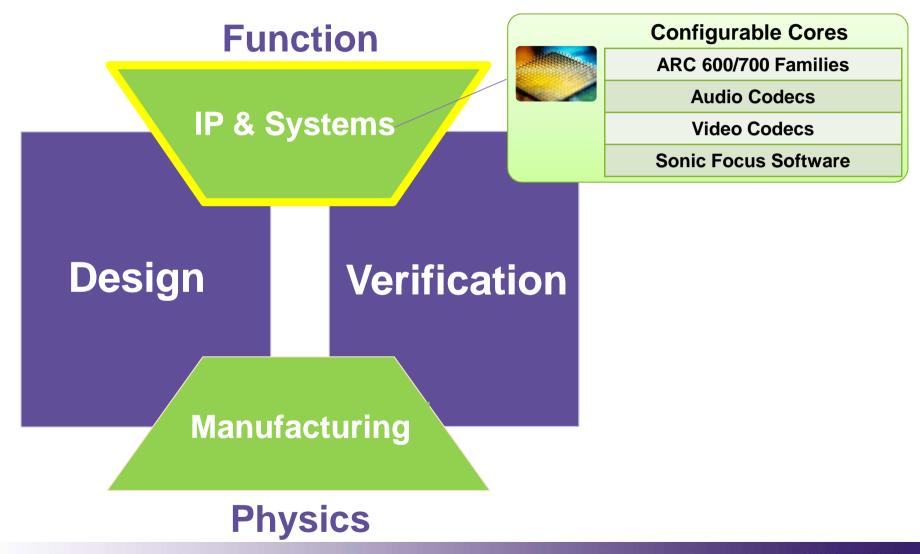


# Experience with GNU, LINUX, and other Open Source on ARC Processors

Portability Is For People Who Cannot Write New Programs

ELC-Europe 2010, Cambridge, October 27/28 Mischa Jonker, Ruud Derwig

#### **Synopsys & ARC Introduction**



#### DesignWare ARC Processors



#### A History of Customer Success







#2 supplier of embedded 32-bit Processor IP cores



160+ licensees (7 of the top 10 semis)

**UPEK** 



- >550 million ARC-based<sup>™</sup> chips shipping annually
- Thousands of successful customer tapeouts





Complete Multimedia Solutions











- Configurable & Extendible Technologies to meet your needs
- Full suite of software & hardware development tools





The Most Size and Power Efficient Cores!





1.52 DMIPS/MHz, 0.13mw/MHz, 11.7 DMIPS/mW











## Some example products ...

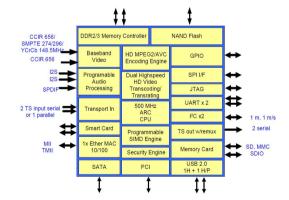
- 2.5" 1080p FULLHD Player, MP4 Player
- 3.5" SATA 1080p FULL HD Network Media Player (based on AMLogic chipset)





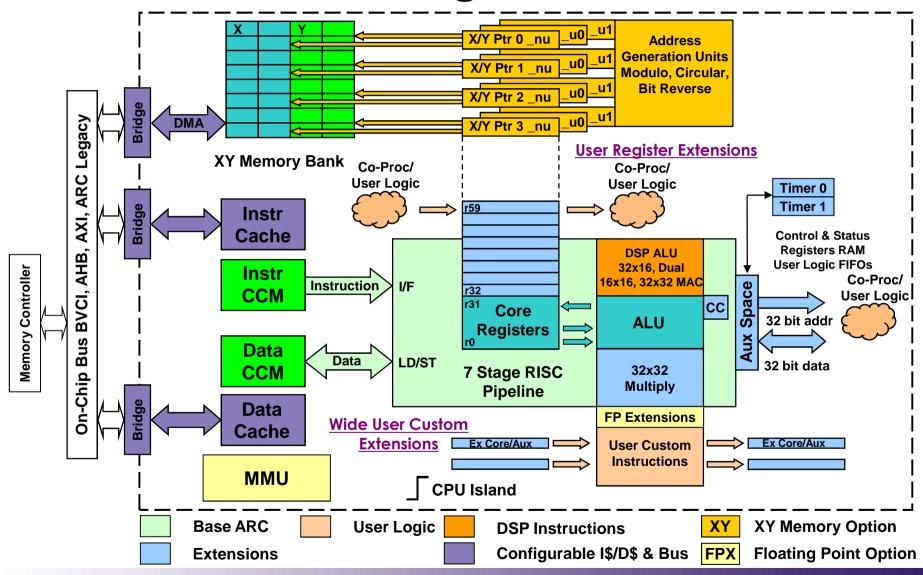


 DVR, STB players (based on ViXS chipset)





#### **DW ARC 7xx – Configurable & Extendable**



#### **DW ARC 7xx – Configurable & Extendable**

- Targeting host and application processors: up to 1.2GHz at 40G delivering 1800 DMIPS
- 7 stage scalar, interlocked pipeline, with Dynamic Branch Prediction (with 512 entry branch target address cache)
- 64KB I-cache/D-cache
- MMU with 128 entry 2-way set associative main TLB
- Configurable bus masters (BVCI/AHB/AXI, 32/64 bit)
- "Direct Memory Interface" for instruction and data CCMs
- ARCompact ISA: hybrid 16/32 bit instructions for minimal code size
- DSP extensions and customs instructions: customers can define their own application specific instructions to accelerate



#### Overview of porting steps

- Toolchain
- C runtime library
- Kernel
- Userland packages
- Distribution / delivery
- The return path

#### **Toolchain**

#### Metaware toolchain

- Proven technology;
- Adapted to ARC architecture: makes use of most ARCspecific enhancements;
- Not very suitable for building Linux, because of usage of GCC extensions:

```
MetaWare® Development Toolkit for ARC®
      C/C++/
                               MetaWare
                                                       ASM
    Embedded C++
                                Libraries
          MetaWare
                             Linker/Locator
                                                     Assembler
           Complier
            Branch
                               Optimized
         Predictation
                                Executable
             Data
                           MetaWare Debugger
Instruction
                Hardware (RTL)
                                     ARCangel
                                                       Final Target
Simulator
                   Simulator
                                     Emulators
                          Type of Processing
```

### **Toolchain: porting GCC**

- Machine description:
  - gcc/config/arc/arc.md: contains templates that convert from an intermediate representation to actual ARC assembly.
  - gcc/config/arc/arc.c: the description often uses C functions to assist in generating ASM.
  - gcc/config/arc/ieee-754: handlers for software floating point
- Optimization/tuning:
  - MilePost: machine learning and iterative feedback mechanism for finding the optimum tuning options for a specific architecture
- Key issues:
  - Correctness of code, performance

C gcc asm as obj ld exe binutils

Machine description

Machine dependent code generator



RTL generator

Parser

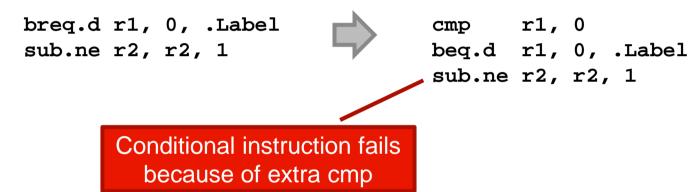
Optimizer

Code Generator

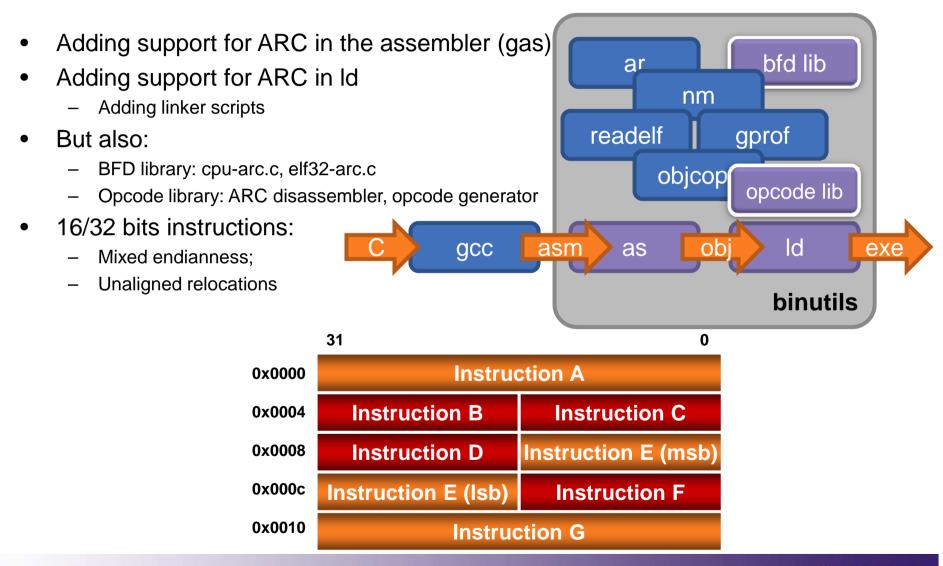
ASM gcc

#### **Example**

- Brcc instruction: compare and branch:
  - Limited range, when out of range needs to be split into cmp and bcc



#### **Toolchain: porting binutils**



#### Runtime libraries: uClibc

- Just compile and go... not:-(
- C-runtime entry code
- Architecture-specific header files
- Dynamic linker, difference between code/data
  - Relocatable code, little/big endian 16/32 bit
- System call handlers
- Hand-optimized memcpy, strcpy, etc.
- Hand-written implementations for longjmp, but also some system calls like clone()
- Handlers for atomic operations
- TLS



#### The kernel

Interrupt handler

MMU code

TLB exception handler

Linker script

Context switching code

Branch delay slots

Cache functions

Header files

put\_user,
get\_user, etc.

Generic semaphores

Clock events

Generic IRQ framework

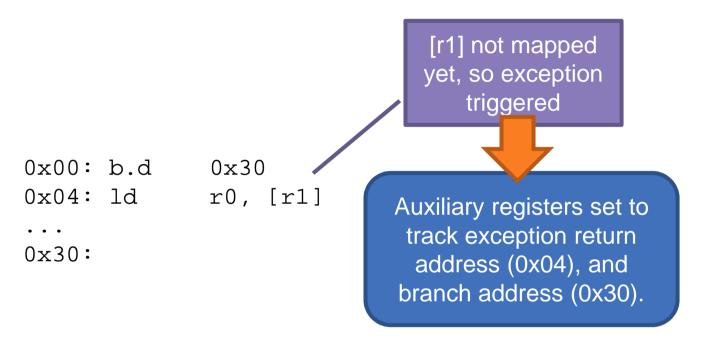
Various system calls and kernel internal functions

Generic drivers for IDE, PCI, etc.

Architecture specific changes

Reuse of generic kernel components

#### **Example (branch delay slot):**



What happens if we get a task switch now??



Make sure that complete processor status is saved and restored...

#### **Userland**

- Alignment issues, hidden assumptions (i.e. 8KB page size)
- Thread local storage → emulation
- Linking sometimes needs tuning with large objects
- Architecture-specific code in userland packages
- Example: Webkit: knows about ARM, but not about ARC

```
// FIXME: perhaps we should have a more abstract macro that indicates when
// going 4 bytes at a time is unsafe
#if CPU(ARM) || CPU(SH4)
const UChar* stringCharacters = string->characters();
for (unsigned i = 0; i != length; ++i) {
    if (*stringCharacters++ != *characters++)
        return false;
}
return true;
#else
/* Do it 4-bytes-at-a-time on architectures where it's safe */
const uint32_t* stringCharacters = reinterpret_cast<const uint32_t*>(string->characters());
const uint32_t* bufferCharacters = reinterpret_cast<const uint32_t*>(characters);
```

#### **Distribution / delivery**

- Customers expect more than kernel + toolchain
- Many (all) customers have their own preference
  - What flavor to choose?
- There's a lot to leverage from OSS community
- Started with minimal approach:
  - Kernel, toolchain and minimal Root FS on SourceForge;
  - Supporting customers in porting their libraries.
- Will be extended over time
  - Extend distribution by adding packages and libraries

#### The return path

- Being a good citizen... or sound business sense?
  - ARC GCC 2.3 and ARC Linux 1.3 (based on Linux 2.6.30 and GCC 4.2.1) available at:
     <a href="http://sourceforge.net/projects/arc-linux/">http://sourceforge.net/projects/arc-linux/</a>
- Next steps:
  - Get ARC Linux merged into Linux kernel
  - Learn to play according the OSS community rules

#### **Future work**

- Linux audio/video solutions, including highly optimized codecs
  - ARC can reduce porting effort because of the single processor architecture for both host (ARC Linux) and DSP (ARC Media subsystems).
- Mainlining Linux kernel and tools

#### **Conclusions**

- ARC and Linux work together and form a nice alternative with size, power and configurability benefits
- In general: the further down the chain you get, the easier it gets to port it;
- However, core-specific optimizations and assumptions are often well hidden and require some debugging/porting effort;
- Portability is for people who cannot write new programs; verdict: busted/plausible/confirmed

## SYNOPSYS®

**Predictable Success** 

