



The Linux Run-Time SHARC+ Loader on the ADSP-SC57x/ADSP-SC58x Processors

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Introduction

The ADSP-SC58x and ADSP-SC57x processors are comprised of an ARM Cortex[®]-A5 core alongside dual DSP SHARC+[®] cores. Analog Devices, Inc. provides a Linux add-in BSP that allows a user to run Linux on the ARM core. When a user wants to run an application on one of the SHARC+ cores, a debugger such as the ICE-1000 or ICE-2000 can be used to load the SHARC+ cores without disturbing the ARM core running Linux.

When a SHARC+ application is ready for deployment, the user must create a single boot stream containing u-boot and the SHARC+ application for each SHARC+ core.

This EE-Note describes a method to load different boot stream loader (LDR) files from the Linux filesystem to run on the SHARC+ cores during run time.

Run-Time SHARC+ Loader

The Run-Time SHARC+ Loader (RSL) is a userspace Linux application that reads a binary boot stream LDR file and boots it onto one of the SHARC+ cores. Additionally, it can pass command line arguments to the SHARC+ application if desired. In [Figure 1](#), the help message is displayed for the RSL executed on ADSP-SC589. By default, if no SHARC+ core is specified, core 1 is the target.

```
# ./loadsharc_SC589 -help
usage:
  loadSharc_SC589 [options]
options:
  -i [LDR file]      Sharc Binary LDR file to be
                    load
  -s [Sharc Core #]  Sharc Core to load (1 or 2)
  -d [debug level]   Amount of debug info 1, 2 or 3
  -a [Arguments]     Arguments that will be passed to SHARC
  -h                Show this help message
#
```

Figure 1: Help message from Run-Time SHARC+ Loader on ADSP-SC589

The option `-d` allows the user to specify the debug level for the amount of information displayed during the execution.

Architecture

The RSL is comprised of a front-end and a back-end. The front-end is the Linux application that reads in the binary boot stream LDR file. The back-end is a Loader Stub (LS) which runs on the SHARC+ core and communicates with the RSL front-end. The RSL is also responsible for loading the LS onto the SHARC+ for execution. Optionally, to receive arguments from the RSL, an additional back-end function must be added to the user application to communicate with the RSL front end.

The LS uses the boot kernel stored in boot ROM memory to do the actual booting of the boot stream. It supplies a Load function driver to be registered with the boot kernel used during the booting. As the booting occurs, the supplied Load function is called to fetch more boot stream data. Since the LDR file sits on the file system on

the ARM core, the Load function communicates with the RSL front-end as to how much data to fetch. The RSL front-end acts as a server and waits for this request. Once it gets a request, it will `fread()` the requested amount from the LDR file and store it in the shared buffer with the SHARC+ core.

There are two main reasons for the RSL architecture.

1. It is easier for the boot kernel to load and boot a boot stream than for a Linux application to parse and load a `DXE` image file.
2. The boot kernel API is not Linux-compatible, so a Linux application cannot directly employ the boot kernel API to boot an LDR file.

Operational Flow

In [Figure 2](#), the diagram pictorializes the flow of the SHARC+ application loading. The following sequence of steps occurs:

1. Set the `RCU_SVECTn` register to the location in boot ROM to loop on idle instruction.
2. Reset the SHARC+ core.
3. Load the loader stub onto the L1 memory of the SHARC+s.
4. Set the `RCU_SVECTn` register to the beginning of the loader stub application in SHARC+ L1 memory.
5. Reset the SHARC+ core.

6. The RSL front-end waits for a signal from the LS that it is running.
7. The LS starts executing and sets up the boot structure of type `ADI_ROM_BOOT_CONFIG` and calls `adi_rom_BootKernel()` to start the boot procedure.
8. The RSL waits for a request from LS for boot stream data.
 - a. Once the request is obtained, the RSL reads data in from the LDR file and stores it in shared memory.
 - b. The RSL signals to LS that the boot stream data is ready.
9. This loop continues until the booting finishes and the LS signals to the RSL that no more data is needed.
10. The LS calls the booted application as a function call to start execution, and the RSL waits for a signal from the application.
11. The RSL sends the length of the command line argument to the application.
12. The user application allocates the memory for the command line and sends the address back to the RSL.
13. The RSL copies the command line to the address received and signals the application and exit.
14. The user application parses the command line and start normal execution.

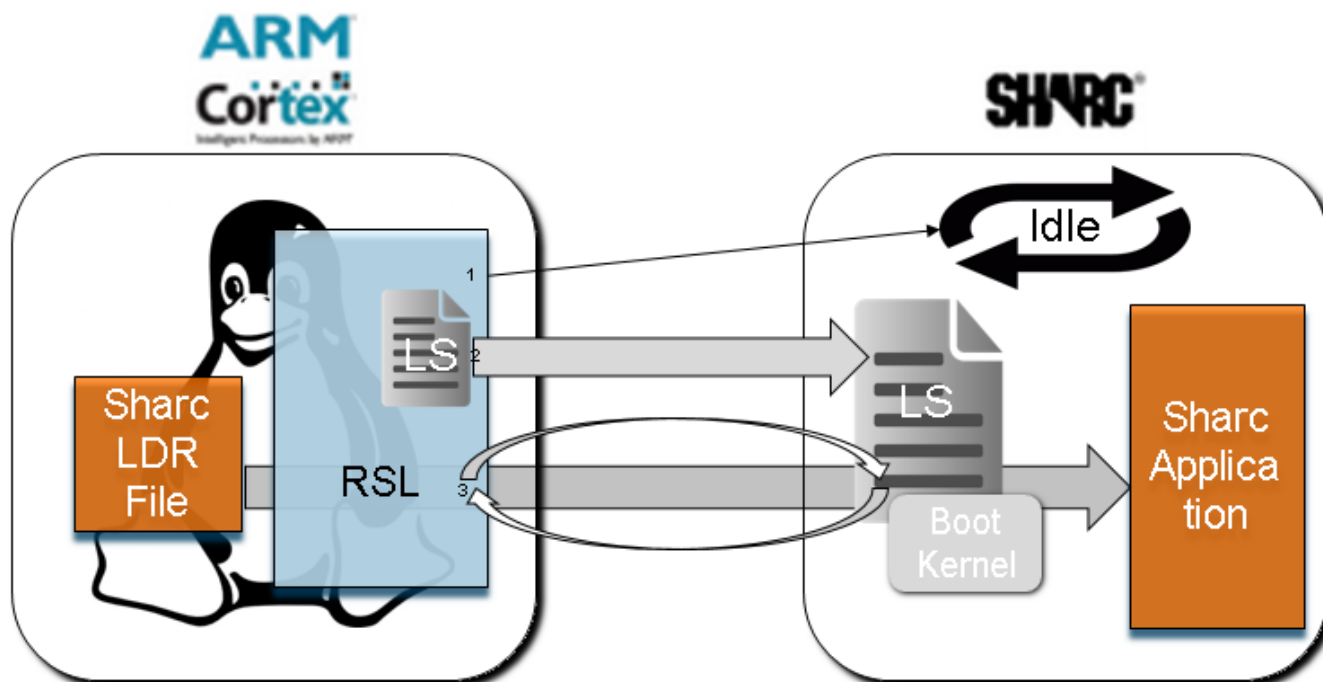


Figure 2: Linux Run-Time SHARC+ Loader Block Diagram

Loader Stub

The LS is a SHARC+ application. It does two things. First, it sets up the boot configuration structure for the boot kernel and then, using the boot API, calls the boot kernel. Second, it provides a Load function to be registered with the boot kernel. The LS is essentially doing a memory boot. The boot API allows users to define their own drivers to support custom boot modes. Since memory boot is not one of the supplied boot modes, a user must supply a custom driver. A driver is a set of functions which include Init, Config, Load, and Cleanup. For a running system, memory is already configured and initialized, so there is no need for functions other than the Load function.



More information about the boot ROM and boot kernel can be found in the *ADSP-SC58x/ADSP-2158x SHARC+[®] Processor Hardware Reference* ^[1] and *Tips and Tricks Using the ADSP-SC58x/ADSP-2158x Processor Boot ROM (EE-384)* ^[3].

Combining Loader Stub with RSL Linux Application

The RSL loads the loader stub into the SHARC+ memory for execution. Before this happens, the LS is compiled into RSL. The contents of the LS DXE files are dumped and parsed and formatted into C source code data buffers using a script and `ELFDUMP.EXE`. (`ELFDUMP.EXE` is a utility that comes with CrossCore[®] Embedded Studio (CCES)).


From the provided source code, `SharcBooter_Core1` is the CCES project for the loader stub for ADSP-SC589 SHARC core 1 and `SharcBooter_Core2` is the CCES project

for the loader stub for core 2. There are corresponding projects for the ADSP-SC573 as well. All the projects share the same source code for the LS.

A provided script `makeSectData.sh` outputs `secdat_SC589_sh1.c` and `secdat_SC589_sh2.c` which can be compiled into the RSL, for the ADSP-SC589. The same script can be used to process the DXE's from the ADSP-SC573 projects and produce the corresponding source code for the LS's for the ADSP-SC573.

Loader Stub Memory Placement

Since the loader stub is a SHARC+ application running from SHARC+ memory and it calls the boot kernel to boot another SHARC+ application that also resides in SHARC+ memory, DO NOT overwrite the loader stub during the booting. Therefore, the loader stub is placed in the upper portion of L2 memory at **0x200BB000** for core 1 and **0x200AD000** for core 2 in case of ADSP-SC589 and at **0x200FB000** for core 1 and **0x200BD000** for core 2 in case of ADSP-SC573.

 Since the LS resides in the upper portion of the L2 memory, the SHARC+ applications to be loaded by the RSL should **not** use memory occupied by the LS in the ADSP-SC589/ADSP-SC573 memory map.

Loader Stub Size

The size of the loader stub is primarily determined by:

- the shared memory buffer that the RSL front-end places data into from reading the LDR file, **and**
- the location where the LS reads from when the boot kernel requires more boot stream data

For this implementation, the buffer size is defined to be 2KB. Therefore, the user must restrict the block size of the boot stream of the SHARC+ application to be loaded to 2KB.



The maximum block size for a block in the LDR file of the SHARC+ application must be equal or less than 2KB.

To restrict block size, the user can provide an extra option for the CrossCore® SHARC+ Loader utility. In the tools settings for the SHARC+ CCES project, there is a subsection for *Additional Options* under the *CrossCore SHARC Loader* section. In this, add the switch `-MaxBlockSize 2048`.

[Figure 3](#) shows this option in CCES.

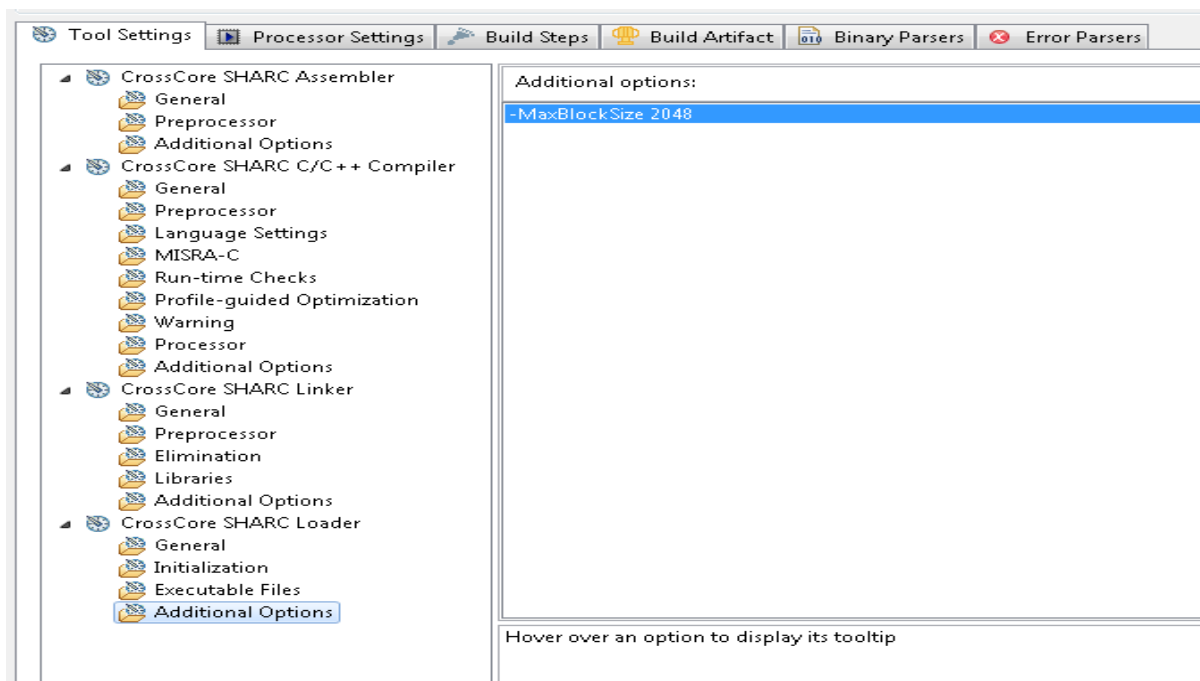


Figure 3: Specifying Maximum Block Size in LDR File

Loading the Loader Stub

Once compiled into the RSL, the loader stub is copied into the correct SHARC+ memory locations. But, before this can be done, it must be ensured that the SHARC+ core is not simultaneously trying to access the same memory locations. The RSL does not know the state of the SHARC+ core. The core could already be executing an application that shares the same memory locations as the loader stub. Therefore, the RSL sets the RCU_SVECTn register for either SHARC+ core 1 or core 2 to a location in read-only boot rom which holds instructions for looping on an idle instruction. Then, the Reset Control Unit (RCU) is used again to trigger a core reset which makes the SHARC+ core jump to the location specified in the RCU_SVECTn register. As a result, the RSL is guaranteed that the SHARC+ core is in a safe state for which the RSL can load the loader stub.

Communication and Handshaking

Loading SHARC+ with Loader Stub

On the ADSP-SC58x and ADSP-SC57x, the internal memory of the SHARC+ core is accessible by other system masters which include other cores via the multi-processor address space.

When the loader stub contents are dumped and parsed, `secdat_sh1.c` and `secdat_sh2.c` are created; the memory addresses refer to the internal memory space of the SHARC+ core. For the RSL to load content into SHARC+ memory, these memory addresses are translated to multi-processor space addresses. For explanation purposes the generic terms `secdat_sh1.c` and `secdat_sh2.c` used throughout the document, while RSL compilation expects `secdat_SC573_sh1.c`, `secdat_SC573_sh2.c` and `secdat_SC589_sh1.c`,

`secdat_SC589_sh2.c` differentiating compilation targets.

Boot Stream Data Buffer

As described earlier, the LS declares a buffer which is used by both the LS and the RSL. When `secdat_sh1.c` and `secdat_sh2.c` are created, the script also obtains the SHARC+ address for this data buffer to load into a pointer variable declaration for the RSL. Thus, the RSL knows where to place the boot stream data.

Semaphores

Using the same method, a pair of volatile variables are declared in the LS. The addresses are parsed and then loaded into variable declarations in the RSL. The SHARC+ uses the variables in the pair to write to and signal to the ARM core. The ARM core uses this *shared* variable only as a *read-only* variable. This configuration assures that there is no possible contention between both cores trying to write to the same memory location (variable). The other variable in the pair is used similarly. The ARM uses it to write to and communicate to the SHARC+ core. The SHARC+ core uses it only as a read-only variable.

Accessing Physical Memory

The RSL front-end (ARM core) and the SHARC+ communicate and share data with each other by accessing the SHARC+ memory and translating it to the multi-processor address space. For example, in case of SHARC+ L1 memory, take the SHARC+ byte address and then prepend 0x280 to the most significant ten bits of the SHARC+ L1 address (if using slave port 1). Or, prepend 0x281 if using slave port 2. For this implementation, slave port 1 is used. For more information on multi-processor space addressing, refer to the *SHARC+® Dual Core DSP with ARM Cortex-A5* ^[3] data sheet.

However, Linux cannot access these memory addresses directly. Linux runs in a virtual memory space, and any of the address provided by the parsed output of the LS binary image are physical addresses. In order to access this memory, the physical address region is memory

mapped using `mmap()`. The result is a virtual address which corresponds to the start of the physical address region. From this virtual start address, another address translation is calculated.

Details of this process is outside the scope of this EE-Note and will be provided in a separate upcoming EE-Note.

Argument Passing

In some cases, it can be useful if the RSL can pass arguments to the SHARC+ application as standard C command line arguments. To achieve this, some additional code must be added to the user application's main function to receive the arguments from the RSL. The RSL communicates with the user application. The LS is not involved in this process.

Memory Allocation

Two additional pieces of memory are required to support the argument passing mechanism: one for the communication channels (semaphores implemented with shared global variable pairs), another for storing the arguments. The space for the channel is only used during the bootstrapping process. Once the transmission is done, the space is no longer used. However, the address must be predetermined. The space for the arguments should be preserved throughout the lifecycle of the user application, like `argc` and `argv` arguments. The address does not need to be predetermined.

In this implementation, the space reserved for the MCAPI in L2 by the default linker description files is used for the communication channel. Unlike L1 memory where each SHARC core has its own L1 memory, L2 is shared across the SHARC cores. If L2 is used, take care to not overwrite the memory space occupied by another core. Each core has its own MCAPI space reserved. The address is predetermined. Overwriting the area does not affect other running cores. Since the channel is no longer used after the bootstrapping and the MCAPI is initialized after

bootstrapping, using this space should not affect the function of MCAPI.

The memory space for the arguments is allocated dynamically in the SHARC application using `malloc`. In this way we can guarantee the space is preserved throughout the life cycle without imposing any restriction on user application's memory layout. The size can be dynamically determined to avoid wasted space. Depending on the specific application memory layout, the heap can reside in either L1 or L2.

Receiving the Arguments

The additional argument receiving code is added to the user application. It is a single C function, which should be in the first line of `main` (in the user's `main` function). The following sequence of events occur:

- The code sends a handshake signal to the RSL on the command channel, then waits for the handshake from the RSL.
- The RSL returns the length of command line along with the handshake.
- Memory space is allocated with `malloc`.
- Depending on the result, the code either sends back an error message, or the data request on the command channel with the address of allocated space on the data channel.
- The code waits for the RSL to signal the completion of `memcpy` of the command line arguments to the provided memory space from the user application.
- No more bytes are sent on the channel.
- The function continues to break the command line into sub-strings and create an `argv` table to point to the sub-strings.
- The arguments `argc` and `argv` are passed back to the `main` function using pointers, and the two channels used before are cleared before returning to `main`.

SHARC+® Application Boot Stream Constraints and Further Investigations

Memory Placement

As noted previously, the LS resides in a section of L2 memory. It calls the boot kernel API to boot the SHARC+ application and then performs a direct call to the application. Therefore, the SHARC+ application cannot use the same memory region as the LS because the LS would be overwritten before booting completes.

System Interaction

There are system interactions that must be considered as well. The RSL only resets a SHARC+ core and boots a SHARC+ application during a running system. If a previous SHARC+ application configured a peripheral to run and use DMA, there could still be SHARC+ memory accesses ongoing while the RSL is trying to load the LS into SHARC+ memory. As such, there are some situations where the RSL is prevented from loading subsequent boot stream LDR files.

Security

The current version of the RSL does not support loading secure boot streams. There are relevant security implications. Even in a non-secure system, security mechanisms such as the System Protection Unit (SPU) and the System Memory Protection Unit (SMPU) can still be activated or active.

As such, the user should be aware that the boot kernel uses memory DMA engine 1 (MDMA1) to move data. Previously executing code could have altered the security settings. To ensure that MDMA1 has correct privileges to access memory, `SPU0_SECURE90` and `SPU0_SECURE91` are set so that both the source and destination channels of MDMA1 are secure masters.

Example Code and Projects

A zip file is included with this note that contains three folders. One is `SharCLoader`. This folder is the source code for the user Linux application, otherwise referred to as the RSL front-end. The loader stub source data is already parsed and ready to compile into the RSL. A `makefile` is also provided to use the GCC toolchain provided in the Linux Add-in to help compile the RSL. The `makefile` expects the processor target as the command line argument (either `ADSP-SC589` or `ADSP-SC573`).

The other folder `SharCBooter` contains Windows CCES projects: `SharCBooter_Core1`, `SharCBooter_Core2` for both the ADSP-589 and the ADSP-573. These files are the projects for generating the loader stubs for ADSP-SC589 and ADSP-SC573 respectively. Both projects use a script provided in their project directories called `makeSectData.sh`. This file is a bash script that was used and run under Cygwin to run `elfdump.exe` from CCES. It also includes SED and other utilities to parse the output DXE to create `secdat_sh1.c` and `secdat_sh2.c`. Differentiating tag is added to rename the generated files to `secdat_SC589_sh1.c` or `secdat_SC573_sh1.c` indicating the processor target. Similar naming convention is followed for SHARC core 2. The script runs by providing the path to the DXE image and the core it runs on. Future work would be to port this to Python and rid the requirement of Cygwin.

The RSL can be executed as such:

```
./loadSharC_SC589 -i
LED_SC589_EZKIT_Core1.ldr -s 1 -d 3 -a
"1 2 3"
```

Listing 1: Running the RSL

[Listing 1](#) shows how to run the RSL on ADSP-SC589. Likewise, the generated executable `loadSharC_SC573` can be invoked by the similar pattern of command line arguments as shown in

[Listing 1](#). The `-i` switch provides the input binary LDR file to be booted. The `-s` switch indicates which SHARC+ core to boot. The `-d` indicates the verbosity level of information printed out to console. The `-a` switch provides the command line arguments that are to be passed to the application.

Finally, there is also a `SharCLoaderExample` folder containing examples for both processors: two LED blink programs, one for each core of ADSP-SC589, and for the ADSP-SC573, and one talk thru program that runs on the SHARC+ core 1 of the ADSP-SC589.

Pre-built binaries for these projects are provided in the `SharCLoader` folder.

The LED blink program receives the argument from the RSL to determine which LED to blink.

The LED blink program also contains code that loads two locations of a global buffer with `0xDEAD` and `0xBEEF`. Besides verifying that the LEDs blink on the EZ-board, a user can load a “symbols only” session on CCES and see the following in the disassembly window.

```
001808b3:  jump (pc, -0x11);
001808b6:  i4=0xdead;
001808b9:  dm (var)=i4;
001808bc:  i4=0xbeef;
001808bf:  dm (0x24133c)=i4;
001808c2:  jump (pc, -0x28);
```

Figure 4: Disassembly Window of Instructions in LED Blink Program in ADSP-SC589

Memory Allocation

The linker description file (LDF) must be modified not to overwrite the LS, otherwise, the booting might crash. Refer to the LDF file provided with the example projects.

[Listing 2](#) shows the memory space occupied by the LS and the address range available to the user for both cores on ADSP-SC573 and ADSP-SC589.


```
SC573 - Core1:
USER: START(0x200c0000) END(0x200fafff)
LS:   START(0x200fb000) END(0x200dffb)
SC573 - Core2:
USER: START(0x20080000) END(0x200bcfff)
LS:   START(0x200bd000) END(0x200bffff)
SC589 - Core1:
USER: START(0x200b0000) END(0x200bafff)
LS:   START(0x200bb000) END(0x200bdffb)
SC589 - Core2:
USER: START(0x200a0000) END(0x200acfff)
LS:   START(0x200ad000) END(0x200affff)
```

Listing 2: Memory Allocation for LS

Conclusion

This EE-Note demonstrates a proof-of-concept method to boot different SHARC+ boot streams from Linux running on the ARM core of the ADSP-SC58x and ADSP-SC57x during run time.

The method employed numerous techniques to solve issues such as:

1. Accessing physical memory from Linux
2. Resetting the SHARC+ core
3. Assessing SHARC+ memory
4. Putting the SHARC+ core in a safe state while loading SHARC+ memory
5. Using the boot kernel stored in the boot rom

References

- [1] *ADSP-SC58x/ADSP-2158x SHARC+® Processor Hardware Reference* (<http://www.analog.com/media/en/dsp-documentation/processor-manuals/SC58x-2158x-hrm.pdf>) . Rev 1.0, Sept 2017. Analog Devices, Inc.
- [2] *ADSP-SC57x/ADSP-2157x SHARC+® Processor Hardware Reference* (https://www.analog.com/media/en/dsp-documentation/processor-manuals/adsp-sc57x-2157x_hwr.pdf) . Rev 1.0, March 2018. Analog Devices, Inc.
- [3] *Engineer-to-Engineer Note 384 : Tips and Tricks Using the ADSP-SC58x/ADSP-2158x Processor Boot ROM* (<http://www.analog.com/media/en/technical-documentation/application-notes/EE384v01.pdf>). Rev 1, Sept 30, 2015. Analog Devices, Inc.
- [4] *SHARC+®Dual Core DSP with ARM Cortex-A5 Data Sheet* (http://www.analog.com/media/en/technical-documentation/data-sheets/ADSP-SC582_583_584_587_589_ADSP-21583_584_587.pdf). Rev B, December 2018. Analog Devices, Inc.

Document History

Revision	Description
<i>Rev 1 –November 1st, 2017</i> <i>By G.Yi</i>	Initial Release
<i>Rev 2 –November 9th, 2018</i> <i>By V.B. Jayasree</i>	Functionality extended to ADSP-SC573 family
<i>Rev 2 –January 15th, 2019</i> <i>By W. Zhang</i>	Implemented argument passing Moved LS into L2 memory Enabled parity check