



# CSE 598 Secure Microkernel Design

# Introduction to the fundamentals of computer architecture using the RISC-V ISA

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#### A Browser-based RISC-V Simulator

#### Adaptive and Secure Computing Systems (ASCS) Laboratory







# **BRISC-V** Simulator

- BRISC-V Simulator let's you:
  - Run RISC-V assembly code in the browser
  - Debug hand-written assembly
  - Run code until completion or until it hits a breakpoint
  - Step through execution, instruction-by-instruction
  - View the state of memory and registers at each step
  - View how each instruction is constructed opcodes, registers, immediate values etc.

https://ascslab.org/research/briscv/simulator/simulator.html







## Let's get Familiar with the GUI

BRISC-V Home			<b>BRISC-V Simulator</b>						Man	ual & Example	s
Redeptive and Secure Computing Systems Labor Boston University								ASCS ABOR		e & secure ng systems 'ORY	
C source	RISC-	V Assembly			Register	rs Mer	mory				1
<u>21</u> 0	<u>+</u> -	► N	K		Registe	r	Value	Register		Value	÷ .
1 int fib(int n) { 2 if (n <= 1) { 	0	addi kernel:	zero,zero,0		zero	[0]	0	ra	[1]	0	
3 return n; 4 }else {	1	addi	sp,zero,1536 main		sp	[2]	0	gp	[3]	0	Ξ
5 return fib(n-1)+fib(n-2);	3	addi	zero,zero,0	月秋  日秋  日秋	tp	[4]	0	t0	[5]	0	Ē
7	5	addi	zero,zero,0	1796. 	t1	[6]	0	t2	[7]	0	<u>ل</u> م
<pre>8 9 int return_function (int result) {</pre>	6 7	addi auipc	zero,zero,0 ra,0x0		s0/fp	[8]	0	s1	[9]	0	
10 return result; 11 }	8	jalr addi	ra,0(ra) zero,zero,0	Come In the International Come	a0	[10]	0	a1	[11]	0	C'
12 13 int main()/	10	addi	zero,zero,0		a2	[12]	0	a3	[13]	0	i Q
$14  \text{int n = 9;} \\ 15  \text{int n = n} $	8	.optic	n nopic		a4	[14]	0	a5	[15]	0	E
16 return result;		.aligr	2	RISC-V	a6	[16]	0	a7	[17]	0	<u>0</u>
17 }		.glob] .type	. gcd gcd, @function	A I I	s2	[18]	0	s3	[19]	0	Ξ
C Sauraa Cada Pana	11	gcd: addi	sp.sp48	Assembly	s4	[20]	0	s5	[21]	0	i ax
C Source Code Fane	12	sw na	,44(sp)		s6	[22]	0	s/	[23]	0	00
	14	addi	s0, sp, 48	Pane	58	[24]	0	59	[25]	0	5
Not interesting for this class	15	sw at	,-30(50) ,-40(s0)	Lot's you rup	+2	[20]	0	+4	[27]	0	Ť
	17 18	lw a4 lw a5	,-36(s0) ,-40(s0)	Let's you full	15	[20]	0	t6	[23]	0	.≝
Let's you compile C to RISC-V assembly	19 20	bne a4 lw a5	,a5,.L2 ,-36(s0)	assembly step-		CL				Ŭ	
	21 22	sw as	,-20(s0) 3			Sh	ows ti	ne stat	e of		Ĩ
	23	.L2:	-36(59)	by-step		regis	sters a	ind me	emo	ry	:
ч 	24	lw a§	,-40(s0)	······································	: 						•
Console					Instructi	on break	down	4		4	•
Parsing successful! Shows messag	es frc	m the	compile	r and the simulator	Inst	ructi	on <sup>19</sup> Br	eakdov	vn F	ane	)
Console Pane Also used for syst	tem c	alls –	let's vou	input and print values	imm		rs1	funct3 i	d	opcode	÷
					000000		00000	000	0000	0010011	







#### Don't have valid RISC-V assembly code to start with?

		Documentation and	d					
BRISC-V Home	BRISC-V Simulator						Man	ual & Examples
Relaptive and Secure Computing Systems Lab . Boston University		example code here	;:		■A LA	SCS C	APTIVI OMPUTI	e & secure ng systems 'ORY
C source	RISC-1 Assembly		Registers	Mem	nory			
<u>1</u> 0	🛃 🕨 И 🔣		Register		Value	Register		Value
1 int fib(int n) { 2 if (n <= 1) {	Load an assembly (*.s) file	Load your code herel	zero	[0]	0	ra	[1]	0
3 return n;		Load your code here:	sp	[2]	0	gp	[3]	0
<pre>4  } else { 5  return fib(n-1)+fib(n-2); </pre>	Example assembly files:		tp	[4]	0	t0	[5]	0
6   } 7 }	Greatest common divisor	Examples	t1	[6]	0	t2	[7]	0
8 9 int return function (int result) {	Fibonacci		s0/fp	[8]	0	s1	[9]	0
10 return result;	Binary search	avaliable nere!	a0	[10]	0	a1	[11]	0
11 Y 12			a2	[12]	0	a3	[13]	0
13 int main(){ 14 int n = 9;			a4	[14]	0	a5	[15]	0
<pre>15 int result = return_function (fib(n)); 16 return result:</pre>			a6	[16]	0	a7	[17]	0
17 }			s2	[18]	0	s3	[19]	0
Click the load button to			s4	[20]	0	s5	[21]	0
			s6	[22]	0	s7	[23]	0
open a drop down menu			s8	[24]	0	s9	[25]	0
for loading examples			s10	[26]	0	s11	[27]	0
5 1			t3	[28]	0	t4	[29]	0
			t5	[30]	0	t6	[31]	0
Console			Instruction	breako	lown			//
		<b>*</b>						







#### Don't have valid RISC-V assembly code to start with?

BRISC-V Home	BRISC-V Simulator					Man	ual & Examples
Redeptive and Secure Computing Systems Lab • Boston University			■A LA	SASCS ADAPTIVE & SECUR COMPUTING SYSTEM LABORATORY			
C source	RISC-V Assembly	Registers	Mem	nory			
<u> </u>		Register		Value	Register		Value
1 Int fib(int n) {	Load an assembly (*.s) file	zero	[0]	0	ra	[1]	0
3 return n; 4 } else {		sp	[2]	0	gp	[3]	0
<pre>5 return fib(n-1)+fib(n-2); 6 }</pre>	Grastert common divisor	tp	[4]	0	t0	[5]	0
7 }		t1	[6]	0	t2	[7]	0
<pre>9 int return_function (int result) {</pre>	Binary search	s0/tp	[8]	0	s1	[9]	0
10 return result; 11 }		aO	[10]	0	al	[11]	0
12 13 int main(){		az	[12]	0	a3	[13]	0
<pre>14 int n = 9; 15 int result = return function (fib(n));</pre>		a4	[14]	0	a5	[15]	0
16 return result;		0b c2	[10]	0	d7	[17]	0
		54	[20]	0	s5	[21]	0
Load the GCD example		56	[22]	0	s7	[23]	0
		58	[24]	0	59	[25]	0
		s10	[26]	0	s11	[27]	0
		t3	[28]	0	t4	[29]	0
		t5	[30]	0	t6	[31]	0
Console		Instruction	h breako	lown			
		-					







#### Kernel and User Instructions

BRISC-V Home						Man	ual & Examples			
Reparties and Secure Computing Systems Lab • Boston University				■A LA	ASCS ABOH	ADAPTIV COMPUTI	e & secure ng systems 'ORY			
C source	RISC-	V Assembly			Registers	Men	nory			
± • 0	<u>±</u> -	N N	H		Register		Value	Registe	r	Value
1 int fib(int n) {	-	addi	zero,zero,0	No.	zero	[0]	0	ra	[1]	0
3 return n;	1	addi	sp,zero,1536	, diana	sp	[2]	0	gp	[3]	0
4 } else { 5 return fib(n-1)+fib(n-2);	2	call addi	main zero zero 0	117	tp	[4]	0	t0	[5]	0
6 }	4	mv	s1,a0		+1	[6]	0	+2	[7]	0
7 }	5	addi addi	zero,zero,0 zero,zero,0		-0.6-	[0]	0	.1	[/]	0
<pre>9 int return_function (int result) {</pre>	7	auipc	ra,0x0	The second secon	su/tp	[8]	0	SI	[9]	0
10 return result; 11 }	8	jalr addi	ra,0(ra) zero.zero.0		a0	[10]	0	a1	[11]	0
12	10	addi	zero,zero,0		a2	[12]	0	a3	[13]	0
13 int main(){ 14 int n = 9;		.file .optic	"gcd.c" n nopic		a4	[14]	0	a5	[15]	0
<pre>15 int result = return_function (fib(n));</pre>		.text			a6	[16]	0	a7	[17]	0
16 return result; Our code got		.align .globl	2 gcd		s2	[18]	0	s3	[19]	0
leeded!		s4	[20]	0	\$5	[21]	0			
IOaded!	-6	(20)	0	-7	(22)	0				
	50	[22]	0	57	[23]	U				
	13	addi	s0,sp,48		s8	[24]	0	s9	[25]	0
	15	sw ae	,-36(s0)		s10	[26]	0	s11	[27]	0
	10	lw a4	,-36(s0)		t3	[28]	0	t4	[29]	0
	18	lw as	,-40(s0)		t5	[30]	0	t6	[31]	0
	20 21	lw as sw as	,-36(50) ,-20(50)							
	22	.L2:								
Console	Instruction	break	down							
******** Parser Output **********	31	20	19 15	14 12	11 7	6 0				
Parsing successful!	it pa	arsed	the file without problems	S	imm	20	rs1	funct3	rd	opcode
If there were pr	000000000	0000	00000	000	00000	0010011				







#### Kernel and User Instructions

BRISC-V Home	BRISC-V Simulator				Man	ual & Examples
Relaptive and Secure Computing Systems Lab • Boston University			Sec. 1	ASCS ABO	ADAPTIV COMPUTE RAT	e & secure ing systems 'ORY
C source	RISC-V Assembly	Registers	Memory			
1 · 0		Register	Value	Regist	er	Value
1 int fib(int n) {	addi zero,zero,0	zero	[0] 0	ra	[1]	0
3 return n;	1 addi sp,zero,1536	sp	[2] 0	gp	[3]	0
4 } else { Grey instructions	2 call main 3 addi zero.zero.0	tp	[4] 0	t0	[5]	0
are kernel	4 mv s1,a0	t1	[6] 0	t2	[7]	0
	6 addi zero,zero,0	s0/fp	[8] 0	s1	[9]	0
9 int return_function (int result) { INSTRUCTIONS	7 auipc ra,0x0	20	[10] 0	-1	[11]	0
11 }	9 addi zero,2ero,0	au		ai	[11]	0
12 13 int main(){	addi zero,zero,0	az	[12] 0	as	[13]	0
14 int n = 9;	.option nopic	a4	[14] 0	a5	[15]	0
<pre>15 int result = return_function (fib(n)); 16 return result;</pre>	.text .align 2	a6	[16] 0	a7	[17]	0
17 }	.globl gcd	s2	[18] 0	s3	[19]	0
	.type gcd, @+unction gcd:	s4	[20] 0	s5	[21]	0
They setup some registers like	11 addi sp,sp,-48	s6	[22] 0	s7	[23]	0
the steels pointer and jump to	12 SW ra,44(Sp) 13 SW s0,40(Sp)	s8	[24] 0	s9	[25]	0
the stack pointer, and jump to	14 addi s0,sp,48	s10	1261 0	s11	[27]	0
label "main"	16 SW a1,-40(S0)	+2	[20] 0	+4	[20]	0
	17 lw a4,-36(s0) 18 lw a540(s0)	15		14	[29]	0
	19 bne a4,a5,.L2	t5	[30] 0	t6	[31]	0
	20 1w a5,-36(s0) 21 sw a5,-20(s0)					
	22 j .L3					
	.L2: 23 lw a4,-36(s0)					
	24 lw a5,-40(s0)					
Console		Instruction t	oreakdown			
******* Parser Output *********** Parsing successful!	^	31	20 19 1	5 14 12	11 7	6 0
		imm	rs1	funct3	rd	opcode
	,	000000000	0000 00000	000	00000	0010011







#### Kernel and User Instructions

BRISC-V Home			BRISC-V Simulator						Man	ual & Examples
BR ISC-V Simulator							SA LA	ASCS ABOI	ADAPTIV COMPUTI	e & secure ng systems 'ORY
C source	RISC-V A	ssembly			Registers	Merr	ory			
1 0	1 · •		K		Register		Value	Registe	r	Value
1 int fib(int n) {	0	addi	zero,zero,0	A COLOR	zero	[0]	0	ra	[1]	0
2 IT (n <= 1) { 3 return n;	1 Ke	addi	sp,zero,1536	- Car	SD	[2]	0	qp	[3]	0
4 } else {	2	call	main		tn	[4]	0	t0	[5]	0
6 }	4	mv	s1,a0	1996 1988 1988	-1	10	0	+2	[3]	0
7 }	5	addi	zero,zero,0		ti	[0]	0	τz	[/]	0
<pre>9 int return_function (int result) {</pre>	7	auipc	ra,0x0		s0/fp	[8]	0	s1	[9]	0
10 return result;	8	jalr	ra,0(ra)		a0	[10]	0	a1	[11]	0
11 }	10	addi	zero,zero,0		a2	[12]	0	a3	[13]	0
13 int main(){		.file	"gcd.c"		a4	[14]	0	a5	[15]	0
<pre>14 Int n = 9; 15 int result = return_function (fib(n));</pre>		.text	Thopic		a6	[16]	0	a7	[17]	0
16 return result;		.align	2		67	[10]	0	c2	[10]	0
		.type	gcd, @function		52	[10]	0	55	[19]	0
	gc at a	:b:	cn cn -49		s4	[20]	0	s5	[21]	0
	12	sw ra	.44(sp)		s6	[22]	0	s7	[23]	0
White instructions are	13	sw s0	40(sp)		s8	[24]	0	s9	[25]	0
	15	sw a0	-36(s0)		s10	[26]	0	s11	[27]	0
user instructions	16	sw a1	-40(s0) -36(s0)		t3	[28]	0	t4	[29]	0
	18	lw a5	-40(s0)		t5	[30]	0	t6	[31]	0
	19	bne a4	.a5,.L2			[30]	0	10	[31]	0
All the assembly you	21	sw a5	-20(s0)							
	22	j .L:	3							
write will be here	23	lw a4	-36(s0)							
	24	lw a5	-40(s0)							
Console	12. 7				Instruction	breako	own			
Parsing successful!				*	31	20	19 15	14 12	11 7	6 0
					imm		rs1	funct3	rd	opcode
					00000000	0000	00000	000	00000	0010011
				•						







#### Simulator Controls

BRISC-V Home					Man	ual & Examples	
Rest Status Lab Baston University Here			■A LA	ASCS ABOI	ADAPTIV COMPUT	e & secure ing systems 'ORY	
C source	RISC-V Assembly	Registers	Memo	ory			
1 int fib(int n) (	Reset Simulator	Register		Value	Registe	r	Value
2 if (n <= 1) {	kemel:	zero	[0]	0	ra	[1]	0
3 return n; 4 } else {	2 call main	sp	[2]	0	gp	[3]	0
<pre>5 return fib(n-1)+fib(n-2); 6 }</pre>	3 addi zero,zer 0 and 1	tp	[4]	0	t0	[5]	0
7 }	5 addi zero,zero,0	t1	[6]	0	t2	[7]	0
<pre>9 int return_function (int result) {</pre>	7 aujpc ra,0x0	s0/tp	[8]	0	s1	[9]	0
10 return result; Load code	Run code ero, zero, 8 Step through code	aO	[10]	0	al	[11]	0
12 13 int main(){	10 addi zero,zero,0 .file "gcd.c"	a2	[12]	0	a3	[13]	0
14 int n = 9; 15 int negult - neturn function (fib(n));	.option nopic	a4	[14]	0	a5	[15]	0
16 return result;	.align 2	a6	[16]	0	a/	[1/]	0
17 }	.globl gcd .type gcd, @function	s2	[18]	0	s3	[19]	0
	god:	s4	[20]	0	s5	[21]	0
	12 sw ra,44(sp)	s6	[22]	0	s7	[23]	0
	13 sw s0,40(sp) 14 addi s0,sp,48	s8	[24]	0	s9	[25]	0
	15 sw a0,-36(s0) 16 sw a1 -40(c0)	s10	[26]	0	s11	[27]	0
	17 lw a4,-36(s0)	t3	[28]	0	t4	[29]	0
	18 lw a5,-40(s0) 19 bne a4,a5,.L2	t5	[30]	0	t6	[31]	0
	20       1w a5,-36(\$0)         21       sw a5,-20(\$0)         22       j         23       1w a4,-36(\$0)         24       1w a5,-40(\$0)						
Console		Instruction	breakdo	own			
******** Parser Output *********** Parsing successful!		31	20	19 15	14 12	11 7	6 0
		imm		rs1	funct3	rd	opcode
		00000000	0000	00000	000	00000	0010011







# Stepping Through a Program

BRISC-V Home			BRISC-V Simula	itor							Man	ual & Examp	oles
Reaptive and Secure Computing Systems Lab • Boston University								SASCS ADAPTIVE & SECU COMPUTING SYSTE LABORATOR					
C source	RISC-	V Assembly					Registers	Mem	ory				
	<u>±</u> ·	РИ	K				Register		Value	Registe	er	Value	
$\begin{array}{c c} 1 & \text{int fib(int n)} \\ 2 & \text{if (n <= 1)} \\ \end{array}$	0	add1	zero,zero,	<b>*</b>			zero	[0]	0	ra	[1]	0	
3 return n; 4 } else {	2	addi	sp,zero,153 main	36	A CONTRACTOR OF A CONTRACTOR O		sp	[2]	0	gp	[3]	0	
<pre>5 return fib(n-1)+fib(n-2);</pre>	3	addi	zero, zero, 6	9	[月28 [月28 [月28] [月28]		tp	[4]	0	t0	[5]	0	
6 } 7 }	4	mv addi	s1,a0 zero,zero,0	9	DE. Vez. Dec.		t1	[6]	0	t2	[7]	0	
<sup>8</sup> int return function (int result) { Let's click the step	6	addi auipc	zero,zero,@	9			s0/fp	[8]	0	s1	[9]	0	
10 return result;	8	jalr	ra,0(ra)	_			a0	[10]	0	a1	[11]	0	
	10	addi	zero,zero,e zero,zero,e	3			a2	[12]	0	a3	[13]	0	
13 int main(){ 14 int n = 9:		.file	"gcd.c" on nopic	The bl	ua lina show	c I	a4	[14]	0	a5	[15]	0	
<pre>15 int result = return_function (fib(n));</pre>		.text				3	a6	[16]	0	a7	[17]	0	
17 }		.globi	l gcd	which ins	struction will	be	s2	[18]	0	s3	[19]	0	
		.type gcd:	gcd, @funct		cuted next		s4	[20]	0	s5	[21]	0	
	11	addi	sp, sp, -48				s6	[22]	0	s7	[23]	0	
	13	SW SE	0,40(sp)			- 11	s8	[24]	0	s9	[25]	0	
	14	addi sw a@	s0,sp,48 0,-36(s0)				s10	[26]	0	s11	[27]	0	
	16	sw at	1,-40(s0)				t3	[28]	0	t4	[29]	0	
	18	lw as	5,-40(s0)				t5	[30]	0	t6	[31]	0	
	19 20 21 22 23 24 25	bne a4 lw a5 sw a5 j .l .L2: lw a4 lw a5	4,a5,.L2 5,-36(s0) 5,-20(s0) L3 4,-36(s0) 5,-40(s0)										
Console							Instruction I	breakd	own				
Parser Output **********************************						^	31	20	19 15	14 12	11 7	6	0
							imm		rs1	funct3	rd	opcode	
						-	000000000	000	00000	000	00000	0010011	1







# Stepping Through a Program









# addi Changed the Register File

BRISC-V Home		BRISC-V	V Simulator						Man	ual & Examples
Reaptive and Secure Computing Systems Lab • Boston University							■A LA		APTIVE MPUTT	e & secure ng systems ORY
C source	RISC-V	Assembly			Registers	Mem	ory			/////
2 · 0	1 ·	► H K			Register		Value	Register		Value
1 int fib(int n) {	0	addi zero,z kernel:	,zero,0	and the second s	zero	[0]	0	ra	[1]	0
3 return n;	1	, addi sp,zer	ero,1536	<ul> <li>The second se Second second sec</li></ul>	sp	[2]	1536	gp	[3]	0
<pre>4</pre>	3	addi zero,z	,zero,0		tp	[4]	0	t0	[5]	0
	4	mv s1,a0 addi zero s	0 Zero 0		t1	[6]	0	t2	[7]	0
addi sp. zero. 1536	6	addi zero,z	,zero,0		s0/50	[8]	0	s1	[9]	0
9 int return_function (int result) { addit SP, ZCIO, 1000 10 return result;	7 8	auipc ra,0x0 jalr ra,0(r	x0 (ra)	Constant Constant	aO	[10]	0	a1	[11]	0
got executed	9	addi zero,z	,zero,0		a2	[12]	0	a3	[13]	0
13 int main(){	10	.file "gcd.o	.c"		a4	[14]	0	a5	[15]	0
14 int n = 9; 15 int result = return_function (fib(n)t, summed 0 and 1536	Ś,	.option nopic .text	c		36	[16]	0	a7	[17]	0
and put it in register er	n	.align 2			c2	[19]	0	c3	[10]	0
	Ρ	.type gcd, @	@function	Register sp is	52	[10]	0	55	[21]	0
	11	gcd: addi sp,sp,	p,-48	highlighted!	54	[20]	0	-7	[2]]	0
	12	sw ra,44(sp)	)	ingingitea	so	[22]	0	57	[23]	0
	14	addi s0,sp,	p,48	an stands for stack	s8	[24]	0	s9	[25]	0
	15 16	sw a0,-36(s0) sw a1,-40(s0)	0) 0)	sp stanus for stack	s10	[26]	0	s11	[27]	0
	17	lw a4,-36(s0)	0)	pointer	t3	[28]	0	t4	[29]	0
	19	bne a4,a5,.L2	2	I	t5	[30]	0	t6	[31]	0
	20	lw a5,-36(s0)	0) 0)							
	22	j .L3	0)							
	23	.L2: lw a4,-36(s0)	0)							
	24	lw a5,-40(s0)	0)							
Console					Instruction	breako	lown			
Parser Output					Pseudo-Ir	structio	ons don't hav	e a breakdow	n	
					-					







## Setting Breakpoints

BRISC-V Home			BRISC-V Simulator					Man	ual & Examples
Respective and Secure Computing Systems Lab • Boston University						■A LA		DAPTIVI DMPUTI AT	e & secure ng systems ORY
C source	RISC-	V Assembly		Registers	Mem	югу			
<u>2 0</u>	<u>1</u> -	<b>F</b>	K	Register		Value	Register		Value
1 int fib(int n) {	0	addi	zero, zero, 0	zero	[0]	0	ra	[1]	0
2 11 (ii <= 1) { 3 return n;	1	addi	sp,zero,1536	sp	[2]	1536	gp	[3]	0
4 } else { 5	2	call	main	tp	[4]	0	t0	[5]	0
6 }	4	mv	s1,a0	+1	161	0	+2	(7)	0
7 }	5	addi	zero,zero,0	0.0	[0]	0	12	[/]	0
<pre>9 int return_function (int result) {</pre>	7	auipc	ra,0x0	su/tp	[8]	0	\$1	[9]	0
10 return result; 11 }	8	jalr addi	ra,0(ra) IIII	a0	[10]	0	a1	[11]	0
12	10	addi	zero, zero, 0	a2	[12]	0	a3	[13]	0
13 int main(){ 14 int n = 9;		.file .optio	"gcd.c" n nopic	a4	[14]	0	a5	[15]	0
<pre>15 int result = return_function (fib(n));</pre>		.text		аб	[16]	0	a7	[17]	0
16 return result; 17 }		.align .globl	2 gcd	s2	[18]	0	s3	[19]	0
		.type	gcd, @function	c.4	[20]	0	c5	[21]	0
	11	gcd: addi	sp,sp,-48		[20]	0	-7	[2]	0
	12	sw ra	44(sp)	50	[22]	0	S/	[23]	0
	13	sw sø addi	s0, s2, **	s8	[24]	0	s9	[25]	0
Pight-clicking on an	15	sw a0	-36(:0) Add breakpoint Ctrl+B	s10	[26]	0	s11	[27]	0
	16	lw a4	-36(:8) Delete breakpoint Ctrl+D	t3	[28]	0	t4	[29]	0
instruction opens a menu	18	lw a5	-40(s0)	t5	[30]	0	t6	[31]	0
I	20	lw a5	-36(38)		1.				•.
	21	sw a5	-20(s0) Command Palette F1	_et's	CIIC	:k on '	the fi	rst	item –
		.L2:			Δα	d bra	akno	hint	
	23	lw a4	-36(s0) -40(s0)		~		sarpt	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	•
Concella	25	blo of	aF 14	Instruction	brook	louun			
******** Parser Output ***********				Instruction	Dieako	IOWIT			
Parsing successful!				Pseudo-In	structio	ons don't have	a breakdow	'n	
			▼						







## Setting Breakpoints

BRISC-V Home		BRISC-V Simulator						Manu	ial & Examples
Rdaptive and Secure Computing Systems Lab - Boston University						SA LA		APTIVI MPUTI AT	e & secure ng systems ORY
C source	RISC-V	/ Assembly		Registers	Memo	ry			//.
<u> </u>	±.∗			Register		Value	Register		Value
1 int fib(int n) {	0	addi zero,zero,0 kernel:	And a local diversion of the local diversion	zero	[0]	0	ra	[1]	0
3 return n;	1	addi sp,zero,1536		sp	[2]	1536	gp	[3]	0
5 return fib(n-1)+fib(n-2); Now if we click run,	3	addi zero,zero,0	112	tp	[4]	0	t0	[5]	0
<sup>6</sup> <sup>7</sup> simulator will keep	4	mv s1,a0 addi zero,zero,0	196. 962.	t1	[6]	0	t2	[7]	0
	6	addi zero,zero,0		s0/fp	[8]	0	s1	[9]	0
10 return result; executing instructions until	8	jalr ra,0(ra)		a0	[10]	0	a1	[11]	0
<sup>11</sup> it hits a broakpoint	9 10	addi zero,zero,0 addi zero,zero,0		a2	[12]	0	a3	[13]	0
		.file "gcd.c"		a4	[14]	0	a5	[15]	0
<pre>14 int n = 9; 15 int result = return_function (fib(n));</pre>		.text		a6	[16]	0	a7	[17]	0
16 return result; 17 }		.align 2	-	\$2	[18]	0	\$3	[19]	0
		.type gcd, @function		5 <u>2</u>	[20]	0	-5	[21]	0
	11	gcd: addi sp,sp,-48	-	54	[20]	0	-7	[21]	0
1 brookpoint	12	sw ra,44(sp)		SD	[22]	0	S/	[23]	0
	-14	addi s0,sp,#8		s8	[24]	0	s9	[25]	0
got created!	15 16	sw a0,-36(s0) sw a1,-40(s0)		s10	[26]	0	s11	[27]	0
5	17	lw a4,-36(s0)		t3	[28]	0	t4	[29]	0
	18	1W a5,-40(50) bne a4,a5,.L2		t5	[30]	0	t6	[31]	0
	20	1w a5,-36(s0)							
	22	j .L3							
	23	.L2: lw a4,-36(s0)							
	24	lw a5,-40(s0)							
Console				Instruction	breakdo	wn			1. 7.
Parsing successful!			^						
				Pseudo-Ins	struction	s don't hav	e a breakdow	n	
celab aco (corporate) (locico) (index lateral									







## Running Code until a Breakpoint

BRISC-V Home			BRISC-	/ Simulator								Man	ual & Exam	ples
Redeptive and Secure Computing Systems Lab • Boston University										S. L	ASCS ABO	ADAPTIV COMPUT	e & secu ng syste 'OR'	IRE IMS Y
C source	RISC-V	Assembly						Registers	Men	погу				
1 · 0	<u>±</u> -	► H	K					Register		Value	Regist	er	Value	
1 int fib(int n) {	0	addi	zero	,zero,0			years of the second	zero	[0]	0	ra	[1]	73	
3 return n;	1	addi	sp,z	ero,1536				sp	[2]	1456	gp	M	0	
<pre>4</pre>	2	call addi	main zero	.zero.0			100	tp	17	0		[5]	0	
6 }	4	mv	s1,a	9				t1	[6]	0	t2	[7]	0	
8	6	addi	zero	,zero,0 ,zero,0				s0/fp	181	1536	\$1	[9]	0	
<pre>9 int return_function (int result) { 10     return result; </pre>	7	auipc ialr	ra,0	x0 (ra)				00/10	[10]	64	21	[11]	49	
11 }	9	addi	zero	zer Nº	st of	ragistar	c change	1	[12]	04	a1	[1]]	40	
12 13 int main(){	10	addi .file	zero "gcd	,zen <b>o, IC</b>		register	s change	αZ	[12]	0	45	[13]	0	
14 int $n = 9$ ;		.optio	on nopi	c		values	! -	a4	[14]	0	a5		48	
<pre>15 Int result = return_function (fib(n)); 16 return result;</pre>		.text .align	1 2					ao	[16]	0	a7	[17]	0	
17 }		.globl	gcd	Ofunction				s2	[18]	0	s3	[19]	0	
		gcd:	geu,	@ranceron				s4	[20]	0	s5	[21]	0	
_	11	addi sw ra	sp,s	p,-48				s6	[22]	0	s7	[23]	0	
The instruction pointer	13	sw se	),40(sp	)				s8	[24]	0	s9	[25]	0	
moved to the breakneint!	15	addi sw a0	<b>50,5</b> ),-36(s	p,48 Ə)				s10	[26]	0	s11	[27]	0	
moved to the breakpoint:	16	sw a1	l, -40(s	8) 9)				t3	[28]	0	t4	[29]	0	
	18	lw as	5,-40(s	ə)				t5	[30]	0	t6	[31]	0	
	19	bne a4	1,a5,.L	2					[50]	U		[31]	0	
	21	sw a5	5,-20(s	9)										
	22	j.L .L2:	.3											
	23	lw a4	1,-36(s	9)										
	24	IW as	-40(S	•										
Console								Instructio	n break	10 15	14 10	11 7	~	0
Parsing successful!								31	20	19 15	14 12	11 /	0	0
								imm		rs1	funct3	rd	opcode	e .
								0000001	10000	00010	000	01000	001001	1







#### Text and Data Sections

BRISC-V Home	BRISC-V Simulator				Manu	ual & Example:
Redaptive and Secure Computing Systems Lab - Boston University			₿A LA	ASCS ABO	ADAPTIVI COMPUTI	e & secure ing systems 'ORY
C source	RISC-V Assembly	Registers	Memory			
		HEX DEC BI	NARY			
<pre>1 int fib(int n) { 2     if (n &lt;= 1) { 3         return n; 4     } else { 5         return fib(n-1)+fib(n-2); 6     } 7     .data and .rodata sections allow 8     ide much (instantial fibe much) { </pre>	<pre>22 ecall     # let's statically allocate a string "HELLO!"     # we start this by creating a read-only data section     .rodata .HELLO:     # strings should end with the null terminator \0     # the null terminator's binary value is 0!     # we split HELLO!\0 into two 32bit words:     # Well and 0.000 enter that thats are TOLE and 2 pages </pre>	0x00000135: 0x00000134: 0x00000136: 0x0000012c: 0x00000128: 0x00000124: 0x00000120: 0x00000120: 0x00000118:	U         U         U         U         U           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00           00         00         00         00         00			
the program is run	<pre># weite HELL in asci: # H - 0x48 # E - 0x45 # L - 0x4c # since this is a little-endian architecture, we</pre>	0x00000114: 0x00000110: 0x0000010c:	00 00 00 00 00 00 00 00 00 00 00 00 HEAP SEGMENT DATA SEGMENT 00 00 21 4f			
<pre>15 int result = return_function (fib(n)); 16 return result; 17 }</pre>	<pre># write HELL in reverse - LEHH .word 0x4C4C4548 # now we write the second part 0100 .word 0x00000214F # this section is parsed when you load the program - # not when the instruction pointer runs over it. # as soon as you loaded the program, you should see # this string in the memory pane's data section, # somewhere close to the bottom of it. # # now we can go back to a text section that has code</pre>	0x00000104: 0x00000104: 0x000000fc: 0x000000fs: 0x000000f6: 0x000000f6: 0x000000f6: 0x00000064: 0x00000064:	4c         4c         4c         54           TEXT         SEGMENT           00         00         00           00         00         00           00         00         01           00         00         01           00         00         01           00         00         01           00         00         01           00         00         00           00         00         00           00         00         00           00         00         00           00         00         00           00         00         00	// <- // a // a // a // j // a // a // a	hello ddi ze ddi ze ddi ze ddi ze alr ra uipc ra ddi ze ddi ze	ero, zero ero, zero ero, zero ero, zero a,0(ra) a,0x0 ero, zero ero, zero
.text sections are used for code.	.text	0x000000e0: 0x000000dc:	00 00 00 13 00 00 00 13	// a // a	ddi ze ddi ze	ero, zero
Programs are in the text section by default	<pre># print the string "HELLOIN" 23 addi t0, zero, 3 # this is the string printing syscall 24 lui a0, %hi(.HELLO) # this loads the top 20 bits 25 addi a0, a0, %lo(.HELLO) # this loads the bottom 12 bits 26 addi a1, zero, 7 # length of the string 27 ecall # print characters '!', '\n', '-'</pre>	0x00000048: 0x00000044: 0x00000040: 0x0000000c2: 0x000000c8: 0x000000c0: 0x000000c0:	00         00         80         67           00         00         00         73           71         00         05         13           00         70         02         93           00         00         00         73           ff         00         05         13           00         70         02         93           60         00         05         13           00         70         02         93           60         70         02         93           00         70         02         93           00         00         60         73	// j // // //	r ra ecall addi a0, addi t0, ecall addi a0, addi t0, ecall	zero, zero, zero, zero,
Console		Instruction br	eakdown			
******* Parser Output ********* Parsing successful!		<sup>^</sup> 31	20 19 15	14 12	11 7	6 0
김 아파 지 않는 것 같은 것 같은 것이 없는 것 같아.		imm	rs1	funct3	rd	opcode
		0000000000	00 00000	000	00000	0010011





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#### Text and Data Sections

C source	RISC-V Assembly	Registers M	emorv		
<pre>2 0 1 int fib(int n) { 2 if (f (n = 1)) { 3 if (n = 1) { 3 if (n = 1) { 3 if (n = 1) { 4 if (n = 1) { 5 if</pre>	<pre>22 ecall # let's statically allocate a string "HELLO!" # we start this by creating a read-only data section .rodata .HELLO: # strings should end with the null terminator \0 # the null terminator's binary value is 0! # we split HELLO!\0 into two 32bit words: # HELL and 0!00 - note that thats an "0!" and 2 zeros # we write HELL in asci1: # H - 0x48 # E - 0x45 # L - 0x46 # since this is a little-endian architecture, we # write HELL in reverse - LEHH .word 0x404C4548 # now we write the second part 0!00 .word 0x0000214F # this section is parsed when you load the program - # not when the instruction pointer runs over it. # as soon as you loaded the program, you should see # this string in the memory pane's data section, # somewhere close to the bottom of it. # now we can go back to a text section that has code .text # print the string "HELLO!\n" addi a0, a0, %l0(.HELLO) # this loads the top 20 bits # of .HELLO address into a0 25 addi a0, a0, %l0(.HELLO) # this loads the bottom 12 bits addi a1, zero, 7 # length of the string ?? ecall # print characters '!', '\n', '-'</pre>	HEX         DEC         BINA           0XX00000136:         0XX00000136:         0XX00000136:           0XX00000120:         0XX00000120:         0XX00000120:           0XX000001210:         0XX000000120:         0XX000000110:           0XX000000100:         0XX000000100:         0XX000000100:           0XX00000100:         0XX00000100:         0XX00000100:           0XX00000100:         0XX00000100:         0XX000000100:           0XX000000100:         0XX000000000:         0XX000000000:           0XX000000000:         0XX000000000:         0XX000000000:           0XX0000000000:         0XX0000000000000000000000000000000000	BY         BY	// <- // au // au // au // au // au // au // au // au // au // ju // ju	helld ddi z ddi z ddi z ddi z ddi z ddi z ddi z ddi z ddi z ddi a addi a addi a addi t addi a addi t ceall
Parsing successful!		â 31	20 19 15	14 12	11 7
		imm	rs1	funct3	rd



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#### Text and Data Sections

C	ource	RISC-V Assembly	Registers Me	emory			
	<pre>int fib(int n) {     if (n &lt;= 1) {         return n;     } else {         return fib(n-1)+fib(n-2);     }     int return_function (int result) {         return result;     }     int main(){         int n = 9;         int result = return_function (fib(n));         return result;     }     You can see the allocated     memory in the data segment in     the memory pane! You can also         see the .HELLO pointer! </pre>	<pre>22 ecal # let's statically allocate a string "HELLO!" # we start this by creating a read-only data section .rodata .HELLO: # strings should end with the null terminator \0 # the null terminator's binary value is 0! # we split HELLO!\0 into two 32bit words: # HELL and 0!00 - note that thats an "0!" and 2 zeros # we write HELL in asci1: # H - 0x48 # E - 0x45 # L - 0x46 # since this is a little-endian architecture, we # write HELL in reverse - LEHH .word 0x404024548 # now we write the second part 0!00 .word 0x40600214F # this section is parsed when you load the program - # not when the instruction pointer runs over it. # as soon as you load the program, you should see # this string if the memory pane's data section, # comewhere close to the bottom of it. # now we can go back to a text section that has code .text # print the string "HELLO!\n" addi 10, zero, 3 # this is the string printing syscall lui a0, %h0(.HELLO) # this loads the top 20 bits # addi a1, zero, 7 # length of the string ecall # print characters '!', '\n', '' # dif the arearchecked # print characters '!', '\n', ''</pre>	0x000000138:           0x00000136:           0x00000136:           0x00000126:           0x00000126:           0x00000126:           0x00000126:           0x00000126:           0x00000126:           0x00000116:           0x00000116:           0x00000106:           0x00000107:           0x00000107:           0x00000016:           0x00000016:           0x00000016:           0x00000006:           0x0000006:           0x0000006:	0         0         0         0         0         0           0         0         0         0         0         0         0           0	// <- // au // au	hello ddi z ddi a call addi a0 addi di to ecall	ero,; ero,;
***	Note Parser Output **********************************		<b>31</b> 2	0 19 15	14 12	11 7	6
Bac	sing successfull		10				





# System Calls

- We also provide some simple system calls
- System calls are used for functionalities provided by the operating system
  - Think file systems, IO, etc.
- In RISC-V, system calls look something like:
  - Put the type of system call you want in register t0
    - More about that on the next slide
  - Put any arguments you may have in a0 and a1
  - Call instruction ECALL
  - If the system call has return values, they will be in a0
- To really get familiar with syscalls, try running the example syscall file in the simulator







# Supported Syscalls

Syscall	Syscall ID (put this in t0)	Description
Print integer	1	Print integer value in a0 to console
Print char	2	Print ascii value in a0 to console
Print string	3	Print string with address in a0 and length in a1 to console
Read integer	4	Read integer from console into a0
Read char	5	Read character from console into a0 as an ascii value
Read string	6	Read string of length given in a1 from console and store it at address in a0
SBRK	7	Dynamically allocate the amount of bytes specified in a0. The pointer to the beginning of the newly allocated memory will be stored in a0. The value in a0 can be negative, if you want to deallocate some memory!















# Bugs and Features

- Found a bug? Have an issue? Want a feature/RISC-V extension?
  - Send an email to <a href="mailto:briscv.feedback@gmail.com">briscv.feedback@gmail.com</a>
- Thanks!

