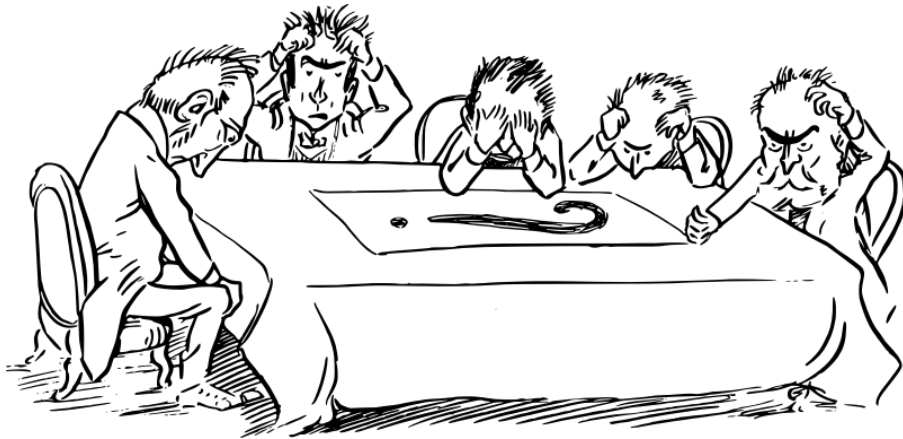


Image: Firkin at openclipart.org

- RISC-V standardization needs committees
- Committee decisions take hard work = time
- Avoid dependencies on a committee decision

Lesson 3: Single Version of Extensions

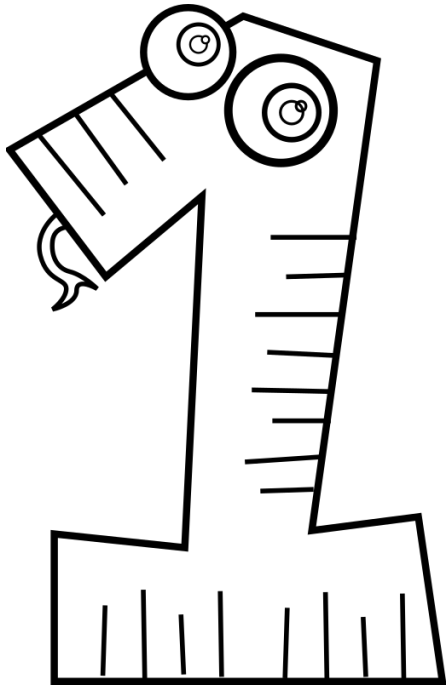


Image: horse50 at openclipart.org

- Multiple version support in tools is incomplete
- Variant instruction encodings not supported
- CORE-V had to abandon its original encodings

Lesson 4: Use Lower Case Assembler

16-Bit x 16-Bit Multiplication

<code>cv.muluN</code>	<code>rD, rs1, rs2, Is3</code>
<code>cv.mulhhuN</code>	<code>rD, rs1, rs2, Is3</code>
<code>cv.mulsN</code>	<code>rD, rs1, rs2, Is3</code>
<code>cv.mulhhsN</code>	<code>rD, rs1, rs2, Is3</code>
<code>cv.muluRN</code>	<code>rD, rs1, rs2, Is3</code>
<code>cv.mulhhuRN</code>	<code>rD, rs1, rs2, Is3</code>
<code>cv.mulsRN</code>	<code>rD, rs1, rs2, Is3</code>
<code>cv.mulhhsRN</code>	<code>rD, rs1, rs2, Is3</code>

- GNU assembler assumes lower case
 - not deliberate, but no-one had ever tried mixed-case
 - too much effort to fix
- CORE-V had to change mixed-case instructions

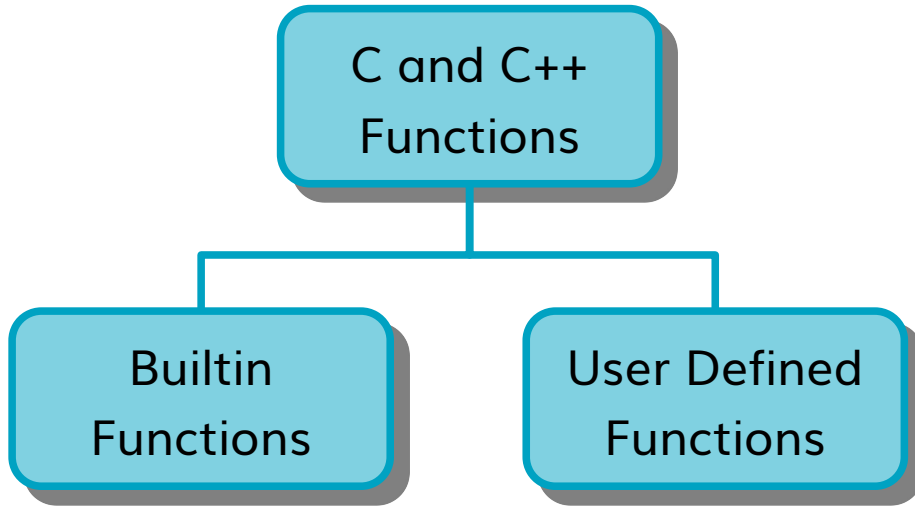
Lesson 5: Vendor Specific Relocations

<pre> subr: procedure; ... some code ... st: a=0; ... more code ... goto st; </pre>	
<p>A</p> <pre> 1: + 0 0 0 0 0 5: + 0 0 0 2 48 13: + 0 5 0 0 39 </pre>	<pre> SUBR EQU * ... some code ... ST ENTA 0 maybe ... more code ... JMP ST </pre> <p>B</p>
<pre> 120: + 0 0 0 0 0 125: + 0 0 0 2 48 133: + 1 61 0 0 39 </pre>	<pre> SUBR EQU * ... some code ... ST ENTA 0 maybe ... more code ... JMP ST </pre> <p>C</p>
<pre> 300: + 0 0 0 0 0 305: + 0 0 0 2 48 313: + 4 49 0 0 39 </pre>	<pre> SUBR EQU * ... some code ... ST ENTA 0 maybe ... more code ... JMP ST </pre> <p>D</p>

- RISC-V psABI provides 64 vendor relocations
 - enough for one vendor, but not all vendors
- Add a new 32-bit relocation to identify vendor
 - use in pairs
- Needs standardizing
 - reference implementation in development

Image: Peter Flass at commons.wikimedia.org

Lesson 6: Use Builtin Functions Wisely



- Don't slavishly create one builtin per ISA opcode
- Define builtins to suit the user
- Example:
`__builtin_riscv_cv_simd_shuffle_sci_b`
 - maps to one of four CORE-V instructions

Image: Public Domain

Lesson 7: Not Everything Needs Builtins

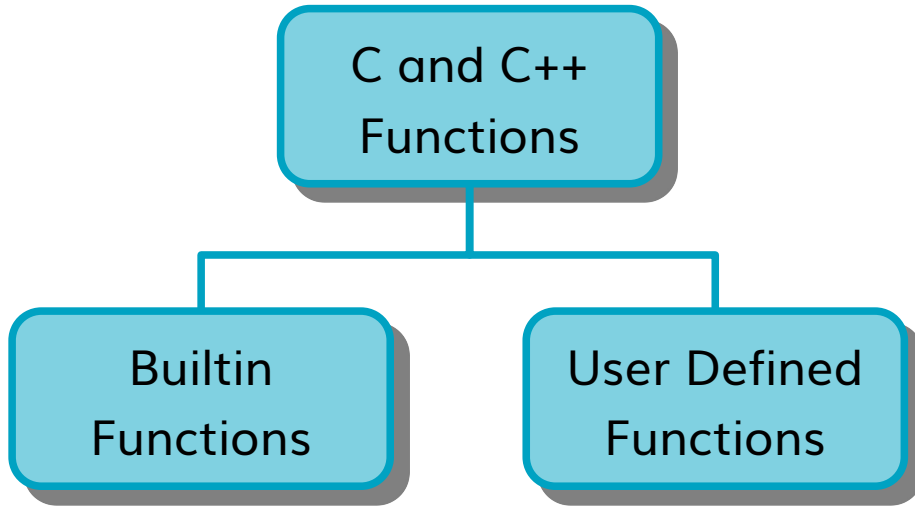


Image: Public Domain

- Reuse standard builtins where possible
 - e.g. CORE-V ALU extension reuses `__builtin_abs`
- Some operations don't work well as builtins
 - flow of control instructions
 - load/store with novel addressing modes

Lesson 8: Upstream Early & Often



Image: Josephluis at openclipart.org

- Out-of-tree is expensive
 - see Lesson 1
- Instead become part of the upstream code base
 - benefit from community interaction
- GCC and LLVM have long accepted vendor variants

Lesson 9: Use Upstream Conventions

C, C++, Java, JS

Allman

```
while (x == y)
{
    func1();
    func2();
}
```

Kernighan & Ritchie

```
while (x == y) {
    func1();
    func2();
}
```

GNU

```
while (x == y)
{
    func1 ();
    func2 ();
}
```

Whitesmiths

```
while (x == y)
{
    func1();
    func2();
}
```

Horstmann

```
while (x == y)
{
    func1();
    func2();
}
```

Haskell style

```
while (x == y)
{
    func1()
    ;
    func2()
    ;
}
```

Ratliff style

```
while (x == y) {
    func1();
    func2();
}
```

Lisp style

```
while (x == y)
{ func1();
  func2(); }
```

Python:

Allman

```
while x == y:
    func1()
    func2()
```

Kernighan & Ritchie

```
while x == y:
    func1()
    func2()
```

GNU

```
while x == y:
    func1 ()
    func2 ()
```

Whitesmiths

```
while x == y:
    func1()
    func2()
```

Horstmann

```
while x == y:
    func1()
    func2()
```

Haskell style

```
while x == y:
    func1()
    func2()
```

Ratliff style

```
while x == y:
    func1()
    func2()
```

Lisp style

```
while x == y:
    func1()
    func2()
```

- Common coding styles make code easier for everyone
 - even if you have a better style
 - otherwise patches may be rejected
 - clang-format is your friend
- This is more than just code style
 - patch format conventions
 - submission and review process
- Use the same out-of-tree

Image: [u/trutheality at reddit.com](https://www.reddit.com/u/trutheality)

Lesson 10: Use Proving Grounds



OPENHW®

Image: www.openhwgroup.org

- Upstream is the goal
 - tool-centric view of the world
- Initially a target centric view helps
 - gather consortia to work on the project
 - attract new engineers to tool development
 - move code upstream ASAP



Thank You

jeremy.bennett@embecosm.com

embecosm.com
openhwgroup.org

Copyright © 2023 Embecosm. Freely available under a
Creative Commons Attribution-ShareAlike license.

